SunOS Reference Manual

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Preface

OVERVIEW

A man page is provided for both the naive user, and sophisticated user who is familiar with the SunOS operating system and is in need of on-line information. A man page is intended to answer concisely the question "What does it do?" The man pages in general comprise a reference manual. They are not intended to be a tutorial.

The following contains a brief description of each section in the man pages and the information it references:

- Section 1 describes, in alphabetical order, commands available with the operating system.

- Section 1M describes, in alphabetical order, commands that are used chiefly for system maintenance and administration purposes.

- Section 2 describes all of the system calls. Most of these calls have one or more error returns. An error condition is indicated by an otherwise impossible returned value.

- Section 3 describes functions found in various libraries, other than those functions that directly invoke UNIX system primitives, which are described in Section 2 of this volume.

- Section 4 outlines the formats of various files. The C structure declarations for the file formats are given where applicable.

- Section 5 contains miscellaneous documentation such as character set tables, etc.

- Section 6 contains available games and demos.

- Section 7 describes various special files that refer to specific hardware peripherals, and device drivers. STREAMS software drivers, modules and the STREAMS-generic set of system calls are also described.

- Section 9 provides reference information needed to write device drivers in the kernel operating systems environment. It describes two device driver interface specifications: the Device Driver Interface (DDI) and the Driver–Kernel Interface (DKI).

- Section 9E describes the DDI / DKI, DDI-only, and DKI-only entry-point routines a developer may include in a device driver.

- Section 9F describes the kernel functions available for use by device drivers.

- Section 9S describes the data structures used by drivers to share information between the driver and the kernel.

Below is a generic format for man pages. The man pages of each manual section generally follow this order, but include only needed headings. For example, if there are no bugs to report, there is no BUGS section. See the intro pages for more information and detail about each section, and **man**(1) for more information about man pages in general.

NAME

This section gives the names of the commands or functions documented, followed by a brief description of what they do.

SYNOPSIS

This section shows the syntax of commands or functions. When a command or file does not exist in the standard path, its full pathname is shown. Literal characters (commands and options) are in **bold** font and variables (arguments, parameters and substitution characters) are in *italic* font. Options and arguments are alphabetized, with single letter arguments first, and options with arguments next, unless a different argument order is required.

The following special characters are used in this section:

- [ ] The option or argument enclosed in these brackets is optional. If the brackets are omitted, the argument *must* be specified.
- . . . Ellipses. Several values may be provided for the previous argument, or the previous argument can be specified multiple times, for example, '*filename* . . .'.
- | Separator. Only one of the arguments separated by this character can be specified at time.
- { } Braces. The options and/or arguments enclosed within braces are interdependent, such that everything enclosed must be treated as a unit.

PROTOCOL

This section occurs only in subsection 3R to indicate the protocol description file. The protocol specification pathname is always listed in **bold** font.

DESCRIPTION

This section defines the functionality and behavior of the service. Thus it describes concisely what the command does. It does not discuss OPTIONS or cite EXAMPLES. Interactive commands, subcommands, requests, macros, functions and such, are described under USAGE.

IOCTL

This section appears on pages in Section 7 only. Only the device class which supplies appropriate parameters to the **ioctl**(2) system call is called **ioctl** and generates its own heading. **ioctl** calls for a specific device are listed alphabetically (on the man page for that specific device). **ioctl** calls are used for a particular class of devices all of which have an **io** ending, such as **mtio**(7).

OPTIONS

This lists the command options with a concise summary of what each option does. The options are listed literally and in the order they appear in the SYNOPSIS section. Possible arguments to options are discussed under the option, and where appropriate, default values are supplied.

OPERANDS

This section lists the command operands and describes how they affect the actions of the command.

OUTPUT

This section describes the output - standard output, standard error, or output files - generated by the command.

RETURN VALUES

If the man page documents functions that return values, this section lists these values and describes the conditions under which they are returned. If a function can return only constant values, such as 0 or –1, these values are listed in tagged paragraphs. Otherwise, a single paragraph describes the return values of each function. Functions declared as **void** do not return values, so they are not discussed in RETURN VALUES.

ERRORS

On failure, most functions place an error code in the global variable **errno** indicating why they failed. This section lists alphabetically all error codes a function can generate and describes the conditions that cause each error. When more than one condition can cause the same error, each condition is described in a separate paragraph under the error code.

USAGE

This section is provided as a *guidance* on use. This section lists special rules, features and commands that require in-depth explanations. The subsections listed below are used to explain built-in functionality:

Commands
Modifiers
Variables
Expressions
Input Grammar

EXAMPLES

This section provides examples of usage or of how to use a command or function. Wherever possible a complete example including command line entry and machine response is shown. Whenever an example is given, the prompt is shown as

example%

or if the user must be super-user,

example#

Examples are followed by explanations, variable substitution rules, or returned values. Most examples illustrate concepts from the SYNOPSIS, DESCRIPTION, OPTIONS and USAGE sections.

ENVIRONMENT

This section lists any environment variables that the command or function affects, followed by a brief description of the effect.

EXIT STATUS

This section lists the values the command returns to the calling program or shell and the conditions that cause these values to be returned. Usually, zero is returned for successful completion and values other than zero for various error conditions.

FILES

This section lists all filenames referred to by the man page, files of interest, and files created or required by commands. Each is followed by a descriptive summary or explanation.

ATTRIBUTES

This section lists characteristics of commands, utilities, and device drivers by defining the attribute type and its corresponding value. (See **attributes**(5) for more information.)

SEE ALSO

This section lists references to other man pages, in-house documentation and outside publications.

DIAGNOSTICS

This section lists diagnostic messages with a brief explanation of the condition causing the error. Messages appear in **bold** font with the exception of variables, which are in *italic* font.

WARNINGS

This section lists warnings about special conditions which could seriously affect your working conditions — this is not a list of diagnostics.

NOTES

This section lists additional information that does not belong anywhere else on the page. It takes the form of an *aside* to the user, covering points of special interest. Critical information is never covered here.

BUGS

This section describes known bugs and wherever possible suggests workarounds.

NAME

Intro, intro – introduction to device driver entry points

DESCRIPTION

Section 9E describes the entry-point routines a developer may include in a device driver. These are called entry-point because they provide the calling and return syntax from the kernel into the driver. Entry-points are called, for instance, in response to system calls, when the driver is loaded, or in response to STREAMS events.

Kernel functions usable by the driver are described in section 9F.

In this section, reference pages contain the following headings:

- **NAME** describes the routine's purpose.
- **SYNOPSIS** summarizes the routine's calling and return syntax.
- **INTERFACE LEVEL** describes any architecture dependencies. It also indicates whether the use of the entry point is required, optional, or discouraged.
- **ARGUMENTS** describes each of the routine's arguments.
- **DESCRIPTION** provides general information about the routine.
- **RETURN VALUES** describes each of the routine's return values.
- **SEE ALSO** gives sources for further information.

Overview of Driver Entry-Point Routines and Naming Conventions

By convention, a prefix string is added to the driver routine names. For a driver with the prefix *prefix*, the driver code may contain routines named *prefix*open, *prefix*close, *prefix*read, *prefix*write, and so forth. All global variables associated with the driver should also use the same prefix.

All routines and data should be declared as **static**.

Every driver MUST include **<sys/ddi.h>** and **<sys/sunddi.h>**, in that order, and after all other include files.

The following table summarizes the STREAMS driver entry points described in this section.

Routine	Type
put	DDI / DKI
srv	DDI / DKI

The following table summarizes the driver entry points described in this section.

Routine	Type
_fini	Solaris DDI
_info	Solaris DDI
_init	Solaris DDI
aread	Solaris DDI
attach	Solaris DDI
awrite	Solaris DDI
chpoll	DDI / DKI
close	DDI / DKI

detach	Solaris DDI
devmap	Solaris DDI
devmap_access	Solaris DDI
devmap_contextmgt	Solaris DDI
devmap_dup	Solaris DDI
devmap_map	Solaris DDI
devmap_unmap	Solaris DDI
dump	Solaris DDI
getinfo	Solaris DDI
identify	Solaris DDI
ioctl	DDI / DKI
ks_update	Solaris DDI
mapdev_access	Solaris DDI
mapdev_dup	Solaris DDI
mapdev_free	Solaris DDI
mmap	DKI only
open	DDI / DKI
power	Solaris DDI
print	DDI / DKI
probe	Solaris DDI
prop_op	Solaris DDI
read	DDI / DKI
segmap	DKI only
strategy	DDI / DKI
tran_abort	Solaris DDI
tran_destroy_pkt	Solaris DDI
tran_dmafree	Solaris DDI
tran_getcap	Solaris DDI
tran_init_pkt	Solaris DDI
tran_reset	Solaris DDI
tran_reset_notify	Solaris DDI
tran_setcap	Solaris DDI
tran_start	Solaris DDI
tran_sync_pkt	Solaris DDI
tran_tgt_free	Solaris DDI
tran_tgt_init	Solaris DDI
tran_tgt_probe	Solaris DDI
write	DDI / DKI

The following table lists the error codes returned by a driver routine when it encounters an error. The error values are listed in alphabetic order and are defined in **<sys/errno.h>**. In the driver **open**(9E), **close**(9E), **ioctl**(9E), **read**(9E), and **write**(9E) routines, errors are passed back to the user by returning the value. In the driver **strategy**(9E) routine, errors are passed back to the user by setting the **b_error** member of the **buf**(9S) structure to the error code. For STREAMS **ioctl** routines, errors should be sent upstream in an **M_IOCNAK** message. For STREAMS **read** and **write** routines, errors should be sent upstream in an

M_ERROR message. The driver **print** routine should not return an error code because the function that it calls, **cmn_err**(9F), is declared as **void** (no error is returned).

Error Value	Error Description	Use in these Driver Routines (9E)
EAGAIN	Kernel resources, such as the **buf** structure or cache memory, are not available at this time (device may be busy, or the system resource is not available).	**open, ioctl, read, write, strategy**
EFAULT	An invalid address has been passed as an argument; memory addressing error.	**open, close, ioctl, read, write, strategy**
EINTR	Sleep interrupted by signal.	**open, close, ioctl, read, write, strategy**
EINVAL	An invalid argument was passed to the routine.	**open, ioctl, read, write, strategy**
EIO	A device error occurred; an error condition was detected in a device status register (the I/O request was valid, but an error occurred on the device).	**open, close, ioctl, read, write, strategy**
ENXIO	An attempt was made to access a device or subdevice that does not exist (one that is not configured); an attempt was made to perform an invalid I/O operation; an incorrect minor number was specified.	**open, close, ioctl, read, write, strategy**
EPERM	A process attempting an operation did not have required permission.	**open, ioctl, read, write, close**
EROFS	An attempt was made to open for writing a read-only device.	**open**

The table below cross references error values to the driver routines from which the error values can be returned.

open	**close**	**ioctl**	**read**, **write**, **and strategy**
EAGAIN	**EFAULT**	**EAGAIN**	**EAGAIN**
EFAULT	**EINTR**	**EFAULT**	**EFAULT**
EINTR	**EIO**	**EINTR**	**EINTR**
EINVAL	**ENXIO**	**EINVAL**	**EINVAL**
EIO		**EIO**	**EIO**
ENXIO		**ENXIO**	**ENXIO**
EPERM		**EPERM**	
EROFS			

Name	Description
aread(9E)	asynchronous read from a device
attach(9E)	attach a device to the system, or resume it
awrite(9E)	asynchronous write to a device
chpoll(9E)	poll entry point for a non-STREAMS character driver
close(9E)	relinquish access to a device
csx_event_handler(9E)	PC Card driver event handler
detach(9E)	detach a device
devmap(9E)	validate and translate virtual mapping for memory mapped device
devmap_access(9E)	device mapping access entry point
devmap_contextmgt(9E)	driver callback function for context management
devmap_dup(9E)	device mapping duplication entry point
devmap_map(9E)	device mapping create entry point
devmap_unmap(9E)	device mapping unmap entry point
dump(9E)	dump memory to device during system failure
_fini(9E)	loadable module configuration entry points
getinfo(9E)	get device driver information
identify(9E)	determine if a driver is associated with a device
_info(9E)	See **_fini**(9E)
_init(9E)	See **_fini**(9E)
ioctl(9E)	control a character device
ks_update(9E)	dynamically update kstats
mapdev_access(9E)	device mapping access entry point
mapdev_dup(9E)	device mapping duplication entry point
mapdev_free(9E)	device mapping free entry point
mmap(9E)	check virtual mapping for memory mapped device
open(9E)	gain access to a device
pm(9E)	power management properties
power(9E)	power a device attached to the system
print(9E)	display a driver message on system console
probe(9E)	determine if a non-self-identifying device is present
prop_op(9E)	report driver property information
put(9E)	receive messages from the preceding queue
read(9E)	read data from a device

segmap(9E)	map device memory into user space
srv(9E)	service queued messages
strategy(9E)	perform block I/O
tran_abort(9E)	abort a SCSI command
tran_destroy_pkt(9E)	See **tran_init_pkt**(9E)
tran_dmafree(9E)	SCSI HBA DMA deallocation entry point
tran_getcap(9E)	get/set SCSI transport capability
tran_init_pkt(9E)	SCSI HBA packet preparation and deallocation
tran_reset(9E)	reset a SCSI bus or target
tran_reset_notify(9E)	request to notify SCSI target of bus reset
tran_setcap(9E)	See **tran_getcap**(9E)
tran_start(9E)	request to transport a SCSI command
tran_sync_pkt(9E)	SCSI HBA memory synchronization entry point
tran_tgt_free(9E)	request to free HBA resources allocated on behalf of a target
tran_tgt_init(9E)	request to initialize HBA resources on behalf of a particular target
tran_tgt_probe(9E)	request to probe SCSI bus for a particular target
write(9E)	write data to a device

NAME

aread – asynchronous read from a device

SYNOPSIS

```
#include <sys/uio.h>
#include <sys/aio_req.h>
#include <sys/cred.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int prefixaread(dev_t dev, struct aio_req *aio_reqp, cred_t *cred_p);
```

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI). This entry point is *optional*. Drivers that do not support an **aread( )** entry point should use **nodev**(9F).

ARGUMENTS

dev Device number.

aio_reqp Pointer to the **aio_req**(9S) structure that describes where the data is to be stored.

cred_p Pointer to the credential structure.

DESCRIPTION

The driver's **aread( )** routine is called to perform an asynchronous read. **getminor**(9F) can be used to access the minor number component of the *dev* argument. **aread( )** may use the credential structure pointed to by *cred_p* to check for superuser access by calling **drv_priv**(9F). The **aread( )** routine may also examine the **uio**(9S) structure through the **aio_req** structure pointer, *aio_reqp*. **aread( )** must call **aphysio**(9F) with the **aio_req** pointer and a pointer to the driver's **strategy**(9E) routine.

No fields of the **uio**(9S) structure pointed to by **aio_req**, other than **uio_offset** or **uio_loffset**, may be modified for non-seekable devices.

RETURN VALUES

The **aread( )** routine should return **0** for success, or the appropriate error number.

CONTEXT

This function is called from user context only.

EXAMPLES

The following is an example of an **aread( )** routine:

```
static int
xxaread(dev_t dev, struct aio_req *aio, cred_t *cred_p)
{
        int instance;
        struct xxstate *xsp;

        instance = getminor(dev);
        xsp = ddi_get_soft_state(statep, instance);
```

```
                /*Verify soft state structure has been allocated */
                if (xsp == NULL)
                        return (ENXIO);

                return (aphysio(xxstrategy, anocancel, dev, B_READ, xxminphys, aio));
        }
```

SEE ALSO

read(2), **aioread**(3), **awrite**(9E), **read**(9E), **strategy**(9E), **write**(9E), **anocancel**(9F), **aphysio**(9F), **ddi_get_soft_state**(9F), **drv_priv**(9F), **getminor**(9F), **minphys**(9F), **nodev**(9F), **aio_req**(9S), **cb_ops**(9S), **uio**(9S)

Writing Device Drivers

BUGS

There is no way other than calling **aphysio**(9F) to accomplish an asynchronous read.

NAME

attach – attach a device to the system, or resume it

SYNOPSIS

#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***attach(dev_info_t** *∗dip***, ddi_attach_cmd_t** *cmd***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

ARGUMENTS

dip A pointer to the device's **dev_info** structure.

cmd Attach type. Possible values are **DDI_ATTACH**, **DDI_PM_RESUME**, and **DDI_RESUME**. Other values are reserved. The driver must return **DDI_FAILURE** if reserved values are passed to it.

DESCRIPTION

The **attach( )** function is the device-specific initialization entry point. This entry point is *required* and must be written. The **DDI_ATTACH** command must be provided in the **attach** entry point. The **DDI_PM_RESUME** command is optional, but must be supported if the driver will support power management. See **pm**(7D). The **DDI_RESUME** command is optional, but must be supported if the driver will support the processes of suspend and resume. See **cpr**(7). When **attach( )** is called with *cmd* set to **DDI_ATTACH**, all normal kernel services (such as **kmem_alloc**(9F)) are available for use by the driver. Device interrupts are not blocked when attaching a device to the system.

The **attach( )** function will be called once for each instance of the device on the system with *cmd* set to **DDI_ATTACH**. Until **attach( )** succeeds, the only driver entry points which may be called are **open**(9E) and **getinfo**(9E). See the "Autoconfiguration" chapter in *Writing Device Drivers*. The instance number may be obtained using **ddi_get_instance**(9F).

DDI_PM_RESUME

The **attach( )** function may be called with *cmd* set to **DDI_PM_RESUME** after **detach**(9E) has been successfully called with *cmd* set to **DDI_PM_SUSPEND**. When called with *cmd* set to **DDI_PM_RESUME**, **attach**( ) must restore the hardware state of a device (power may have been removed from the device), allow pending requests to continue, and service new requests.

The driver must not make any assumptions about the state of the hardware, but must restore it to the state it had when the **detach**(9E) entry point was called with **DDI_PM_SUSPEND**.

DDI_RESUME

The **attach( )** function may be called with *cmd* set to **DDI_RESUME** after **detach**(9E) has been successfully called with *cmd* set to **DDI_SUSPEND**.

If the device is still suspended by **DDI_PM_SUSPEND**, the only effect of **DDI_RESUME** is to allow the driver to call **ddi_dev_is_needed**(9F) for any new or pending requests, as a subsequent call to **attach**( ) will be made with *cmd* set to **DDI_PM_RESUME** to restore the hardware state.

When called with *cmd* set to **DDI_RESUME**, **attach**( ) must restore the hardware state of a device (power may have been removed from the device), allow pending requests to continue, and service new requests. In this case, the driver must not make any assumptions about the state of the hardware, but must restore it to the state it had when the **detach**(9E) entry point was called with **DDI_SUSPEND**.

RETURN VALUES

The **attach**( ) function returns:

DDI_SUCCESS Successful completion.

