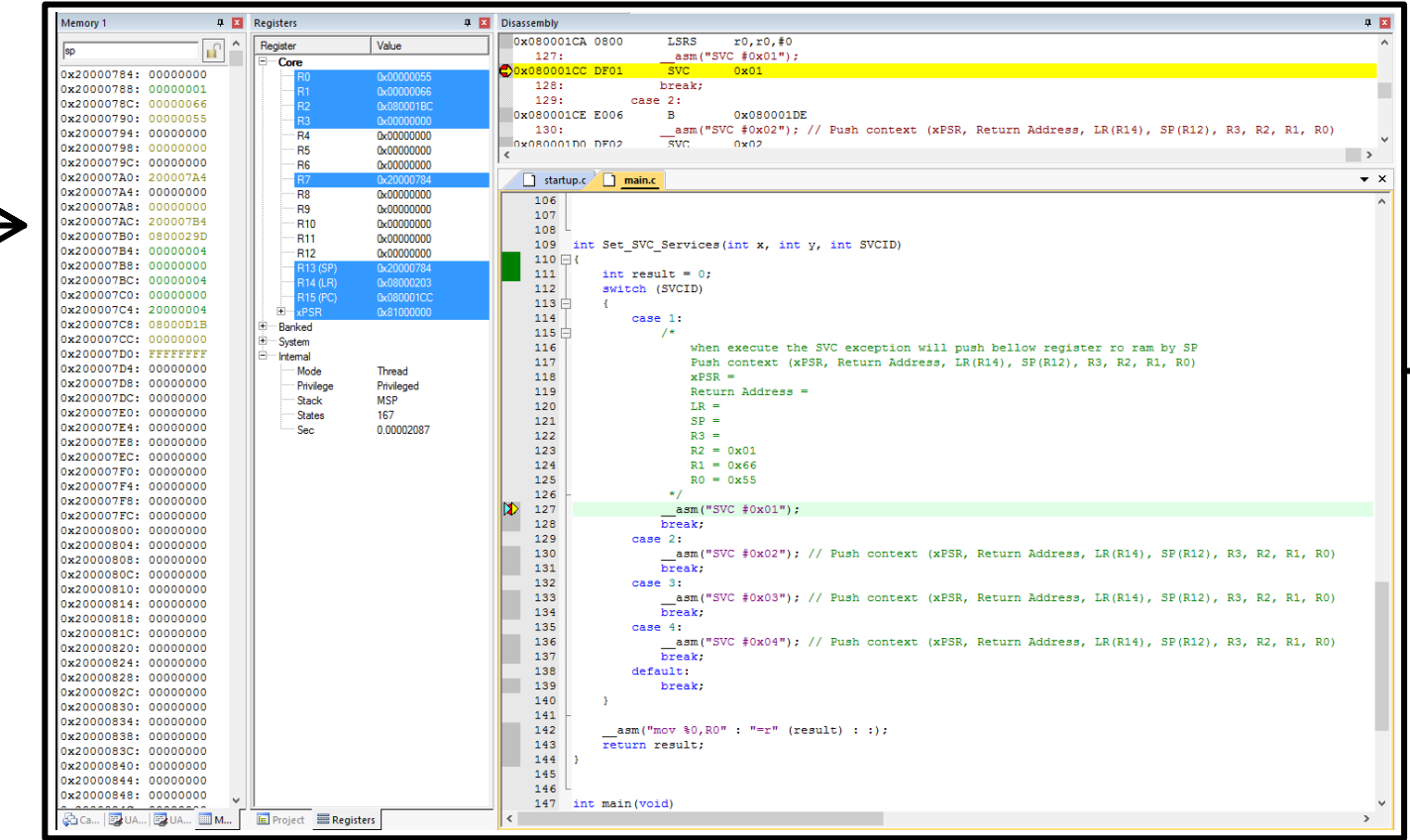


We Call the function Set_SVC_Services and pass three parameters to it. These parameters are saved in registers as shown in the image.

```
int main(void)
{
    int ret = 0;
    ret = Set_SVC_Services(0x55,0x66,1); // R0 = 0x55, R1 = 0x66, R2 = 0x01
    ret = Set_SVC_Services(0x22,0x11,2); // R0 = 0x22, R1 = 0x11, R2 = 0x02
    ret = Set_SVC_Services(0x53,0x64,3); // R0 = 0x53, R1 = 0x64, R2 = 0x03
    ret = Set_SVC_Services(0x57,0x69,4); // R0 = 0x57, R1 = 0x69, R2 = 0x04
    while (1)
    {
        /* code */
    }

    return 0;
}
```

when execute the SVC exception will push below register to ram by SP. Push context (xPSR, Return Address, LR(R14), SP(R12), R3, R2, R1, R0)

