

```
/*    Timer Operations    */
```

```
#ifdef __ANSI__
```

```
extern int oktmwa( int ticks ) ;  
extern int oktmww( clock_buf clock ) ;  
extern int oktmea( int ticks, bit_field event, timer_id *tmid ) ;  
extern int oktmew( clock_buf clock, bit_field event, timer_id *tmid ) ;  
extern int oktcan( timer_id *tmid ) ;
```

```
#else
```

```
extern int oktmwa( ) ;  
extern int oktmww( ) ;  
extern int oktmea( ) ;  
extern int oktmew( ) ;  
extern int oktcan( ) ;
```

```
#endif
```

```
#define timer_wake_after      oktmwa  
#define timer_wake_when      oktmww  
#define timer_event_after    oktmea  
#define timer_event_when     oktmew  
#define timer_cancel         oktcan
```

```
/*    Interrupt Operations    */

#ifdef __ANSI__
extern int okient( void ) ;
extern void okiexi( void ) ;
#else
extern int okient( ) ;
extern void okiexi( ) ;
#endif

#define int_enter    okient
#define int_exit     okiexi
```

/\*

## COMPLETION STATUS CONSTANTS

This section of the ORKID C language binding contains definitions for all the completion status values used in the main ORKID standard. The symbols used are the same as those given in the main standard, and are defined for C by this standard. Of the values, only the value 0 for the completion status 'OK' is defined here - the other values are given only as examples.

\*/

```
#define OK 0
#define CLOCK_NOT_SET 1
#define COUNT_TOO_HIGH 2
#define ILLEGAL_USE 3
#define INVALID_ADDRESS 4
#define INVALID_ARGUMENT 5
#define INVALID_BLOCK 6
#define INVALID_BLOCK_SIZE 7
#define INVALID_CLOCK 8
#define INVALID_COUNT 9
#define INVALID_GRANULARITY 10
#define INVALID_ID 11
#define INVALID_LENGTH 12
#define INVALID_LOCATION 13
#define INVALID_MAX_BUFF 14
#define INVALID_MODE 15
#define INVALID_NAME 16
#define INVALID_NODE 17
#define INVALID_OPTIONS 18
#define INVALID_PRIORITY 19
#define INVALID_SEGMENT 20
#define NAME_NOT_FOUND 21
#define NO_EVENTS 22
#define NO_MORE_MEMORY 23
#define NODE_NOT_REACHABLE 24
#define OBJECT_DELETED 25
#define OBJECT_NOT_GLOBAL 26
#define PARTITION_IN_USE 27
#define PARTITION_OVERLAP 28
#define QUEUE_DELETED 29
#define QUEUE_EMPTY 30
#define QUEUE_FULL 31
#define REGION_IN_USE 32
#define REGION_OVERLAP 33
#define SEMAPHORE_DELETED 34
#define SEMAPHORE_NOT_AVAILABLE 35
#define TASK_ALREADY_STARTED 36
#define TASK_ALREADY_SUSPENDED 37
#define TASK_MARKED_FOR_DELETE 38
#define TASK_MARKED_FOR_RESTART 39
#define TASK_NOT_SUSPENDED 40
#define TIME_OUT 41
#define TOO_MANY_PARTITIONS 42
```

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```
#define TOO_MANY_QUEUES          43  
#define TOO_MANY_REGIONS       44  
#define TOO_MANY_SEMAPHORES    45  
#define TOO_MANY_TASKS         46  
#define TOO_MANY_TIMERS        47  
#define XHR_NOT_SET            48
```

/\*

## LITERAL VALUES

This section of the ORKID C language binding contains definitions for all special symbols used in argument values in the main ORKID standard. The symbols used are the same as those given in the main standard, and are defined for C by this standard. None of the values given here are defined by this standard - they are included as examples only.

```
*/  
  
#define SELF          0          /* tid */  
  
#define LOCAL_NODE   0          /* nid */  
#define OTHER_NODES  -1  
  
#define CURRENT      0          /* new_prio */  
#define HIGHP        63        /* new_prio, prev_prio, priority */  
  
#define NOXHR        0x1        /* mode, mask, prev_mode */  
#define NOTERMINATION 0x2  
#define NOPREEMPT    0x4  
#define NOINTERRUPT  0x8  
  
#define GLOBAL        0x0001    /* options */  
#define FORCED_DELETE 0x0002  
#define FIFO          0x0004  
#define ANY           0x0008  
#define NOWAIT       0x0010  
  
#define FOREVER      0          /* time_out */  
  
#define NULL_XHR     0          /* new_xhr, prev_xhr */  
  
#endif
```

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