DDI_FAILURE The operation failed.

SEE ALSO

cpr(7), **pm**(7D), **detach**(9E), **getinfo**(9E), **identify**(9E), **open**(9E), **pm**(9E), **probe**(9E), **ddi_add_intr**(9F), **ddi_create_minor_node**(9F), **ddi_get_instance**(9F), **ddi_map_regs**(9F), **kmem_alloc**(9F)

Writing Device Drivers

NAME

awrite – asynchronous write to a device

SYNOPSIS

#include <sys/uio.h>
#include <sys/aio_req.h>
#include <sys/cred.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***awrite(dev_t** *dev***, struct aio_req** **aio_reqp***, cred_t** **cred_p***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI). This entry point is *optional*. Drivers that do not support an **awrite ()** entry point should use **nodev**(9F)**.**

ARGUMENTS

dev	Device number.
aio_reqp	Pointer to the **aio_req**(9S) structure that describes where the data is stored.
cred_p	Pointer to the credential structure.

DESCRIPTION

The driver's **awrite( )** routine is called to perform an asynchronous write. **getminor**(9F) can be used to access the minor number component of the *dev* argument. **awrite( )** may use the credential structure pointed to by *cred_p* to check for superuser access by calling **drv_priv**(9F). The **awrite( )** routine may also examine the **uio**(9S) structure through the **aio_req** structure pointer, *aio_reqp*. **awrite( )** must call **aphysio**(9F) with the **aio_req** pointer and a pointer to the driver's **strategy**(9E) routine.

No fields of the **uio**(9S) structure pointed to by **aio_req**, other than **uio_offset** or **uio_loffset**, may be modified for non-seekable devices.

RETURN VALUES

The **awrite( )** routine should return **0** for success, or the appropriate error number.

CONTEXT

This function is called from user context only.

EXAMPLES

The following is an example of an **awrite( )** routine:

```
static int
xxawrite(dev_t dev, struct aio_req *aio, cred_t *cred_p)
{
        int instance;
        struct xxstate *xsp;

        instance = getminor(dev);
        xsp = ddi_get_soft_state(statep, instance);
```

```
                /*Verify soft state structure has been allocated */
                if (xsp == NULL)
                        return (ENXIO);

                return (aphysio(xxstrategy, anocancel, dev, B_WRITE, xxminphys, aio));
        }
```

SEE ALSO

write(2), **aiowrite**(3), **aread**(9E), **read**(9E), **strategy**(9E), **write**(9E), **anocancel**(9F), **aphysio**(9F), **ddi_get_soft_state**(9F), **drv_priv**(9F), **getminor**(9F), **minphys**(9F), **nodev**(9F), **aio_req**(9S), **cb_ops**(9S), **uio**(9S)

Writing Device Drivers

BUGS

There is no way other than calling **aphysio**(9F) to accomplish an asynchronous write.

NAME

chpoll – poll entry point for a non-STREAMS character driver

SYNOPSIS

#include <sys/types.h>
#include <sys/poll.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***chpoll(dev_t** *dev***, short** *events***, int** *anyyet***, short** **reventsp***,**
struct pollhead ***phpp***);**

INTERFACE LEVEL

This entry point is *optional*.
Architecture independent level 1 (DDI / DKI).

ARGUMENTS

dev The device number for the device to be polled.

events The events that may occur. Valid events are:

POLLIN	Data other than high priority data may be read without blocking.
POLLOUT	Normal data may be written without blocking.
POLLPRI	High priority data may be received without blocking.
POLLHUP	A device hangup has occurred.
POLLERR	An error has occurred on the device.
POLLRDNORM	Normal data (priority band = 0) may be read without blocking.
POLLRDBAND	Data from a non-zero priority band may be read without blocking
POLLWRNORM	The same as **POLLOUT**.
POLLWRBAND	Priority data (priority band > 0) may be written.

anyyet A flag that is non-zero if any other file descriptors in the **pollfd** array have events pending. The **poll**(2) system call takes a pointer to an array of **pollfd** structures as one of its arguments. See the **poll**(2) reference page for more details.

reventsp A pointer to a bitmask of the returned events satisfied.

phpp A pointer to a pointer to a **pollhead** structure.

DESCRIPTION

The **chpoll( )** entry point routine is used by non-STREAMS character device drivers that wish to support polling. The driver must implement the polling discipline itself. The following rules must be followed when implementing the polling discipline:

1. Implement the following algorithm when the **chpoll()** entry point is called:

```
if (events_are_satisfied_now) {
    *reventsp = mask_of_satisfied_events;
} else {
    *reventsp = 0;
    if (!anyyet)
        *phpp = &my_local_pollhead_structure;
}
return (0);
```

2. Allocate an instance of the **pollhead** structure. This instance may be tied to the per-minor data structure defined by the driver. The **pollhead** structure should be treated as a ‘‘black box’’ by the driver. None of its fields should be referenced. However, the size of this structure is guaranteed to remain the same across releases.

3. Call the **pollwakeup()** function whenever an event of type **events** listed above occur. This function should only be called with one event at a time.

RETURN VALUES

chpoll() should return **0** for success, or the appropriate error number.

SEE ALSO

poll(2), **nochpoll**(9F), **pollwakeup**(9F)

Writing Device Drivers

NOTES

Driver defined locks should not be held across calls to this function.

NAME

close – relinquish access to a device

SYNOPSIS

Block and Character

```
#include <sys/types.h>
#include <sys/file.h>
#include <sys/errno.h>
#include <sys/open.h>
#include <sys/cred.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int prefixclose(dev_t dev, int flag, int otyp, cred_t *cred_p);
```

STREAMS

```
#include <sys/types.h>
#include <sys/stream.h>
#include <sys/file.h>
#include <sys/errno.h>
#include <sys/open.h>
#include <sys/cred.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int prefixclose(queue_t *q, int flag, cred_t *cred_p);
```

INTERFACE LEVEL

Architecture independent level 1 (DDI / DKI). This entry point is **required** for block devices.

ARGUMENTS

Block and Character

dev Device number.

flag File status flag, as set by the **open**(2) or modified by the **fcntl**(2) system calls. The flag is for information only—the file should always be closed completely. Possible values are: **FEXCL**, **FNDELAY**, **FREAD, FKLYR,** and **FWRITE**. Refer to **open**(9E) for more information.

otyp Parameter supplied so that the driver can determine how many times a device was opened and for what reasons. The flags assume the **open**( ) routine may be called many times, but the **close**( ) routine should only be called on the last **close** of a device.

- **OTYP_BLK** close was through block interface for the device
- **OTYP_CHR** close was through the raw / character interface for the device
- **OTYP_LYR** close a layered process (a higher-level driver called the **close( )** routine of the device)

**cred_p* Pointer to the user credential structure.

STREAMS

q* Pointer to **queue(9S) structure used to reference the read side of the driver. (A queue is the central node of a collection of structures and routines pointed to by a queue.)

flag File status flag.

**cred_p* Pointer to the user credential structure.

DESCRIPTION

For STREAMS drivers, the **close( )** routine is called by the kernel through the **cb_ops**(9S) table entry for the device. (Modules use the **fmodsw** table.) A non-null value in the **d_str** field of the **cb_ops** entry points to a **streamtab** structure, which points to a **qinit**(9S) containing a pointer to the **close( )** routine. Non-STREAMS **close( )** routines are called directly from the **cb_ops** table.

close( ) ends the connection between the user process and the device, and prepares the device (hardware and software) so that it is ready to be opened again.

A device may be opened simultaneously by multiple processes and the **open( )** driver routine is called for each open, but the kernel will only call the **close( )** routine when the last process using the device issues a **close**(2) or **umount**(2) system call or exits. (An exception is a close occurring with the *otyp* argument set to **OTYP_LYR**, for which a close (also having *otyp* = **OTYP_LYR**) occurs for each open.)

In general, a **close( )** routine should always check the validity of the minor number component of the *dev* parameter. The routine should also check permissions as necessary, by using the user credential structure (if pertinent), and the appropriateness of the *flag* and *otyp* parameter values.

close( ) could perform any of the following general functions:

- disable interrupts
- hang up phone lines
- rewind a tape
- deallocate buffers from a private buffering scheme
- unlock an unsharable device (that was locked in the **open( )** routine)
- flush buffers
- notify a device of the close
- deallocate any resources allocated on open

The **close( )** routines of STREAMS drivers and modules are called when a stream is dismantled or a module popped. The steps for dismantling a stream are performed in the following order. First, any multiplexor links present are unlinked and the lower streams are closed. Next, the following steps are performed for each module or driver on the stream, starting at the head and working toward the tail:

1. The write queue is given a chance to drain.
2. The **close( )** routine is called.
3. The module or driver is removed from the stream.

RETURN VALUES

close( ) should return 0 for success, or the appropriate error number. Return errors rarely occur, but if a failure is detected, the driver should decide whether the severity of the problem warrants either displaying a message on the console or, in worst cases, triggering a system panic. Generally, a failure in a **close( )** routine occurs because a problem occurred in the associated device.

SEE ALSO

close(2), **fcntl**(2), **open**(2), **umount**(2), **detach**(9E), **open**(9E), **cb_ops**(9S), **qinit**(9S), **queue**(9S)

Writing Device Drivers

STREAMS Programming Guide

NAME

csx_event_handler – PC Card driver event handler

SYNOPSIS

#include <sys/pccard.h>

int32_t *prefix* **event_handler(event_t** *event***, int32_t** *priority***,**
event_callback_args_t **args***);**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI)

ARGUMENTS

event	The event.
priority	The priority of the event.
args	A pointer to the **event_callback_t** structure.

DESCRIPTION

Each instance of a PC Card driver must register an event handler to manage events associated with its PC Card. The driver event handler is registered using the **event_handler** field of the **client_req_t** structure passed to **csx_RegisterClient**(9F). The driver may also supply a parameter to be passed to its event handler function using the **event_callback_args.client_data** field. Typically, this argument is the driver instance's soft state pointer. The driver also registers which events it is interested in receiving through the **EventMask** field of the **client_req_t** structure.

Each event is delivered to the driver with a priority, *priority*. High priority events with **CS_EVENT_PRI_HIGH** set in *priority* are delivered above lock level, and the driver must use its high-level event mutex initialized with the **iblk_cookie** returned by **csx_RegisterClient**(9F) to protect such events. Low priority events with **CS_EVENT_PRI_LOW** set in *priority* are delivered below lock level, and the driver must use its low-level event mutex initialized with a NULL interrupt cookie to protect these events.

csx_RegisterClient(9F) registers the driver's event handler, but no events begin to be delivered to the driver until after a successful call to **csx_RequestSocketMask**(9F).

In all cases, Card Services delivers an event to each driver instance associated with a function on a multiple function PC Card.

Event Indications

The events and their indications are listed below; they are always delivered as low priority unless otherwise noted:

CS_EVENT_REGISTRATION_COMPLETE
A registration request processed in the background has been completed.

CS_EVENT_CARD_INSERTION
A PC Card has been inserted in a socket.

CS_EVENT_CARD_READY
A PC Card's READY line has transitioned from the busy to ready state.

CS_EVENT_CARD_REMOVAL
A PC Card has been removed from a socket.

This event is delivered twice; first as a high priority event, followed by delivery as a low priority event.

As a high priority event, the event handler should only note that the PC Card is no longer present to prevent accesses to the hardware from occurring.

As a low priority event, the event handler should release the configuration and free all I/O, window and IRQ resources for use by other PC Cards.

CS_EVENT_BATTERY_LOW
The battery on a PC Card is weak and is in need of replacement.

CS_EVENT_BATTERY_DEAD
The battery on a PC Card is no longer providing operational voltage.

CS_EVENT_PM_RESUME
Card Services has received a resume notification from the system's power management software.

CS_EVENT_PM_SUSPEND
Card Services has received a suspend notification from the system's power management software.

CS_EVENT_CARD_LOCK
A mechanical latch has been manipulated preventing the removal of the PC Card from the socket.

CS_EVENT_CARD_UNLOCK
A mechanical latch has been manipulated allowing the removal of the PC Card from the socket.

CS_EVENT_EJECTION_REQUEST
A request that the PC Card be ejected from a socket using a motor-driven mechanism.

CS_EVENT_EJECTION_COMPLETE
A motor has completed ejecting a PC Card from a socket.

CS_EVENT_ERASE_COMPLETE
A queued erase request that is processed in the background has been completed.

CS_EVENT_INSERTION_REQUEST
A request that a PC Card be inserted into a socket using a motor-driven mechanism.

CS_EVENT_INSERTION_COMPLETE
A motor has completed inserting a PC Card in a socket.

CS_EVENT_CARD_RESET
A hardware reset has occurred.

CS_EVENT_RESET_REQUEST
A request for a physical reset by a client.

CS_EVENT_RESET_COMPLETE
A reset request that is processed in the background has been completed.

CS_EVENT_RESET_PHYSICAL
A reset is about to occur.

CS_EVENT_CLIENT_INFO
A request that the client return its client information data. If **GET_CLIENT_INFO_SUBSVC(args->client_info.Attributes)** is equal to **CS_CLIENT_INFO_SUBSVC_CS**, the driver should fill in the other fields in the **client_info** structure as described below, and return **CS_SUCCESS**. Otherwise, it should return **CS_UNSUPPORTED_EVENT**.

args->client_data.Attributes
Must be **OR**'ed with **CS_CLIENT_INFO_VALID**.

args->client_data.Revision
Must be set to a driver-private version number.

args->client_data.CSLevel
Must be set to **CS_VERSION**.

args->client_data.RevDate
Must be set to the revision date of the PC Card driver, using **CS_CLIENT_INFO_MAKE_DATE**(*day*, *month*, *year*). *day* must be the day of the month, *month* must be the month of the year, and *year* must be the year, offset from a base of 1980. For example, this field could be set to a revision date of July 4 1997 with **CS_CLIENT_INFO_MAKE_DATE(4, 7, 17)**.

args->client_data.ClientName
A string describing the PC Card driver should be copied into this space.

args->client_data.VendorName
A string supplying the name of the PC Card driver vendor should be copied into this space.

args->client_data.DriverName
A string supplying the name of the PC Card driver will be copied into this space by Card Services after the PC Card driver has successfully processed this event; the driver does not need to initialize this field.

CS_EVENT_WRITE_PROTECT
The write protect status of the PC Card in the indicated socket has changed. The current write protect state of the PC Card is in the **args->info** field:

CS_EVENT_WRITE_PROTECT_WPOFF
Card is not write protected.

CS_EVENT_WRITE_PROTECT_WPON
Card is write protected.

STRUCTURE MEMBERS

The structure members of **event_callback_args_t** are:

```
void            *info;          /* event-specific information */
void            *client_data;   /* driver-private data */
client_info_t   client_info;    /* client information */
```

The structure members of **client_info_t** are:

```
uint32_t        Attributes;     /* attributes */
uint32_t        Revision;       /* version nunmber */
uint32_t        CSLevel;        /* Card Services version */
uint32_t        RevDate;        /* revision date */
char            ClientName[CS_CLIENT_INFO_MAX_NAME_LEN];
                                /* PC Card driver description */
char            VendorName[CS_CLIENT_INFO_MAX_NAME_LEN];
                                /* PC Card driver vendor name */
char            DriverName[MODMAXNAMELEN];
                                /* PC Card driver name */
```

RETURN VALUES

CS_SUCCESS	The event was handled successfully.
CS_UNSUPPORTED_EVENT	Driver does not support this event.
CS_FAILURE	Error occurred while handling this event.

CONTEXT

This function is called from high-level interrupt context in the case of high priority events, and from kernel context in the case of low priority events.

EXAMPLES

```
static int
xx_event(event_t event, int priority, event_callback_args_t *args)
{
    int             rval;
    struct xxx      *xxx = args->client_data;
    client_info_t   *info = &args->client_info;

    switch (event) {
    case CS_EVENT_REGISTRATION_COMPLETE:
        ASSERT(priority & CS_EVENT_PRI_LOW);
        mutex_enter(&xxx->event_mutex);
        xxx->card_state |= XX_REGISTRATION_COMPLETE;
        mutex_exit(&xxx->event_mutex);
        rval = CS_SUCCESS;
        break;

    case CS_EVENT_CARD_READY:
        ASSERT(priority & CS_EVENT_PRI_LOW);
        mutex_enter(&xxx->event_mutex);
        rval = xx_card_ready(xxx);
        mutex_exit(&xxx->event_mutex);
        break;
```

```
case CS_EVENT_CARD_INSERTION:
        ASSERT(priority & CS_EVENT_PRI_LOW);
        mutex_enter(&xxx->event_mutex);
        rval = xx_card_insertion(xxx);
        mutex_exit(&xxx->event_mutex);
        break;

case CS_EVENT_CARD_REMOVAL:
        if (priority & CS_EVENT_PRI_HIGH) {
            mutex_enter(&xxx->hi_event_mutex);
            xxx->card_state &= ~XX_CARD_PRESENT;
            mutex_exit(&xxx->hi_event_mutex);
        } else {
            mutex_enter(&xxx->event_mutex);
            rval = xx_card_removal(xxx);
            mutex_exit(&xxx->event_mutex);
        }
        break;

case CS_EVENT_CLIENT_INFO:
        ASSERT(priority & CS_EVENT_PRI_LOW);
        if (GET_CLIENT_INFO_SUBSVC_CS(info->Attributes) ==
            CS_CLIENT_INFO_SUBSVC_CS) {
                info->Attributes |= CS_CLIENT_INFO_VALID;
                info->Revision = 4;
                info->CSLevel = CS_VERSION;
                info->RevDate = CS_CLIENT_INFO_MAKE_DATE(4, 7, 17);
                (void)strncpy(info->ClientName,
                     "WhizBang Ultra Zowie PC card driver",
                          CS_CLIENT_INFO_MAX_NAME_LEN);
                (void)strncpy(info->VendorName,
                     "ACME PC card drivers, Inc.",
                          CS_CLIENT_INFO_MAX_NAME_LEN);
                rval = CS_SUCCESS;
        } else {
                rval = CS_UNSUPPORTED_EVENT;
        }
        break;


case CS_EVENT_WRITE_PROTECT:
        ASSERT(priority & CS_EVENT_PRI_LOW);
        mutex_enter(&xxx->event_mutex);
        if (args->info == CS_EVENT_WRITE_PROTECT_WPOFF) {
                xxx->card_state &= ~XX_WRITE_PROTECTED;
```

```
            } else {
                xxx->card_state |= XX_WRITE_PROTECTED;
            }
            mutex_exit(&xxx->event_mutex);
            rval = CS_SUCCESS;
            break;

        default:
            rval = CS_UNSUPPORTED_EVENT;
            break;
        }

        return (rval);
}
```

SEE ALSO

csx_Event2Text(9F), **csx_RegisterClient**(9F), **csx_RequestSocketMask**(9F)

PC Card 95 Standard, PCMCIA / JEIDA

NAME

detach – detach a device

SYNOPSIS

#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **detach(dev_info_t** ∗*dip***, ddi_detach_cmd_t** *cmd***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI). This entry point is required. If it is **nodev**, the device will not support suspend / resume or power management (see **cpr**(7), **pm**(7), and **pm**(9E)).

