

# **RTEMS POSIX 1003.1 Compliance Guide**

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Edition 4.10.1, for RTEMS 4.10.1

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**On-Line Applications Research Corporation**

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## Preface

This document lists the functions, constant, macros, feature flags, and types defined in the POSIX 1003.1 standard. Each section in this document corresponds to a section in the 1003.1 standard and the implementation status of the items required by the standard are listed.

RTEMS supports a number of POSIX process, user, and group oriented routines in what is referred to as a "SUSP" (Single-User, Single Process) manner. RTEMS supports a single process, multithreaded POSIX 1003.1b environment. In a pure world, there would be no reason to even include routines like `getpid()` when there can only be one process. But providing routines like `getpid()` and making them work in a sensible fashion for an embedded environment while not returning ENOSYS (for not implemented) makes it significantly easier to port code from a UNIX environment without modifying it.



# 1 General

## 1.1 Scope

## 1.2 Normative References

## 1.3 Conformance

NGROUPS\_MAX, Feature Flag,  
\_POSIX\_ASYNCHRONOUS\_IO, Feature Flag,  
\_POSIX\_CHOWN\_RESTRICTED, Feature Flag,  
\_POSIX\_FSYNC, Feature Flag,  
\_POSIX\_JOB\_CONTROL, Feature Flag,  
\_POSIX\_MAPPED\_FILES, Feature Flag,  
\_POSIX\_MEMLOCK, Feature Flag,  
\_POSIX\_MEMLOCK\_RANGE, Feature Flag,  
\_POSIX\_MEMORY\_PROTECTION, Feature Flag,  
\_POSIX\_MESSAGE\_PASSING, Feature Flag,  
\_POSIX\_PRIORITIZED\_IO, Feature Flag,  
\_POSIX\_PRIORITY\_SCHEDULING, Feature Flag,  
\_POSIX\_REALTIME\_SIGNALS, Feature Flag,  
\_POSIX\_SEMAPHORES, Feature Flag,  
\_POSIX\_SHARED\_MEMORY\_OBJECTS, Feature Flag,  
\_POSIX\_SYNCHRONIZED\_IO, Feature Flag,  
\_POSIX\_TIMERS, Feature Flag,  
\_POSIX\_THREAD\_PRIO\_INHERIT, Feature Flag,  
\_POSIX\_THREAD\_PRIORITY\_SCHEDULING, Feature Flag,  
\_POSIX\_THREADS, Feature Flag,  
\_POSIX\_THREAD\_SAFE\_FUNCTIONS, Feature Flag,



## 2 Terminology and General Requirements

### 2.1 Conventions

### 2.2 Definitions

### 2.3 General Concepts

### 2.4 Error Numbers

E2BIG, Constant, Implemented  
EACCES, Constant, Implemented  
EAGAIN, Constant, Implemented  
EBADF, Constant, Implemented  
EBADMSG, Constant, Implemented  
EBUSY, Constant, Implemented  
ECANCELED, Constant, Unimplemented  
ECHILD, Constant, Implemented  
EDEADLK, Constant, Implemented  
EDOM, Constant, Implemented  
EEXIST, Constant, Implemented  
EFAULT, Constant, Implemented  
EFBIG, Constant, Implemented  
EINPROGRESS, Constant, Implemented  
EINTR, Constant, Implemented  
EINVAL, Constant, Implemented  
EIO, Constant, Implemented  
EISDIR, Constant, Implemented  
EMFILE, Constant, Implemented  
EMLINK, Constant, Implemented  
EMSGSIZE, Constant, Implemented  
ENAMETOOLONG, Constant, Implemented  
ENFILE, Constant, Implemented  
ENODEV, Constant, Implemented  
ENOENT, Constant, Implemented  
ENOEXEC, Constant, Implemented  
ENOLCK, Constant, Implemented  
ENOMEM, Constant, Implemented  
ENOSPC, Constant, Implemented  
ENOSYS, Constant, Implemented  
ENOTDIR, Constant, Implemented  
ENOTEMPTY, Constant, Implemented  
ENOTSUP, Constant, Implemented  
ENOTTY, Constant, Implemented  
ENXIO, Constant, Implemented  
EPERM, Constant, Implemented

EPIPE, Constant, Implemented  
ERANGE, Constant, Implemented  
EROFS, Constant, Implemented  
ESPIPE, Constant, Implemented  
ESRCH, Constant, Implemented  
ETIMEDOUT, Constant, Implemented  
EXDEV, Constant, Implemented

## 2.5 Primitive System Types

dev\_t, Type, Implemented  
gid\_t, Type, Implemented  
ino\_t, Type, Implemented  
mode\_t, Type, Implemented  
nlink\_t, Type, Implemented  
off\_t, Type, Implemented  
pid\_t, Type, Implemented  
pthread\_t, Type, Implemented  
pthread\_attr\_t, Type, Implemented  
pthread\_mutex\_t, Type, Implemented  
pthread\_mutex\_attr\_t, Type, Implemented  
pthread\_cond\_t, Type, Implemented  
pthread\_cond\_attr\_t, Type, Implemented  
pthread\_key\_t, Type, Implemented  
pthread\_once\_t, Type, Implemented  
size\_t, Type, Implemented  
ssize\_t, Type, Implemented  
time\_t, Type, Implemented  
uid\_t, Type, Implemented

NOTE: time\_t is not listed in this section but is used by many functions.

## 2.6 Environment Description

## 2.7 C Language Definitions

### 2.7.1 Symbols From the C Standard

NULL, Constant, Implemented

### 2.7.2 POSIX.1 Symbols

\_POSIX\_C\_SOURCE, Feature Flag,

## 2.8 Numerical Limits

## 2.9 C Language Limits

CHAR\_BIT, Constant, Implemented  
CHAR\_MAX, Constant, Implemented



CHAR\_MIN, Constant, Implemented  
INT\_MAX, Constant, Implemented  
INT\_MIN, Constant, Implemented  
LONG\_MAX, Constant, Implemented  
LONG\_MIN, Constant, Implemented  
MB\_LEN\_MAX, Constant, Implemented  
SCHAR\_MAX, Constant, Implemented  
SCHAR\_MIN, Constant, Implemented  
SHRT\_MAX, Constant, Implemented  
SHRT\_MIN, Constant, Implemented  
UCHAR\_MAX, Constant, Implemented  
UINT\_MAX, Constant, Implemented  
ULONG\_MAX, Constant, Implemented  
USHRT\_MAX, Constant, Implemented

NOTE: These are implemented in GCC's limits.h file.

### 2.9.1 Minimum Values

\_POSIX\_AIO\_LISTIO\_MAX, Constant, Implemented  
\_POSIX\_AIO\_MAX, Constant, Implemented  
\_POSIX\_ARG\_MAX, Constant, Implemented  
\_POSIX\_CHILD\_MAX, Constant, Implemented  
\_POSIX\_DELAYTIMER\_MAX, Constant, Implemented  
\_POSIX\_LINK\_MAX, Constant, Implemented  
\_POSIX\_LOGIN\_NAME\_MAX, Constant, Implemented  
\_POSIX\_MAX\_CANON, Constant, Implemented  
\_POSIX\_MAX\_INPUT, Constant, Implemented  
\_POSIX\_MQ\_OPEN\_MAX, Constant, Implemented  
\_POSIX\_MQ\_PRIO\_MAX, Constant, Implemented  
\_POSIX\_NAME\_MAX, Constant, Implemented  
\_POSIX\_NGROUPS\_MAX, Constant, Implemented  
\_POSIX\_OPEN\_MAX, Constant, Implemented  
\_POSIX\_PATH\_MAX, Constant, Implemented  
\_POSIX\_PIPE\_BUF, Constant, Implemented  
\_POSIX\_RTSIG\_MAX, Constant, Implemented  
\_POSIX\_SEM\_NSEMS\_MAX, Constant, Implemented  
\_POSIX\_SEM\_VALUE\_MAX, Constant, Implemented  
\_POSIX\_SIGQUEUE\_MAX, Constant, Implemented  
\_POSIX\_SSIZE\_MAX, Constant, Implemented  
\_POSIX\_STREAM\_MAX, Constant, Implemented  
\_POSIX\_THREAD\_DESTRUCTOR\_ITERATIONS, Constant, Implemented  
\_POSIX\_THREAD\_KEYS\_MAX, Constant, Implemented  
\_POSIX\_THREAD\_THREADS\_MAX, Constant, Implemented  
\_POSIX\_TTY\_NAME\_MAX, Constant, Implemented  
\_POSIX\_TIME\_MAX, Constant, Unimplemented  
\_POSIX\_TZNAME\_MAX, Constant, Implemented

