

## IPC Emulation Protocol

The IPC message layout is as follow:

Tag	ID	Body
Word Size	Word Size	Word Size * n_contextRegisters

The UNIX Domain Sockets message passing has two protocols:

- Use **Tag** to distinguish:
  - seL4 IPC emulation message.
  - Emulation library internal message.
- The kernel emulator uses **ID** to distinguish the calling seL4 thread.
- The body section can be either:
  - The user context register set.
  - The internal IPC message content. (**n\_contextRegisters** is defined in the arch dependent **registerset.h**, on x86\_64 it is **24**)