ARGUMENTS

dip A pointer to the device's **dev_info** structure.

cmd Type of detach; the driver should return **DDI_FAILURE** if any value other than **DDI_DETACH**, **DDI_PM_SUSPEND**, or **DDI_SUSPEND** is passed to it.

DESCRIPTION

The **detach( )** function is the complement of the **attach**(9E) routine.

DDI_DETACH

If *cmd* is set to **DDI_DETACH**, **detach( )** is used to remove the state associated with a given instance of a device node prior to the removal of that instance from the system.

The **detach( )** function will be called once for each instance of the device for which there has been a successful **attach( )** once there are no longer any opens on the device. The **detach( )** function should clean up any per instance data initialized in **attach**(9E) and call **kmem_free**(9F) to free any heap allocations. For information on how to unregister interrupt handlers see **ddi_add_intr**(9F). This should also include putting the underlying device into a quiescent state so that it will not generate interrupts.

Drivers that set up **timeout**(9F) routines should ensure that they are cancelled before returning **DDI_SUCCESS** from **detach( )**.

If **detach( )** determines a particular instance of the device cannot be removed when requested because of some exceptional condition, **detach( )** must return **DDI_FAILURE**, which prevents the particular device instance from being detached. This will also prevent the driver from being unloaded.

The system guarantees that the function will only be called for a particular **dev_info** node after (and not concurrently with) a successful **attach**(9E) of that device. The system also guarantees that **detach( )** will only be called when there are no outstanding **open**(9E) calls on the device.

DDI_PM_SUSPEND

If *cmd* is set to **DDI_PM_SUSPEND** **detach( )** is used to suspend all activity of a device before power is (possibly) removed from the device. In this case, **detach( )** may be called with outstanding **open**(9E) requests. It must save the hardware state of the device to memory and block incoming or existing requests until **attach**(9E) is called with a command value of **DDI_PM_RESUME**. When the driver receives a request, it should call **ddi_dev_is_needed**(9F) to request to the framework that the device be resumed.

The **DDI_PM_SUSPEND** *cmd* is issued when the device is being suspended prior to setting component 0 of the device to power level 0 (see **pm**(7) and **power**(9E)). A return of **DDI_FAILURE** will result in component **0** of the device not being set to power level **0**.

DDI_SUSPEND

If *cmd* is set to **DDI_SUSPEND**, **detach( )** is used to suspend all activity of a device before power is (possibly) removed from the device. In this case, **detach( )** may be called with outstanding **open**(9E) requests. It must save the hardware state of the device to memory and block incoming or existing requests until **attach( )** is called with **DDI_RESUME**.

The **DDI_SUSPEND** *cmd* is issued when the entire system is being suspended and power removed from it or when the system must be made quiescent. It will be issued only to devices which have a **reg** property or which export a **pm-hardware-state** property with the value *needs-suspend-resume*.

If the device is used to store file systems, then after **DDI_SUSPEND** is issued, the device should still honor **dump**(9E) requests (calling **ddi_dev_is_needed**(9F) if the device has also been suspended with **DDI_PM_SUSPEND**), as this entry point may be used by **cpr**(7) to save the system state. It must do this, however, without disturbing the saved hardware state of the device.

Before returning successfully from a call to **detach( )** with a command of **DDI_SUSPEND**, the driver must cancel any outstanding timeouts and make any driver threads quiescent.

If **DDI_FAILURE** is returned for the **DDI_SUSPEND** *cmd* , either the operation to suspend the system or to make it quiescent will be aborted.

RETURN VALUES

DDI_SUCCESS For **DDI_DETACH**, the state associated with the given device was successfully removed. For **DDI_SUSPEND** and **DDI_PM_SUSPEND**, the driver was successfully suspended.

DDI_FAILURE The operation failed or the request was not understood. The associated state is unchanged.

CONTEXT

This function is called from user context only.

SEE ALSO

cpr(7), **pm**(7), **attach**(9E), **dump**(9E), **open**(9E), **pm**(9E), **power**(9E), **ddi_add_intr**(9F), **ddi_dev_is_needed**(9F), **ddi_map_regs**(9F), **kmem_free**(9F), **timeout**(9F)

Writing Device Drivers

NAME

devmap – validate and translate virtual mapping for memory mapped device

SYNOPSIS

#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **devmap(dev_t** *dev*, **devmap_cookie_t** *dhp*, **offset_t** *off*, **size_t** *len*, **size_t** **maplen*, **uint_t** *model***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

ARGUMENTS

dev Device whose memory is to be mapped.

dhp An opaque mapping handle that the system uses to describe the mapping.

off User offset within the logical device memory at which the mapping begins.

len Length (in bytes) of the mapping to be mapped.

maplen Pointer to length (in bytes) of mapping that has been validated. *maplen* is less than or equal to *len*.

model The data model type of the current thread.

DESCRIPTION

devmap( ) is a required entry point for character drivers supporting memory-mapped devices if the drivers use the devmap framework to set up the mapping. A memory mapped device has memory that can be mapped into a process's address space. The **mmap**(2) system call, when applied to a character special file, allows this device memory to be mapped into user space for direct access by the user applications.

As a result of a **mmap**(2) system call, the system calls the **devmap( )** entry point during the mapping setup when **D_DEVMAP** is set in the **cb_flag** field of the **cb_ops**(9S) structure, and any of the following conditions apply:

- **ddi_devmap_segmap**(9F) is used as the **segmap**(9E) entry point.
- **segmap**(9E) entry point is set to **NULL**.
- **mmap**(9E) entry point is set to **NULL**.
- **ddi_devmap_segmap**(9F) is used in the **segmap**(9E) entry point.

Otherwise **EINVAL** will be returned to **mmap**(2).

Device drivers should use **devmap( )** to validate the user mappings to the device, to translate the logical offset, *off*, to the corresponding physical offset within the device address space, and to pass the mapping information to the system for setting up the mapping.

dhp is a device mapping handle that the system uses to describe a mapping to a memory that is either contiguous in physical address space or in kernel virtual address space. The system may create multiple mapping handles in one **mmap**(2) system call (for example, if the mapping contains multiple physically discontiguous memory regions).

model returns the *C* Language Type Model which the current thread expects. It is set to **DDI_MODEL_ILP32** if the current thread expects 32-bit (*ILP32*) semantics, or **DDI_MODEL_LP64** if the current thread expects 64-bit (*LP64*) semantics. *model* is used in combination with **ddi_model_convert_from**(9F) to determine whether there is a data model mismatch between the current thread and the device driver. The device driver might have to adjust the shape of data structures before exporting them to a user thread which supports a different data model.

devmap( ) should return **EINVAL** if the logical offset, *off*, is out of the range of memory exported by the device to user space. If *off* + *len* exceeds the range of the contiguous memory, **devmap( )** should return the length from *off* to the end of the contiguous memory region. The system will repeatedly call **devmap( )** until the original mapping length is satisfied. The driver sets ∗*maplen* to the validated length which must be either less than or equal to *len*.

The **devmap( )** entry point must initialize the mapping parameters before passing them to the system through either **devmap_devmem_setup**(9F) (if the memory being mapped is device memory) or **devmap_umem_setup**(9F) (if the memory being mapped is kernel memory). The **devmap( )** entry point initializes the mapping parameters by mapping the control callback structure (see **devmap_callback_ctl**(9S)), the device access attributes, mapping length, maximum protection possible for the mapping, and optional mapping flags. See **devmap_devmem_setup**(9F) and **devmap_umem_setup**(9F) for further information on initializing the mapping parameters.

The system will copy the driver's **devmap_callback_ctl**(9S) data into its private memory so the drivers do not need to keep the data structure after the return from either **devmap_devmem_setup**(9F) or **devmap_umem_setup**(9F).

For device mappings, the system establishes the mapping to the physical address that corresponds to *off* by passing the register number and the offset within the register address space to **devmap_devmem_setup**(9F).

For kernel memory mapping, the system selects a user virtual address that is aligned with the kernel address being mapped for cache coherence.

RETURN VALUES

0 Successful completion.

Non-zero An error occurred.

EXAMPLES

The following is an example of the implementation for the **devmap( )** entry point. For mapping device memory, **devmap( )** calls **devmap_devmem_setup**(9F) with the register number, *rnumber*, and the offset within the register, *roff*. For mapping kernel memory, the driver must first allocate the kernel memory using **ddi_umem_alloc**(9F). For example, **ddi_umem_alloc**(9F) can be called in the **attach**(9E) routine. The resulting kernel memory cookie is stored in the driver soft state structure (see **ddi_soft_state**(9F)), which is accessible from the **devmap( )** entry point. **devmap( )** passes the cookie obtained from **ddi_umem_alloc**(9F) and the offset within the allocated kernel memory to **devmap_umem_setup**(9F). The corresponding **ddi_umem_free**(9F) can be made in the **detach**(9E) routine to free up the kernel memory.

```
...

#define MAPPING_SIZE 0x2000      /* size of the mapping */
#define MAPPING_START 0x70000000  /* logical offset at beginning
                          of the mapping */
static
struct devmap_callback_ctl xxmap_ops = {
     DEVMAP_OPS_REV,  /* devmap_ops version number    */
     xxmap_map,       /* devmap_ops map routine */
     xxmap_access,    /* devmap_ops access routine */
     xxmap_dup,       /* devmap_ops dup routine       */
     xxmap_unmap,     /* devmap_ops unmap routine      */
};


static int
xxdevmap(dev_t dev, devmap_cookie_t dhp, offset_t off, size_t len,
     size_t *maplen, uint_t model)
{
    int    instance;
    struct xxstate *xsp;
    struct ddi_device_acc_attr *endian_attr;
    struct devmap_callback_ctl *callbackops = NULL;
    ddi_umem_cookie_t cookie;
    dev_info_t *dip;
    offset_t   roff;
    offset_t   koff;
    u_int  rnumber;
    u_int  maxprot;
    u_int  flags = 0;
    size_t length;
    int    err;

    /* get device soft state */
    instance = getminor(dev);
    xsp = ddi_get_soft_state(statep, instance);
    if (xsp == NULL)
       return (-1);

    dip = xsp->dip;
    /* check for a valid offset */
    if ( off is invalid )
       return (-1);

    /* check if len is within the range of contiguous memory */
```

```
    if ( (off + len) is contiguous.)
        length = len;
    else
        length = MAPPING_START + MAPPING_SIZE - off;

    /* device access attributes */
    endian_attr = xsp->endian_attr;

    if ( off is referring to a device memory. ) {
      /* assign register related parameters */
      rnumber = XXX;        /* index to register set at off */
      roff = XXX;           /* offset of rnumber at local bus */
      callbackops = &xxmap_ops; /* do all callbacks for this mapping */
      maxprot = PROT_ALL;       /* allowing all access */
      if ((err = devmap_devmem_setup(dhp, dip, callbackops, rnumber, roff,
                length, maxprot, flags, endian_attr)) < 0)
          return (err);
   } else if ( off is referring to a kernel memory.) {
      cookie = xsp->cookie;    /* cookie is obtained from
                               ddi_umem_alloc(9F) */
      koff = XXX;              /* offset within the kernel memory. */
      callbackops = NULL;      /* don't do callback for this mapping */
      maxprot = PROT_ALL;      /* allowing all access */
      if ((err = devmap_umem_setup(dhp, dip, callbackops, cookie, koff,
                length, maxprot, flags, endian_attr)) < 0)
          return (err);
   }

      *maplen = length;
    return (0);
  }
```

SEE ALSO

mmap(2), **attach**(9E), **detach**(9E), **mmap**(9E), **segmap**(9E), **ddi_devmap_segmap**(9F), **ddi_model_convert_from**(9F), **ddi_soft_state**(9F), **ddi_umem_alloc**(9F), **ddi_umem_free**(9F), **devmap_devmem_setup**(9F), **devmap_setup**(9F), **devmap_umem_setup**(9F), **cb_ops**(9S), **devmap_callback_ctl**(9S)

Writing Device Drivers

NAME

devmap_access – device mapping access entry point

SYNOPSIS

#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **devmap_access(devmap_cookie_t** *dhp*, **void** **pvtp*, **offset_t** *off*, **size_t** *len*, **u_int** *type*, **u_int** *rw***)**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

ARGUMENTS

dhp An opaque mapping handle that the system uses to describe the mapping.

pvtp Driver private mapping data.

off User offset within the logical device memory at which the access begins.

len Length (in bytes) of the memory being accessed.

type Type of access operation. Possible values are:

DEVMAP_ACCESS	Memory access.
DEVMAP_LOCK	Lock the memory being accessed.
DEVMAP_UNLOCK	Unlock the memory being accessed.

rw Direction of access. Possible values are:

DEVMAP_READ	Read access attempted.
DEVMAP_WRITE	Write access attempted.
DEVMAP_EXEC	Execution access attempted.

DESCRIPTION

The **devmap_access( )** entry point is an optional routine. It notifies drivers whenever an access is made to a mapping described by *dhp* that has not been validated or does not have sufficient protection for the access. The system expects **devmap_access( )** to call either **devmap_do_ctxmgt**(9F) or **devmap_default_access**(9F) to load the memory address translations before it returns. For mappings that support context switching, device drivers should call **devmap_do_ctxmgt**(9F). For mappings that do not support context switching, the drivers should call **devmap_default_access**(9F).

In **devmap_access**, drivers perform memory access related operations such as, context switching, checking the availability of the memory object, and locking and unlocking the memory object being accessed. The **devmap_access( )** entry point is set to **NULL** if no operations need to be performed.

pvtp is a pointer to the driver's private mapping data that was allocated and initialized in the **devmap_map**(9E) entry point.

off and *len* define the range to be affected by the operations in **devmap_access( )**. *type* defines the type of operation that device drivers should perform on the memory object. If *type* is either **DEVMAP_LOCK** or **DEVMAP_UNLOCK**, the length passed to either **devmap_do_ctxmgt**(9F) or **devmap_default_access**(9F) must be same as *len*. *rw* specifies the direction of access on the memory object.

A non-zero return value from **devmap_access( )** may result in a **SIGSEGV** or **SIGBUS** signal being delivered to the process.

RETURN VALUES

devmap_access returns the following values:

0 Successful completion.

Non-zero An error occurred. The return value from **devmap_do_ctxmgt**(9F) or **devmap_default_access**(9F) should be returned.

EXAMPLES

The following is an example of the **devmap_access( )** entry point. If the mapping supports context switching, **devmap_access( )** calls **devmap_do_ctxmgt**(9F). Otherwise, **devmap_access( )** calls **devmap_default_access**(9F).

```
...

#define OFF_DO_CTXMGT  0x40000000
#define OFF_NORMAL     0x40100000
#define CTXMGT_SIZE    0x100000
#define NORMAL_SIZE    0x100000

/*
 * Driver devmap_contextmgt(9E) callback function.
 */
static int
xx_context_mgt(devmap_cookie_t dhp, void *pvtp, offset_t offset,
  size_t length, u_int type, u_int rw)
{
  ......
  /*
   * see devmap_contextmgt(9E) for an example
   */
}

/*
 * Driver devmap_access(9E) entry point
 */
static int
xxdevmap_access(devmap_cookie_t dhp, void *pvtp, offset_t off,
  size_t len, u_int type, u_int rw)
{
  offset_t diff;
  int err;

  /*
   * check if off is within the range that supports
```

```
     * context management.
     */
    if ((diff = off - OFF_DO_CTXMG) >= 0 && diff < CTXMGT_SIZE) {
        /*
         * calculates the length for context switching
         */
        if ((len + off) > (OFF_DO_CTXMGT + CTXMGT_SIZE))
            return (-1);

        /*
         * perform context switching
         */
        err = devmap_do_ctxmgt(dhp, pvtp, off, len, type,
            rw, xx_context_mgt);
    /*
     * check if off is within the range that does normal
     * memory mapping.
     */
    } else if ((diff = off - OFF_NORMAL) >= 0 && diff < NORMAL_SIZE) {
        if ((len + off) > (OFF_NORMAL + NORMAL_SIZE))
            return (-1);
        err = devmap_default_access(dhp, pvtp, off, len, type, rw);
    } else
        return (-1);

    return (err);
}
```

SEE ALSO **devmap_map**(9E), **devmap_default_access**(9F), **devmap_do_ctxmgt**(9F), **devmap_callback_ctl**(9S)

Writing Device Drivers

NAME

devmap_contextmgt – driver callback function for context management

SYNOPSIS

#include <sys/ddi.h>
#include <sys/sunddi.h>

int devmap_contextmgt(devmap_cookie_t *dhp***, void** **pvtp***, offset_t** *off***,**
size_t *len***, u_int** *type***, u_int** *rw***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

ARGUMENTS

dhp An opaque mapping handle that the system uses to describe the mapping.

pvtp Driver private mapping data.

off User offset within the logical device memory at which the access begins.

len Length (in bytes) of the memory being accessed.

type Type of access operation. Possible values are:

- **DEVMAP_ACCESS** Memory access.
- **DEVMAP_LOCK** Lock the memory being accessed.
- **DEVMAP_UNLOCK** Unlock the memory being accessed.

rw Direction of access. Possible values are:

- **DEVMAP_READ** Read access attempted.
- **DEVMAP_WRITE** Write access attempted.

DESCRIPTION

devmap_contextmgt( ) is a driver-supplied function that performs device context switching on a mapping. Device drivers pass **devmap_contextmgt( )** as an argument to **devmap_do_ctxmgt**(9F) in the **devmap_access**(9E) entry point. The system will call **devmap_contextmgt( )** when memory is accessed. The system expects **devmap_contextmgt( )** to load the memory address translations of the mapping by calling **devmap_load**(9F) before returning.

dhp uniquely identifies the mapping and is used as an argument to **devmap_load**(9F) to validate the mapping. *off* and *len* define the range to be affected by the operations in **devmap_contextmgt( )**.

The driver must check if there is already a mapping established at *off* that needs to be unloaded. If a mapping exists at *off*, **devmap_contextmgt( )** must call **devmap_unload**(9F) on the current mapping. **devmap_unload**(9F) must be followed by **devmap_load( )** on the mapping that generated this call to **devmap_contextmgt( )**. **devmap_unload**(9F) unloads the current mapping so that a call to **devmap_access**(9E), which causes the system to call **devmap_contextmgt( )**, will be generated the next time the mapping is accessed.

pvtp is a pointer to the driver's private mapping data that was allocated and initialized in the **devmap_map**(9E) entry point. *type* defines the type of operation that device drivers should perform on the memory object. If *type* is either **DEVMAP_LOCK** or

DEVMAP_UNLOCK, the length passed to either **devmap_unload**(9F) or **devmap_load**(9F) must be same as *len*. *rw* specifies the access direction on the memory object.

