

## ec\_eoe\_t

list: struct list\_head  
slave: ec\_slave\_t \*  
datagram: ec\_datagram\_t  
state: void (\*)(ec\_eoe\_t \*)  
dev: struct net\_device \*  
stats: struct net\_device\_stats  
opened: unsigned int  
t\_last: cycles\_t  
rx\_skb: struct sk\_buff \*  
rx\_skb\_offset: off\_t  
rx\_skb\_size: size\_t  
rx\_expected\_fragment: uint8\_t  
rx\_counter: uint32\_t  
rx\_rate: uint32\_t  
tx\_queue: struct list\_head  
tx\_queue\_active: unsigned int  
tx\_queued\_frames: unsigned int  
tx\_queue\_lock: spinlock\_t  
tx\_frame: ec\_eoe\_frame\_t  
tx\_frame\_number: uint8\_t  
tx\_fragment\_number: uint8\_t  
tx\_offset: size\_t  
tx\_counter: uint32\_t  
tx\_rate: uint32\_t

+ ec\_eoe\_init(): int  
+ ec\_eoe\_clear()  
+ ec\_eoe\_run()  
+ ec\_eoe\_active(): int  
- ec\_eoe\_flush()  
- ec\_eoe\_send()  
- ec\_eoe\_state\_rx\_start()  
- ec\_eoe\_state\_rx\_check()  
- ec\_eoe\_state\_rx\_fetch()  
- ec\_eoe\_state\_tx\_start()  
- ec\_eoe\_state\_tx\_sent()