

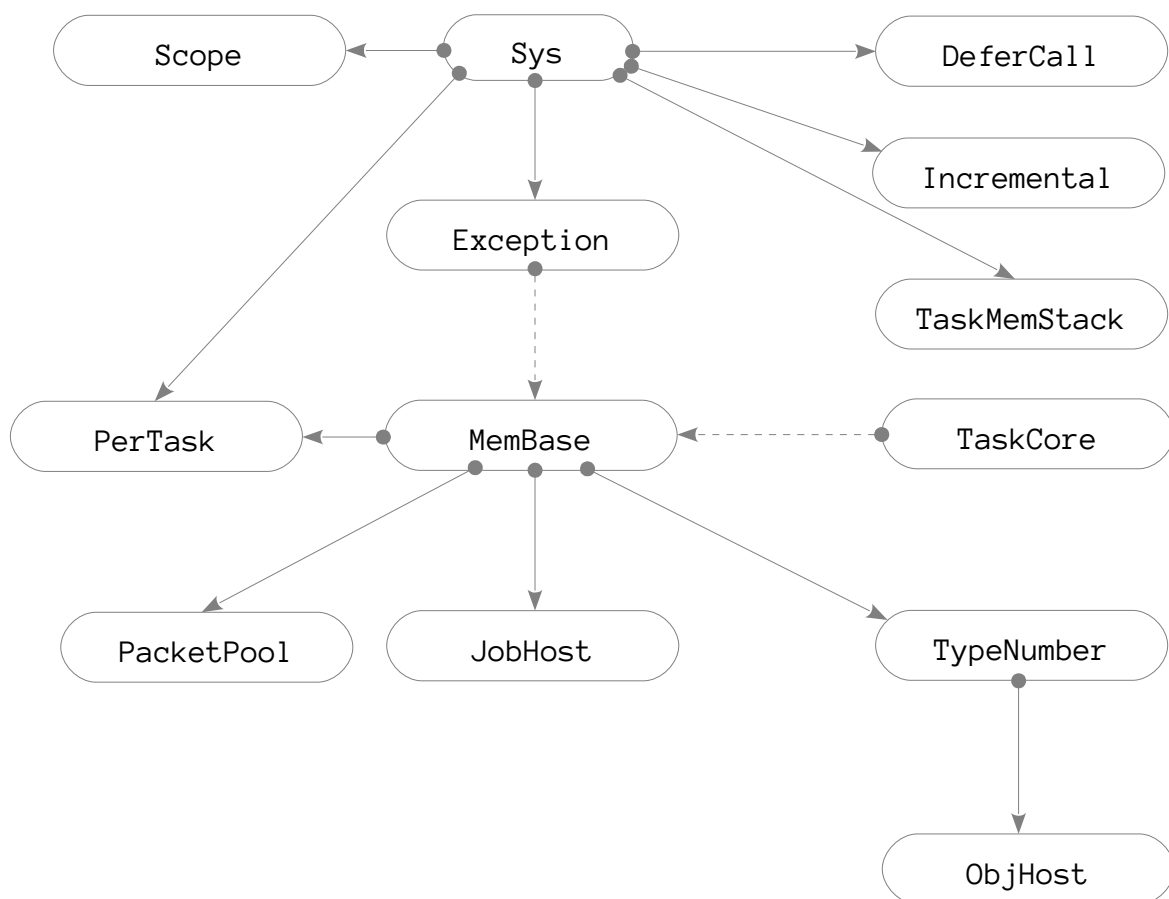
# Init/Exit.

## CCore

Priority 0

Abort()

SysAtomic.h



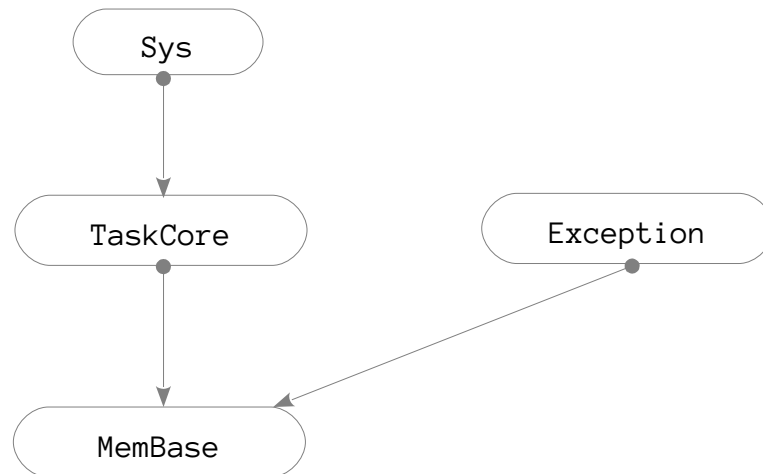
# HCore

## Priority 0

Sys::AbortProcess()

