When sts stores.. does it also store the program counter of the process.

I’m thinking the first time I run it .. I should just call PC directly..

And once It is preempted then I need to call STS

I need to just do a simple program with a single process that gets preempted.. and then it should come back to its original state.

LDS should then unstack the program counter and everything.

How do I get timing.. with OC4?

What does masking the bits:

TFLG1, 4 );

TMSK1, 4 );

do?

What bits should I mask in order to generate an interrupt... How do I find this out in the manual?

TFLG1, 4 );

TMSK1, 4 );

What is the difference between interruptible\_sleep\_on\_timeout and uninterruptable\_sleep\_on\_timeout ?