A non-zero return value from **devmap_contextmgt( )** will be returned to **devmap_access**(9E) and will cause the corresponding operation to fail. The failure may result in a **SIGSEGV** or **SIGBUS** signal being delivered to the process.

RETURN VALUES

0 Successful completion.

Non-zero An error occurred.

EXAMPLES

The following shows an example of managing a device context.

```
struct xxcontext cur_ctx;


static int
xxdevmap_contextmgt(devmap_cookie_t dhp, void *pvtp, offset_t off,
        size_t len, u_int type, u_int rw)
{
    devmap_cookie_t cur_dhp;
    struct xxpvtdata *p;
    struct xxpvtdata *pvp = (struct xxpvtdata *)pvtp;
    struct xx_softc  *softc = pvp->softc;
    int    err;


    mutex_enter(&softc->mutex);

    /*
     * invalidate the translations of current context before
     * switching context.
     */
    if (cur_ctx != NULL && cur_ctx != pvp->ctx) {
        p = cur_ctx->pvt;
        cur_dhp = p->dhp;
        if ((err = devmap_unload(cur_dhp, off, len)) != 0)
            return (err);
    }

    /* Switch device context - device dependent*/
    ...

    /* Make handle the new current mapping */
    cur_ctx = pvp->ctx;


    /*
     * Load the address translations of the calling context.
     */
```

```
        err = devmap_load(pvp->dhp, off, len, type, rw);

        mutex_exit(&softc->mutex);

        return (err);
    }
```

SEE ALSO

devmap_access(9E), **devmap_do_ctxmgt**(9F) **devmap_load**(9F), **devmap_unload**(9F)

Writing Device Drivers

NAME

devmap_dup – device mapping duplication entry point

SYNOPSIS

#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **devmap_dup(devmap_cookie_t** *dhp*, **void** ∗*pvtp*, **devmap_cookie_t** *new_dhp*, **void** ∗∗*new_pvtp***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

ARGUMENTS

dhp — An opaque mapping handle that the system uses to describe the mapping currently being duplicated.

pvtp — Driver private mapping data for the mapping currently being duplicated.

new_dhp — An opaque data structure that the system uses to describe the duplicated device mapping.

new_pvtp — A pointer to be filled in by device drivers with the driver private mapping data for the duplicated device mapping.

DESCRIPTION

The system calls **devmap_dup()** when a device mapping is duplicated such as during the **fork**(2) system call. The system expects **devmap_dup()** to generate new driver private data for the new mapping, and to set *new_pvtp* to point to it. *new_dhp* is the handle of the new mapped object.

A non-zero return value from **devmap_dup()** will cause a corresponding operation, such as **fork()** to fail.

RETURN VALUES

devmap_dup(9E) returns the following values:

0 — Successful completion.

Non-zero — An error occurred.

EXAMPLES

```
static int
xxdevmap_dup(devmap_cookie_t dhp, void *pvtp, devmap_cookie_t new_dhp,
   void **new_pvtp)
{
   struct xxpvtdata    *prvtdata;
   struct xxpvtdata    *p = (struct xxpvtdata *)pvtp;
   struct xx_softc     *softc = p->softc;

   mutex_enter(&softc->mutex);
   /* Allocate a new private data structure */
   prvtdata = kmem_alloc(sizeof (struct xxpvtdata), KM_SLEEP);

   /* Return the new data */
   prvtdata->off = p->off;
   prvtdata->len = p->len;
```

```
        prvtdata->ctx = p->ctx;
        prvtdata->dhp = new_dhp;
        prvtdata->softc = p->softc;
        *new_pvtp = prvtdata;
        mutex_exit(&softc->mutex);

        return (0);
    }
```

SEE ALSO

fork(2), **devmap_callback_ctl**(9S)

Writing Device Drivers

NAME

devmap_map – device mapping create entry point

SYNOPSIS

#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **devmap_map(devmap_cookie_t** *dhp***, dev_t** *dev***, u_int** *flags***, offset_t** *off***,**
size_t *len***, void** ***pvtp***)**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

ARGUMENTS

dhp An opaque mapping handle that the system uses to describe the mapping currently being created.

dev The device whose memory is to be mapped.

flags Flags indicating type of mapping. Possible values are:

- **MAP_PRIVATE** Changes are private.
- **MAP_SHARED** Changes should be shared.

off User offset within the logical device memory at which the mapping begins.

len Length (in bytes) of the memory to be mapped.

pvtp A pointer to be filled in by device drivers with the driver private mapping data.

DESCRIPTION

The **devmap_map( )** entry point is an optional routine that allows drivers to perform additional processing or to allocate private resources during the mapping setup time. For example, in order for device drivers to support context switching, the drivers allocate private mapping data and associate the private data with the mapping parameters in the **devmap_map( )** entry point.

The system calls **devmap_map( )** after the user mapping to device physical memory has been established. (For example, after the **devmap**(9E) entry point is called.)

devmap_map( ) receives a pointer to the driver private data for this mapping in *pvtp*. The system expects the driver to allocate its private data and set **pvtp* to the allocated data. The driver must store *off* and *len*, which define the range of the mapping, in its private data. Later, when the system calls **devmap_unmap**(9E), the driver will use the *off* and *len* stored in *pvtp* to check if the entire mapping, or just a part of it, is being unmapped. If only a part of the mapping is being unmapped, the driver must allocate a new private data for the remaining mapping before freeing the old private data. The driver will receive **pvtp* in subsequent event notification callbacks.

If the driver support context switching, it should store the mapping handle, *dhp*, in its private data **pvtp*, for later use in **devmap_unload**(9F).

For a driver that supports context switching, *flags* indicates whether or not the driver should allocate a private context for the mapping. For example, a driver may allocate a memory region to store the device context if *flags* is set to **MAP_PRIVATE**.

RETURN VALUES

devmap_map(9E) returns the following values:

0 Successful completion.

Non-zero An error occurred.

EXAMPLES

The following shows an example implementation for **devmap_map()**.

```
static int
xxdevmap_map(devmap_cookie_t dhp, dev_t dev, u_int flags, offset_t off,
   size_t len, void **pvtp)
{
        struct xx_resources  *pvt;
        struct xx_context *this_context;
        struct xx_softc *softc;

        softc = ddi_get_soft_state(statep, getminor(dev));

        this_context = get_context(softc, off, len);


        /* allocate resources for the mapping  - Device dependent */
        pvt = kmem_zalloc(sizeof (struct xx_resources), KM_SLEEP);

        pvt->off = off;
        pvt->len = len;
        pvt->dhp = dhp;
        pvt->ctx = this_context;
        *pvtp = pvt;
}
```

SEE ALSO

devmap_unmap(9E), **devmap_unload**(9F), **devmap_callback_ctl**(9S)

Writing Device Drivers

NAME

devmap_unmap – device mapping unmap entry point

SYNOPSIS

#include <sys/ddi.h>
#include <sys/sunddi.h>

void *prefix* **devmap_unmap(devmap_cookie_t** *dhp***, void** **pvtp***, offset_t** *off***,**
size_t *len***, devmap_cookie_t** *new_dhp1***, void** ***new_pvtp1***,**
devmap_cookie_t *new_dhp2***, void** ***new_pvtp2***)**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

ARGUMENTS

dhp An opaque mapping handle that the system uses to describe the mapping.

pvtp Driver private mapping data.

off User offset within the logical device memory at which the unmapping begins.

len Length (in bytes) of the memory being unmapped.

new_dhp1 The opaque mapping handle that the system uses to describe the new region that ends at (*off* **-** *1*). *new_dhp1* may be **NULL**.

new_pvtp1 A pointer to be filled in by the driver with the driver private mapping data for the new region that ends at (*off* **-** *1*); ignored if *new_dhp1* is **NULL**.

new_dhp2 The opaque mapping handle that the system uses to describe the new region that begins at (*off* + *len*); *new_dhp2* may be **NULL**.

new_pvtp2 A pointer to be filled in by the driver with the driver private mapping data for the new region that begins at (*off* + *len*); ignored if *new_dhp2* is **NULL**.

DESCRIPTION

devmap_unmap( ) is called when the system removes the mapping in the range [*off*, *off* + *len*] such as in the **munmap**(2) or **exit**(2) system calls. Device drivers use **devmap_unmap( )** to free up the resources allocated in **devmap_map**(9E).

dhp is the mapping handle that uniquely identifies the mapping. The driver stores the mapping attributes in the driver's private data, *pvtp*, when the mapping is created. See **devmap_map**(9E) for details.

off and *len* define the range to be affected by **devmap_unmap( )**. This range is within the boundary of the mapping described by *dhp*.

If the range [*off*, *off* + *len*] covers the entire mapping, the system passes **NULL** to *new_dhp1*, *new_pvtp1*, *new_dhp2*, and *new_pvtp2*. The system expects device drivers to free all resources allocated for this mapping.

If *off* is at the beginning of the mapping and *len* does not cover the entire mapping, the system sets **NULL** to *new_dhp1* and to *new_pvtp1*. The system expects the drivers to allocate new driver private data for the region that starts at *off* + *len* and to set **new_pvtp2* to point to it. *new_dhp2* is the mapping handle of the newly mapped object.

If *off* is not at the beginning of the mapping, but *off* + *len* is at the end of the mapping the system passes **NULL** to *new_dhp2* and *new_pvtp2*. The system then expects the drivers to allocate new driver private data for the region that begins at the beginning of the mapping (for example, stored in *pvtp)* and to set ∗*new_pvtp1* to point to it. *new_dhp1* is the mapping handle of the newly mapped object.

The drivers should free up the driver private data, *pvtp*, previously allocated in **devmap_map**(9E) before returning to the system.

EXAMPLES

```
static void
xxdevmap_unmap(devmap_cookie_t dhp, void *pvtp, offset_t off,
   size_t len, devmap_cookie_t new_dhp1, void **new_pvtp1,
   devmap_cookie_t new_dhp2, void **new_pvtp2)
{
   struct xxpvtdata *ptmp;
   struct xxpvtdata *p = (struct xxpvtdata *)pvtp;
   struct xx_softc  *softc = p->softc;

   mutex_enter(&softc->mutex);
   /*
    * If new_dhp1 is not NULL, create a new driver private data
    * for the region from the beginning of old mapping to off.
    */
   if (new_dhp1 != NULL) {
      ptmp = kmem_zalloc(sizeof (struct xxpvtdata), KM_SLEEP);
      ptmp->dhp = new_dhp1;
      ptmp->off = pvtp->off;
      ptmp->len = off - pvtp->off;
      *new_pvtp1 = ptmp;
   }

   /*
    * If new_dhp2 is not NULL, create a new driver private data
    * for the region from off+len to the end of the old mapping.
    */
   if (new_dhp2 != NULL) {
      ptmp = kmem_zalloc(sizeof (struct xxpvtdata), KM_SLEEP);
      ptmp->off = off + len;
      ptmp->len = pvpt->len - (off + len - pvtp->off);
      ptmp->dhp = new_dhp2;
      *new_pvtp2 = ptmp;
   }

   /* Destroy the driver private data - Device dependent */
```

```
        ...
        kmem_free(pvtp, sizeof (struct xxpvtdata));
        mutex_exit(&softc->mutex);
    }
```

SEE ALSO

exit(2), **munmap**(2), **devmap_map**(9E), **devmap_callback_ctl**(9S)

Writing Device Drivers

NAME

dump – dump memory to device during system failure

SYNOPSIS

#include <sys/types.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **dump(dev_t** *dev***, caddr_t** *addr***, daddr_t** *blkno***, int** *nblk***);**

INTERFACE LEVEL

Solaris specific (Solaris DDI). This entry point is **required**. For drivers that do not implement dump routines, **nodev** should be used.

ARGUMENTS

dev Device number.

addr Address for the beginning of the area to be dumped.

blkno Block offset to dump memory to.

nblk Number of blocks to dump.

DESCRIPTION

dump() is used to dump a portion of virtual address space directly to a device in the case of system failure. The memory area to be dumped is specified by *addr* (base address) and *nblk* (length). It is dumped to the device specified by *dev* starting at offset *blkno*. Upon completion **dump()** returns the status of the transfer.

dump() is called at interrupt priority.

RETURN VALUES

dump() should return 0 on success, or the appropriate error number.

SEE ALSO

Writing Device Drivers

NAME

_fini, _info, _init – loadable module configuration entry points

SYNOPSIS

#include <sys/modctl.h>

int _fini(void);

int _info(struct modinfo **modinfop***);**

int _init(void);

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI). These entry points are required. You **must** write them.

ARGUMENTS

_info()

modinfop A pointer to an opaque **modinfo** structure.

DESCRIPTION

_init() initializes a loadable module. It is called before any other routine in a loadable module. **_init()** returns the value returned by **mod_install**(9F). The module may optionally perform some other work before the **mod_install**(9F) call is performed. If the module has done some setup before the **mod_install**(9F) function is called, then it should be prepared to undo that setup if **mod_install**(9F) returns an error.

_info() returns information about a loadable module. **_info()** returns the value returned by **mod_info**(9F).

_fini() prepares a loadable module for unloading. It is called when the system wants to unload a module. If the module determines that it can be unloaded, then **_fini()** returns the value returned by **mod_remove**(9F). Upon successful return from **_fini()** no other routine in the module will be called before **_init()** is called.

RETURN VALUES

_init() should return the appropriate error number if there is an error, else it should return the return value from **mod_install**(9F).

_info() should return the return value from **mod_info**(9F)

_fini() should return the return value from **mod_remove**(9F).

EXAMPLES

The following example demonstrates how to initialize and free a **mutex**(9F).

```
#include <sys/modctl.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

static struct dev_ops  drv_ops;
/*
 * Module linkage information for the kernel.
*/
static struct modldrv modldrv = {
     &mod_driverops,    /* Type of module.  This one is a driver */
    "Sample Driver",
    &drv_ops      /* driver ops */
```

```
};

static struct modlinkage modlinkage = {
        MODREV_1,
        &modldrv,
        NULL
};


/*
 * Global driver mutex
 */
static kmutex_t   xx_global_mutex;


int
_init(void)
{
        int     i;

        /*
         * Initialize global mutex before mod_install'ing driver.
         * If mod_install() fails, must clean up mutex initialization
         */
        mutex_init(&xx_global_mutex, "XXX Global Mutex",
                MUTEX_DRIVER, (void *)NULL);

        if ((i = mod_install(&modlinkage)) != 0) {
                mutex_destroy(&xx_global_mutex);
        }

        return (i);
}

int
_info(struct modinfo *modinfop)
{
        return (mod_info(&modlinkage, modinfop));
}


int
_fini(void)
{
        int      i;
```

```
        /*
         * If mod_remove() is successful, we destroy our global mutex
         */
        if ((i = mod_remove(&modlinkage)) == 0) {
                mutex_destroy(&xx_global_mutex);
        }
        return (i);
}
```

SEE ALSO

add_drv(1M), **mod_info**(9F), **mod_install**(9F), **mod_remove**(9F), **mutex**(9F), **modldrv**(9S), **modlinkage**(9S), **modlstrmod**(9S)

Writing Device Drivers

WARNINGS

Do not change the structures referred to by the **modlinkage** structure after the call to **mod_install( )**, as the system may copy or change them.

NOTES

Even though the identifiers **_fini( )**, **_info( )**, and **_init( )** appear to be declared as globals, their scope is restricted by the kernel to the module that they are defined in.

BUGS

On some implementations **_info( )** may be called before **_init( )**.

NAME

getinfo – get device driver information

SYNOPSIS

#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **getinfo(dev_info_t** ∗*dip***, ddi_info_cmd_t** *cmd,* **void** ∗*arg***, void** ∗∗*resultp***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI). This entry point is **required** for drivers which export **cb_ops**(9S) entry points.

ARGUMENTS

dip — Do not use.

cmd — Command argument – valid command values are **DDI_INFO_DEVT2DEVINFO** and **DDI_INFO_DEVT2INSTANCE.**

arg — Command specific argument.

resultp — Pointer to where the requested information is stored.

DESCRIPTION

When *cmd* is set to **DDI_INFO_DEVT2DEVINFO**, **getinfo( )** should return the **dev_info_t** pointer associated with the **dev_t** *arg*. The **dev_info_t** pointer should be returned in the field pointed to by *resultp*.

When *cmd* is set to **DDI_INFO_DEVT2INSTANCE**, **getinfo( )** should return the instance number associated with the **dev_t** *arg*. The instance number should be returned in the field pointed to by *resultp*.

Drivers which do not export **cb_ops**(9S) entry points are not required to provide a **getinfo()** entry point, and may use **nodev**(9F) in the **devo_getinfo** field of the **dev_ops**(9S) structure. A SCSI HBA driver is an example of a driver which is not required to provide **cb_ops**(9S) entry points.

RETURN VALUES

getinfo( ) should return:

DDI_SUCCESS — on success.

DDI_FAILURE — on failure.

EXAMPLES

```
/*ARGSUSED*/
static int
rd_getinfo(dev_info_t *dip, ddi_info_cmd_t infocmd, void *arg, void **result)
{
        /* Note that in this simple example
         * the minor number is the instance
         * number.
         */

    devstate_t *sp;
    int error = DDI_FAILURE;
```

```
        switch (infocmd) {
        case DDI_INFO_DEVT2DEVINFO:
                if ((sp = ddi_get_soft_state(statep,
                    getminor((dev_t) arg))) != NULL) {
                        *resultp = sp->devi;
                        error = DDI_SUCCESS;
                } else
                        *result = NULL;
                break;

        case DDI_INFO_DEVT2INSTANCE:
                *resultp = (void *) getminor((dev_t) arg);
                error = DDI_SUCCESS;
                break;
        }

        return (error);
}
```

SEE ALSO

nodev(9F), **cb_ops**(9S), **dev_ops**(9S)

Writing Device Drivers

NAME

identify – determine if a driver is associated with a device

SYNOPSIS

#include <sys/conf.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***identify(dev_info_t** **dip***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI). This entry point is obsolete and is no longer required. This entry point may not be supported in future releases. **nulldev**(9F) should be specified in the **dev_ops**(9S) structure.

ARGUMENTS

dip　A pointer to a **dev_info** structure.

DESCRIPTION

identify( ) was used to determine whether a driver drives the device pointed to by *dip*. **identify**( ) is currently supported to provide backward compatibility with older drivers and should not be implemented. See the **INTERFACE LEVEL** section.

RETURN VALUES

The return value from **identify**( ) is ignored.

SEE ALSO

nulldev(9F), **dev_ops**(9S)

WARNINGS

This routine may be called multiple times. It may also be called at any time. The driver should not infer anything from the the sequence or the number of times this entry point has been called.

This entry point may not be supported in future releases.