## 2.9.2 Run-Time Increaseable Values

\_POSIX\_NGROUPS\_MAX, Constant, Implemented

## 2.9.3 Run-Time Invariant Values (Possible Indeterminate)

AIO\_LISTIO\_MAX, Constant, Implemented

AIO\_MAX, Constant, Implemented

AIO\_PRIO\_DELTA\_MAX, Constant, Implemented

ARG\_MAX, Constant, Implemented

CHILD\_MAX, Constant, Implemented

DELAYTIMER\_MAX, Constant, Implemented

LOGIN\_NAME\_MAX, Constant, Implemented

MQ\_OPEN\_MAX, Constant, Implemented

OPEN\_MAX, Constant, Implemented

PAGESIZE, Constant, Implemented

PTHREAD\_DESTRUCTOR\_ITERATIONS, Constant, Implemented

PTHREAD\_KEYS\_MAX, Constant, Implemented

PTHREAD\_STACK\_MIN, Constant, Implemented

PTHREAD\_THREADS\_MAX, Constant, Implemented

RTSIG\_MAX, Constant, Implemented

SEM\_NSEMS\_MAX, Constant, Implemented

SEM\_VALUE\_MAX, Constant, Implemented

SIGQUEUE\_MAX, Constant, Implemented

STREAM\_MAX, Constant, Implemented

TIMER\_MAX, Constant, Implemented

TTY\_NAME\_MAX, Constant, Implemented

TZNAME\_MAX, Constant, Implemented

## 2.9.4 Pathname Variable Values

LINK\_MAX, Constant, Implemented

MAX\_CANON, Constant, Implemented

MAX\_INPUT, Constant, Implemented

NAME\_MAX, Constant, Implemented

PATH\_MAX, Constant, Implemented

PIPE\_BUF, Constant, Implemented

## 2.9.5 Invariant Values

SSIZE\_MAX, Constant, Implemented

## 2.9.6 Maximum Values

\_POSIX\_CLOCKRES\_MIN, Constant, Implemented

## 2.10 Symbolic Constants

### 2.10.1 Symbolic Constants for the access Function

R\_OK, Constant, Implemented

W\_OK, Constant, Implemented

X\_OK, Constant, Implemented  
F\_OK, Constant, Implemented

### 2.10.2 Symbolic Constants for the lseek Function

SEEK\_SET, Constant, Implemented  
SEEK\_CUR, Constant, Implemented  
SEEK\_END, Constant, Implemented

### 2.10.3 Compile-Time Symbolic Constants for Portability Specifications

\_POSIX\_ASYNCHRONOUS\_IO, Feature Flag,  
\_POSIX\_FSYNC, Feature Flag,  
\_POSIX\_JOB\_CONTROL, Feature Flag,  
\_POSIX\_MAPPED\_FILES, Feature Flag,  
\_POSIX\_MEMLOCK, Feature Flag,  
\_POSIX\_MEMLOCK\_RANGE, Feature Flag,  
\_POSIX\_MEMORY\_PROTECTION, Feature Flag,  
\_POSIX\_MESSAGE\_PASSING, Feature Flag,  
\_POSIX\_PRIORITIZED\_IO, Feature Flag,  
\_POSIX\_PRIORITY\_SCHEDULING, Feature Flag,  
\_POSIX\_REALTIME\_SIGNALS, Feature Flag,  
\_POSIX\_SAVED\_IDS, Feature Flag,  
\_POSIX\_SEMAPHORES, Feature Flag,  
\_POSIX\_SHARED\_MEMORY\_OBJECTS, Feature Flag,  
\_POSIX\_SYNCHRONIZED\_IO, Feature Flag,  
\_POSIX\_THREADS, Feature Flag,  
\_POSIX\_THREAD\_ATTR\_STACKADDR, Feature Flag,  
\_POSIX\_THREAD\_ATTR\_STACKSIZE, Feature Flag,  
\_POSIX\_THREAD\_PRIORITY\_SCHEDULING, Feature Flag,  
\_POSIX\_THREAD\_PRIO\_INHERIT, Feature Flag,  
\_POSIX\_THREAD\_PRIO\_CEILING, Feature Flag,  
\_POSIX\_THREAD\_PROCESS\_SHARED, Feature Flag,  
\_POSIX\_THREAD\_SAFE\_FUNCTIONS, Feature Flag,  
\_POSIX\_TIMERS, Feature Flag,  
\_POSIX\_VERSION, Feature Flag,

### 2.10.4 Execution-Time Symbolic Constants for Portability Specifications

\_POSIX\_ASYNC\_IO, Feature Flag,  
\_POSIX\_CHOWN\_RESTRICTED, Feature Flag,  
\_POSIX\_NO\_TRUNC, Feature Flag,  
\_POSIX\_PRIO\_IO, Feature Flag,  
\_POSIX\_SYNC\_IO, Feature Flag,  
\_POSIX\_VDISABLE, Feature Flag,



## 3 Process Primitives

### 3.1 Process Creation and Execution

#### 3.1.1 Process Creation

`fork()`, Function, Unimplementable, Requires Processes

#### 3.1.2 Execute a File

`execl()`, Function, Unimplementable, Requires Processes

`execv()`, Function, Unimplementable, Requires Processes

`execle()`, Function, Unimplementable, Requires Processes

`execve()`, Function, Unimplementable, Requires Processes

`execlp()`, Function, Unimplementable, Requires Processes

`execvp()`, Function, Unimplementable, Requires Processes

#### 3.1.3 Register Fork Handlers

`pthread_atfork()`, Function, Unimplementable, Requires Processes

### 3.2 Process Termination

#### 3.2.1 Wait for Process Termination

`wait()`, Function, Unimplementable, Requires Processes

`waitpid()`, Function, Unimplementable, Requires Processes

`WNOHANG`, Constant, Unimplementable, Requires Processes

`WUNTRACED`, Constant, Unimplementable, Requires Processes

`WIFEXITED()`, Function, Unimplementable, Requires Processes

`WEXITSTATUS()`, Function, Unimplementable, Requires Processes

`WIFSIGNALED()`, Function, Unimplementable, Requires Processes

`WTERMSIG()`, Function, Unimplementable, Requires Processes

`WIFSTOPPED()`, Function, Unimplementable, Requires Processes

`WSTOPSIG()`, Function, Unimplementable, Requires Processes

#### 3.2.2 Terminate a Process

`_exit()`, Function, Implemented

### 3.3 Signals

#### 3.3.1 Signal Concepts

##### 3.3.1.1 Signal Names

`sigset_t`, Type, Implemented

`SIG_DFL`, Constant, Implemented

`SIG_IGN`, Constant, Implemented

`SIG_ERR`, Constant, Implemented

`SIGABRT`, Constant, Implemented

```

SIGALRM, Constant, Implemented
SIGFPE, Constant, Implemented
SIGHUP, Constant, Implemented
SIGILL, Constant, Implemented
SIGINT, Constant, Implemented
SIGKILL, Constant, Implemented
SIGPIPE, Constant, Implemented
SIGQUIT, Constant, Implemented
SIGSEGV, Constant, Implemented
SIGTERM, Constant, Implemented
SIGUSR1, Constant, Implemented
SIGUSR2, Constant, Implemented
SIGCHLD, Constant, Unimplemented
SIGCONT, Constant, Unimplemented
SIGSTOP, Constant, Unimplemented
SIGTSTP, Constant, Unimplemented
SIGTTIN, Constant, Unimplemented
SIGTTOU, Constant, Unimplemented
SIGBUS, Constant, Implemented
SIGRTMIN, Constant, Implemented
SIGRTMAX, Constant, Implemented

```

NOTE: SIG\_ERR is technically an extension to the C Library which is not documented anywhere else according to the index.

