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Further updates to reflect new GIM design.

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Identification

GIOC Interrupt Handlers
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Purpose

The GIOC Interrupt Handler is called by the Interrupt Interceptor when a GIOC interrupt occurs. Its task is to collect and store the status words generated by the interrupt and the time at which the interrupt occurred and to wake up the user process associated with that interrupt.

Interrupts

Each GIOC attached to the system can generate a number of unique interrupts. Each unique interrupt is always associated with activity of one of the GIOC Status Channels. For a GIOC equipped with 8 status channels, one could expect 8 unique interrupts.

These interrupts (or status channel activity) are generated as a result of certain errors or user-defined conditions being detected within the GIOC. These events are completely outlined in the GIOC System Programmer's Manual, CPB-1297, Repository Document G0050.

Interrupt Handling

The Interrupt Interceptor calls the GIOC Interrupt Handler as follows:

```
call gioc_stat $ int(gioc_number,interrupt_number,
                     time_ptr);
```

where gioc_stat $ int is the GIOC Interrupt Handler,

gioc_number - a unique integer (precision 18 bits) specifying which GIOC caused the interrupt. The GIOCs are numbered sequentially starting at 1.