NAME

ioctl – control a character device

SYNOPSIS

```
#include <sys/cred.h>
#include <sys/file.h>
#include <sys/types.h>
#include <sys/errno.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>
```

int *prefix***ioctl(dev_t** *dev,* **int** *cmd,* **intptr_t** *arg,* **int** *mode,* **cred_t** **cred_p,* **int** **rval_p***);**

INTERFACE LEVEL

Architecture independent level 1 (DDI / DKI). This entry point is **optional**.

ARGUMENTS

dev Device number.

cmd Command argument the driver **ioctl** routine interprets as the operation to be performed.

arg Passes parameters between a user program and the driver. When used with terminals, the argument is the address of a user program structure containing driver or hardware settings. Alternatively, the argument may be a value that has meaning only to the driver. The interpretation of the argument is driver dependent and usually depends on the command type; the kernel does not interpret the argument.

mode A bit field that contains:

- Information set when the device was opened. The driver may use it to determine if the device was opened for reading or writing. The driver can make this determination by checking the **FREAD** or **FWRITE** flags. See the *flag* argument description of the **open( )** routine for further values.
- Information on whether the caller is a 32-bit or 64-bit thread.
- In some circumstances address space information about the *arg* argument. See below.

cred_p Pointer to the user credential structure.

rval_p Pointer to return value for calling process. The driver may elect to set the value which is valid only if the **ioctl( )** succeeds.

DESCRIPTION

ioctl( ) provides character-access drivers with an alternate entry point that can be used for almost any operation other than a simple transfer of characters in and out of buffers. Most often, **ioctl( )** is used to control device hardware parameters and establish the protocol used by the driver in processing data.

The kernel determines that this is a character device, and looks up the entry point routines in **cb_ops** (9S). The kernel then packages the user request and arguments as integers and passes them to the driver's **ioctl( )** routine. The kernel itself does no processing of the passed command, so it is up to the user program and the driver to agree on what the arguments mean.

I/O control commands are used to implement the terminal settings passed from **ttymon**(1M) and **stty**(1), to format disk devices, to implement a trace driver for debugging, and to clean up character queues. Since the kernel does not interpret the command type that defines the operation, a driver is free to define its own commands.

Drivers that use an **ioctl( )** routine typically have a command to ''read'' the current **ioctl( )** settings, and at least one other that sets new settings. Drivers can use the *mode* argument to determine if the device unit was opened for reading or writing, if necessary, by checking the **FREAD** or **FWRITE** setting.

If the third argument, *arg*, is a pointer to a user buffer, the driver can call the **copyin**(9F) and **copyout**(9F) functions to transfer data between kernel and user space.

Other kernel subsystems may need to call into the drivers **ioctl** routine. Drivers that intend to allow their **ioctl( )** routine to be used in this way should publish the **ddi-kernel-ioctl** property on the associated devinfo node(s).

When the **ddi-kernel-ioctl** property is present, the *mode* argument is used to pass address space information about *arg* through to the driver. If the driver expects *arg* to contain a buffer address, and the **FKIOCTL** flag is set in *mode*, then the driver should assume that it is being handed a kernel buffer address. Otherwise, *arg* may be the address of a buffer from a user program. The driver can use **ddi_copyin**(9F) and **ddi_copyout**(9F) perform the correct type of copy operation for either kernel or user address spaces. See the example on **ddi_copyout**(9F).

Drivers have to interact with 32-bit and 64-bit applications. If a device driver shares data structures with the application (for example, through exported kernel memory) and the driver gets recompiled for a 64-bit kernel but the application remains 32-bit, binary layout of any data structures will be incompatible if they contain longs or pointers. The driver needs to know whether there is a model mismatch between the current thread and the kernel and take necessary action. The *mode* argument has additional bits set to determine the *C* Language Type Model which the current thread expects. *mode* has **FILP32** set if the current thread expects 32-bit (*ILP32*) semantics, or **FLP64** if the current thread expects 64-bit (*LP64*) semantics. *mode* is used in combination with **ddi_model_convert_from**(9F) and the **FMODELS** mask to determine whether there is a data model mismatch between the current thread and the device driver (see the example below). The device driver might have to adjust the shape of data structures before exporting them to a user thread which supports a different data model.

To implement I/O control commands for a driver the following two steps are required:

1. Define the I/O control command names and the associated value in the driver's header and comment the commands.
2. Code the **ioctl** routine in the driver that defines the functionality for each I/O control command name that is in the header.

The **ioctl** routine is coded with instructions on the proper action to take for each command. It is commonly a **switch** statement, with each **case** definition corresponding to an **ioctl** name to identify the action that should be taken. However, the command passed to the driver by the user process is an integer value associated with the command name in the header.

RETURN VALUES

ioctl( ) should return **0** on success, or the appropriate error number. The driver may also set the value returned to the calling process through *rval_p*.

EXAMPLES

The following is an example of the **ioctl( )** entry point and how to support 32-bit and 64-bit applications with the same device driver.

```
struct passargs32 {
        int len;
        caddr32_t addr;
};

struct passargs {
        int len;
        caddr_t addr;
};

xxioctl(dev_t dev, int cmd, intptr_t arg, int mode,
    cred_t *credp, int *rvalp) {
        struct passargs pa;

#ifdef  _MULTI_DATAMODEL
        switch (ddi_model_convert_from(mode & FMODELS)) {
            case DDI_MODEL_ILP32:
            {
                struct passargs32 pa32;

                ddi_copyin(arg, &pa32, sizeof (struct passargs32), mode);
                pa.len = pa32.len;
                pa.address = pa32.address;
                break;
            }
            case DDI_MODEL_NONE:
                ddi_copyin(arg, &pa, sizeof (struct passargs), mode);
                break;
        }
#else /* _MULTI_DATAMODEL */
        ddi_copyin(arg, &pa, sizeof (struct passargs), mode);
#endif  /* _MULTI_DATAMODEL */

        do_ioctl(&pa);
        . . . .
}
```

SEE ALSO

stty(1), **ttymon**(1M), **dkio**(7I), **fbio**(7I), **termio**(7I), **open**(9E), **put**(9E), **srv**(9E), **copyin**(9F), **copyout**(9F), **ddi_copyin**(9F), **ddi_copyout**(9F), **ddi_model_convert_from**(9F), **cb_ops**(9S)

Writing Device Drivers

WARNINGS

Non-STREAMS driver **ioctl( )** routines must make sure that user data is copied into or out of the kernel address space explicitly using **copyin**(9F), **copyout**(9F), **ddi_copyin**(9F), or **ddi_copyout**(9F), as appropriate.

It is a severe error to simply dereference pointers to the user address space, even when in user context.

Failure to use the appropriate copying routines can result in panics under load on some platforms, and reproducible panics on others.

NOTES

STREAMS drivers do not have **ioctl** routines. The stream head converts I / O control commands to **M_IOCTL** messages, which are handled by the driver's **put**(9E) or **srv**(9E) routine.

NAME

ks_update – dynamically update kstats

SYNOPSIS

#include <sys/types.h>
#include <sys/kstat.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***_ks_update(kstat_t** **ksp* **, int** *rw***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI)

ARGUMENTS

ksp Pointer to a **kstat**(9S) structure.

rw Read / Write flag. Possible values are

KSTAT_READ Update kstat structure statistics from the driver.

KSTAT_WRITE Update driver statistics from the kstat structure.

DESCRIPTION

The kstat mechanism allows for an optional **ks_update( )** function to update kstat data. This is useful for drivers where the underlying device keeps cheap hardware statistics, but extraction is expensive. Instead of constantly keeping the kstat data section up to date, the driver can supply a **ks_update( )** function which updates the kstat's data section on demand. To take advantage of this feature, set the **ks_update** field before calling **kstat_install**(9F).

The **ks_update( )** function must have the following structure:

```
static int
xx_kstat_update(kstat_t *ksp, int rw)
{
        if (rw == KSTAT_WRITE) {
                /* update the native stats from ksp->ks_data */
                /* return EACCES if you don't support this */
        } else {
                /* update ksp->ks_data from the native stats */
        }
        return (0);
}
```

In general, the **ks_update( )** routine may need to refer to provider-private data; for example, it may need a pointer to the provider's raw statistics. The **ks_private** field is available for this purpose. Its use is entirely at the provider's discretion.

No kstat locking should be done inside the **ks_update( )** routine. The caller will already be holding the kstat's **ks_lock** (to ensure consistent data) and will prevent the kstat from being removed.

RETURN VALUES

ks_update( ) should return

0	for success
EACCES	if **KSTAT_WRITE** is not allowed
EIO	for any other error.

SEE ALSO

kstat_create(9F), **kstat_install**(9F), **kstat**(9S)

Writing Device Drivers

NAME

mapdev_access – device mapping access entry point

SYNOPSIS

#include <sys/sunddi.h>

int *prefix* **mapdev_access(ddi_mapdev_handle_t** *handle***, void** **devprivate***, off_t** *offset***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

ARGUMENTS

handle An opaque pointer to a device mapping.

devprivate Driver private mapping data from **ddi_mapdev**(9F).

offset The offset within device memory at which the access occurred.

DESCRIPTION

Future releases of Solaris will provide this function for binary and source compatibility. However, for increased functionality, use **devmap_access**(9F) or **devmap_contextmgt**(9F) instead. See **devmap_access**(9F) or **devmap_contextmgt**(9F) for details.

mapdev_access( ) is called when an access is made to a mapping that has either been newly created with **ddi_mapdev**(9F) or that has been enabled with a call to **ddi_mapdev_intercept**(9F).

mapdev_access( ) is passed the *handle* of the mapped object on which an access has occurred. This handle uniquely identifies the mapping and is used as an argument to **ddi_mapdev_intercept**(9F) or **ddi_mapdev_nointercept**(9F) to control whether or not future accesses to the mapping will cause **mapdev_access( )** to be called. In general, **mapdev_access( )** should call **ddi_mapdev_intercept( )** on the mapping that is currently in use and then call **ddi_mapdev_nointercept( )** on the mapping that generated this call to **mapdev_access( )**. This will ensure that a call to **mapdev_access( )** will be generated for the current mapping next time it is accessed.

mapdev_access( ) must at least call **ddi_mapdev_nointercept( )** with *offset* passed in in order for the access to succeed. A request to allow accesses affects the entire page containing the *offset*.

Accesses to portions of mappings that have been disabled by a call to **ddi_mapdev_nointercept( )** will not generate a call to **mapdev_access( )**. A subsequent call to **ddi_mapdev_intercept( )** will enable **mapdev_access( )** to be called again.

A non-zero return value from **mapdev_access( )** will cause the corresponding operation to fail. The failure may result in a **SIGSEGV** or **SIGBUS** signal being delivered to the process.

RETURN VALUES

mapdev_access( ) should return **0** on success, **-1** if there was a hardware error, or the return value from **ddi_mapdev_intercept( )** or **ddi_mapdev_nointercept( )**.

CONTEXT

This function is called from user context only.

EXAMPLES

The following shows an example of managing a device context that is one page in length.

```
ddi_mapdev_handle_t cur_hdl;

static int
xxmapdev_access(ddi_mapdev_handle_t handle, void *devprivate,
   off_t offset)
{
        int        err;

        /* enable calls to mapdev_access for the current mapping */
        if (cur_hdl != NULL) {
                if ((err = ddi_mapdev_intercept(cur_hdl, off, 0)) != 0)
                        return (err);
        }

        /* Switch device context - device dependent*/
        ...

        /* Make handle the new current mapping */
        cur_hdl = handle;

        /*
         * Disable callbacks and complete the access for the
         * mapping that generated this callback.
         */

        return (ddi_mapdev_nointercept(handle, off, 0));
}
```

SEE ALSO

mmap(2), **mapdev_dup**(9E), **mapdev_free**(9E), **segmap**(9E), **ddi_mapdev**(9F), **ddi_mapdev_intercept**(9F), **ddi_mapdev_nointercept**(9F), **ddi_mapdev_ctl**(9S)

Writing Device Drivers

NAME

mapdev_dup – device mapping duplication entry point

SYNOPSIS

#include <sys/sunddi.h>

int *prefix* **mapdev_dup(ddi_mapdev_handle_t** *handle,* **void** *∗devprivate***,**
ddi_mapdev_handle_t *new_handle***, void** *∗∗new_devprivatep***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

ARGUMENTS

handle The handle of the mapping that is being duplicated.

devprivate Driver private mapping data from the mapping that is being duplicated.

new_handle An opaque pointer to the duplicated device mapping.

new_devprivatep A pointer to be filled in by the driver with the driver private mapping data for the duplicated device mapping.

DESCRIPTION

Future releases of Solaris will provide this function for binary and source compatibility. However, for increased functionality, use **devmap_dup**(9F) instead. See **devmap_dup**(9F) for details.

mapdev_dup( ) is called when a device mapping is duplicated such as through **fork**(2). **mapdev_dup( )** is expected to generate new driver private data for the new mapping, and set *new_devprivatep* to point to it. *new_handle* is the handle of the new mapped object.

A non-zero return value from **mapdev_dup( )** will cause the corresponding operation, such as **fork( )** to fail.

RETURN VALUES

mapdev_dup( ) returns **0** for success or the appropriate error number on failure.

CONTEXT

This function is called from user context only.

EXAMPLES

```
static int
xxmapdev_dup(ddi_mapdev_handle_t handle, void *devprivate,
   ddi_mapdev_handle_t new_handle, void **new_devprivate)
{
        struct xxpvtdata        *pvtdata;

        /* Allocate a new private data structure */
        pvtdata = kmem_alloc(sizeof (struct xxpvtdata), KM_SLEEP);

        /* Copy the old data to the new - device dependent*/
        ...

        /* Return the new data */
        *new_pvtdata = pvtdata;

        return (0);
}
```

SEE ALSO

fork(2), **mmap**(2), **mapdev_access**(9E), **mapdev_free**(9E), **segmap**(9E), **ddi_mapdev**(9F), **ddi_mapdev_intercept**(9F), **ddi_mapdev_nointercept**(9F), **ddi_mapdev_ctl**(9S)
Writing Device Drivers

NAME

mapdev_free – device mapping free entry point

SYNOPSIS

#include <sys/sunddi.h>

void *prefix* **mapdev_free(ddi_mapdev_handle_t** *handle,* **void** **devprivate***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

ARGUMENTS

handle An opaque pointer to a device mapping.

devprivate Driver private mapping data from **ddi_mapdev**(9F).

DESCRIPTION

Future releases of Solaris will provide this function for binary and source compatibility. However, for increased functionality, use **devmap_unmap**(9F) instead. See **devmap_unmap**(9F) for details.

mapdev_free( ) is called when a mapping created by **ddi_mapdev**(9F) is being destroyed. **mapdev_free( )** receives the *handle* of the mapping being destroyed and a pointer to the driver private data for this mapping in *devprivate*.

The **mapdev_free( )** routine is expected to free any resources that were allocated by the driver for this mapping.

CONTEXT

This function is called from user context only.

EXAMPLES

```
static void
xxmapdev_free(ddi_mapdev_handle_t hdl, void *pvtdata)
{
        /* Destroy the driver private data - Device dependent */
        ...
        kmem_free(pvtdata, sizeof (struct xxpvtdata));
}
```

SEE ALSO

exit(2), **mmap**(2), **munmap**(2), **mapdev_access**(9E), **mapdev_dup**(9E), **segmap**(9E), **ddi_mapdev**(9F), **ddi_mapdev_intercept**(9F), **ddi_mapdev_nointercept**(9F), **ddi_mapdev_ctl**(9S)

Writing Device Drivers

NAME

mmap – check virtual mapping for memory mapped device

SYNOPSIS

#include <sys/types.h>
#include <sys/cred.h>
#include <sys/mman.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **mmap(dev_t** *dev*, **off_t** *off*, **int** *prot*);

INTERFACE LEVEL

Architecture independent level 1 (DDI / DKI).

ARGUMENTS

dev Device whose memory is to be mapped.

off Offset within device memory at which mapping begins.

prot A bit field that specifies the protections this page of memory will receive. Possible settings are:

PROT_READ	Read access will be granted.
PROT_WRITE	Write access will be granted.
PROT_EXEC	Execute access will be granted.
PROT_USER	User-level access will be granted.
PROT_ALL	All access will be granted.

DESCRIPTION

Future releases of Solaris will provide this function for binary and source compatibility. However, for increased functionality, use **devmap**(9E) instead. See **devmap**(9E) for details.

The **mmap**(9E) entry point is a required entry point for character drivers supporting memory-mapped devices. A memory mapped device has memory that can be mapped into a process's address space. The **mmap**(2) system call, when applied to a character special file, allows this device memory to be mapped into user space for direct access by the user application.

The **mmap**(9E) entry point is called as a result of an **mmap**(2) system call, and also as a result of a page fault. **mmap**(9E) is called to translate the offset *off* in device memory to the corresponding physical page frame number.

The **mmap**(9E) entry point checks if the offset *off* is within the range of pages exported by the device. For example, a device that has 512 bytes of memory that can be mapped into user space should not support offsets greater than 512. If the offset does not exist, then **-1** is returned. If the offset does exist, **mmap**(9E) returns the value returned by **hat_getkpfnum**(9F) for the physical page in device memory containing the offset *off*.

hat_getkpfnum(9F) accepts a kernel virtual address as an argument. A kernel virtual address can be obtained by calling **ddi_regs_map_setup**(9F) in the driver's **attach**(9E) routine. The corresponding **ddi_regs_map_free**(9F) call can be made in the driver's **detach**(9E) routine. Refer to the **EXAMPLES** section below for more information.

mmap(9E) should only be supported for memory-mapped devices. See the **segmap**(9E) and **ddi_mapdev**(9F) reference pages for further information on memory-mapped device drivers.

If a device driver shares data structures with the application (for example, through exported kernel memory) and the driver gets recompiled for a 64-bit kernel but the application remains 32-bit, binary layout of any data structures will be incompatible if they contain longs or pointers. The driver needs to know whether there is a model mismatch between the current thread and the kernel and take necessary action. **ddi_mmap_get_model**(9F) can be use to get the *C* Language Type Model which the current thread expects. In combination with **ddi_model_convert_from**(9F) the driver can determine whether there is a data model mismatch between the current thread and the device driver. The device driver might have to adjust the shape of data structures before exporting them to a user thread which supports a different data model. (see **ddi_mmap_get_model**(9F) for an example)

RETURN VALUES

If the protection and offset are valid for the device, the driver should return the value returned by **hat_getkpfnum**(9F), for the page at offset *off* in the device's memory. If not, **-1** should be returned.

