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

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