### 3.3.1.2 Signal Generation and Delivery

```

struct sigevent, Type, Implemented
union sigval, Type, Implemented
SIGEV_NONE, Constant, Implemented
SIGEV_SIGNAL, Constant, Implemented
SIGEV_THREAD, Constant, Implemented

```

### 3.3.1.3 Signal Actions

```

siginfo_t, Type, Implemented
SI_USER, Constant, Implemented
SI_QUEUE, Constant, Implemented
SI_TIMER, Constant, Implemented
SI_ASYNCIO, Constant, Implemented
SI_MSGQ, Constant, Implemented

```

## 3.3.2 Send a Signal to a Process

```

kill(), Function, Implemented

```

## 3.3.3 Manipulate Signal Sets

```

sigemptyset(), Function, Implemented
sigfillset(), Function, Implemented
sigaddset(), Function, Implemented

```

`sigdelset()`, Function, Implemented  
`sigismember()`, Function, Implemented

### 3.3.4 Examine and Change Signal Action

`sigaction()`, Function, Implemented  
`sigaction`, Type, Implemented  
`SA_NOCLDSTOP`, Constant, Implemented  
`SA_SIGINFO`, Constant, Implemented

### 3.3.5 Examine and Change Blocked Signals

`pthread_sigmask()`, Function, Implemented  
`sigprocmask()`, Function, Implemented  
`SIG_BLOCK`, Constant, Implemented  
`SIG_UNBLOCK`, Constant, Implemented  
`SIG_SETMASK`, Constant, Implemented

### 3.3.6 Examine Pending Signals

`sigpending()`, Function, Implemented

### 3.3.7 Wait for a Signal

`sigsuspend()`, Function, Implemented

### 3.3.8 Synchronously Accept a Signal

`sigwait()`, Function, Implemented  
`sigwaitinfo()`, Function, Implemented  
`sigtimedwait()`, Function, Implemented

### 3.3.9 Queue a Signal to a Process

`sigqueue()`, Function, Implemented

### 3.3.10 Send a Signal to a Thread

`pthread_kill()`, Function, Implemented

## 3.4 Timer Operations

### 3.4.1 Schedule Alarm

`alarm()`, Function, Implemented

### 3.4.2 Suspend Process Execution

`pause()`, Function, Implemented

### 3.4.3 Delay Process Execution

`sleep()`, Function, Implemented





## 4 Process Environment

### 4.1 Process Identification

#### 4.1.1 Get Process and Parent Process IDs

`getpid()`, Function, Implemented, SUSP Functionality  
`getppid()`, Function, Implemented, SUSP Functionality

### 4.2 User Identification

#### 4.2.1 Get Real User Effective User Real Group and Effective Group IDs

`getuid()`, Function, Implemented, SUSP Functionality  
`geteuid()`, Function, Implemented, SUSP Functionality  
`getgid()`, Function, Implemented, SUSP Functionality  
`getegid()`, Function, Implemented, SUSP Functionality

#### 4.2.2 Set User and Group IDs

`setuid()`, Function, Implemented, SUSP Functionality  
`setgid()`, Function, Implemented, SUSP Functionality

#### 4.2.3 Get Supplementary Group IDs

`getgroups()`, Function, Implemented, SUSP Functionality

#### 4.2.4 Get User Name

`getlogin()`, Function, Implemented, SUSP Functionality  
`getlogin_r()`, Function, Implemented, SUSP Functionality

### 4.3 Process Groups

#### 4.3.1 Get Process Group ID

`getpgrp()`, Function, Implemented, SUSP Functionality

#### 4.3.2 Create Session and Set Process Group ID

`setsid()`, Function, Implemented, SUSP Functionality

#### 4.3.3 Set Process Group ID for Job Control

`setpgid()`, Function, Dummy Implementation

### 4.4 System Identification

#### 4.4.1 Get System Name

`struct utsname`, Type, Implemented  
`uname()`, Function, Implemented

## 4.5 Time

### 4.5.1 Get System Time

`time()`, Function, Implemented

### 4.5.2 Get Process Times

`struct tms`, Type, Implemented  
`times()`, Function, Implemented

NOTE: `times` always returns 0 for `tms_stime`, `tms_cutime`, and `tms_cstime` fields of the `struct tms` returned.

## 4.6 Environment Variables

### 4.6.1 Environment Access

`getenv()`, Function, Implemented

## 4.7 Terminal Identification

### 4.7.1 Generate Terminal Pathname

`ctermid()`, Function, Implemented

### 4.7.2 Determine Terminal Device Name

`ttyname()`, Function, Implemented, untested  
`ttyname_r()`, Function, Implemented, untested  
`isatty()`, Function, Implemented

## 4.8 Configurable System Variables

### 4.8.1 Get Configurable System Variables

`sysconf()`, Function, Dummy Implementation  
`_SC_AIO_LISTIO_MAX`, Constant, Implemented  
`_SC_AIO_MAX`, Constant, Implemented  
`_SC_AIO_PRIO_DELTA_MAX`, Constant, Implemented  
`_SC_ARG_MAX`, Constant, Implemented  
`_SC_CHILD_MAX`, Constant, Implemented  
`_SC_CLK_TCK`, Constant, Implemented  
`CLK_TCK`, Constant, Implemented  
`_SC_DELAYTIMER_MAX`, Constant, Implemented  
`_SC_GETGR_R_SIZE_MAX`, Constant, Implemented  
`_SC_GETPW_R_SIZE_MAX`, Constant, Implemented  
`_SC_LOGIN_NAME_MAX`, Constant, Implemented  
`_SC_MQ_OPEN_MAX`, Constant, Implemented  
`_SC_MQ_PRIO_MAX`, Constant, Implemented  
`_SC_NGROUPS_MAX`, Constant, Implemented  
`_SC_OPEN_MAX`, Constant, Implemented

\_SC\_PAGESIZE, Constant, Implemented  
\_SC\_RTSIG\_MAX, Constant, Implemented  
\_SC\_SEM\_NSEMS\_MAX, Constant, Implemented  
\_SC\_SEM\_VALUE\_MAX, Constant, Implemented  
\_SC\_SIGQUEUE\_MAX, Constant, Implemented  
\_SC\_STREAM\_MAX, Constant, Implemented  
\_SC\_THREAD\_DESTRUCTOR\_ITERATIONS, Constant, Implemented  
\_SC\_THREAD\_KEYS\_MAX, Constant, Implemented  
\_SC\_THREAD\_STACK\_MIN, Constant, Implemented  
\_SC\_THREAD\_THREADS\_MAX, Constant, Implemented  
\_SC\_TIMER\_MAX, Constant, Implemented  
\_SC\_TTY\_NAME\_MAX, Constant, Implemented  
\_SC\_TZNAME\_MAX, Constant, Implemented  
\_SC\_ASYNCHRONOUS\_IO, Constant, Implemented  
\_SC\_FSYNC, Constant, Implemented  
\_SC\_JOB\_CONROL, Constant, Implemented  
\_SC\_MAPPED\_FILES, Constant, Implemented  
\_SC\_MEMLOCK, Constant, Implemented  
\_SC\_MEMLOCK\_RANGE, Constant, Implemented  
\_SC\_MEMORY\_PROTECTION, Constant, Implemented  
\_SC\_MESSAGE\_PASSING, Constant, Implemented  
\_SC\_PRIORITIZED\_IO, Constant, Implemented  
\_SC\_PRIORITY\_SCHEDULING, Constant, Unimplemented  
\_SC\_REALTIME\_SIGNALS, Constant, Implemented  
\_SC\_SAVED\_IDS, Constant, Implemented  
\_SC\_SEMAPHORES, Constant, Implemented  
\_SC\_SHARED\_MEMORY\_OBJECTS, Constant, Implemented  
\_SC\_SYNCHRONIZED\_IO, Constant, Implemented  
\_SC\_TIMERS, Constant, Implemented  
\_SC\_THREADS, Constant, Implemented  
\_SC\_THREAD\_ATTR\_STACKADDR, Constant, Implemented  
\_SC\_THREAD\_ATTR\_STACKSIZE, Constant, Implemented  
\_SC\_THREAD\_PRIORITY\_SCHEDULING, Constant, Implemented  
\_SC\_THREAD\_PRIO\_INHERIT, Constant, Implemented  
\_SC\_THREAD\_PRIO\_PROTECT, Constant, Unimplemented  
\_SC\_THREAD\_PROCESS\_SHARED, Constant, Implemented  
\_SC\_THREAD\_SAFE\_FUNCTIONS, Constant, Implemented  
\_SC\_VERSION, Constant, Implemented



## 5 Files and Directories

### 5.1 Directories

#### 5.1.1 Format of Directory Entries

#### 5.1.2 Directory Operations

struct dirent, Type, Implemented  
opendir(), Function, Implemented  
readdir(), Function, Implemented  
readdir\_r(), Function, Implemented  
rewinddir(), Function, Implemented  
closedir(), Function, Implemented

### 5.2 Working Directory

#### 5.2.1 Change Current Working Directory

chdir(), Function, Implemented

#### 5.2.2 Get Working Directory Pathname

getcwd(), Function, Implemented

### 5.3 General File Creation

#### 5.3.1 Open a File

open(), Function, Implemented  
O\_RDONLY, Constant, Implemented  
O\_WRONLY, Constant, Implemented  
O\_RDWR, Constant, Implemented  
O\_APPEND, Constant, Implemented  
O\_CREAT, Constant, Implemented  
O\_DSYNC, Constant, Unimplemented  
O\_EXCL, Constant, Implemented  
O\_NOCTTY, Constant, Implemented  
O\_NONBLOCK, Constant, Implemented  
O\_RSYNC, Constant, Unimplemented  
O\_SYNC, Constant, Implemented  
O\_TRUNC, Constant, Implemented

NOTE: In the newlib fcntl.h, O\_SYNC is defined only if \_POSIX\_SOURCE is not defined. This seems wrong.

