

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 Appendix G (continued)

2 Notes:

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

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

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

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

10 Long Bit: This bit defines the timer type.

11 0 - Short timer
12 1 - Long timer
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