Sys::ConWrite()

SysAtomic.h



## Sys

SysError.h

SysMemPage.h

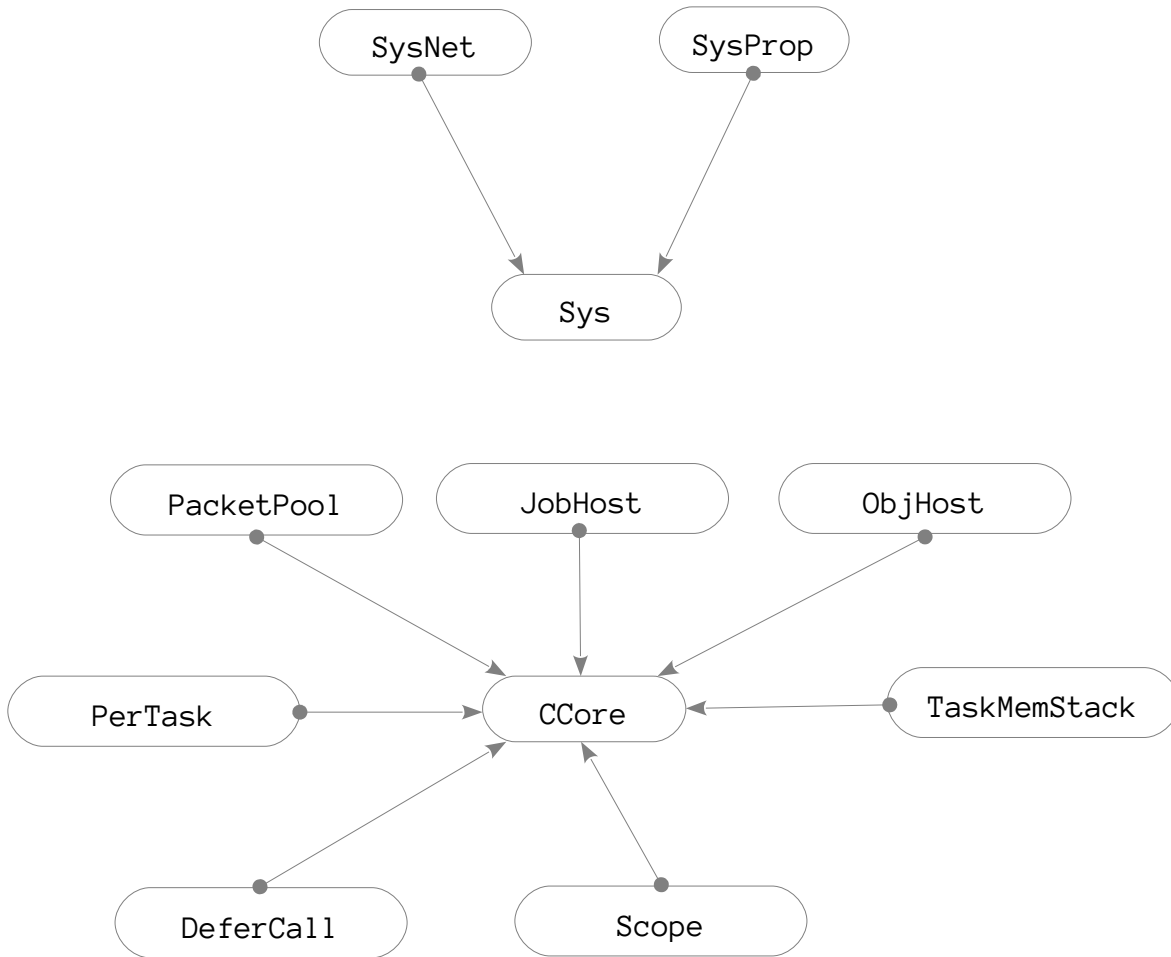
SysProp.h

SysSem.h

SysTlsSlot.h

Sys::GetTaskId()

