

VRTX Interface APIs

The following table provides more information on VRTX Interface API level of support across different target OS's.

Table 3_13: VRTX Interface APIs

VRTX API	Linux / UNIX	Windows 7/10	Others
sc_accept	Y	Y	Contact Mapusoft for another Target support
sc_acceptc	N	N	
sc_adelay	N	N	
sc_call	N	N	
sc_delay	Y	Y	
sc_elock	N	N	
sc_elock_init	N	N	
sc_fclear	Y	Y	
sc_fcreate	Y	Y	
sc_fdelete	Y	Y	
sc_finquiry	Y	Y	
sc_fpend	Y	Y	
sc_fpost	Y	Y	
sc_gblock	Y	Y	
sc_gclock	N	N	
sc_getc	N	N	
sc_gtime	Y	Y	
sc_gversion	Y	Y	
sc_halloc	Y	Y	
sc_hcreate	Y	Y	
sc_hdelete	Y	Y	
sc_hfree	Y	Y	
sc_hinquiry	Y	Y	
sc_lock	Y	Y	
sc_maccept	Y	Y	
sc_mcreate	Y	Y	
sc_mdelete	Y	Y	
sc_minquiry	Y	Y	
sc_mpend	Y	Y	

VRTX API	Linux / UNIX	Windows 7/10	Others
sc_mpost	Y	Y	Contact Mapusoft for another Target support
sc_pcreate	Y	Y	
sc_pdelete	Y	Y	
sc_pend	Y	Y	
sc_pextend	N	N	
sc_pinqury	Y	Y	
sc_post	Y	Y	
sc_putc	Y	Y	
sc_qaccept	Y	Y	
sc_qbrdcst	N	N	
sc_qcreate	Y	Y	
sc_qdelete	Y	Y	
sc_qcreate	Y	Y	
sc_qinqury	Y	Y	
sc_qjam	Y	Y	
sc_qpend	Y	Y	
sc_qpost	Y	Y	
sc_rblock	Y	Y	
sc_saccept	Y	Y	
sc_sclock	N	N	
sc_screate	Y	Y	
sc_sdelete	Y	Y	
sc_sinqury	Y	Y	
sc_spend	Y	Y	
sc_spost	Y	Y	
sc_stime	N	N	
sc_tcreate	Y	Y	
sc_tdelete	Y	Y	
sc_tcreate	Y	Y	
sc_texcreate	N	N	
sc_tinqury	Y	Y	
sc_tpriority	Y	Y	
sc_tresume	Y	Y	
sc_tslice	N	N	
sc_tsuspend	Y	Y	

VRTX API	Linux / UNIX	Windows 7/10
sc_txcreate	N	N
sc_unelock	N	N
sc_unlock	Y	Y
sc_vqaccept	N	N
sc_vqcreate	N	N
sc_vqdelete	N	N
sc_vqinquiry	N	N
sc_vqjam	N	N
sc_vqpend	N	N
sc_vqpost	N	N
sc_waitc	Y	Y
ui_rxchr	N	N
ui_timer	N	N
ui_txrdy	N	N
vqueue_init	N	N
VRTX_go	N	N
VRTX_init	Y	Y

Notes

- To see the real-time behavior of VRTX OS Changer, make sure to launch the Visual Studio 2015 and eclipse tools with Admin privilege. If you see any error saying “unable to change priority”, then the application is not running in admin mode. Even if you have a user account with admin privilege, you have to specify in VS properties that you want the IDE to be launched with admin
- Run the application in a single CPU core only. This can be done by passing the CPU mask during OS Changer initialization