

MutekS

General presentation

MutekS is a static version of the MutekH OS. As MutekH, MutekS is build on top of the Hexo Hardware Abstraction Layer, for portability. Therefore, it supports the same processor architectures than MutekH.

MutekS has ben designed as an optimised version of MutekH for the DSX hardware/software codesign tool : In most embedded, multi-threaded applications, the number of tasks and the communication scheme can be statically defined, and the POSIX dynamicity is not used. A static implementation reduces the memory footprint, and improves the performances.

MutekS implements directly the SRL (System Ressource Layer) API, used by DSX, at the cost of loosing the POSIX compatibility.

More Information

Mutek/S is part of the Mutek/H project. You can obtain more detailed information, and download the code on [the dedicated site](#)