

APPENDIX G

TIMING SOFTWARE DATA STRUCTURE

Table Name:

TIMER_TABLE

Description:

A variable length table located in CRAM which consists of an array of three byte entries. Each entry represents a time request.

Access Method:

Pointed to by TIME_TABLE_BASE.

Format:

Each entry appears as:

7	6	5	4	3	2	1	0
D	R	F	E	L	U	U	U
a							
a							

Where:

D: Done
R: Repeat
F: Free
E: Last_Timer_In_Table
L: Long
U: Unused
a: Counter Byte or pointer to a four byte block for long-repeating timers

1
2
3
4
5
6
7
8
9
10
11
12
13
14
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16
17
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19
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21
22
23
24
25
26

Appendix G (continued)

Notes:

Done Bit: This bit is set when the counter has finished.

Repeat Bit: This bit is set to allow TIME_MGR to restart the counter at its original value.

Free Bit: This bit is set to signify that the timer is not in use.

Last_Timer_In_Table Bit: This bit indicates the last initialized timer in the table.

Long Bit: This bit defines the timer type.

0 - Short timer
1 - Long timer