

Thread name	Entry function	Stack size	Priority	Auto start	Time slicing
Thread 0	Thread_0_entry	1024	1	yes	no
Thread 1	Thread_1_entry	1024	16	yes	4
Thread 2	Thread_2_entry	1024	16	yes	4
Thread 3	Thread_3_and_4_entry	1024	8	yes	no
Thread 4	Thread_3_and_4_entry	1024	8	yes	no
Thread 5	Thread_5_entry	1024	4	yes	no
Thread 6	Thread_5_and_6_entry	1024	8	yes	no
Thread 7	Thread_5_and_6_entry	1024	8	yes	no

Name	Control structure	Size	Location
Byte pool 0	Byte pool 0	9120	Byte pool memory
Queue 0	Queue 0	100*sizeof(ULONG)	Pointer
Semaphore 0	Semaphore 0	sizeof(TX_SEMAPHORE)	&semaphore_0
Event flags 0	Event flags 0	sizeof(TX_EVENT_FLAGS_GROUP)	&event_flags_0
Mutex 0	Mutex 0	sizeof(TX_MUTEX)	&mutex_0
Block pool 0	Block pool 0	100	Pointer