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

Name	control structure	size	location		
byte pool 0	byte_pool_0	9120	memory_area		
queue 0	queue_0	100	byte_pool_0		
block pool 0	block_pool_0	100	byte_pool_0		