NAME

(System Scheduler)term – to system scheduler: terminate a process

SYNOPSIS

term =9.

INTRODUCTION

The system scheduler is part of the basic kernel. It executes at processor priority 2 with kernel D-space enabled. The primary function of the scheduler is to schedule processes which execute at processor priority one and zero so as to maximize CPU usage without compromising real time response. The scheduler is primarily a message source, with almost all messages going to the memory manager, however, process termination requires manipulation of scheduler queues, hence the requirement that all terminate messages be sent to the scheduler.

INPUT

```
struct {
        struct msghdr hdr;
        struct cp_clist p_cdir;      /* 3-word capability structure */
        char  p_uid;
        char  p_gid;
        int   p_prc;                 /* process number to dump */
        int   p_sid;                 /* segment id of process PCB (supervisor only)*/
        int   p_tpath;               /*offset to start of pathname */
        int   p_mstblk[];
};
```

VALUE

The same message is forwarded to either the memory manager or the process manager.

DESCRIPTION

The user count on the process *p_prc* is decremented and if zero, it is removed from the queue of active processes. All outstanding messages to the terminating process are returned with the system status byte equal to 0200. If the process is a kernel process or if *p_tpath* is nonzero, the message is forwarded to the process manager, otherwise it is forwarded to the memory manager.

DIAGNOSTICS

The user status byte is set to -1 if *p_prc* is invalid.

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