#### 5.3.2 Create a New File or Rewrite an Existing One

creat(), Function, Implemented

### 5.3.3 Set File Creation Mask

`umask()`, Function, Implemented

### 5.3.4 Link to a File

`link()`, Function, Implemented

## 5.4 Special File Creation

### 5.4.1 Make a Directory

`mkdir()`, Function, Implemented

### 5.4.2 Make a FIFO Special File

`mkfifo()`, Function, Untested Implementation

NOTE: `mkfifo()` is implemented but no filesystem supports FIFOs.

## 5.5 File Removal

### 5.5.1 Remove Directory Entries

`unlink()`, Function, Implemented

### 5.5.2 Remove a Directory

`rmdir()`, Function, Implemented

### 5.5.3 Rename a File

`rename()`, Function, Implemented

## 5.6 File Characteristics

### 5.6.1 File Characteristics Header and Data Structure

`struct stat`, Type, Implemented

#### 5.6.1.1 <sys/stat.h> File Types

`S_ISBLK()`, Function, Implemented  
`S_ISCHR()`, Function, Implemented  
`S_ISDIR()`, Function, Implemented  
`S_ISFIFO()`, Function, Implemented  
`S_ISREG()`, Function, Implemented  
`S_TYPEISMQ()`, Function, Unimplemented  
`S_TYPEISSEM()`, Function, Unimplemented  
`S_TYPEISSHM()`, Function, Unimplemented

### 5.6.1.2 <sys/stat.h> File Modes

S\_IRWXU, Constant, Implemented  
S\_IRUSR, Constant, Implemented  
S\_IWUSR, Constant, Implemented  
S\_IXUSR, Constant, Implemented  
S\_IRWXG, Constant, Implemented  
S\_IRGRP, Constant, Implemented  
S\_IWGRP, Constant, Implemented  
S\_IXGRP, Constant, Implemented  
S\_IRWXO, Constant, Implemented  
S\_IROTH, Constant, Implemented  
S\_IWOTH, Constant, Implemented  
S\_IXOTH, Constant, Implemented  
S\_ISUID, Constant, Implemented  
S\_ISGID, Constant, Implemented

### 5.6.1.3 <sys/stat.h> Time Entries

### 5.6.2 Get File Status

stat(), Function, Implemented  
fstat(), Function, Implemented

### 5.6.3 Check File Accessibility

access(), Function, Implemented

### 5.6.4 Change File Modes

chmod(), Function, Implemented  
fchmod(), Function, Implemented

### 5.6.5 Change Owner and Group of a File

chown(), Function, Implemented

### 5.6.6 Set File Access and Modification Times

struct utimbuf, Type, Implemented  
utime(), Function, Implemented

### 5.6.7 Truncate a File to a Specified Length

ftruncate(), Function, Implemented

## 5.7 Configurable Pathname Variable

### 5.7.1 Get Configurable Pathname Variables

pathconf(), Function, Implemented  
fpathconf(), Function, Implemented  
\_PC\_LINK\_MAX, Constant, Implemented  
\_PC\_MAX\_CANON, Constant, Implemented

```
_PC_MAX_INPUT, Constant, Implemented  
_PC_MAX_INPUT, Constant, Implemented  
_PC_NAME_MAX, Constant, Implemented  
_PC_PATH_MAX, Constant, Implemented  
_PC_PIPE_BUF, Constant, Implemented  
_PC_ASYNC_IO, Constant, Implemented  
_PC_CHOWN_RESTRICTED, Constant, Implemented  
_PC_NO_TRUNC, Constant, Implemented  
_PC_PRIO_IO, Constant, Implemented  
_PC_SYNC_IO, Constant, Implemented  
_PC_VDISABLE, Constant, Implemented
```

NOTE: The newlib unistd.h and sys/unistd.h are installed and the include search patch is used to get the right one. There are conflicts between the newlib unistd.h and RTEMS' version.



## 6 Input and Output Primitives

### 6.1 Pipes

#### 6.1.1 Create an Inter-Process Channel

`pipe()`, Function, Dummy Implementation

NOTE: `pipe()` returns `ENOSYS`.

### 6.2 File Descriptor Manipulation

#### 6.2.1 Duplicate an Open File Descriptor

`dup()`, Function, Implemented

`dup2()`, Function, Implemented

### 6.3 File Descriptor Deassignment

#### 6.3.1 Close a File

`close()`, Function, Implemented

### 6.4 Input and Output

#### 6.4.1 Read from a File

`read()`, Function, Implemented

#### 6.4.2 Write to a File

`write()`, Function, Implemented

### 6.5 Control Operations on Files

#### 6.5.1 Data Definitions for File Control Operations

#### 6.5.2 File Control

`struct flock`, Type, Implemented

`fcntl()`, Function, Implemented

`F_DUPFD`, Constant, Implemented

`F_GETFD`, Constant, Implemented

`F_GETLK`, Constant, Implemented

`F_SETFD`, Constant, Implemented

`F_GETFL`, Constant, Implemented

`F_SETFL`, Constant, Implemented

`F_SETLK`, Constant, Implemented

`F_SETLKW`, Constant, Implemented

`FD_CLOEXEC`, Constant, Implemented

`F_RDLCK`, Constant, Implemented

F\_UNLCK, Constant, Implemented  
 F\_WRLCK, Constant, Implemented  
 O\_ACCMODE, Constant, Implemented

NOTE: A number of constants are used by both `open` and `fcntl`. `O_CREAT`, `O_EXCL`, `O_NOCTTY`, `O_TRUNC`, `O_APPEND`, `O_DSYNC`, `O_NONBLOCK`, `O_RSYNC`, `O_SYNC`, `O_RDONLY`, `O_RDWR`, and `O_WRONLY` are also included in another section. See [Section 5.3.1 \[Open a File\]](#), page 19.

### 6.5.3 Reposition Read/Write File Offset

`lseek()`, Function, Implemented  
`SEEK_SET`, Constant, Implemented  
`SEEK_CUR`, Constant, Implemented  
`SEEK_END`, Constant, Implemented

## 6.6 File Synchronization

### 6.6.1 Synchronize the State of a File

`fsync()`, Function, Implemented

### 6.6.2 Synchronize the Data of a File

`fdatasync()`, Function, Implemented

## 6.7 Asynchronous Input and Output

### 6.7.1 Data Definitions for Asynchronous Input and Output

#### 6.7.1.1 Asynchronous I/O Control Block

`struct aiocb`, Type, Untested Implementation

#### 6.7.1.2 Asynchronous I/O Manifest Constants

`AIO_CANCELED`, Constant, Implemented  
`AIO_NOTCANCELED`, Constant, Implemented  
`AIO_ALLDONE`, Constant, Implemented  
`LIO_WAIT`, Constant, Implemented  
`LIO_NOWAIT`, Constant, Implemented  
`LIO_READ`, Constant, Implemented  
`LIO_WRITE`, Constant, Implemented  
`LIO_NOP`, Constant, Implemented

### 6.7.2 Asynchronous Read

`aio_read()`, Function, Dummy Implementation

### 6.7.3 Asynchronous Write

`aio_write()`, Function, Dummy Implementation

### 6.7.4 List Directed I/O

`lio_listio()`, Function, Dummy Implementation

**6.7.5 Retrieve Error Status of Asynchronous I/O Operation**

`aio_error()`, Function, Dummy Implementation

**6.7.6 Retrieve Return Status of Asynchronous I/O Operation**

`aio_return()`, Function, Dummy Implementation

**6.7.7 Cancel Asynchronous I/O Request**

`aio_cancel()`, Function, Dummy Implementation

**6.7.8 Wait for Asynchronous I/O Request**

`aio_suspend()`, Function, Dummy Implementation

**6.7.9 Asynchronous File Synchronization**

`aio_fsync()`, Function, Dummy Implementation



## 7 Device- and Class-Specific Functions

### 7.1 General Terminal Interface

#### 7.1.1 Interface Characteristics

##### 7.1.1.1 Opening a Terminal Device File

##### 7.1.1.2 Process Groups (TTY)

##### 7.1.1.3 The Controlling Terminal

##### 7.1.1.4 Terminal Access Control

##### 7.1.1.5 Input Processing and Reading Data

##### 7.1.1.6 Canonical Mode Input Processing

##### 7.1.1.7 Noncanonical Mode Input Processing

- Case A - MIN > 0 and TIME > 0
- Case B - MIN > 0 and TIME = 0
- Case C - MIN = 0 and TIME > 0
- Case D - MIN = 0 and TIME = 0

