

## ***Essential Kernel Procedures***

These KPs represent the most-used functions. They are arranged by the following areas of functionality:

- **Attribute Access**
- **Distributions**
- **Dynamic Processes**
- **Events and Time**
- **Identification and Discovery**
- **Interface Control Information (ICIs)**
- **Interrupt Processing**
- **Packet Generation and Processing**
- **Statistic Recording**

Click on a KP name to see a complete description of the KP.

### **Attribute Access**

**Get or set attribute values.** (Simulation attributes are “global” to the simulation model.)

`op_ima_obj_attr_get (objid, attr_name, value_ptr)` → completion code  
`op_ima_obj_attr_set (objid, attr_name, value)` → completion code  
`op_ima_sim_attr_get (attr_type, attr_name, value_ptr)` → completion code

### **Distributions**

**Load distributions by name; Obtain outcomes from loaded distributions.**

`op_dist_load (dist_name, dist_arg0, dist_arg1)` → distribution handle  
`op_dist_outcome (dist_ptr)` → outcome  
`op_dist_uniform (limit)` → outcome (between 0.0 and limit)

### **Dynamic Processes**

**Create a new “child” process of a given type; Destroy a process.**

`op_pro_create (model_name, ptc_mem_ptr)` → process handle  
`op_pro_destroy_options (pro_handle, options)` → completion code

**Identify the current process.**

`op_pro_self ()` → handle for this process

## Essential Kernel Procedures

**Invoke another process** (cause it to execute now). As an invoked process, get optional state that is passed.

---

**op\_pro\_invoke (pro\_handle, argmem\_ptr)** → completion code

**op\_pro\_argmem\_access()** → argument pointer

## Events and Time

Cancel an event.

---

**op\_ev\_cancel (evhandle)** → completion code

Obtain current simulation time.

---

**op\_sim\_time ()** → current simulation time in seconds

Terminate simulation.

---

**op\_sim\_end (line0, line1, line2, line3)** → (no return value)

## Identification and Discovery

Find the containing object.

---

**op\_id\_self ()** → object ID of containing object

Find the parent of an object.

---

**op\_topo\_parent (child\_objid)** → object ID of parent

Find an object's descendants in the hierarchy.

---

**op\_topo\_child\_count (parent\_objid, child\_type)** → number of children of specified type

**op\_topo\_child (parent\_objid, child\_type, child\_index)** → object ID of the i'th child meeting criteria

Find an object's peers.

---

“objmtype” is one of an enumerated set; “direction” is IN or OUT.

Possible use: how many links am I connected to; then, give me the i'th link.

---

**op\_topo\_assoc\_count (objid, direction, objmtype)** → number of associations of given direction and type

**op\_topo\_assoc (objid, direction, objmtype, index)** → object ID of the i'th association meeting the direction and type criteria

## Essential Kernel Procedures

### Interface Control Information (ICIs)

Create or destroy an ICI.

`op_ici_create (fmt_name) → ICI`

`op_ici_destroy (icptr) → (no return value)`

Get or set ICI attribute values.

`op_ici_attr_get (icptr, attr_name, value_ptr) → completion code`

`op_ici_attr_set (icptr, attr_name, value) → completion code`

Associate an ICI with a particular interrupt.

`op_ici_install (icptr) → (no return value)`

### Interrupt Processing

Schedule an interrupt for this object or another at a given time. Optionally pass a “code”.

`op_intrpt_schedule_self (time, code) → event handle for interrupt`

`op_intrpt_schedule_remote (time, code, mod_objid) → event handle for interrupt`

Obtain various attributes of the current interrupt.

`op_intrpt_type () → type (such as packet arrival, statistic change, self interrupt)`

`op_intrpt_strm () → stream for packet arrivals`

`op_intrpt_ici () → control information passed with an interrupt (arbitrary structure)`

`op_intrpt_code () → numeric code associated with the current interrupt of the invoking process`

### Packet Generation and Processing

Create, copy, or destroy a packet.

`op_pk_create_fmt (format_name) → pointer to new packet`

`op_pk_copy (pkptr) → pointer to new copy of packet`

`op_pk_destroy (pkptr) → (no return value)`

Get or send a packet. (with optional delay)

`op_pk_get (instrm_index) → pointer to packet from input stream`

`op_pk_send (pkptr, outstrm_index) → (no return value)`

`op_pk_send_delayed (pkptr, outstrm_index, delay) → (no return value)`

## Essential Kernel Procedures

### Get and set named fields of a packet.

**op\_pk\_nfd\_set (pkptr, fd\_name, value)** → completion code (arguments vary for information and structure fields)

**op\_pk\_nfd\_get (pkptr, fd\_name, value\_ptr)** → completion code

### Get certain properties of a packet.

**op\_pk\_creation\_time\_get (pkptr)** → simulation time at which packet was created

**op\_pk\_total\_size\_get (pkptr)** → size of packet in bits (sum of field sizes)

### Insert or remove a packet from a specified subqueue.

**op\_subq\_pk\_insert (subq\_index, pkptr, pos\_index)** → completion code

**op\_subq\_pk\_remove (subq\_index, pos\_index)** → pointer to packet removed from the specified subqueue

## Statistic Recording

### Obtain a handle for a statistic, given its name.

Type is Global or Local. Optionally specify an index when a single statistic name encompasses multiple independent time series.

**op\_stat\_reg (stat\_name, stat\_index, type)** → statistic handle

### Write a new value to a particular statistic. (new value is assumed to be recorded at the current time)

**op\_stat\_write (stat\_handle, value)** → statistic handle