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COMPLUTENSE
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ESP-IDF. Events (Event Loop)

- ❑ FreeRTOS provides *EventGroup* to block tasks waiting for events
 - So several tasks may wake-up when an event arrives
 - An event is anything that wakes-up a blocked task: writting a queue, post a semaphore...
- ❑ ESP-IDF imeplements *EventGroup* and includes *Event Loop*
 - Works with *callbacks*: we may register events and any task may define a *handler* to that event (code that will be executed when the event is issued)
 - Example: WiFi task sends an event when a connection to network happens. We may declare *handlers (functions)* that will be executed when the event raises.

- ❑ Event → something important happened
 - Example. Bluetooth pairing, button pressed...
 - WE (programmers) define what is an event
- ❑ Event Loop → ESP-IDF mechanism to send/receive events
 - Se suele crear una tarea específica para un *event loop*
- ❑ Steps
 1. Create *event loop*: `esp_event_loop_create()`
 2. Define one ore more *handlers*: `esp_event_handler_t`
 3. Register those *handlers*: `esp_event_handler_register_with()`
 4. Send events: `esp_event_post_to()`

❑ ESP-IDF event has two parts

- BASE → *event family*
- ID → event identifier (in its family)

❑ Define families (BASE)

- ESP_EVENT_DECLARE_BASE(*nombre-base*) → to include in header files
- ESP_EVENT_DEFINE_BASE(*nombre-base*) → to source files
- ESP_EVENT_ANY_BASE

❑ ID definitions: use enum

```
enum {  
    EVENT_ID_1,  
    EVENT_ID_2,  
    EVENT_ID_3,  
    ... }  
}
```

- ESP_EVENT_ANY_ID

- ❑ There are many events defined in ESP-IDF
- ❑ They follow a naming rule that you should follow
- ❑ BASE → <name>_EVENT
 - WIFI_EVENT
 - ETHERNET_EVENT
- ❑ ID → enum In general: <base>_<id>
 - WIFI_EVENT_WIFI_READY, WIFI_EVENT_SCAN_DONE, WIFI_EVENT_STA_START...
 - ETHERNET_EVENT_START, ETHERNET_EVENT_STOP...
- ❑ All events in the docs:
 - Eth -> https://docs.espressif.com/projects/esp-idf/en/stable/api-reference/network/esp_eth.html
 - Wifi -> https://docs.espressif.com/projects/esp-idf/en/stable/api-reference/network/esp_wifi.html

❑ Init struct:

```
esp_event_loop_handle_t  loop_with_task;  
esp_event_loop_args_t  loop_with_task_args = {  
    .queue_size = 5,  
    .task_name = "loop_task", // task will be created  
    .task_priority = uxTaskPriorityGet(NULL),  
    .task_stack_size = 2048,  
    .task_core_id = tskNO_AFFINITY  
};
```

❑ Creat *loop event*

- If *.task_name* is not NULL, a new task is created
- Otherwise we should create one and periodically call `invoque periódicamente a esp_event_loop_run()`

```
esp_event_loop_create(&loop_with_task_args, &loop_with_task)
```


https://github.com/espressif/esp-idf/tree/v4.1/examples/system/esp_event/user_event_loops/main

Header file (eventos.h)

```
ESP_EVENT_DECLARE_BASE(TASK_EVENT);

enum {
    TASK_EVENT_ITERATION
};
```

Source file (main.c)

```
esp_event_loop_handle_t loop_with_task;
ESP_EVENT_DEFINE_BASE(TASK_EVENT);

void app_main(void)
{
    esp_event_loop_args_t loop_with_task_args = {
        .queue_size = 5,
        .task_name = "loop_task", // task will be created
        .task_priority = uxTaskPriorityGet(NULL),
        .task_stack_size = 2048,
        .task_core_id = tskNO_AFFINITY
    };

    esp_event_loop_create(&loop_with_task_args, &loop_with_task);

    esp_event_handler_register_with(loop_with_task, TASK_EVENT, TASK_EVENT_ITERATION,
        task_iteration_handler, loop_with_task);
}
```


New task to send events

```
static void task_event_source(void* args)
{
    for (int iteration = 1; iteration <= TASK_ITERATIONS_COUNT; iteration++) {
        esp_event_post_to(loop_with_task, TASK_EVENT, TASK_EVENT_ITERATION,
                          &iteration, sizeof(iteration), portMAX_DELAY);

        vTaskDelay(pdMS_TO_TICKS(TASK_PERIOD));
    }

    vTaskDelay(pdMS_TO_TICKS(TASK_PERIOD));
    vTaskDelete(NULL);
}
```

- ❑ System creates a copy of the data sent (in this case, *iteration*)

Handler function

```
static void task_iteration_handler(void* handler_args, esp_event_base_t base, int32_t id, void* event_data)
{
    int iteration = *((int*) event_data);

    if (handler_args == loop_with_task) {

        printf("OK. Value %d\n", iteration);
    }
    else {
        printf("Weird!!!\n");
    }
}
```

- ❑ There exists a default *event loop* for system events
 - API similar to generic event loop
- ❑ Example

https://github.com/espressif/esp-idf/tree/v4.1/examples/system/esp_event/default_event_loop/main