

NAME

pmap_activate - activate a physical map

SYNOPSIS

```
#include <sys/param.h>
```

```
#include <vm/vm.h>
```

```
#include <vm/pmap.h>
```

void

```
pmap_activate(struct thread *td);
```

DESCRIPTION

The **pmap_activate()** function activates the physical map for a user thread *td*. This function must be called before the thread's address space may be accessed.

SEE ALSO

pmap(9)

AUTHORS

This manual page was written by Bruce M Simpson <bms@spc.org>.