TO: MSPM Distribution
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This corrects an error in the initial description of GIOC
Interrupt Handling. Also, the description has been slightly
amplified.

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 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. Further reference on
these events is more 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.