

**NAME**

**pmap\_object\_init\_pt** - initialize page tables for a VM object

**SYNOPSIS**

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

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

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

*void*

```
pmap_object_init_pt(pmap_t pmap, vm_offset_t addr, vm_object_t object, vm_pindex_t pindex,  
    vm_size_t size, int limit);
```

**DESCRIPTION**

The **pmap\_object\_init\_pt()** function preloads the page table entries into the specified physical map *pmap*, for the given *object* at the virtual address *addr*, for *size* bytes, beginning at the page index *pindex* within the object. The map bits *limit* are heeded when creating the mapping.

**IMPLEMENTATION NOTES**

This function is not strictly required by an architecture's pmap(9) implementation, but it does provide performance benefits if implemented.

It is intended to eliminate the blast of soft faults on process startup, and immediately following a call to mmap(2).

**SEE ALSO**

pmap(9), vm\_map(9)

**AUTHORS**

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