

/*

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. */

```
#define OK                ???
#define CLOCK_NOT_SET    ???
#define ILLEGAL_USE      ???
#define INVALID_ARGUMENT  ???
#define INVALID_BIT      ???
#define INVALID_BUFF     ???
#define INVALID_BUFF_SIZE  ???
#define INVALID_CLOCK    ???
#define INVALID_COUNT    ???
#define INVALID_GRANULARITY  ???
#define INVALID_ID       ???
#define INVALID_LENGTH   ???
#define INVALID_LOCATION  ???
#define INVALID_NODE     ???
#define INVALID_OPTIONS  ???
#define INVALID_PARAMETER  ???
#define INVALID_PRIORITY  ???
#define INVALID_SEGMENT  ???
#define NAME_NOT_FOUND   ???
#define NODE_NOT_REACHABLE  ???
#define NO_EVENT         ???
#define NO_MORE_MEMORY   ???
#define OBJECT_DELETED   ???
#define OBJECT_NOT_LOCAL  ???
#define OBJECT_PROTECTED  ???
#define POOL_IN_USE      ???
#define POOL_NOT_SHARED  ???
#define POOL_OVERLAP     ???
#define QUEUE_DELETED    ???
#define QUEUE_EMPTY      ???
#define QUEUE_FULL       ???
#define REGION_IN_USE    ???
#define REGION_OVERLAP   ???
#define SEMAPHORE_DELETED  ???
#define SEMAPHORE_NOT_AVAILABLE  ???
#define SEMAPHORE_OVERFLOW  ???
#define SEMAPHORE_UNDERFLOW  ???
#define TASK_ALREADY_STARTED  ???
#define TASK_ALREADY_SUSPENDED  ???
#define TASK_NOT_STARTED  ???
#define TASK_NOT_SUSPENDED  ???
#define TIME_OUT        ???
#define TOO_MANY_OBJECTS  ???
#define XSR_NOT_SET     ???
```

/*

LITERAL VALUES

This section of the ORKID C language binding contains definitions for all special symbols used as 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. */

```
#define LOCAL_NODE      ???          /* nid */
#define OTHER_NODES    ???
#define ALL_NODES

#define WHO_AM_I       ???          /* name */

#define SELF           ???          /* tid */

#define RUNNING        ???          /* state */
#define READY          ???
#define BLOCKED        ???
#define SUSPENDED      ???

#define CURRENT        ???          /* new_prio */
#define HIGHP          ???          /* new_prio, old_prio */

#define NOXSR          ???          /* new_mode, mode, mask, old_mode */
#define NOTERMINATION  ???
#define NOPREEMPT      ???
#define NOINTERRUPT    ???
#define ALL             ???          /* mask */

#define GLOBAL         ???          /* options */
#define FORCED_DELETE  ???
#define FIFO           ???
#define ANY             ???
#define NOWAIT         ???
#define URGENT         ???
#define ZERO           ???          /* options, mask, modes */

#define FOREVER        ???          /* time_out */

#define NULL_XSR       ???          /* new_xsr, old_xsr */

#endif
```