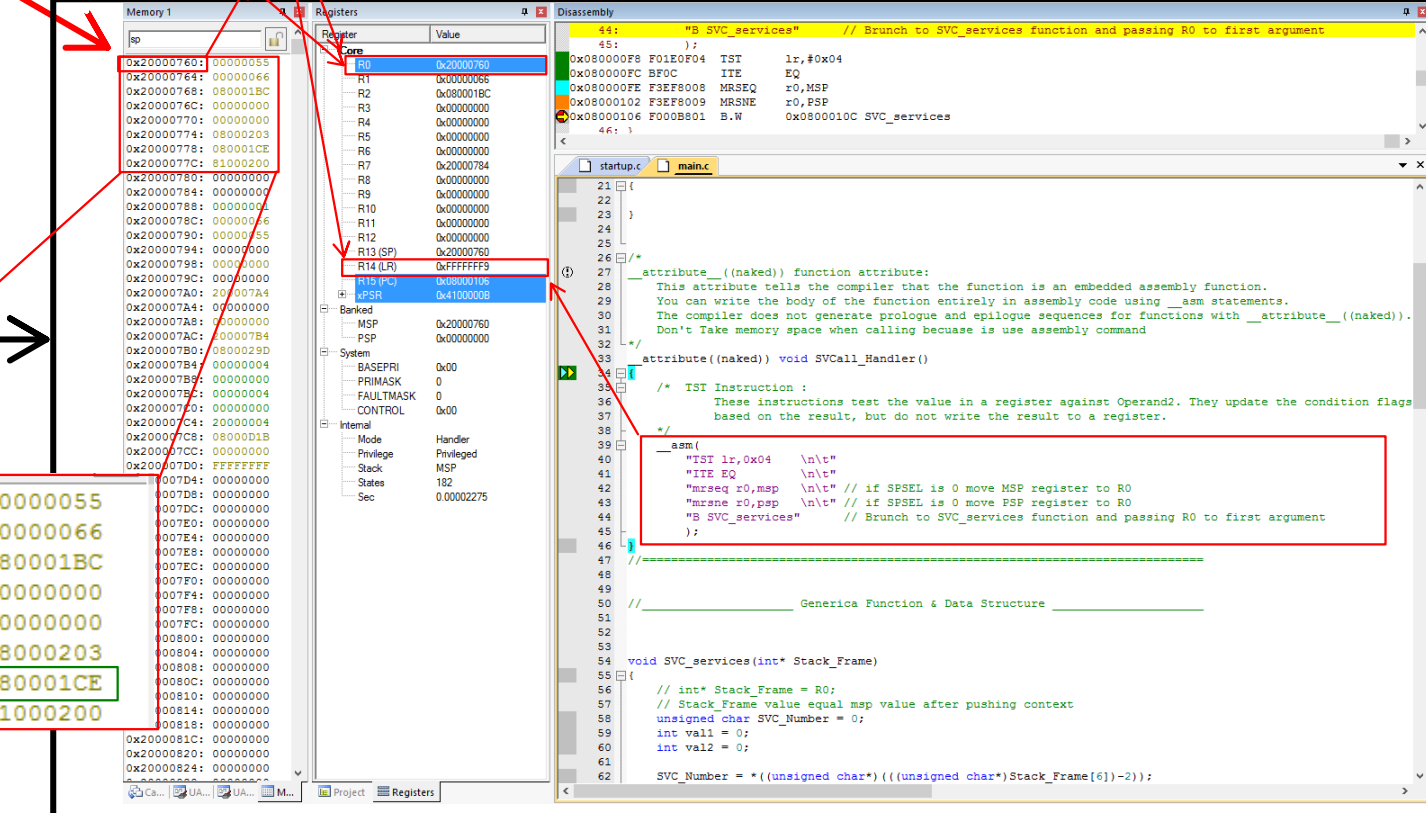


0x20000760: 00000055
0x20000764: 00000066
0x20000768: 080001BC
0x2000076C: 00000000
0x20000770: 00000000
0x20000774: 08000203
0x20000778: 080001CE
0x2000077C: 81000200

