Buildfile extensions for APS[#](#)

The APS extensions to *'mkxfs'* comprise a new command and a new process attribute.

The command **sched_aps** is used anywhere in the *.script* section, of your build file, to introduce and define an APS partition, and to configure its budget and critical time. Currently the partition is assumed to be a child of the System partition. **name** is any valid (15-character) partition name; **budget** is the total partition budget percentage; and **critical** is the partition critical time in millisecs (and is optional, defaulting to 0).

    sched_aps name budget [critical]

The attribute `[sched_aps=]` is used as any other attribute, and sets the APS partition in which to launch the following command (or, if the attribute is used alone on a line without a command, sets the default partition for all following commands). *name* must have been previously defined as an APS partition.

    [sched_aps=name]

During parsing of the build file, **mkxfs** will attempt to detect and warn of any APS configuration errors. Errors at boot time, where the APS specification cannot be honoured, will display a warning message but still start the affected commands (in the *System* partition) and continue with the boot process.

A simple example, which defines a 10% RESERVED partition, into which a shell is started (so all commands executed from that shell will also be in RESERVED) is:

```
[+script] .script = {
    sched_aps RESERVED 10
    devc-con -n4 &
    waitfor /dev/con1
    TERM=qansi
    reopen /dev/con4
    [+session pri=35 sched_aps=RESERVED] ksh &
    reopen /dev/con3
    [+session pri=35] ksh &
    reopen /dev/con2
    [+session pri=10] ksh &
    reopen /dev/con1
    [+session pri=10] ksh &
}
```

To use the APS scheduller, it must also be configured as a boot. See Building APS