PSP MEMORY APIs

CFE_PSP_SetupReservedMemoryMap

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

CFE_PSP_InitProcessorReservedMemory

Syntax	int32 CFE_PSP_InitProcessorReservedMemory(uint32 RestartType)
Description	Initialize the processor's reserved memory This function initializes all of the memory in the BSP that is preserved on a processor reset.
Parameters	[in] RestartType - The reset type
Returns	CFE_PSP_SUCCESS CFE_PSP_ERROR
Notes	The memory includes the Critical Data Store, the ES Reset Area, the Volatile Disk Memory and the User Reserved Memory. Options include: - CFE_PSP_RST_TYPE_PROCESSOR - CFE_PSP_RST_TYPE_POWERON - CFE_PSP_RST_TYPE_MAX

	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

Syntax	void CFE_PSP_DeleteProcessorReservedMemory(void)
Description	Delete the processor's reserved memory This function unlinks the memory segments within the CFE_PSP_ReservedMemoryMap global object.
Parameters	None
Returns	None
Notes	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