smx++ Class Hierarchy

smx_NewPool

smx_NewPool()
smx_NewPool(num,size)
smx_NewPool(pool,num,size)
smx_NewPool(const smxNewPool&)
virtual void * _new(size)
virtual void _delete(block)
virtual PNHX set_new_handler(PNHX)
virtual VOID_PTR Get()
virtual VOID_PTR Get(num,size)
virtual BOOLEAN Rel(block)
BOOLEAN Owns()

smx_Base

static smx_NewPool * GlobalPool

void * operator new(size)
void operator delete(block)

smx_Task

smx_Task(Priority,StackSize, Flags)
smx_Task(TaskMain, Priority, StkSz, Flags)
smx_Task(task)
smx_Task(smxTask&)
smx_Task()

BOOLEAN Bump(Priority)
BOOLEAN Hook()
BOOLEAN Hook(HookEntry, HookExit)
BOOLEAN UnHook()
void Lock()
void LockClear()
void UnLock()
void UnLockQuick()
void StackCheckOn()
void StackCheckOff()
virtual BOOLEAN Start()
virtual BOOLEAN Start(Par)
virtual BOOLEAN Start(Par, NewMain, Pri)
virtual BOOLEAN Stop(tmo)
BOOLEAN Resume()
BOOLEAN Suspend(tmo)
BOOLEAN IsHooked()
u8 Priority()
void SetParam(Par)

virtual void Main(Par)
virtual void HookEntry()
virtual void HookExit()

BOOLEAN Sleep(time)
BOOLEAN SleepStop(time)

smx_Sem

smx_Sem(thres, limp)
smx_Sem(smxSem&)
smx_Sem(sem)

BOOLEAN Signal()
BOOLEAN Test(timeout)
BOOLEAN TestStop(tmo)
BOOLEAN QueueClear()
int QueueSize()

smx_Mutex

smx_Mutex(PriInherit, Ceil)
smx_Mutex(smx_Mutex&)
smx_Mutex(mtx)

BOOLEAN Clear()
BOOLEAN Free()
BOOLEAN Get(tmo)
BOOLEAN Release()

smx_EventCounter

smx_EventCounter()
smx_EventCounter(smx_Event.&)
smx_EventCounter(eq)

BOOLEAN Signal()
BOOLEAN Count(count, tmo)
BOOLEAN CountStop(count, tmo)
BOOLEAN QueueClear()
int QueueSize()

smx_Timer

smx_Timer(LSR,par,time,intvl)
smx_Timer(smx_Timer&)

BOOLEAN Read(timeleft)

smx_EventFlags

smx_EventFlags(num)
smx_EventFlags(smx_EventFlags&)
smx_EventFlags(event)

BOOLEAN ResetFlags(mask)
BOOLEAN SetFlags(mask)
BOOLEAN TestFlags(mask, tmo)
BOOLEAN TestFlagsStop(mask,tmo)

smx_MsgXchg

BOOLEAN QueueClear()
int QueueSize()

smx_MsgXchgNorm

smx_MsgXchgNorm(limp)
smx_MsgXchgNorm(smx_MsgX.&)
smx_MsgXchgNorm(xchg)

smx_MsgXchgPass

smx_MsgXchgPass(limp)
smx_MsgXchgPass(smx_MsgX.&)
smx_MsgXchgPass(xchg)

smx_MsgXchgRsrc

smx_MsgXchgRsrc(limp)
smx_MsgXchgRsrc(smx_MsgX.&)
smx_MsgXchgRsrc(xchg)

virtual uint Create_Msg(size, num)

smx_Msg

smx_Msg()
smx_Msg(blkSize, heaptype)
smx_Msg(const smx_Msg&)
smx_Msg(msg)

BOOLEAN Bump(priority)
BOOLEAN Receive(smxExchange, tmo)
BOOLEAN ReceiveStop(smxExchange, tmo)
BOOLEAN Send(smxExchange, reply)

void * Contents()
uint Size()
u8 Priority()
smxBase * GetReply()
BOOLEAN Holding()
virtual BOOLEAN Create(size, heaptype)
virtual BOOLEAN Delete()

smx_Process

virtual BOOLEAN Start()=0
virtual BOOLEAN ShutDown()=0

smx_Lsr

smx_Lsr(lsr,param)
smx_Lsr(const smx_Lsr&)

virtual BOOLEAN Invoke(lsr,param)
virtual BOOLEAN Invoke(param)
virtual BOOLEAN Invoke()
void SetLsr(lsr)
void SetParam(param)
virtual void Run(param)
static void near Shell(Thisptr)

smx_TimerLsr

smx_TimerLsr()
smx_TimerLsr(const smxTimerLsr&)

BOOLEAN Read(timelft)
virtual void Start(par, time, interval)
virtual void Start(time, interval)
virtual void Stop()

smx_Pipe

smx_Pipe(width, length)
smx_Pipe(const smx_Pipe&)
smx_Pipe(pipe)

BOOLEAN Get(pDst)
BOOLEAN GetWait(pDst, tmo)
BOOLEAN GetWaitStop(pDst, tmo)
BOOLEAN Put(pSrc)
BOOLEAN PutWait(pSrc, tmo)
BOOLEAN PutWaitStop(pSrc, tmo)

BOOLEAN Purge()
BOOLEAN Resume()
BOOLEAN Status(pPSS)

smx_BlockPool

virtual BCB_PTR Get()
virtual BOOLEAN Rel(Block)

smx_BlockPoolHeap

smx_BlockPoolHeap(NumBlks,BlkSize)
smx_BlockPoolHeap(smx_BlockP.&)
smx_BlockPoolHeap(pool)

Legend

Only constructors, public and protected methods and some public data members are displayed here. Name and default parameter values are not shown.

Protected methods are italicized.