##### 7.1.1.8 Writing Data and Output Processing

##### 7.1.1.9 Special Characters

INTR, Constant, Implemented  
QUIT, Constant, Implemented  
ERASE, Constant, Implemented  
KILL, Constant, Implemented  
EOF, Constant, Implemented  
NL, Constant, Implemented  
EOL, Constant, Implemented  
SUSP, Constant, Implemented  
STOP, Constant, Implemented  
START, Constant, Implemented  
CR, Constant, Implemented

##### 7.1.1.10 Modem Disconnect

##### 7.1.1.11 Closing a Terminal Device File

### 7.1.2 Parameters That Can Be Set

#### 7.1.2.1 termios Structure

tcflag\_t, Type, Implemented  
cc\_t, Type, Implemented  
struct termios, Type, Implemented

### 7.1.2.2 Input Modes

BRKINT, Constant, Implemented  
ICRNL, Constant, Implemented  
IGNBREAK, Constant, Unimplemented  
IGNCR, Constant, Implemented  
IGNPAR, Constant, Implemented  
INLCR, Constant, Implemented  
INPCK, Constant, Implemented  
ISTRIP, Constant, Implemented  
IXOFF, Constant, Implemented  
IXON, Constant, Implemented  
PARMRK, Constant, Implemented

### 7.1.2.3 Output Modes

OPOST, Constant, Implemented

### 7.1.2.4 Control Modes

CLOCAL, Constant, Implemented  
CREAD, Constant, Implemented  
CSIZE, Constant, Implemented  
CS5, Constant, Implemented  
CS6, Constant, Implemented  
CS7, Constant, Implemented  
CS8, Constant, Implemented  
CSTOPB, Constant, Implemented  
HUPCL, Constant, Implemented  
PARENB, Constant, Implemented  
PARODD, Constant, Implemented

### 7.1.2.5 Local Modes

ECHO, Constant, Implemented  
ECHOE, Constant, Implemented  
ECHOK, Constant, Implemented  
ECHONL, Constant, Implemented  
ICANON, Constant, Implemented  
IEXTEN, Constant, Implemented  
ISIG, Constant, Implemented  
NOFLSH, Constant, Implemented  
TOSTOP, Constant, Implemented

### 7.1.2.6 Special Control Characters

VEOF, Constant, Implemented  
VEOL, Constant, Implemented  
VERASE, Constant, Implemented  
VINTR, Constant, Implemented  
VKILL, Constant, Implemented

VQUIT, Constant, Implemented  
VSUSP, Constant, Implemented  
VSTART, Constant, Implemented  
VSTOP, Constant, Implemented  
VMIN, Constant, Implemented  
VTIME, Constant, Implemented

### 7.1.3 Baud Rate Values

B0, Constant, Implemented  
B50, Constant, Implemented  
B75, Constant, Implemented  
B110, Constant, Implemented  
B134, Constant, Implemented  
B150, Constant, Implemented  
B200, Constant, Implemented  
B300, Constant, Implemented  
B600, Constant, Implemented  
B1200, Constant, Implemented  
B1800, Constant, Implemented  
B2400, Constant, Implemented  
B4800, Constant, Implemented  
B9600, Constant, Implemented  
B19200, Constant, Implemented  
B38400, Constant, Implemented

#### 7.1.3.1 Baud Rate Functions

cfgetospeed(), Function, Implemented  
cfsetospeed(), Function, Implemented  
cfgetispeed(), Function, Implemented  
cfsetispeed(), Function, Implemented  
TCIFLUSH, Constant, Implemented  
TCOFLUSH, Constant, Implemented  
TCIOFLUSH, Constant, Implemented  
TCOOFF, Constant, Implemented  
TCOON, Constant, Implemented  
TCIOOFF, Constant, Implemented  
TCIOON, Constant, Implemented

## 7.2 General Terminal Interface Control Functions

### 7.2.1 Get and Set State

tcgetattr(), Function, Implemented  
tcsetattr(), Function, Implemented

### 7.2.2 Line Control Functions

tcsendbreak(), Function, Dummy Implementation

`tcdrain()`, Function, Implemented  
`tcflush()`, Function, Dummy Implementation  
`tcflow()`, Function, Dummy Implementation

### **7.2.3 Get Foreground Process Group ID**

`tcgetprgrp()`, Function, Implemented, SUSP

### **7.2.4 Set Foreground Process Group ID**

`tcsetprgrp()`, Function, Dummy Implementation



## 8 Language-Specific Services for the C Programming Language

### 8.1 Referenced C Language Routines

ANSI C Section 4.2 — Diagnostics

`assert()`, Function, Implemented

ANSI C Section 4.3 — Character Handling

`isalnum()`, Function, Implemented  
`isalpha()`, Function, Implemented  
`iscntrl()`, Function, Implemented  
`isdigit()`, Function, Implemented  
`isgraph()`, Function, Implemented  
`islower()`, Function, Implemented  
`isprint()`, Function, Implemented  
`ispunct()`, Function, Implemented  
`isspace()`, Function, Implemented  
`isupper()`, Function, Implemented  
`isxdigit()`, Function, Implemented  
`tolower()`, Function, Implemented  
`toupper()`, Function, Implemented

ANSI C Section 4.4 — Localization

`setlocale()`, Function, Implemented

ANSI C Section 4.5 — Mathematics

`acos()`, Function, Implemented  
`asin()`, Function, Implemented  
`atan()`, Function, Implemented  
`atan2()`, Function, Implemented  
`cos()`, Function, Implemented  
`sin()`, Function, Implemented  
`tan()`, Function, Implemented  
`cosh()`, Function, Implemented  
`sinh()`, Function, Implemented  
`tanh()`, Function, Implemented  
`exp()`, Function, Implemented  
`frexp()`, Function, Implemented  
`ldexp()`, Function, Implemented  
`log()`, Function, Implemented  
`log10()`, Function, Implemented  
`modf()`, Function, Implemented  
`pow()`, Function, Implemented  
`sqrt()`, Function, Implemented  
`ceil()`, Function, Implemented  
`fabs()`, Function, Implemented

`floor()`, Function, Implemented  
`fmod()`, Function, Implemented

#### ANSI C Section 4.6 — Non-Local Jumps

`setjmp()`, Function, Implemented  
`longjmp()`, Function, Implemented

#### ANSI C Section 4.9 — Input/Output

`FILE`, Type, Implemented  
`clearerr()`, Function, Implemented  
`fclose()`, Function, Implemented  
`feof()`, Function, Implemented  
`ferror()`, Function, Implemented  
`fflush()`, Function, Implemented  
`fgetc()`, Function, Implemented  
`fgets()`, Function, Implemented  
`fopen()`, Function, Implemented  
`fputc()`, Function, Implemented  
`fputs()`, Function, Implemented  
`fread()`, Function, Implemented  
`freopen()`, Function, Implemented  
`fseek()`, Function, Implemented  
`ftell()`, Function, Implemented  
`fwrite()`, Function, Implemented  
`getc()`, Function, Implemented  
`getchar()`, Function, Implemented  
`gets()`, Function, Implemented  
`perror()`, Function, Implemented  
`printf()`, Function, Implemented  
`fprintf()`, Function, Implemented  
`sprintf()`, Function, Implemented  
`putc()`, Function, Implemented  
`putchar()`, Function, Implemented  
`puts()`, Function, Implemented  
`remove()`, Function, Implemented  
`rewind()`, Function, Implemented  
`scanf()`, Function, Implemented  
`fscanf()`, Function, Implemented  
`sscanf()`, Function, Implemented  
`setbuf()`, Function, Implemented  
`tmpfile()`, Function, Implemented  
`tmpnam()`, Function, Implemented  
`ungetc()`, Function, Implemented

NOTE: `rename` is also included in another section. [Section 5.5.3 \[Rename a File\]](#), page 20.

