MRAPI defined initialization information:

- `mrapi_version` -- MRAPI version, the three last (rightmost) hex digits are the minor number and those left of minor the major number.
- `organization_id` -- Implementation vendor/organization id.
- `implementation_version` -- Vendor version, the three last (rightmost) hex digits are the minor number and those left of minor the major number.
- `number_of_domains` -- Number of domains allowed by the implementation.
- `number_of_nodes` -- Number of nodes allowed by the implementation.

3.12.4 mrapi_resource_t

The `mrapi_resource_t` type is used to represent a resource in an MRAPI system. It is an opaque datatype with the exception of four elements: (1) `name`: a null-terminated C-style string containing the name of this resource, (2) `resource_type`: the type, (3) `children`: array of `mrapi_resource_t*`, and (4) `child_count` which indicates how many elements are in the children array. These two elements allow a set of resources to be arranged in a tree data structure which can be walked by the programmer using the `children` and `child_count` elements. The opaque section of the data structure contains attributes of the given resource. Access to attributes of the `mrapi_resource_t` type is through API calls defined in Section 4.6. A graphical representation of an `mrapi_resource_t` tree with a root node and two children is shown in Figure 2.

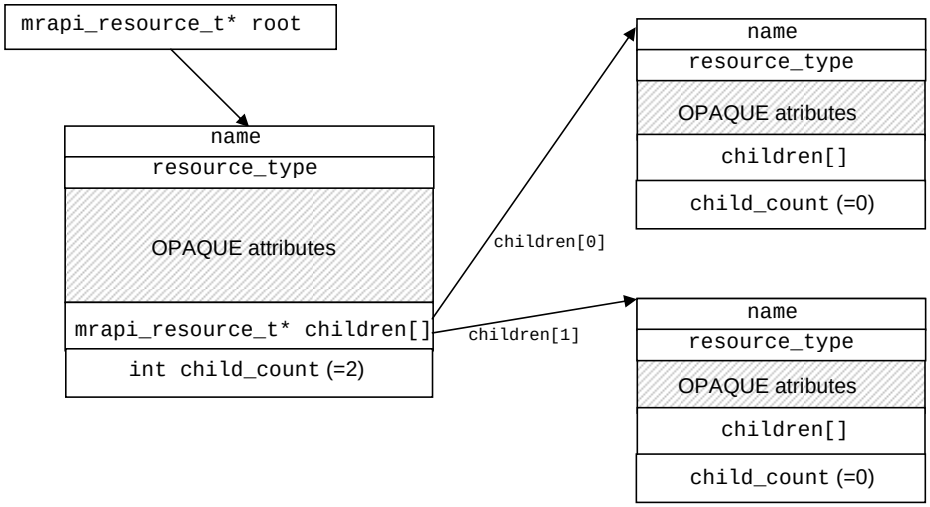

Figure 2 - An `mrapi_resource_t` Tree

3.12.5 mrapi_mutex_hndl_t

The `mrapi_mutex_hndl_t` type is used to lock and unlock a mutex. MRAPI routines for creating and using the `mrapi_mutex_hndl_t` type are covered in section 4.2.1. The `mrapi_mutex_hndl_t` is an opaque datatype whose exact definition is implementation defined.