

## PSP MEMORY APIs

### CFE\_PSP\_SetupReservedMemoryMap

<b>Syntax</b>	void CFE_PSP_SetupReservedMemoryMap(void)
<b>Description</b>	Initialize the CFE_PSP_ReservedMemoryMap global object  This function initializes the CFE_PSP_ReservedMemoryMap global object.
<b>Parameters</b>	None
<b>Returns</b>	None
<b>Notes</b>	This function must be called by the startup code before the map is accessed.

### CFE\_PSP\_InitProcessorReservedMemory

<b>Syntax</b>	int32 CFE_PSP_InitProcessorReservedMemory(uint32 RestartType)
<b>Description</b>	Initialize the processor's reserved memory  This function initializes all of the memory in the BSP that is preserved on a processor reset. The memory includes the Critical Data Store, the ES Reset Area, the Volatile Disk Memory and the User Reserved Memory.
<b>Parameters</b>	[in] RestartType - The reset type
<b>Returns</b>	CFE_PSP_SUCCESS CFE_PSP_ERROR
<b>Notes</b>	This initializes based on the reset type. Typically, the information is preserved on a processor reset, and cleared/reinitialized on a power-on reset.

## CFE\_PSP\_DeleteProcessorReservedMemory

<b><i>Syntax</i></b>	void CFE_PSP_DeleteProcessorReservedMemory(void)
<b><i>Description</i></b>	<p>Delete the processor's reserved memory</p> <p>This function unlinks the memory segments within the CFE_PSP_ReservedMemoryMap global object.</p>
<b><i>Parameters</i></b>	None
<b><i>Returns</i></b>	None
<b><i>Notes</i></b>	<p>This function is only relevant on systems where the objects are implemented as kernel shared memory segments. The segments will be marked for deletion but the local maps remain usable until the process ends. None</p>