EXAMPLES

The following is an example of the **mmap()** entry point. If offset *off* is valid, **hat_getkpfnum**(9F) is called to obtain the page frame number corresponding to this offset in the device's memory. In this example, **xsp→regp→csr** is a kernel virtual address which maps to device memory. **ddi_regs_map_setup**(9F) can be used to obtain this address. For example, **ddi_regs_map_setup**(9F) can be called in the driver's **attach**(9E) routine. The resulting kernel virtual address is stored in the **xxstate** structure (see **ddi_soft_state**(9F)), which is accessible from the driver's **mmap()** entry point. The corresponding **ddi_regs_map_free**(9F) call can be made in the driver's **detach**(9E) routine.

```
struct reg {
        uint8_t csr;
        uint8_t data;
};

struct xxstate {
        . . .
        struct reg      *regp
        . . .
};

struct xxstate *xsp;
. . .

static int
xxmmap(dev_t dev, off_t off, int prot)
{
```

```
        int             instance;
        struct xxstate *xsp;

        /* No write access */
        if (prot & PROT_WRITE)
                return (-1);

        instance = getminor(dev);
        xsp = ddi_get_soft_state(statep, instance);
        if (xsp == NULL)
                return (-1);

        /* check for a valid offset */
        if ( off is invalid )
                return (-1);
        return (hat_getkpfnum (xsp->regp->csr + off));
}
```

SEE ALSO

mmap(2), **attach**(9E), **detach**(9E), **devmap**(9E), **segmap**(9E), **ddi_btop**(9F), **ddi_get_soft_state**(9F), **ddi_mmap_get_model**(9F), **ddi_model_convert_from**(9F), **ddi_regs_map_free**(9F), **ddi_regs_map_setup**(9F), **ddi_soft_state**(9F), **devmap_setup**(9F), **getminor**(9F), **hat_getkpfnum**(9F)

Writing Device Drivers

NOTES

For some devices, mapping device memory in the driver's **attach**(9E) routine and unmapping device memory in the driver's **detach**(9E) routine is a sizeable drain on system resources. This is especially true for devices with a large amount of physical address space.

One alternative is to create a mapping for only the first page of device memory in **attach**(9E). If the device memory is contiguous, a kernel page frame number may be obtained by calling **hat_getkpfnum**(9F) with the kernel virtual address of the first page of device memory and adding the desired page offset to the result. The page offset may be obtained by converting the byte offset *off* to pages (see **ddi_btop**(9F)).

Another alternative is to call **ddi_regs_map_setup**(9F) and **ddi_regs_map_free**(9F) in **mmap**. These function calls would bracket the call to **hat_getkpfnum**(9F).

However, note that the above alternatives may not work in all cases. The existence of intermediate nexus devices with memory management unit translation resources which are not locked down may cause unexpected and undefined behavior.

NAME

open – gain access to a device

SYNOPSIS

Block and Character

```
#include <sys/types.h>
#include <sys/file.h>
#include <sys/errno.h>
#include <sys/open.h>
#include <sys/cred.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>
```

int *prefix* **open(dev_t** **devp,* **int** *flag,* **int** *otyp,* **cred_t** **cred_p***);**

STREAMS

```
#include <sys/file.h>
#include <sys/stream.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>
```

int *prefix* **open(queue_t** **q,* **dev_t** **devp,* **int** *oflag,* **int** *sflag,* **cred_t** **cred_p***);**

INTERFACE LEVEL

Architecture independent level 1 (DDI / DKI). This entry point is **required**, but it can be **nulldev**(9F)**.**

ARGUMENTS

Block and Character

devp Pointer to a device number.

flag A bit field passed from the user program **open**(2) system call that instructs the driver on how to open the file. Valid settings are:

- **FEXCL** Open the device with exclusive access; fail all other attempts to open the device.
- **FNDELAY** Open the device and return immediately (do not block the open even if something is wrong).
- **FREAD** Open the device with read-only permission (if ORed with **FWRITE**, then allow both read and write access)
- **FWRITE** Open a device with write-only permission (if ORed with **FREAD**, then allow both read and write access)

otyp Parameter supplied so that the driver can determine how many times a device was opened and for what reasons.
For **OTYP_BLK** and **OTYP_CHR**, the **open( )** routine may be called many times, but the **close**(9E) routine is called only when the last reference to a device is removed. If the device is accessed through file descriptors, this is by a call to **close**(2) or **exit**(2)**.** If the device is accessed through memory mapping, this is by a call to **munmap**(2) or **exit**(2)**.**
For **OTYP_LYR**, there is exactly one **close**(9E) for each **open( )** called. This permits software drivers to exist above hardware drivers and removes any ambiguity from the hardware driver regarding how a device is used.

OTYP_BLK Open occurred through block interface for the device

OTYP_CHR Open occurred through the raw / character interface for the device

OTYP_LYR Open a layered process. This flag is used when one driver calls another driver's **open** or **close** (9E) routine. The calling driver will make sure that there is one layered close for each layered open. This flag applies to both block and character devices.

cred_p Pointer to the user credential structure.

STREAMS

q A pointer to the read **queue**.

devp Pointer to a device number. For STREAMS modules, *devp* always points to the device number associated with the driver at the end (tail) of the stream.

oflag Valid *oflag* values are **FEXCL**, **FNDELAY**, **FREAD**, and **FWRITEL**, the same as those listed above for *flag.* For STREAMS modules, *oflag* is always set to **0**.

sflag Valid values are as follows:

CLONEOPEN Indicates that the **open** routine is called through the clone driver. The driver should return a unique device number.

MODOPEN Modules should be called with *sflag* set to this value. Modules should return an error if they are called with *sflag* set to a different value. Drivers should return an error if they are called with *sflag* set to this value.

0 Indicates a driver is opened directly, without calling the clone driver.

cred_p Pointer to the user credential structure.

DESCRIPTION

The driver's **open( )** routine is called by the kernel during an **open**(2) or a **mount**(2) on the special file for the device. The routine should verify that the minor number component of ∗*devp* is valid, that the type of access requested by *otyp* and *flag* is appropriate for the device, and, if required, check permissions using the user credentials pointed to by *cred_p*.

The **open( )** routine is passed a pointer to a device number so that the driver can change the minor number. This allows drivers to dynamically create minor instances of the device. An example of this might be a pseudo-terminal driver that creates a new pseudo-terminal whenever it is opened. A driver that chooses the minor number dynamically, normally creates only one minor device node in **attach**(9E) with **ddi_create_minor_node**(9F)**,** then changes the minor number component of ∗*devp* using **makedevice**(9F) and **getmajor**(9F)**.** The driver needs to keep track of available minor numbers internally.

```
*devp = makedevice(getmajor(*devp), new_minor);
```

RETURN VALUES

The **open( )** routine should return 0 for success, or the appropriate error number.

SEE ALSO

close(2), **exit**(2), **mmap**(2), **mount**(2), **munmap**(2), **open**(2), **intro**(9E), **attach**(9E), **close**(9E), **ddi_create_minor_node**(9F), **getmajor**(9F), **getminor**(9F), **makedevice**(9F), **nulldev**(9F)

Writing Device Drivers

STREAMS Programming Guide

WARNINGS

Do not attempt to change the major number.

NAME

pm – power management properties

DESCRIPTION

There is a property, **pm-hardware-state**, that may be used to influence the behavior of the power management portion of the DDI framework. Its syntax and interpretation is described below.

Note that this property is only interpreted by the system immediately after the device has successfully attached. Changes in the property made by the driver after the driver has attached will not be recognized.

pm-hardware-state is a string-valued property. The existence of the **pm-hardware-state** property indicates that a device needs special handling by the power management framework with regard to its hardware state.

If the value of this property is *needs-suspend-resume*, the device has a hardware state that cannot be deduced by the framework. The framework definition of a device with hardware state is one with a **reg** property. Some drivers, such as SCSI disk and tape drivers, have no **reg** property but manage devices with "remote" hardware. Such a device must have a **pm-hardware-state** property with a value of *needs-suspend-resume* in order for the system to identify it as needing a call to its **detach**(9E) entry point with command **DDI_SUSPEND** or **DDI_PM_SUSPEND** before power is removed from the device, and a call to **attach**(9E) with command **DDI_RESUME** or **DDI_PM_RESUME** after power is restored.

A value of *no-suspend-resume* indicates that, in spite of the existence of a **reg** property, a device has no hardware state that needs saving and restoring. A device exporting this property will not have its **detach( )** entry point called with command **DDI_SUSPEND** or **DDI_PM_SUSPEND** before power is removed from the device, nor will its **attach( )** entry point be called with command **DDI_RESUME** after power is restored to the device.

A value of *parental-suspend-resume* indicates that the device does not implement the **detach( ) DDI_SUSPEND** or **DDI_PM_SUSPEND** semantics, nor the **attach( ) DDI_RESUME** or **DDI_PM_RESUME** semantics, but that a call should be made up the device tree by the framework to effect the saving and / or restoring of hardware state for this device.

EXAMPLES

Because the **sd** driver drives a device with no **reg** property, but needs to know when power will be removed from its controller, it exports a property with the name **pm-hardware-state** and the value *needs-suspend-resume*.

On an x86 system with Advanced Power Management (APM) BIOS support, a device that can have its state saved by the APM BIOS can create a **pm-hardware-state** property with the value *parental-suspend-resume*, and requests to save the state of the device will be passed up the device tree to the platform-specific power management driver that will call into the BIOS.

SEE ALSO

power.conf(4), **pm**(7D), **attach**(9E), **detach**(9E), **pm_busy_component**(9F), **pm_create_components**(9F), **pm_destroy_components**(9F), **pm_idle_component**(9F)

NAME

power – power a device attached to the system

SYNOPSIS

#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***power(dev_info_t** **dip***, int** *component***, int** *level***)**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI). This entry point is required. If the driver writer does not supply this entry point, the **nulldev**(9F) function must be used.

ARGUMENTS

dip	A pointer to the device's **dev_info** structure.
component	The component of the driver to be managed.
level	The desired power level for the component.

DESCRIPTION

The **power( )** function is the device-specific power management entry point. This function is called when the system wants the driver to set the power level of *component* to *level*.

The *level* argument is the driver-defined power level to which *component* is set. Except for power level 0 which is defined by the framework to mean "powered off", the interpretation of *level* is entirely up to the driver.

The *component* argument is the component of the device to be power-managed. Except for component 0, which must represent the entire device, the interpretation of *component* is entirely up to the driver.

The **power( )** function can assume that the driver will be suspended (using **detach**(9E) with command **DDI_PM_SUSPEND**), before a request is made to set component 0 to power level 0 and resumed (using **attach**(9E) with command **DDI_PM_RESUME**) after setting component 0 from power level 0 to a non-zero power level.

RETURN VALUES

The **power( )** function returns:

DDI_SUCCESS	Successfully set the power to the requested level.
DDI_FAILURE	Failed to set the power to the requested level.

CONTEXT

The **power( )** function is called from user or kernel context only.

SEE ALSO

attach(9E), **detach**(9E), **nulldev**(9F), **pm_busy_component**(9F), **pm_create_components**(9F), **pm_destroy_components**(9F), **pm_idle_component**(9F)

Writing Device Drivers

NAME

print – display a driver message on system console

SYNOPSIS

#include <sys/types.h>
#include <sys/errno.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***print(dev_t** *dev***, char** *∗str***);**

INTERFACE LEVEL

Architecture independent level 1 (DDI / DKI). This entry point is **required** for block devices.

ARGUMENTS

dev Device number.

str Pointer to a character string describing the problem.

DESCRIPTION

The **print( )** routine is called by the kernel when it has detected an exceptional condition (such as out of space) in the device. To display the message on the console, the driver should use the **cmn_err**(9F) kernel function. The driver should print the message along with any driver specific information.

RETURN VALUES

The **print( )** routine should return **0** for success, or the appropriate error number. The **print** routine can fail if the driver implemented a non-standard **print( )** routine that attempted to perform error logging, but was unable to complete the logging for whatever reason.

SEE ALSO

cmn_err(9F)

Writing Device Drivers

NAME

probe – determine if a non-self-identifying device is present

SYNOPSIS

#include <sys/conf.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

static int *prefix***probe(dev_info_t** **dip***);**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI). This entry point is **required** for non-self-identifying devices. You must write it for such devices. For self-identifying devices, **nulldev**(9F) should be specified in the **dev_ops**(9S) structure if a probe routine is not necessary.

ARGUMENTS

dip Pointer to the device's **dev_info** structure.

DESCRIPTION

probe( ) determines whether the device corresponding to *dip* actually exists and is a valid device for this driver. **probe( )** is called after **identify**(9E) and before **attach**(9E) for a given *dip*. For example, the **probe( )** routine can map the device registers using **ddi_map_regs**(9F) then attempt to access the hardware using **ddi_peek**(9F) and / or **ddi_poke**(9F) and determine if the device exists. Then the device registers should be unmapped using **ddi_unmap_regs**(9F).

probe( ) should only probe the device – it should not create or change any software state. Device initialization should be done in **attach**(9E).

For a self-identifying device, this entry point is not necessary. However, if a device exists in both self-identifying and non-self-identifying forms, a **probe( )** routine can be provided to simplify the driver. **ddi_dev_is_sid**(9F) can then be used to determine whether **probe( )** needs to do any work. See **ddi_dev_is_sid**(9F) for an example.

RETURN VALUES

DDI_PROBE_SUCCESS	if the probe was successful.
DDI_PROBE_FAILURE	if the probe failed.
DDI_PROBE_DONTCARE	if the probe was unsuccessful, yet **attach**(9E) should still be called.
DDI_PROBE_PARTIAL	if the instance is not present now, but may be present in the future.

SEE ALSO

attach(9E), **identify**(9E), **ddi_dev_is_sid**(9F), **ddi_map_regs**(9F), **ddi_peek**(9F), **ddi_poke**(9F), **nulldev**(9F), **dev_ops**(9S)

Writing Device Drivers

NAME

prop_op – report driver property information

SYNOPSIS

#include <sys/types.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***prop_op(dev_t** *dev,* **dev_info_t** ∗*dip,* **ddi_prop_op_t** *prop_op,* **int** *flags,*
char ∗*name,* **caddr_t** *valuep,* **int** ∗*lengthp***)**

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI). This entry point is *required*, but it can be **ddi_prop_op**(9F).

ARGUMENTS

dev Device number associated with this device.

dip A pointer to the device information structure for this device.

prop_op Property operator. Valid operators are:

PROP_LEN
Get property length only. (*valuep* unaffected)

PROP_LEN_AND_VAL_BUF
Get length and value into caller's buffer. (*valuep* used as input)

PROP_LEN_AND_VAL_ALLOC
Get length and value into allocated buffer. (*valuep* returned as pointer to pointer to allocated buffer)

flags The only possible flag value is:

DDI_PROP_DONTPASS
Don't pass request to parent if property not found.

name Pointer to name of property to be interrogated.

valuep If *prop_op* is **PROP_LEN_AND_VAL_BUF,** this should be a pointer to the users buffer. If *prop_op* is **PROP_LEN_AND_VAL_ALLOC,** this should be the *address* of a pointer.

lengthp On exit, ∗*lengthp* will contain the property length. If *prop_op* is **PROP_LEN_AND_VAL_BUF** then before calling **prop_op( )**, *lengthp* should point to an **int** that contains the length of caller's buffer.

DESCRIPTION

prop_op( ) is an entry point which reports the values of certain "properties" of the driver or device to the system. Each driver must have an *prefix***prop_op** entry point, but most drivers which do not need to create or manage their own properties can use **ddi_prop_op( )** for this entry point. Then the driver can use **ddi_prop_update**(9F) to create properties for its device.

RETURN VALUES

prop_op( ) should return:

DDI_PROP_SUCCESS	Property found and returned.
DDI_PROP_NOT_FOUND	Property not found.
DDI_PROP_UNDEFINED	Prop explicitly undefined.
DDI_PROP_NO_MEMORY	Property found, but unable to allocate memory. *lengthp* has the correct property length.
DDI_PROP_BUF_TOO_SMALL	Property found, but the supplied buffer is too small. *lengthp* has the correct property length.

EXAMPLES

In the following example, **prop_op( )** intercepts requests for the *temperature* property. The driver tracks changes to *temperature* using a variable in the state structure in order to avoid frequent calls to **ddi_prop_update**(9F). The *temperature* property is only updated when a request is made for this property. It then uses the system routine **ddi_prop_op**(9F) to process the property request. If the property request is not specific to a device, the driver does not intercept the request. This is indicated when the value of the *dev* parameter is equal to **DDI_DEV_T_ANY**.

```
int temperature;        /* current device temperature */
 .
 .
 .

static int
xxprop_op(dev_t dev, dev_info_t *dip, ddi_prop_op_t prop_op,
        int flags, char *name, caddr_t valuep, int *lengthp)
{
        int  instance;
        struct xxstate *xsp;

        if (dev == DDI_DEV_T_ANY)
                goto skip;

        instance = getminor(dev);
        xsp = ddi_get_soft_state(statep, instance);
        if (xsp == NULL)
                return (DDI_PROP_NOTFOUND);

        if (strcmp(name, "temperature") == 0) {
                ddi_prop_update_int(dev, dip, "temperature", temperature);
        }
                /*      other cases...     */

        skip:
        return (ddi_prop_op(dev, dip, prop_op, flags, name, valuep, lengthp));
}
```

SEE ALSO

ddi_prop_op(9F), **ddi_prop_update**(9F)
Writing Device Drivers

NAME

put – receive messages from the preceding queue

SYNOPSIS

#include <sys/types.h>
#include <sys/stream.h>
#include <sys/stropts.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***rput(queue_t** **q***, mblk_t** **mp***);** **/* read side */**

int *prefix***wput(queue_t** **q***, mblk_t** **mp***);** **/* write side */**

INTERFACE LEVEL

Architecture independent level 1 (DDI / DKI). This entry point is **required** for STREAMS.

ARGUMENTS

q Pointer to the **queue**(9S) structure.

mp Pointer to the message block.

DESCRIPTION

The primary task of the **put()** routine is to coordinate the passing of messages from one queue to the next in a stream. The **put()** routine is called by the preceding stream component (stream module, driver, or stream head). **put()** routines are designated ‘‘write’’ or ‘‘read’’ depending on the direction of message flow.

With few exceptions, a streams module or driver must have a **put()** routine. One exception is the read side of a driver, which does not need a **put()** routine because there is no component downstream to call it. The **put()** routine is always called before the component's corresponding **srv**(9E) (service) routine, and so **put()** should be used for the immediate processing of messages.

A **put()** routine must do at least one of the following when it receives a message:

- pass the message to the next component on the stream by calling the **putnext**(9F) function
- process the message, if immediate processing is required (for example, to handle high priority messages)
- enqueue the message (with the **putq**(9F) function) for deferred processing by the service **srv**(9E) routine

Typically, a **put()** routine will switch on message type, which is contained in the **db_type** member of the **datab** structure pointed to by *mp*. The action taken by the **put()** routine depends on the message type. For example, a **put()** routine might process high priority messages, enqueue normal messages, and handle an unrecognized **M_IOCTL** message by changing its type to **M_IOCNAK** (negative acknowledgement) and sending it back to the stream head using the **qreply**(9F) function.

