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MOTOROLA MICROPROCESSOR & MEMORY TECHNOLOGY GROUP  
M68000 Hi-Performance Microprocessor Division  
M68060 Software Package  
Production Release P1.00 -- October 10, 1994

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68060 FLOATING-POINT SOFTWARE PACKAGE (Kernel version)  
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The file fvsp.sa contains the 68060 Floating-Point Software Package. This package is essentially a set of exception handlers that can be integrated into an operating system. These exception handlers emulate Unimplemented FP instructions, instructions using unimplemented data types, and instructions using unimplemented addressing modes. In addition, this package includes exception handlers to provide full IEEE-754 compliant exception handling.

Release file format:  
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The file fvsp.sa is essentially a hexadecimal image of the release package. This is the ONLY format which will be supported. The hex image was created by assembling the source code and then converting the resulting binary output image into an ASCII text file. The hexadecimal numbers are listed using the Motorola Assembly Syntax assembler directive "dc.l" (define constant longword). The file can be converted to other assembly syntaxes by using any word processor with a global search and replace function.

To assist in assembling and linking this module with other modules, the installer should add a symbolic label to the top of the file. This will allow calling routines to access the entry points of this package.

The source code fpssp.s has also been included but only for documentation purposes.

Release file structure:

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(top of module)

```
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|                               | - 128 byte-sized section
(1) |   Call-Out               | - 4 bytes per entry (user fills these in)
|   |                         | - example routines in fskeleton.s
|   |                         |
|   |                         | - 8 bytes per entry
(2) |   Entry Point           | - user does "bra" or "jmp" to this address
|   |                         |
|   |                         |
|   |                         | - code section
(3) |   ~                     | ~
|   |                         |
|   |                         |
-----
```

(bottom of module)

The first section of this module is the "Call-out" section. This section is NOT INCLUDED in fpssp.sa (an example "Call-out" section is provided at the end of the file fskeleton.s). The purpose of this section is to allow the FPSP routines to reference external functions that must be provided by the host operating system. This section MUST be exactly 128 bytes in size. There are 32 fields, each 4 bytes in size. Each field corresponds to a function required by the FPSP (these functions and their location are listed in "68060FPSP call-outs" below). Each field entry should contain the address of the corresponding function RELATIVE to the starting address of the "call-out" section. The "Call-out" section must sit adjacent to the fpssp.sa image in memory.

The second section, the "Entry-point" section, is used by external routines to access the functions within the FPSP. Since the fpssp.sa hex file contains no symbol names, this section contains function entry points that are fixed with respect to the top of the package. The currently defined entry-points are listed in section "68060 FPSP entry points" below. A calling routine would simply execute a "bra" or "jmp" that jumped to the selected function entry-point.

For example, if the 68060 hardware took a "Line-F Emulator" exception (vector #11), the operating system should execute something similar to:

```
bra    _060FPSP_TOP+128+48
```

(\_060FPSP\_TOP is the starting address of the "Call-out" section; the "Call-out" section is 128 bytes long; and the F-Line FPSP handler entry point is located 48 bytes from the top of the "Entry-point" section.)

The third section is the code section. After entering through an "Entry-point", the entry code jumps to the appropriate emulation code within the code section.

68060FPSP call-outs: (details in fskeleton.s)

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```
0x000:    _060_real_bsun
0x004:    _060_real_snan
0x008:    _060_real_operr
0x00c:    _060_real_ovfl
0x010:    _060_real_unfl
0x014:    _060_real_dz
0x018:    _060_real_inex
0x01c:    _060_real_fline
```

0x020: \_060\_real\_fpu\_disabled  
0x024: \_060\_real\_trap  
0x028: \_060\_real\_trace  
0x02c: \_060\_real\_access  
0x030: \_060\_fpsp\_done

0x034: (Motorola reserved)  
0x038: (Motorola reserved)  
0x03c: (Motorola reserved)

0x040: \_060\_imem\_read  
0x044: \_060\_dmem\_read  
0x048: \_060\_dmem\_write  
0x04c: \_060\_imem\_read\_word  
0x050: \_060\_imem\_read\_long  
0x054: \_060\_dmem\_read\_byte  
0x058: \_060\_dmem\_read\_word  
0x05c: \_060\_dmem\_read\_long  
0x060: \_060\_dmem\_write\_byte  
0x064: \_060\_dmem\_write\_word  
0x068: \_060\_dmem\_write\_long

0x06c: (Motorola reserved)  
0x070: (Motorola reserved)  
0x074: (Motorola reserved)  
0x078: (Motorola reserved)  
0x07c: (Motorola reserved)

68060FPS entry points:

-----  
0x000: \_060\_fpsp\_snan  
0x008: \_060\_fpsp\_dne  
0x010: \_060\_fpsp\_ovfl  
0x018: \_060\_fpsp\_unfl  
0x020: \_060\_fpsp\_dz  
0x028: \_060\_fpsp\_inex  
0x030: \_060\_fpsp\_fline  
0x038: \_060\_fpsp\_unsupp  
0x040: \_060\_fpsp\_effadd

Miscellaneous:

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\_060\_fpsp\_snan:

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- documented in 3.5 of 060SP spec.
- Basic flow:
  - exception taken ---> enter \_060\_fpsp\_snan --|
  - always exits through \_060\_real\_snan <----

\_060\_fpsp\_operr:

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- documented in 3.5 of 060SP spec.
- Basic flow:
  - exception taken ---> enter \_060\_fpsp\_operr --|
  - always exits through \_060\_real\_operr <-----

\_060\_fpsp\_dz:

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- documented in 3.7 of 060SP spec.

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