

Mac OS 7.6: Multiprocessing Software Q & A (1/97)

Article Created: 24 January 1997	
TOPIC	
This article provides answers to common questions software which comes with Mac OS 7.6.	about the multiprocessing
DISCUSSION	

Question: Is the MP Software needed on Mac OS computers with only one processor?

Answer: It is not required for the computer to function. However, applications which use some multi-processing API (application programming interface) calls may crash if the MP Software folder is removed, whether or not the computer has more than one processor. The MP kernel allocates tasks to available processors. So on single-processor systems all tasks go to the one and only processor. On multi-processor systems tasks can be sent to any slave processor.

Question: Why does the "About multiprocessing software" document say that the software is only installed on computers with more than one processor?

Answer: The document is in error. The software will install on all PowerPC-based Mac OS computers.

Question: What are the repercussions of removing the software on a single-processor machine?

Answer: In the future, more and more applications will become multi-processor aware and therefore will start to use Apple's MP API's. If the MP libraries are not present, a multi-processor aware application may crash or fail to launch.

Question: I get the message "The MP library could not be completely initialized due to insufficient memory" when my computer is starting up with System 7.6. Why?

Answer: You have the MetroNub debugger extension installed from Metroworks Code Warrior. The Code Warrior documentation advises - "The MetroNub debugger extension must have the size specified in its 'sysz' resource increased to

2,580,000 bytes. Use ResEdit or Resourcer to do this."

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Keywords: sys76,kalley,ktoptil

This information is from the Apple Technical Information Library.

ArticleID: TECHINFO-0020844

19970218 12:34:27.00

Tech Info Library Article Number: 20844