NAME

vm_map_insert - insert an object into a map

SYNOPSIS

#include <sys/param.h>
#include <vm/vm.h>
#include <vm/vm_map.h>

int
vm_map_insert(*vm_map_t map, vm_object_t object, vm_ooffset_t offset, vm_offset_t start, vm_offset_t end, vm_prot_t prot, vm_prot_t max, int cow*);

DESCRIPTION

The **vm_map_insert**() function inserts a mapping for the entire vm_object *object* into the target map *map*.

The *offset* argument specifies the offset into the *object* at which to begin mapping. The object's size should match that of the specified address range.

The *start* and *end* arguments specify the bounds of the mapped object's window in the address space of *map*.

The *cow* argument specifies the flags which should be propagated to the new entry, for example, to indicate that this is a copy-on-write mapping.

IMPLEMENTATION NOTES

This function implicitly creates a new *vm_map_entry* by calling the internal function **vm_map_entry_create**().

RETURN VALUES

The **vm_map_insert**() function returns KERN_SUCCESS if the mapping could be made successfully.

Otherwise, KERN_INVALID_ADDRESS will be returned if the start of the range could not be found, or KERN_NO_SPACE if the range was found to be part of an existing entry or if it overlaps the end of the map.

SEE ALSO

vm_map(9)

AUTHORS

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