## WIN32



## XCore

### Priority 0

Sys::Abort()

Dev::IntLock::Internal::Disable()

Dev::IntLock::Internal::Enable()

Dev::IsIntContext()

Sys::AllocHeapSpace()

Sys::AllocHeapSpace\_int()

Sys::AllocHeapSpace\_shared()

Sys::AllocLogSpace()

Sys::AllocVideoSpace() (if exist)

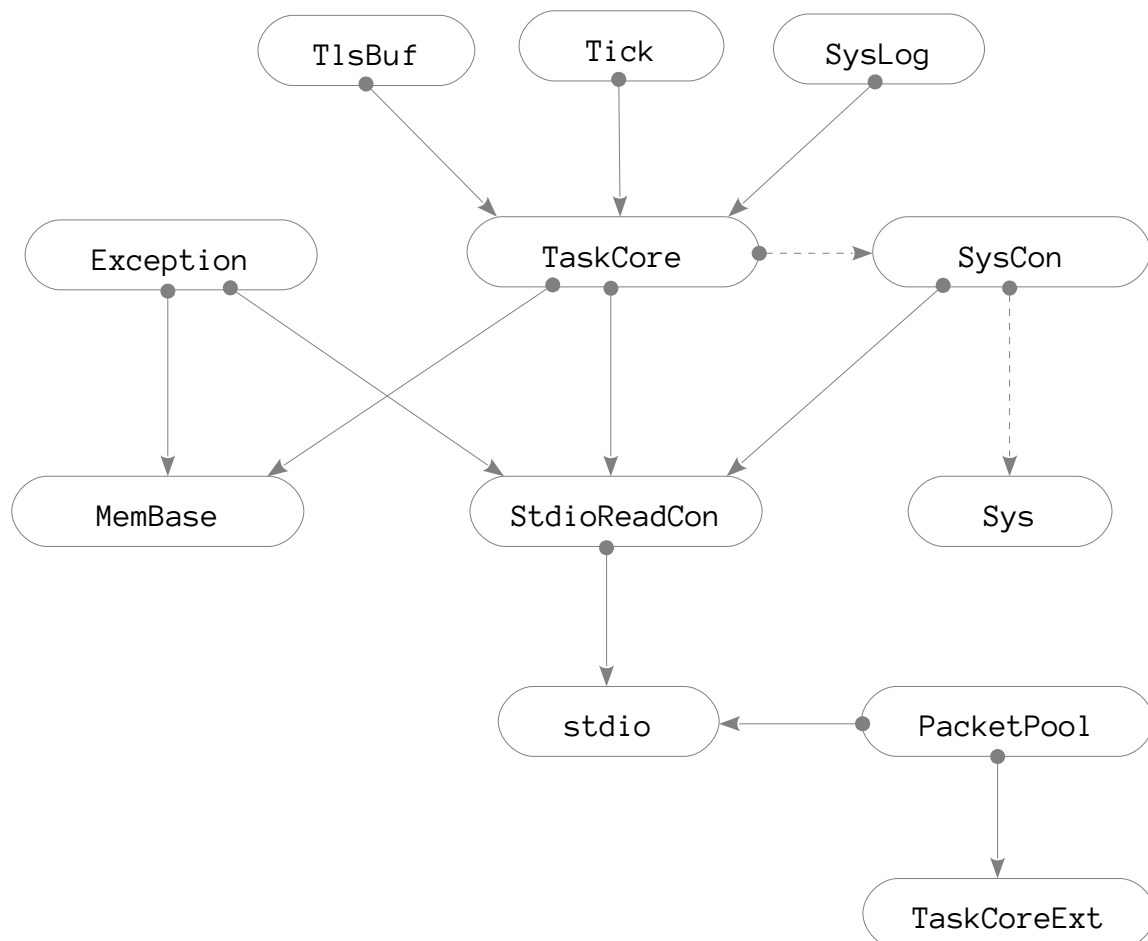
Task::Internal::ContextInit()

Task::Internal::GetContext()

Task::Internal::GetContextLen()

Task::Internal::SwitchContext\_int()

Task::Internal::SwitchContext\_task()



# BeagleBoneBlack