127: `asm("SVC #0x01");`
128: `break;`
129: `case 2: B 0x080001DE`

The address of the instruction after the SVC Call

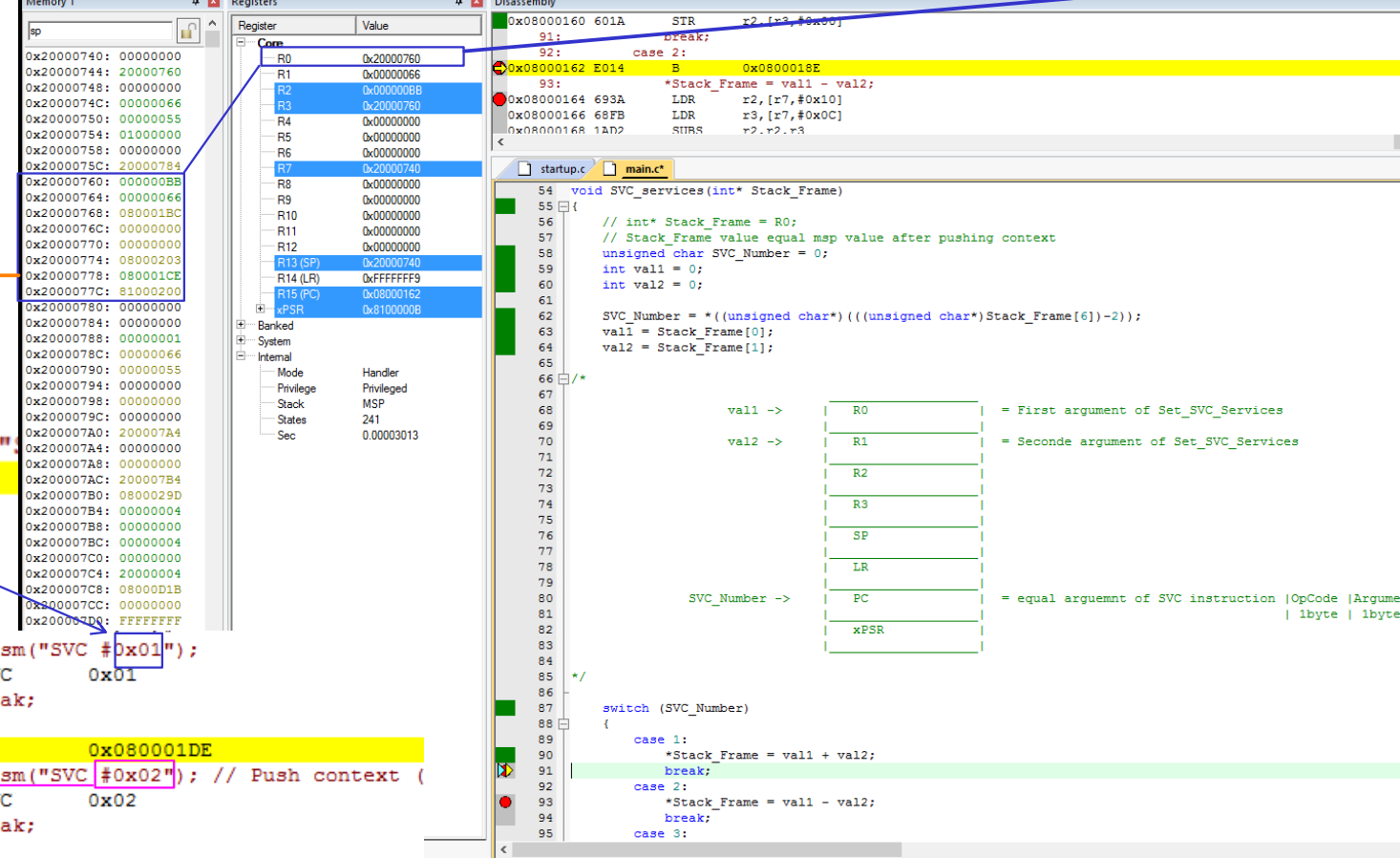
Here, we check the used stack before executing the SVC_exception, and then assign the value of the stack to R0.



0x080001CE - 2 =
0x080001CC

127: `asm("SVC #0x01");`
128: `break;`
129: `case 2: B 0x080001DE`

This value can be accessed through R0 or the Stack_Frame, which contains the location of the context pushing operation.



Note that the stack is not used during the invocation of the SVC_Handler function due to the use of attribute((naked)). Please read the clarification regarding the SVC_Handler function.

127: `asm("SVC #0x01");`
128: `break;`
129: `case 2: B 0x080001DE`
130: `asm("SVC #0x02");` // Push context (xPSR, Return Address, LR(R14), SP(R12), R3, R2, R1, R0)
131: `break;`
132: `case 3: B 0x080001DE`
133: `asm("SVC #0x03");` // Push context (xPSR, Return Address, LR(R14), SP(R12), R3, R2, R1, R0)
134: `break;`
135: `case 4: B 0x080001DE`
136: `asm("SVC #0x04");` // Push context (xPSR, Return Address, LR(R14), SP(R12), R3, R2, R1, R0)
137: `break;`