The **putq**(9F) function can be used as a module's **put()** routine when no special processing is required and all messages are to be enqueued for the **srv** (9E) routine.

RETURN VALUES

Ignored.

CONTEXT

put() routines do not have user context.

SEE ALSO

srv(9E), **putctl**(9F), **putctl1**(9F), **putnext**(9F), **putnextctl**(9F), **putnextctl1**(9F), **putq**(9F), **qreply**(9F), **queue**(9S), **streamtab**(9S)

Writing Device Drivers
STREAMS Programming Guide

NAME

read – read data from a device

SYNOPSIS

#include <sys/types.h>
#include <sys/errno.h>
#include <sys/open.h>
#include <sys/uio.h>
#include <sys/cred.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***read(dev_t** *dev***, struct uio** **uio_p***, cred_t** **cred_p***);**

INTERFACE LEVEL

Architecture independent level 1 (DDI / DKI). This entry point is *optional*.

ARGUMENTS

dev Device number.

uio_p Pointer to the **uio**(9S) structure that describes where the data is to be stored in user space.

cred_p Pointer to the user credential structure for the I/O transaction.

DESCRIPTION

The driver **read( )** routine is called indirectly through **cb_ops**(9S) by the **read**(2) system call. The **read( )** routine should check the validity of the minor number component of *dev* and the user credential structure pointed to by *cred_p* (if pertinent). The **read( )** routine should supervise the data transfer into the user space described by the **uio**(9S) structure.

RETURN VALUES

The **read( )** routine should return **0** for success, or the appropriate error number.

EXAMPLES

The following is an example of a **read( )** routine using **physio**(9F) to perform reads from a non-seekable device:

```
static int
xxread(dev_t dev, struct uio *uiop, cred_t *credp)
{
        int             rval;
        offset_t        off;
        int             instance;
        xx_t            xx;

        instance = getminor(dev);
        xx = ddi_get_soft_state(xxstate, instance);
        if (xx == NULL)
                return (ENXIO);
        off = uiop->uio_loffset;
        rval = physio(xxstrategy, NULL, dev, B_READ,
                xxmin, uiop);
        uiop->uio_loffset = off;
```

```
                return (rval);
        }
```

SEE ALSO

read(2), **write**(9E), **physio**(9F), **cb_ops**(9S), **uio**(9S)

Writing Device Drivers

NAME

segmap – map device memory into user space

SYNOPSIS

#include <sys/types.h>
#include <sys/mman.h>
#include <sys/param.h>
#include <sys/vm.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **segmap(dev_t** *dev***, off_t** *off***, struct as** **asp***, caddr_t** **addrp***, off_t** *len***,**
unsigned int *prot***, unsigned int** *maxprot***, unsigned int** *flags***, cred_t** **cred_p***);**

INTERFACE LEVEL

Architecture independent level 2 (DKI only).

ARGUMENTS

dev Device whose memory is to be mapped.

off Offset within device memory at which mapping begins.

asp Pointer to the address space into which the device memory should be mapped.

addrp Pointer to the address in the address space to which the device memory should be mapped.

len Length (in bytes) of the memory to be mapped.

prot A bit field that specifies the protections. Possible settings are:

- **PROT_READ** Read access is desired.
- **PROT_WRITE** Write access is desired.
- **PROT_EXEC** Execute access is desired.
- **PROT_USER** User-level access is desired (the mapping is being done as a result of a **mmap**(2) system call).
- **PROT_ALL** All access is desired.

maxprot Maximum protection flag possible for attempted mapping; the **PROT_WRITE** bit may be masked out if the user opened the special file read-only.

flags Flags indicating type of mapping. Possible values are (other bits may be set):

- **MAP_SHARED** Changes should be shared.
- **MAP_PRIVATE** Changes are private.

cred_p Pointer to the user credentials structure.

DESCRIPTION

The **segmap()** entry point is an optional routine for character drivers that support memory mapping. The **mmap**(2) system call, when applied to a character special file, allows device memory to be mapped into user space for direct access by the user application.

Typically, a character driver that needs to support the **mmap**(2) system call supplies either an **devmap**(9E) entry point, or both an **devmap** (9E) and a **segmap( )** entry point routine (see the **devmap**(9E) reference page). If no **segmap( )** entry point is provided for the driver, **devmap_setup**(9F) is used as a default.

A driver for a memory-mapped device would provide a **segmap( )** entry point if it:

- needs to maintain a separate context for each user mapping. See **devmap_setup**(9F) for details.
- needs to assign device access attributes to the user mapping.

The responsibilities of a **segmap( )** entry point are:

- Verify that the range, defined by *offset* and *len*, to be mapped is valid for the device. Typically, this task is performed by calling the **devmap**(9E) entry point. Note that if you are using **ddi_devmap_segmap**(9E) or **devmap_setup**(9E) to set up the mapping, it will call your **devmap**(9E) entry point for you to validate the range to be mapped.
- Assign device access attributes to the mapping. See **ddi_devmap_segmap**(9F), and **ddi_device_acc_attr**(9S) for details.
- Set up device contexts for the user mapping if your device requires context switching. See **devmap_setup**(9F) for details.
- Perform the mapping with **ddi_devmap_segmap**(9E), or **devmap_setup**(9E) and return the status if it fails.

RETURN VALUES

The **segmap( )** routine should return **0** if the driver is successful in performing the memory map of its device address space into the specified address space.

The **segmap**( ) must return an error number on failure. For example, valid error numbers would be **ENXIO** if the offset / length pair specified exceeds the limits of the device memory, or **EINVAL** if the driver detects an invalid type of mapping attempted.

If one of the mapping routines **ddi_devmap_segmap**( ), or **devmap_setup**( ) fails, you must return the error number returned by the respective routine.

SEE ALSO

mmap(2), **devmap**(9E), **devmap_setup**(9F), **ddi_devmap_segmap**(9F), **ddi_device_acc_attr**(9S)

Writing Device Drivers

NAME

srv – service queued messages

SYNOPSIS

#include <sys/types.h>
#include <sys/stream.h>
#include <sys/stropts.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix***rsrv(queue_t** **q***); /* read side */**

int *prefix***wsrv(queue_t** **q***); /* write side */**

INTERFACE LEVEL

Architecture independent level 1 (DDI / DKI). This entry point is **required** for STREAMS.

ARGUMENTS

q Pointer to the **queue**(9S) structure.

DESCRIPTION

The optional service (**srv( )**) routine may be included in a STREAMS module or driver for many possible reasons, including:

- to provide greater control over the flow of messages in a stream
- to make it possible to defer the processing of some messages to avoid depleting system resources
- to combine small messages into larger ones, or break large messages into smaller ones
- to recover from resource allocation failure. A module's or driver's **put**(9E) routine can test for the availability of a resource, and if it is not available, enqueue the message for later processing by the **srv** routine.

A message is first passed to a module's or driver's **put**(9E) routine, which may or may not do some processing. It must then either:

- Pass the message to the next stream component with **putnext**(9F).
- If a **srv** routine has been included, it may call **putq**(9F) to place the message on the queue.

Once a message has been enqueued, the STREAMS scheduler controls the service routine's invocation. The scheduler calls the service routines in FIFO order. The scheduler cannot guarantee a maximum delay **srv** routine to be called except that it will happen before any user level process are run.

Every stream component (stream head, module or driver) has limit values it uses to implement flow control. Each component should check the tunable high and low water marks to stop and restart the flow of message processing. Flow control limits apply only between two adjacent components with **srv** routines.

STREAMS messages can be defined to have up to 256 different priorities to support requirements for multiple bands of data flow. At a minimum, a stream must distinguish between normal (priority zero) messages and high priority messages (such as **M_IOCACK**). High priority messages are always placed at the head of the **srv** routine's queue, after any other enqueued high priority messages. Next are messages from all included priority bands, which are enqueued in decreasing order of priority. Each priority band has its own flow control limits. If a flow controlled band is stopped, all lower priority bands are also stopped.

Once the STREAMS scheduler calls a **srv** routine, it must process all messages on its queue. The following steps are general guidelines for processing messages. Keep in mind that many of the details of how a **srv** routine should be written depend of the implementation, the direction of flow (upstream or downstream), and whether it is for a module or a driver.

1. Use **getq**(9F) to get the next enqueued message.
2. If the message is high priority, process (if appropriate) and pass to the next stream component with **putnext**(9F).
3. If it is not a high priority message (and therefore subject to flow control), attempt to send it to the next stream component with a **srv** routine. Use **bcanputnext**(9F) to determine if this can be done.
4. If the message cannot be passed, put it back on the queue with **putbq**(9F). If it can be passed, process (if appropriate) and pass with **putnext( )**.

RETURN VALUES

Ignored.

SEE ALSO

put(9E), **bcanput**(9F), **bcanputnext**(9F), **canput**(9F), **canputnext**(9F), **getq**(9F), **nulldev**(9F), **putbq**(9F), **putnext**(9F), **putq**(9F), **qinit**(9S), **queue**(9S)

Writing Device Drivers
STREAMS Programming Guide

WARNINGS

Each stream module must specify a read and a write service (**srv( )**) routine. If a service routine is not needed (because the **put( )** routine processes all messages), a **NULL** pointer should be placed in module's **qinit**(9S) structure. Do not use **nulldev**(9F) instead of the **NULL** pointer. Use of **nulldev**(9F) for a **srv( )** routine may result in flow control errors.

NAME

strategy – perform block I / O

SYNOPSIS

#include <sys/types.h>
#include <sys/buf.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **strategy(struct buf** **bp***);**

INTERFACE LEVEL

Architecture independent level 1 (DDI / DKI). This entry point is **required** for block devices.

ARGUMENTS

bp Pointer to the **buf**(9S) structure.

DESCRIPTION

The **strategy( )** routine is called indirectly (through **cb_ops**(9S)) by the kernel to read and write blocks of data on the block device. **strategy( )** may also be called directly or indirectly to support the raw character interface of a block device (**read**(9E), **write**(9E) and **ioctl**(9E)). The **strategy( )** routine's responsibility is to set up and initiate the transfer.

RETURN VALUES

The **strategy( )** routine should always return 0. On an error condition, it should OR the **b_flags** member of the **buf**(9S) structure with **B_ERROR**, set the **b_error** member to the appropriate error value, and call **biodone**(9F). Note that a partial transfer is *not* considered to be an error.

SEE ALSO

ioctl(9E), **read**(9E), **write**(9E), **biodone**(9F), **buf**(9S), **cb_ops**(9S)

Writing Device Drivers

NAME

tran_abort – abort a SCSI command

SYNOPSIS

#include <sys/scsi/scsi.h>

int *prefix***tran_abort(struct scsi_address** **ap*, **struct scsi_pkt** **pkt***);**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

ap Pointer to a **scsi_address**(9S) structure.

pkt Pointer to a **scsi_pkt**(9S) structure.

DESCRIPTION

The **tran_abort( )** vector in the **scsi_hba_tran**(9S) structure must be initialized during the HBA driver's **attach**(9E) to point to an HBA entry point to be called when a target driver calls **scsi_abort**(9F).

tran_abort( ) should attempt to abort the command *pkt* that has been transported to the HBA. If *pkt* is NULL, the HBA driver should attempt to abort all outstanding packets for the target / logical unit addressed by *ap*.

Depending on the state of a particular command in the transport layer, the HBA driver may not be able to abort the command.

While the abort is taking place, packets issued to the transported layer may or may not be aborted.

For each packet successfully aborted, **tran_abort( )** must set the **pkt_reason** to **CMD_ABORTED**, and **pkt_statistics** must be OR'ed with **STAT_ABORTED**.

RETURN VALUES

tran_abort( ) must return:

1 on success or partial success.

0 on failure.

SEE ALSO

attach(9E), **scsi_abort**(9F), **scsi_hba_attach**(9F), **scsi_address**(9S), **scsi_hba_tran**(9S), **scsi_pkt**(9S)

Writing Device Drivers

NOTES

If **pkt_reason** already indicates that an earlier error had occurred, **tran_abort( )** should not overwrite **pkt_reason** with **CMD_ABORTED**.

NAME

tran_dmafree – SCSI HBA DMA deallocation entry point

SYNOPSIS

#include <sys/scsi/scsi.h>

void *prefix* **tran_dmafree(struct scsi_address** **ap*, **struct scsi_pkt** **pkt*);

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

ap A pointer to a **scsi_address**(9S) structure.

pkt A pointer to a **scsi_pkt**(9S) structure.

DESCRIPTION

The **tran_dmafree( )** vector in the **scsi_hba_tran**(9S) structure must be initialized during the HBA driver's **attach**(9E) to point to an HBA entry point to be called when a target driver calls **scsi_dmafree**(9F).

tran_dmafree( ) must deallocate any DMA resources previously allocated to this *pkt* in a call to **tran_init_pkt**(9E). **tran_dmafree( )** should not free the structure pointed to by *pkt* itself. Since **tran_destroy_pkt**(9E) must also free DMA resources, it is important that the HBA driver keeps accurate note of whether **scsi_pkt**(9S) structures have DMA resources allocated.

SEE ALSO

attach(9E), **tran_destroy_pkt**(9E), **tran_init_pkt**(9E), **scsi_dmafree**(9F), **scsi_dmaget**(9F), **scsi_hba_attach**(9F), **scsi_init_pkt**(9F), **scsi_address**(9S), **scsi_hba_tran**(9S), **scsi_pkt**(9S)

Writing Device Drivers

NOTES

A target driver may call **tran_dmafree( )** on packets for which no DMA resources were allocated.

NAME

tran_getcap, tran_setcap – get / set SCSI transport capability

SYNOPSIS

#include <sys/scsi/scsi.h>

int *prefix***tran_getcap(struct scsi_address** **ap***, char** **cap***, int** *whom***);**

int *prefix***tran_setcap(struct scsi_address** **ap***, char** **cap***, int** *value***, int** *whom***);**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

ap Pointer to the **scsi_address**(9S) structure.

cap Pointer to the string capability identifier.

value Defines the new state of the capability.

whom Specifies whether all targets or only the specified target is affected.

DESCRIPTION

The **tran_getcap( )** and **tran_setcap( )** vectors in the **scsi_hba_tran**(9S) structure must be initialized during the HBA driver's **attach**(9E) to point to HBA entry points to be called when a target driver calls **scsi_ifgetcap**(9F) and **scsi_ifsetcap**(9F).

tran_getcap( ) is called to get the current value of a capability specific to features provided by the HBA hardware or driver. The name of the capability *cap* is the **NULL** terminated capability string.

If *whom* is non-zero, the request is for the current value of the capability defined for the target specified by the **scsi_address**(9S) structure pointed to by *ap*; if *whom* is **0**, all targets are affected; else, the target specified by the **scsi_address** structure pointed to by *ap* is affected.

tran_setcap( ) is called to set the value of the capability *cap* to the value of *value*. If *whom* is non-zero, the capability should be set for the target specified by the **scsi_address**(9S) structure pointed to by *ap*; if *whom* is **0**, all targets are affected; else, the target specified by the **scsi_address** structure pointed to by *ap* is affected. It is recommended that HBA drivers do not support setting capabilities for all targets (that is, *whom* is **0**).

A device may support only a subset of the defined capabilities.

Refer to **scsi_ifgetcap**(9F) for the list of defined capabilities.

HBA drivers should use **scsi_hba_lookup_capstr**(9F) to match *cap* against the canonical capability strings.

RETURN VALUES

tran_setcap( ) must return **1** if the capability was successfully set to the new value, **0** if the HBA driver does not support changing the capability, and **–1** if the capability was not defined.

tran_getcap( ) must return the current value of a capability or **–1** if the capability was not defined.

SEE ALSO

attach(9E), **scsi_hba_attach**(9F), **scsi_hba_lookup_capstr**(9F), **scsi_ifgetcap**(9F), **scsi_address**(9S), **scsi_hba_tran**(9S)
Writing Device Drivers

NAME

tran_init_pkt, tran_destroy_pkt – SCSI HBA packet preparation and deallocation

SYNOPSIS

#include <sys/scsi/scsi.h>

struct scsi_pkt **prefix***tran_init_pkt(struct scsi_address** **ap***, struct scsi_pkt** **pkt***,**
  struct buf **bp***, int** *cmdlen***, int** *statuslen***, int** *tgtlen***, int** *flags***,**
  int (**callback***)(caddr_t), caddr_t** *arg***);**

void *prefix***tran_destroy_pkt(struct scsi_address** **ap***, struct scsi_pkt** **pkt***);**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

ap	Pointer to a **scsi_address**(9S) structure.
pkt	Pointer to a **scsi_pkt**(9S) structure allocated in an earlier call, or **NULL**.
bp	Pointer to a **buf**(9S) structure if DMA resources are to be allocated for the *pkt*, or **NULL**.
cmdlen	The required length for the SCSI command descriptor block (CDB) in bytes.
statuslen	The required length for the SCSI status completion block (SCB) in bytes.
tgtlen	The length of the packet private area within the **scsi_pkt** to be allocated on behalf of the SCSI target driver.
flags	Flags for creating the packet.
callback	Pointer to either **NULL_FUNC** or **SLEEP_FUNC**.
arg	Always **NULL**.

DESCRIPTION

The **tran_init_pkt( )** and **tran_destroy_pkt( )** vectors in the **scsi_hba_tran** structure must be initialized during the HBA driver's **attach**(9E) to point to HBA entry points to be called when a target driver calls **scsi_init_pkt**(9F) and **scsi_destroy_pkt**(9F).

tran_init_pkt( )

tran_init_pkt( ) is the entry point into the HBA which is used to allocate and initialize a **scsi_pkt** structure on behalf of a SCSI target driver. If *pkt* is **NULL**, the HBA driver must use **scsi_hba_pkt_alloc**(9F) to allocate a new **scsi_pkt** structure.

If *bp* is non-**NULL**, the HBA driver must allocate appropriate DMA resources for the *pkt*, for example, via **ddi_dma_buf_setup**(9F) or **ddi_dma_buf_bind_handle**(9F).

If the **PKT_CONSISTENT** bit is set in *flags*, the buffer was allocated by **scsi_alloc_consistent_buf**(9F). For packets marked with **PKT_CONSISTENT**, the HBA driver must synchronize any cached data transfers before calling the target driver's command completion callback.

If the **PKT_DMA_PARTIAL** bit is set in *flags*, the HBA driver should set up partial data transfers, such as setting the **DDI_DMA_PARTIAL** bit in the *flags* argument if interfaces such as **ddi_dma_buf_setup**(9F) or **ddi_dma_buf_bind_handle**(9F) are used.

If only partial DMA resources are available, **tran_init_pkt( )** must return in the **pkt_resid** field of *pkt* the number of bytes of DMA resources not allocated.

If both *pkt* and *bp* are non-**NULL**, if the **PKT_DMA_PARTIAL** bit is set in *flags*, and if DMA resources have already been allocated for the pkt with a previous call to **tran_init_pkt( )** that returned a non-zero **pkt_resid** field, this request is to move the DMA resources for the subsequent piece of the transfer.