#### ANSI C Section 4.10 — General Utilities

abs(), Function, Implemented  
atof(), Function, Implemented  
atoi(), Function, Implemented  
atol(), Function, Implemented  
rand(), Function, Implemented  
srand(), Function, Implemented  
calloc(), Function, Implemented  
free(), Function, Implemented  
malloc(), Function, Implemented  
realloc(), Function, Implemented  
abort(), Function, Implemented  
exit(), Function, Implemented  
bsearch(), Function, Implemented  
qsort(), Function, Implemented

NOTE: `getenv` is also included in another section. [Section 4.6.1 \[Environment Access\]](#), [page 16](#).

#### ANSI C Section 4.11 — String Handling

strcpy(), Function, Implemented  
strncpy(), Function, Implemented  
strcat(), Function, Implemented  
strncat(), Function, Implemented  
strcmp(), Function, Implemented  
strncmp(), Function, Implemented  
strchr(), Function, Implemented  
strcspn(), Function, Implemented  
strpbrk(), Function, Implemented  
strrchr(), Function, Implemented  
strspn(), Function, Implemented  
strstr(), Function, Implemented  
strtok(), Function, Implemented  
strlen(), Function, Implemented

#### ANSI C Section 4.12 — Date and Time Handling

asctime(), Function, Implemented  
ctime(), Function, Implemented  
gmtime(), Function, Implemented  
localtime(), Function, Implemented  
mktime(), Function, Implemented  
strftime(), Function, Implemented

NOTE: RTEMS has no notion of time zones.

NOTE: `time` is also included in another section. [Section 4.5.1 \[Get System Time\]](#), [page 16](#).

#### From Surrounding Text

EXIT\_SUCCESS, Constant, Implemented

EXIT\_FAILURE, Constant, Implemented

### 8.1.1 Extensions to Time Functions

### 8.1.2 Extensions to setlocale Function

LC\_CTYPE, Constant, Implemented  
LC\_COLLATE, Constant, Implemented  
LC\_TIME, Constant, Implemented  
LC\_NUMERIC, Constant, Implemented  
LC\_MONETARY, Constant, Implemented  
LC\_ALL, Constant, Implemented

## 8.2 C Language Input/Output Functions

### 8.2.1 Map a Stream Pointer to a File Descriptor

fileno(), Function, Implemented  
STDIN\_FILENO, Constant, Implemented  
STDOUT\_FILENO, Constant, Implemented  
STDERR\_FILENO, Constant, Implemented

### 8.2.2 Open a Stream on a File Descriptor

fdopen(), Function, Implemented

### 8.2.3 Interactions of Other FILE-Type C Functions

### 8.2.4 Operations on Files - the remove Function

### 8.2.5 Temporary File Name - the tmpnam Function

### 8.2.6 Stdio Locking Functions

flockfile(), Function, Unimplemented  
ftrylockfile(), Function, Unimplemented  
funlockfile(), Function, Unimplemented

### 8.2.7 Stdio With Explicit Client Locking

getc\_unlocked(), Function, Unimplemented  
getchar\_unlocked(), Function, Unimplemented  
putc\_unlocked(), Function, Unimplemented  
putchar\_unlocked(), Function, Unimplemented

## 8.3 Other C Language Functions

### 8.3.1 Nonlocal Jumps

sigjmp\_buf, Type, Implemented  
sigsetjmp(), Function, Implemented  
siglongjmp(), Function, Implemented

### 8.3.2 Set Time Zone

`tzset()`, Function, Unimplemented

### 8.3.3 Find String Token

`strtok_r()`, Function, Implemented

### 8.3.4 ASCII Time Representation

`asctime_r()`, Function, Implemented

### 8.3.5 Current Time Representation

`ctime_r()`, Function, Implemented

### 8.3.6 Coordinated Universal Time

`gmtime_r()`, Function, Implemented

### 8.3.7 Local Time

`localtime_r()`, Function, Implemented

### 8.3.8 Pseudo-Random Sequence Generation Functions

`rand_r()`, Function, Implemented



## 9 System Databases

### 9.1 System Databases Section

### 9.2 Database Access

#### 9.2.1 Group Database Access

```
struct group, Type, Implemented  
getgrgid(), Function, Implemented  
getgrgid_r(), Function, Implemented  
getgrname(), Function, Implemented  
getgrnam_r(), Function, Implemented
```

NOTE: Creates `/etc/group` if none exists.

#### 9.2.2 User Database Access

```
struct passwd, Type, Implemented  
getpwuid(), Function, Implemented  
getpwuid_r(), Function, Implemented  
getpwnam(), Function, Implemented  
getpwnam_r(), Function, Implemented
```

NOTE: Creates `/etc/passwd` if none exists.





## 10 Data Interchange Format

### 10.1 Archive/Interchange File Format

#### 10.1.1 Extended tar Format

tar format, Type, Unimplemented  
TMAGIC, Constant, Unimplemented  
TMAGLEN, Constant, Unimplemented  
TVERSION, Constant, Unimplemented  
TVERSLEN, Constant, Unimplemented  
REGTYPE, Constant, Unimplemented  
AREGTYPE, Constant, Unimplemented  
LNKTYPE, Constant, Unimplemented  
SYMTYPE, Constant, Unimplemented  
CHRTYPE, Constant, Unimplemented  
BLKTYPE, Constant, Unimplemented  
DIRTYPE, Constant, Unimplemented  
FIFOTYPE, Constant, Unimplemented  
CONTTYPE, Constant, Unimplemented  
TSUID, Constant, Unimplemented  
TSGID, Constant, Unimplemented  
TSVTX, Constant, Unimplemented  
TUREAD, Constant, Unimplemented  
TUWRITE, Constant, Unimplemented  
TUEXEC, Constant, Unimplemented  
TGREAD, Constant, Unimplemented  
TGWRITE, Constant, Unimplemented  
TGEXEC, Constant, Unimplemented  
TOREAD, Constant, Unimplemented  
TOWRITE, Constant, Unimplemented  
TOEXEC, Constant, Unimplemented

NOTE: Requires <tar.h> which is not in newlib.

#### 10.1.2 Extended cpio Format

cpio format, Type, Unimplemented  
C\_IRUSER, Constant, Unimplemented  
C\_IWUSER, Constant, Unimplemented  
C\_IXUSER, Constant, Unimplemented  
C\_IRGRP, Constant, Unimplemented  
C\_IWGRP, Constant, Unimplemented  
C\_IXGRP, Constant, Unimplemented  
C\_IROTH, Constant, Unimplemented  
C\_IWOTH, Constant, Unimplemented  
C\_IXOTH, Constant, Unimplemented  
C\_ISUID, Constant, Unimplemented

`C_ISGID`, Constant, Unimplemented

`C_ISVTX`, Constant, Unimplemented

NOTE: POSIX does not require a header file or structure. RedHat Linux 5.0 does not have a `<cpio.h>` although Solaris 2.6 does.

### **10.1.3 Multiple Volumes**

## 11 Synchronization

### 11.1 Semaphore Characteristics

NOTE: Semaphores are implemented but only unnamed semaphores are currently tested.

`sem_t`, Type, Implemented

### 11.2 Semaphore Functions

#### 11.2.1 Initialize an Unnamed Semaphore

`sem_init()`, Function, Implemented  
`SEM_FAILED`, Constant, Implemented

#### 11.2.2 Destroy an Unnamed Semaphore

`sem_destroy()`, Function, Implemented

#### 11.2.3 Initialize/Open a Named Semaphore

`sem_open()`, Function, Implemented

#### 11.2.4 Close a Named Semaphore

`sem_close()`, Function, Implemented

#### 11.2.5 Remove a Named Semaphore

`sem_unlink()`, Function, Implemented

#### 11.2.6 Lock a Semaphore

`sem_wait()`, Function, Implemented  
`sem_trywait()`, Function, Implemented

#### 11.2.7 Unlock a Semaphore

`sem_post()`, Function, Implemented

#### 11.2.8 Get the Value of a Semaphore

`sem_getvalue()`, Function, Implemented

### 11.3 Mutexes

#### 11.3.1 Mutex Initialization Attributes

`pthread_mutexattr_init()`, Function, Implemented  
`pthread_mutexattr_destroy()`, Function, Implemented  
`pthread_mutexattr_getpshared()`, Function, Implemented  
`pthread_mutexattr_setpshared()`, Function, Implemented  
`PTHREAD_PROCESS_SHARED`, Constant, Implemented  
`PTHREAD_PROCESS_PRIVATE`, Constant, Implemented

