

Platform Namespace

for libmu version 0.0.2

Functions

exit <i>fix</i>	exit with <i>fixnum</i> rc
cwd	get current working directory as a <i>string</i>
chdir <i>string</i>	set current working directory
utimes	<i>usec</i> user/system times
system <i>string</i>	run shell command
errno	return errno

C++ API

```
Platform::std::list<OptMap>> options,  
    std::list<std::string>> optargs
```

```
Platform::StreamId, Platform::StreamId
```

System

```
void SystemTime    unsigned long *  
void ProcessTime   unsigned long *
```

Streams

```
const StreamId STREAM_ERROR
```

```
enum STD_STREAM { STDIN, STDOUT, STDERR }
```

```
bool IsClosedStreamId  
bool IsEofStreamId  
bool IsFileStreamId  
bool IsInputStreamId  
bool IsOutputStreamId  
bool IsStdStreamStreamId  
bool IsStringStreamId
```

```
void CloseStreamId
```

```
StreamId OpenInputFilestd::string  
StreamId OpenInputStringstd::string  
StreamId OpenOutputFilestd::string  
StreamId OpenOutputStringstd::string  
StreamId OpenStandardStreamSTD_STREAM
```

```
std::string GetStdStringStreamId  
void FlushStreamId  
int ReadByteStreamId  
int UnReadByteint, StreamId  
void WriteByteint, StreamId
```