

STM32 RTOS ????? - ?????  
RTOS ??????Queue ?  
Semaphore ???

STM32 RTOS ????? - ?????  
RTOS ??????Queue ?  
Semaphore ???

? ?????

- RTOS Queue
- 
- Queue -
- Semaphore Queue

? Queue ?????

Queue RTOS FIFO

? ??

- byte
  - Send Receive
  - blocking / timeout Queue
  -
-



```
const osSemaphoreAttr_t myBinarySem01_attributes = {
    .name = "myBinarySem01"
};
myBinarySem01Handle = osSemaphoreNew(1, 1, &myBinarySem01_attributes); // 000000
```

? ????????????

?? A?????? - ????????????

```
void StartSenderTask(void *argument)
{
    uint16_t value = 0;
    for(;;)
    {
        osSemaphoreAcquire(myBinarySem01Handle, osWaitForever); // 0000
        osMessageQueuePut(myQueue01Handle, &value, 0, 0);
        osSemaphoreRelease(myBinarySem01Handle); // 0000
        value++;
        osDelay(1000);
    }
}
```

?? B?????? - ????????????

```
void StartReceiverTask(void *argument)
{
    uint16_t recvVal;
    for(;;)
    {
        osSemaphoreAcquire(myBinarySem01Handle, osWaitForever); // 0000
        if(osMessageQueueGet(myQueue01Handle, &recvVal, NULL, osWaitForever) == osOK)
        {
            printf("Received: %d\n", recvVal);
        }
        osSemaphoreRelease(myBinarySem01Handle); // 0000
    }
}
```