### 11.3.2 Initializing and Destroying a Mutex

`pthread_mutex_init()`, Function, Implemented  
`pthread_mutex_destroy()`, Function, Implemented  
`PTHREAD_MUTEX_INITIALIZER`, Constant, Implemented

### 11.3.3 Locking and Unlocking a Mutex

`pthread_mutex_lock()`, Function, Implemented  
`pthread_mutex_trylock()`, Function, Implemented  
`pthread_mutex_unlock()`, Function, Implemented

## 11.4 Condition Variables

### 11.4.1 Condition Variable Initialization Attributes

`pthread_condattr_init()`, Function, Implemented  
`pthread_condattr_destroy()`, Function, Implemented  
`pthread_condattr_getpshared()`, Function, Implemented  
`pthread_condattr_setpshared()`, Function, Implemented

### 11.4.2 Initialization and Destroying Condition Variables

`pthread_cond_init()`, Function, Implemented  
`pthread_cond_destroy()`, Function, Implemented  
`PTHREAD_COND_INITIALIZER`, Constant, Implemented

### 11.4.3 Broadcasting and Signaling a Condition

`pthread_cond_signal()`, Function, Implemented  
`pthread_cond_broadcast()`, Function, Implemented

### 11.4.4 Waiting on a Condition

`pthread_cond_wait()`, Function, Implemented  
`pthread_cond_timedwait()`, Function, Implemented

## 12 Memory Management

### 12.1 Memory Locking Functions

#### 12.1.1 Lock/Unlock the Address Space of a Process

mlockall(), Function, Unimplemented  
munlockall(), Function, Unimplemented  
MCL\_CURRENT, Constant, Unimplemented  
MCL\_FUTURE, Constant, Unimplemented

#### 12.1.2 Lock/Unlock a Rand of Process Address Space

mlock(), Function, Unimplemented  
munlock(), Function, Unimplemented

### 12.2 Memory Mapping Functions

#### 12.2.1 Map Process Addresses to a Memory Object

mmap(), Function, Unimplemented  
PROT\_READ, Constant, Unimplemented  
PROT\_WRITE, Constant, Unimplemented  
PROT\_EXEC, Constant, Unimplemented  
PROT\_NONE, Constant, Unimplemented  
MAP\_SHARED, Constant, Unimplemented  
MAP\_PRIVATE, Constant, Unimplemented  
MAP\_FIXED, Constant, Unimplemented

#### 12.2.2 Unmap Previously Mapped Addresses

munmap(), Function, Unimplemented

#### 12.2.3 Change Memory Protection

mprotect(), Function, Unimplemented

#### 12.2.4 Memory Object Synchronization

msync(), Function, Unimplemented, Unimplemented  
MS\_ASYNC, Constant, Unimplemented  
MS\_SYNC, Constant, Unimplemented  
MS\_INVALIDATE, Constant, Unimplemented

### 12.3 Shared Memory Functions

#### 12.3.1 Open a Shared Memory Object

shm\_open(), Function, Unimplemented

#### 12.3.2 Remove a Shared Memory Object

shm\_unlink(), Function, Unimplemented



## 13 Execution Scheduling

### 13.1 Scheduling Parameters

`struct sched_param, Type, Implemented`

### 13.2 Scheduling Policies

`SCHED_FIFO, Constant, Implemented`  
`SCHED_RR, Constant, Implemented`  
`SCHED_OTHER, Constant, Implemented`

NOTE: RTEMS adds `SCHED_SPORADIC`.

#### 13.2.1 SCHED\_FIFO

#### 13.2.2 SCHED\_RR

#### 13.2.3 SCHED\_OTHER

### 13.3 Process Scheduling Functions

#### 13.3.1 Set Scheduling Parameters

`sched_setparam(), Function, Dummy Implementation`

#### 13.3.2 Get Scheduling Parameters

`sched_getparam(), Function, Dummy Implementation`

#### 13.3.3 Set Scheduling Policy and Scheduling Parameters

`sched_setscheduler(), Function, Dummy Implementation`

#### 13.3.4 Get Scheduling Policy

`sched_getscheduler(), Function, Dummy Implementation`

#### 13.3.5 Yield Processor

`sched_yield(), Function, Implemented`

#### 13.3.6 Get Scheduling Parameter Limits

`sched_get_priority_max(), Function, Implemented`  
`sched_get_priority_min(), Function, Implemented`  
`sched_get_priority_rr_get_interval(), Function, Implemented`

## 13.4 Thread Scheduling

### 13.4.1 Thread Scheduling Attributes

PTHREAD\_SCOPE\_PROCESS, Constant, Implemented

PTHREAD\_SCOPE\_SYSTEM, Constant, Implemented

### 13.4.2 Scheduling Contention Scope

### 13.4.3 Scheduling Allocation Domain

### 13.4.4 Scheduling Documentation

## 13.5 Thread Scheduling Functions

### 13.5.1 Thread Creation Scheduling Attributes

pthread\_attr\_setscope(), Function, Implemented

pthread\_attr\_getscope(), Function, Implemented

pthread\_attr\_setinheritsched(), Function, Implemented

pthread\_attr\_getinheritsched(), Function, Implemented

pthread\_attr\_setschedpolicy(), Function, Implemented

pthread\_attr\_getschedpolicy(), Function, Implemented

pthread\_attr\_setschedparam(), Function, Implemented

pthread\_attr\_getschedparam(), Function, Implemented

PTHREAD\_INHERIT\_SCHED, Constant, Implemented

PTHREAD\_EXPLICIT\_SCHED, Constant, Implemented

### 13.5.2 Dynamic Thread Scheduling Parameters Access

pthread\_setschedparam(), Function, Implemented

pthread\_getschedparam(), Function, Implemented

## 13.6 Synchronization Scheduling

### 13.6.1 Mutex Initialization Scheduling Attributes

pthread\_mutexattr\_setprotocol(), Function, Implemented

pthread\_mutexattr\_getprotocol(), Function, Implemented

pthread\_mutexattr\_setprioceiling(), Function, Implemented

pthread\_mutexattr\_getprioceiling(), Function, Implemented

PTHREAD\_PRIO\_NONE, Constant, Implemented

PTHREAD\_PRIO\_INHERIT, Constant, Implemented

PTHREAD\_PRIO\_PROTECT, Constant, Implemented

### 13.6.2 Change the Priority Ceiling of a Mutex

pthread\_mutex\_setprioceiling(), Function, Implemented

pthread\_mutex\_getprioceiling(), Function, Implemented



## 14 Clocks and Timers

### 14.1 Data Definitions for Clocks and Timers

#### 14.1.1 Time Value Specification Structures

```
struct timespec, Type, Implemented  
struct itimerspec, Type, Implemented
```

#### 14.1.2 Timer Event Notification Control Block

#### 14.1.3 Type Definitions

```
clockid_t, Type, Implemented  
timerid_t, Type, Implemented
```

#### 14.1.4 Timer Event Notification Manifest Constants

```
CLOCK_REALTIME, Constant, Implemented  
TIMER_ABSTIME, Constant, Implemented
```

### 14.2 Clock and Timer Functions

#### 14.2.1 Clocks

```
clock_gettime(), Function, Partial Implementation  
clock_gettime(), Function, Partial Implementation  
clock_getres(), Function, Implemented
```

#### 14.2.2 Create a Per-Process Timer

```
timer_create(), Function, Implemented
```

#### 14.2.3 Delete a Per-Process Timer

```
timer_delete(), Function, Implemented
```

#### 14.2.4 Per-Process Timers

```
timer_settime(), Function, Implemented  
timer_gettime(), Function, Implemented  
timer_getoverrun(), Function, Implemented
```

#### 14.2.5 High Resolution Sleep

```
nanosleep(), Function, Implemented
```



## 15 Message Passing

### 15.1 Data Definitions for Message Queues

#### 15.1.1 Data Structures

NOTE: Semaphores are implemented but only unnamed semaphores are currently tested.

```
mqd_t, Type, Implemented
struct mq_attr, Type, Implemented
```

