

<https://usermanual.wiki/Document/ThreadXUserGuide.74236390/html#pfe6>

```
UINT tx_thread_create(
TX_THREAD *thread_ptr,
CHAR *name_ptr,
VOID (*entry_function)(ULONG),
ULONG entry_input,
VOID *stack_start,
ULONG stack_size,
UINT priority,
UINT preempt_threshold,
ULONG time_slice,
UINT auto_start)
```

Threads in sample_threadx.c

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_6_and_7_entry	1024	8	Yes	No
thread 7	thread_6_and_7_entry	1024	8	Yes	No

```
UINT tx_byte_pool_create(
TX_BYTE_POOL *pool_ptr,
CHAR *name_ptr,
VOID *pool_start,
ULONG pool_size);
```

Objects in sample_threadx.c

Name	Control structure	size	location
byte pool 0	byte_pool_0	9120	byte_pool_memory
queue 0	queue_0	100*ULONG	pointer
semaphore 0	semaphore_0		
event flags 0	event_flags_0		
mutex 0	mutex_0		
block pool 0	block_pool_0	ULONG	pointer