### 15.2 Message Passing Functions

#### 15.2.1 Open a Message Queue

```
mq_open(), Function, Implemented
```

#### 15.2.2 Close a Message Queue

```
mq_close(), Function, Implemented
```

#### 15.2.3 Remove a Message Queue

```
mq_unlink(), Function, Implemented
```

#### 15.2.4 Send a Message to a Message Queue

```
mq_send(), Function, Implemented
```

#### 15.2.5 Receive a Message From a Message Queue

```
mq_receive(), Function, Implemented
```

#### 15.2.6 Notify Process That a Message is Available on a Queue

```
mq_notify(), Function, Implemented
```

#### 15.2.7 Set Message Queue Attributes

```
mq_setattr(), Function, Implemented
```

#### 15.2.8 Get Message Queue Attributes

```
mq_getattr(), Function, Implemented
```



## 16 Thread Management

### 16.1 Threads

### 16.2 Thread Functions

#### 16.2.1 Thread Creation Attributes

`pthread_attr_init()`, Function, Implemented  
`pthread_attr_destroy()`, Function, Implemented  
`pthread_attr_setstacksize()`, Function, Implemented  
`pthread_attr_getstacksize()`, Function, Implemented  
`pthread_attr_setstackaddr()`, Function, Implemented  
`pthread_attr_getstackaddr()`, Function, Implemented  
`pthread_attr_setdetachstate()`, Function, Implemented  
`pthread_attr_getdetachstate()`, Function, Implemented  
`PTHREAD_CREATE_JOINABLE`, Constant, Implemented  
`PTHREAD_CREATE_DETACHED`, Constant, Implemented

#### 16.2.2 Thread Creation

`pthread_create()`, Function, Implemented

#### 16.2.3 Wait for Thread Termination

`pthread_join()`, Function, Implemented

#### 16.2.4 Detaching a Thread

`pthread_detach()`, Function, Implemented

#### 16.2.5 Thread Termination

`pthread_exit()`, Function, Implemented

#### 16.2.6 Get Thread ID

`pthread_self()`, Function, Implemented

#### 16.2.7 Compare Thread IDs

`pthread_equal()`, Function, Implemented

#### 16.2.8 Dynamic Package Initialization

`pthread_once()`, Function, Implemented  
`PTHREAD_ONCE_INIT`, Constant, Implemented



## 17 Thread-Specific Data

### 17.1 Thread-Specific Data Functions

#### 17.1.1 Thread-Specific Data Key Creation

`pthread_key_create()`, Function, Implemented

#### 17.1.2 Thread-Specific Data Management

`pthread_key_setspecific()`, Function, Implemented

`pthread_key_getspecific()`, Function, Implemented

#### 17.1.3 Thread-Specific Data Key Deletion

`pthread_key_delete()`, Function, Implemented





## 18 Thread Cancellation

### 18.1 Thread Cancellation Overview

#### 18.1.1 Cancelability States

PTHREAD\_CANCEL\_DISABLE, Constant, Implemented  
PTHREAD\_CANCEL\_ENABLE, Constant, Implemented  
PTHREAD\_CANCEL\_ASYNCHRONOUS, Constant, Implemented  
PTHREAD\_CANCEL\_DEFERRED, Constant, Implemented

#### 18.1.2 Cancellation Points

#### 18.1.3 Thread Cancellation Cleanup Handlers

PTHREAD\_CANCELED, Constant, Unimplemented

#### 18.1.4 Async-Cancel Safety

### 18.2 Thread Cancellation Functions

#### 18.2.1 Canceling Execution of a Thread

pthread\_cancel(), Function, Implemented

#### 18.2.2 Setting Cancelability State

pthread\_setcancelstate(), Function, Implemented  
pthread\_setcanceltype(), Function, Implemented  
pthread\_testcancel(), Function, Implemented

#### 18.2.3 Establishing Cancellation Handlers

pthread\_cleanup\_push(), Function, Implemented  
pthread\_cleanup\_pop(), Function, Implemented

### 18.3 Language-Independent Cancellation Functionality

#### 18.3.1 Requesting Cancellation

#### 18.3.2 Associating Cleanup Code With Scopes

#### 18.3.3 Controlling Cancellation Within Scopes

#### 18.3.4 Defined Cancellation Sequence

#### 18.3.5 List of Cancellation Points



## 19 Compliance Summary

### 19.1 General Chapter

#### Functions:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

#### Data Types:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

#### Feature Flags:

Total Number	: 21
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

**FEATURE FLAG COUNTS DO NOT ADD UP!!**

#### Constants:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.2 Terminology and General Requirements Chapter

### Functions:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 19
Implemented	: 19
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 32
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

**FEATURE FLAG COUNTS DO NOT ADD UP!!**

### Constants:

Total Number	: 126
Implemented	: 124
Unimplemented	: 2
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.3 Process Primitives Chapter

### Functions:

Total Number	: 36
Implemented	: 20
Unimplemented	: 0
Unimplementable	: 16
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 5
Implemented	: 5
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 40
Implemented	: 32
Unimplemented	: 6
Unimplementable	: 2
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.4 Process Environment Chapter

### Functions:

Total Number	: 23
Implemented	: 21
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 2
Untested	: 0

### Data Types:

Total Number	: 2
Implemented	: 2
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 53
Implemented	: 51
Unimplemented	: 2
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.5 Files and Directories Chapter

### Functions:

Total Number	: 35
Implemented	: 30
Unimplemented	: 3
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 1

**FUNCTION COUNTS DO NOT ADD UP!!**

### Data Types:

Total Number	: 3
Implemented	: 3
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 39
Implemented	: 37
Unimplemented	: 2
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.6 Input and Output Primitives Chapter

### Functions:

Total Number	: 19
Implemented	: 9
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 9
Untested	: 0

**FUNCTION COUNTS DO NOT ADD UP!!**

### Data Types:

Total Number	: 2
Implemented	: 1
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 1

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 24
Implemented	: 24
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0



## 19.7 Device- and Class-Specific Functions Chapter

### Functions:

Total Number	: 12
Implemented	: 8
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 4
Untested	: 0

### Data Types:

Total Number	: 3
Implemented	: 3
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 77
Implemented	: 76
Unimplemented	: 1
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.8 Language-Specific Services for the C Programming Language Chapter

### Functions:

Total Number	: 125
Implemented	: 117
Unimplemented	: 8
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 2
Implemented	: 2
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 11
Implemented	: 11
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.9 System Databases Chapter

### Functions:

Total Number	: 8
Implemented	: 8
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 2
Implemented	: 2
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.10 Data Interchange Format Chapter

### Functions:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 2
Implemented	: 0
Unimplemented	: 2
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 37
Implemented	: 0
Unimplemented	: 37
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.11 Synchronization Chapter

### Functions:

Total Number	: 28
Implemented	: 28
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 1
Implemented	: 1
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 5
Implemented	: 5
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.12 Memory Management Chapter

### Functions:

Total Number	: 10
Implemented	: 0
Unimplemented	: 10
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 12
Implemented	: 0
Unimplemented	: 12
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.13 Execution Scheduling Chapter

### Functions:

Total Number	: 24
Implemented	: 20
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 4
Untested	: 0

### Data Types:

Total Number	: 1
Implemented	: 1
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 10
Implemented	: 10
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.14 Clocks and Timers Chapter

### Functions:

Total Number	: 9
Implemented	: 7
Unimplemented	: 0
Unimplementable	: 0
Partial	: 2
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 4
Implemented	: 4
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 2
Implemented	: 2
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0



## 19.15 Message Passing Chapter

### Functions:

Total Number	: 8
Implemented	: 8
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 2
Implemented	: 2
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.16 Thread Management Chapter

### Functions:

Total Number	: 15
Implemented	: 15
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 3
Implemented	: 3
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.17 Thread-Specific Data Chapter

### Functions:

Total Number	: 4
Implemented	: 4
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.18 Thread Cancellation Chapter

### Functions:

Total Number	: 6
Implemented	: 6
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Data Types:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Feature Flags:

Total Number	: 0
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

### Constants:

Total Number	: 5
Implemented	: 4
Unimplemented	: 1
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

## 19.19 Overall Summary

### Functions:

Total Number	: 362
Implemented	: 301
Unimplemented	: 21
Unimplementable	: 16
Partial	: 2
Dummy	: 19
Untested	: 1

**FUNCTION COUNTS DO NOT ADD UP!!**

### Data Types:

Total Number	: 48
Implemented	: 45
Unimplemented	: 2
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 1

### Feature Flags:

Total Number	: 53
Implemented	: 0
Unimplemented	: 0
Unimplementable	: 0
Partial	: 0
Dummy	: 0
Untested	: 0

**FEATURE FLAG COUNTS DO NOT ADD UP!!**

### Constants:

Total Number	: 444
Implemented	: 379
Unimplemented	: 63
Unimplementable	: 2
Partial	: 0
Dummy	: 0
Untested	: 0



## Command and Variable Index

There are currently no Command and Variable Index entries.





## Concept Index

There are currently no Concept Index entries.