The contents of **scsi_address**(9S) pointed to by *ap* are copied into the **pkt_address** field of the **scsi_pkt**(9S) by **scsi_hba_pkt_alloc**(9F).

tgtlen is the length of the packet private area in the **scsi_pkt** structure to be allocated on behalf of the SCSI target driver.

statuslen is the required length for the SCSI status completion block. If the requested status length is greater than or equal to **sizeof(struct scsi_arq_status)** and the **auto_rqsense** capability has been set, automatic request sense is enabled for this packet. If the status length is less than **sizeof(struct scsi_arq_status)**, automatic request sense must be disabled for this *pkt*.

cmdlen is the required length for the SCSI command descriptor block.

Note: *tgtlen*, *statuslen*, and *cmdlen* are used only when the HBA driver allocates the **scsi_pkt**(9S), in other words, when *pkt* is **NULL**.

callback indicates what the allocator routines should do when resources are not available:

NULL_FUNC Do not wait for resources. Return a **NULL** pointer.

SLEEP_FUNC Wait indefinitely for resources.

tran_destroy_pkt( )

tran_destroy_pkt( ) is the entry point into the HBA that must free all of the resources that were allocated to the **scsi_pkt**(9S) structure during **tran_init_pkt( )**.

RETURN VALUES

tran_init_pkt( ) must return a pointer to a **scsi_pkt**(9S) structure on success, or **NULL** on failure.

If *pkt* is **NULL** on entry, and **tran_init_pkt( )** allocated a packet via **scsi_hba_pkt_alloc**(9F) but was unable to allocate DMA resources, **tran_init_pkt( )** must free the packet via **scsi_hba_pkt_free**(9F) before returning **NULL**.

SEE ALSO

attach(9E), **tran_sync_pkt**(9E), **ddi_dma_buf_bind_handle**(9F), **ddi_dma_buf_setup**(9F), **scsi_alloc_consistent_buf**(9F), **scsi_destroy_pkt**(9F), **scsi_hba_attach**(9F), **scsi_hba_pkt_alloc**(9F), **scsi_hba_pkt_free**(9F), **scsi_init_pkt**(9F), **buf**(9S), **scsi_address**(9S), **scsi_hba_tran**(9S), **scsi_pkt**(9S)

Writing Device Drivers

NOTES

If a DMA allocation request fails with **DDI_DMA_NOMAPPING**, the **B_ERROR** flag should be set in *bp*, and the **b_error** field should be set to **EFAULT**.

If a DMA allocation request fails with **DDI_DMA_TOOBIG**, the **B_ERROR** flag should be set in *bp*, and the **b_error** field should be set to **EINVAL**.

NAME

tran_reset – reset a SCSI bus or target

SYNOPSIS

#include <sys/scsi/scsi.h>

int *prefix***tran_reset(struct scsi_address** **ap*, **int** *level***);**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

ap Pointer to the **scsi_address**(9S) structure.

level The level of reset required.

DESCRIPTION

The **tran_reset( )** vector in the **scsi_hba_tran**(9S) structure must be initialized during the HBA driver's **attach**(9E) to point to an HBA entry point to be called when a target driver calls **scsi_reset**(9F).

tran_reset( ) must reset the SCSI bus or a SCSI target as specified by *level*.

level must be one of the following:

RESET_ALL reset the SCSI bus.

RESET_TARGET reset the target specified by *ap*.

tran_reset should set the **pkt_reason** field of all outstanding packets in the transport layer associated with each target that was successfully reset to **CMD_RESET** and the **pkt_statistics** field must be OR'ed with either **STAT_BUS_RESET** or **STAT_DEV_RESET**.

The HBA driver should use a SCSI Bus Device Reset Message to reset a target device.

Packets that are in the transport layer but not yet active on the bus should be returned with **pkt_reason** set to **CMD_RESET**, and **pkt_statistics** OR'ed with **STAT_ABORTED**.

RETURN VALUES

tran_reset( ) should return:

1 on success.

0 on failure.

SEE ALSO

attach(9E), **ddi_dma_buf_setup**(9F), **scsi_hba_attach**(9F), **scsi_reset**(9F), **scsi_address**(9S), **scsi_hba_tran**(9S)

Writing Device Drivers

NOTES

If **pkt_reason** already indicates that an earlier error had occurred for a particular *pkt*, **tran_reset( )** should not overwrite **pkt_reason** with **CMD_RESET**.

NAME

tran_reset_notify – request to notify SCSI target of bus reset

SYNOPSIS

#include <sys/scsi/scsi.h>

int *prefix***tran_reset_notify(struct scsi_address** **ap*, **int** *flag*, **void (****callback***)(caddr_t),**
    caddr_t *arg***);**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

ap — Pointer to the **scsi_address**(9S) structure.

flag — A flag indicating registration or cancellation of a notification request.

callback — A pointer to the target driver's reset notification function.

arg — The callback function argument.

DESCRIPTION

The **tran_reset_notify( )** entry point is called when a target driver requests notification of a bus reset.

The **tran_reset_notify( )** vector in the **scsi_hba_tran**(9S) structure may be initialized in the HBA driver's **attach**(9E) routine to point to the HBA entry point to be called when a target driver calls **scsi_reset_notify**(9F).

The argument *flag* is used to register or cancel the notification. The supported values for *flag* are as follows:

SCSI_RESET_NOTIFY — Register *callback* as the reset notification function for the target.

SCSI_RESET_CANCEL — Cancel the reset notification request for the target.

The HBA driver maintains a list of reset notification requests registered by the target drivers. When a bus reset occurs, the HBA driver notifies registered target drivers by calling the callback routine, *callback*, with the argument, *arg*, for each registered target.

RETURN VALUES

For **SCSI_RESET_NOTIFY** requests, **tran_reset_notify( )** must return **DDI_SUCCESS** if the notification request has been accepted, and **DDI_FAILURE** otherwise.

For **SCSI_RESET_CANCEL** requests, **tran_reset_notify( )** must return **DDI_SUCCESS** if the notification request has been canceled, and **DDI_FAILURE** otherwise.

SEE ALSO

attach(9E), **scsi_ifgetcap**(9F), **scsi_reset_notify**(9F), **scsi_address**(9S), **scsi_hba_tran**(9S)
Writing Device Drivers

NAME

tran_start – request to transport a SCSI command

SYNOPSIS

#include <sys/scsi/scsi.h>

int *prefix***tran_start(struct scsi_address** **ap***, struct scsi_pkt** **pkt***);**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

pkt Pointer to the **scsi_pkt**(9S) structure that is about to be transferred.

ap Pointer to a **scsi_address**(9S) structure.

DESCRIPTION

The **tran_start( )** vector in the **scsi_hba_tran**(9S) structure must be initialized during the HBA driver's **attach**(9E) to point to an HBA entry point to be called when a target driver calls **scsi_transport**(9F).

tran_start( ) must perform the necessary operations on the HBA hardware to transport the SCSI command in the *pkt* structure to the target / logical unit device specified in the *ap* structure.

If the flag **FLAG_NOINTR** is set in **pkt_flags** in *pkt*, **tran_start( )** should not return until the command has been completed. The command completion callback **pkt_comp** in *pkt* must not be called for commands with **FLAG_NOINTR** set, since the return is made directly to the function invoking **scsi_transport**(9F).

When the flag **FLAG_NOINTR** is not set, **tran_start( )** must queue the command for execution on the hardware and return immediately. The member **pkt_comp** in *pkt* indicates a callback routine to be called upon command completion.

Refer to **scsi_pkt**(9S) for other bits in **pkt_flags** for which the HBA driver may need to adjust how the command is managed.

If the **auto_rqsense** capability has been set, and the status length allocated in **tran_init_pkt**(9E) is greater than or equal to **sizeof(struct scsi_arq_status)**, automatic request sense is enabled for this *pkt*. If the command terminates with a Check Condition, the HBA driver must arrange for a Request Sense command to be transported to that target / logical unit, and the members of the **scsi_arq_status** structure pointed to by **pkt_scbp** updated with the results of this Request Sense command before the HBA driver completes the command pointed by *pkt*.

The member **pkt_time** in *pkt* is the maximum number of seconds in which the command should complete. A **pkt_time** of **0** means no timeout should be performed.

For a command which has timed out, the HBA driver must perform some recovery operation to clear the command in the target, typically an Abort message, or a Device or Bus Reset. The **pkt_reason** member of the timed out *pkt* should be set to **CMD_TIMEOUT**, and **pkt_statistics** OR'ed with **STAT_TIMEOUT**. If the HBA driver can successfully recover from the timeout, **pkt_statistics** must also be OR'ed with one of **STAT_ABORTED**, **STAT_BUS_RESET**, or **STAT_DEV_RESET**, as appropriate. This informs the target driver that timeout recovery has already been successfully accomplished for the timed out command. The **pkt_comp** completion callback, if not **NULL**, must also be called at the conclusion of the timeout recovery.

If the timeout recovery was accomplished with an Abort Tag message, only the timed out packet is affected, and the packet must be returned with **pkt_statistics** OR'ed with **STAT_ABORTED** and **STAT_TIMEOUT**.

If the timeout recovery was accomplished with an Abort message, all commands active in that target are affected. All corresponding packets must be returned with **pkt_reason**, **CMD_TIMEOUT**, and **pkt_statistics** OR'ed with **STAT_TIMEOUT** and **STAT_ABORTED**.

If the timeout recovery was accomplished with a Device Reset, all packets corresponding to commands active in the target must be returned in the transport layer for this target. Packets corresponding to commands active in the target must be returned returned with **pkt_reason** set to **CMD_TIMEOUT**, and **pkt_statistics** OR'ed with **STAT_DEV_RESET** and **STAT_TIMEOUT**. Currently inactive packets queued for the device should be returned with **pkt_reason** set to **CMD_RESET** and **pkt_statistics** OR'ed with **STAT_ABORTED**.

If the timeout recovery was accomplished with a Bus Reset, all packets corresponding to commands active in the target must be returned in the transport layer. Packets corresponding to commands active in the target must be returned with **pkt_reason** set to **CMD_TIMEOUT** and **pkt_statistics** OR'ed with **STAT_TIMEOUT** and **STAT_BUS_RESET**. All queued packets for other targets on this bus must be returned with **pkt_reason** set to **CMD_RESET** and **pkt_statistics** OR'ed with **STAT_ABORTED**.

Note that, after either a Device Reset or a Bus Reset, the HBA driver must enforce a reset delay time of **'scsi-reset-delay'** milliseconds, during which time no commands should be sent to that device, or any device on the bus, respectively.

tran_start( ) should initialize the following members in *pkt* to **0**. Upon command completion, the HBA driver should ensure that the values in these members are updated to accurately reflect the states through which the command transitioned while in the transport layer.

pkt_resid For commands with data transfer, this member must be updated to indicate the residual of the data transferred.

pkt_reason The reason for the command completion. This field should be set to **CMD_CMPLT** at the beginning of **tran_start( )**, then updated if the command ever transitions to an abnormal termination state. To avoid losing information, do not set **pkt_reason** to any other error state unless it still has its original **CMD_CMPLT** value.

pkt_statistics Bit field of transport-related statistics

pkt_state Bit field with the major states through which a SCSI command can transition.

Note: The members listed above, and **pkt_hba_private** member, are the only fields in the **scsi_pkt**(9S) structure which may be modified by the transport layer.

RETURN VALUES

tran_start( ) must return:

TRAN_ACCEPT The packet was accepted by the transport layer.

TRAN_BUSY The packet could not be accepted because there was already a packet in progress for this target/logical unit, the HBA queue was full, or the target device queue was full.

TRAN_BADPKT The DMA count in the packet exceeded the DMA engine's maximum DMA size, or the packet could not be accepted for other reasons.

TRAN_FATAL_ERROR A fatal error has occurred in the HBA.

SEE ALSO

attach(9E), **tran_init_pkt**(9E), **scsi_hba_attach**(9F), **scsi_transport**(9F), **scsi_address**(9S), **scsi_arq_status**(9S), **scsi_hba_tran**(9S), **scsi_pkt**(9S)

Writing Device Drivers

NAME

tran_sync_pkt – SCSI HBA memory synchronization entry point

SYNOPSIS

#include <sys/scsi/scsi.h>

void *prefix* **tran_sync_pkt(struct scsi_address** **ap*, **struct scsi_pkt** **pkt* **);**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

ap A pointer to a **scsi_address**(9S) structure.

pkt A pointer to a **scsi_pkt**(9S) structure.

DESCRIPTION

The **tran_sync_pkt( )** vector in the **scsi_hba_tran**(9S) structure must be initialized during the HBA driver's **attach**(9E) to point to an HBA driver entry point to be called when a target driver calls **scsi_sync_pkt**(9F).

tran_sync_pkt( ) must synchronize a CPU's or device's view of the data associated with the *pkt*, typically by calling **ddi_dma_sync**(9F). The operation may also involve HBA hardware-specific details, such as flushing I/O caches, or stalling until hardware buffers have been drained.

SEE ALSO

attach(9E), **tran_init_pkt**(9E), **ddi_dma_sync**(9F), **scsi_hba_attach**(9F), **scsi_init_pkt**(9F), **scsi_sync_pkt**(9F), **scsi_address**(9S), **scsi_hba_tran**(9S), **scsi_pkt**(9S)

Writing Device Drivers

NOTES

A target driver may call **tran_sync_pkt( )** on packets for which no DMA resources were allocated.

NAME

tran_tgt_free – request to free HBA resources allocated on behalf of a target

SYNOPSIS

#include <sys/scsi/scsi.h>

void *prefix* **tran_tgt_free(dev_info_t** **hba_dip***, dev_info_t** **tgt_dip***,**
scsi_hba_tran_t **hba_tran,* **struct scsi_device** **sd***);**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

hba_dip Pointer to a **dev_info_t** structure, referring to the HBA device instance.

tgt_dip Pointer to a **dev_info_t** structure, referring to the target device instance.

hba_tran Pointer to a **scsi_hba_tran**(9S) structure, consisting of the HBA's transport vectors.

sd Pointer to a **scsi_device**(9S) structure, describing the target.

DESCRIPTION

The **tran_tgt_free( )** vector in the **scsi_hba_tran**(9S) structure may be initialized during the HBA driver's **attach**(9E) to point to an HBA driver function to be called by the system when an instance of a target device is being detached. The **tran_tgt_free( )** vector, if not **NULL**, is called after the target device instance has returned successfully from its **detach**(9E) entry point, but before the **dev_info** node structure is removed from the system. The HBA driver should release any resources allocated during its **tran_tgt_init( )** or **tran_tgt_probe( )** initialization performed for this target device instance.

SEE ALSO

attach(9E), **detach**(9E), **tran_tgt_init**(9E), **tran_tgt_probe**(9E), **scsi_device**(9S), **scsi_hba_tran**(9S)

Writing Device Drivers

NAME

tran_tgt_init – request to initialize HBA resources on behalf of a particular target

SYNOPSIS

#include <sys/scsi/scsi.h>

void *prefix* **tran_tgt_init(dev_info_t** **hba_dip*, **dev_info_t** **tgt_dip*,
scsi_hba_tran_t **hba_tran*, **struct scsi_device** **sd***);**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

hba_dip Pointer to a **dev_info_t** structure, referring to the HBA device instance.

tgt_dip Pointer to a **dev_info_t** structure, referring to the target device instance.

hba_tran Pointer to a **scsi_hba_tran**(9S) structure, consisting of the HBA's transport vectors.

sd Pointer to a **scsi_device**(9S) structure, describing the target.

DESCRIPTION

The **tran_tgt_init( )** vector in the **scsi_hba_tran**(9S) structure may be initialized during the HBA driver's **attach**(9E) to point to an HBA driver function to be called by the system when an instance of a target device is being created. The **tran_tgt_init( )** vector, if not **NULL**, is called after the **dev_info** node structure is created for this target device instance, but before **probe**(9E) for this instance is called. Before receiving transport requests from the target driver instance, the HBA may perform any initialization required for this particular target during the call of the **tran_tgt_init( )** vector.

Note that *hba_tran* will point to a cloned copy of the **scsi_hba_tran_t** structure allocated by the HBA driver if the **SCSI_HBA_TRAN_CLONE** flag was specified in the call to **scsi_hba_attach**(9F). In this case, the HBA driver may choose to initialize the *tran_tgt_private* field in the structure pointed to by *hba_tran*, to point to the data specific to the particular target device instance.

RETURN VALUES

tran_tgt_init( ) must return:

DDI_SUCCESS the HBA driver can support the addressed target, and was able to initialize per-target resources.

DDI_FAILURE the HBA driver cannot support the addressed target, or was unable to initialize per-target resources. In this event, the initialization of this instance of the target device will not be continued, the target driver's **probe**(9E) will not be called, and the *tgt_dip* structure destroyed.

SEE ALSO

attach(9E), **probe**(9E), **tran_tgt_free**(9E), **tran_tgt_probe**(9E), **scsi_hba_attach_setup**(9F), **scsi_device**(9S), **scsi_hba_tran**(9S)

Writing Device Drivers

NAME

tran_tgt_probe – request to probe SCSI bus for a particular target

SYNOPSIS

#include <sys/scsi/scsi.h>

int *prefix* **tran_tgt_probe(struct scsi_device** **sd*, **int (****waitfunc***)(void));**

INTERFACE LEVEL

Solaris architecture specific (Solaris DDI).

ARGUMENTS

sd	Pointer to a **scsi_device**(9S) structure.
waitfunc	Pointer to either **NULL_FUNC** or **SLEEP_FUNC**.

DESCRIPTION

The **tran_tgt_probe( )** vector in the **scsi_hba_tran**(9S) structure may be initialized during the HBA driver's **attach**(9E) to point to a function to be called by **scsi_probe**(9F) when called by a target driver during **probe**(9E) and **attach**(9E) to probe for a particular SCSI target on the bus. In the absence of an HBA-specific **tran_tgt_probe( )** function, the default **scsi_probe**(9F) behavior is supplied by the function **scsi_hba_probe**(9F).

The possible choices the HBA driver may make are:

- Initialize the **tran_tgt_probe** vector to point to **scsi_hba_probe**(9F), which results in the same behavior.
- Initialize the **tran_tgt_probe** vector to point to a private function in the HBA, which may call **scsi_hba_probe**(9F) before or after any necessary processing, as long as all the defined **scsi_probe**(9F) semantics are preserved.

waitfunc indicates what **tran_tgt_probe( )** should do when resources are not available:

NULL_FUNC	Do not wait for resources. See **scsi_probe**(9F) for defined return values if no resources are available.
SLEEP_FUNC	Wait indefinitely for resources.

SEE ALSO

attach(9E), **probe**(9E), **tran_tgt_free**(9E), **tran_tgt_init**(9E), **scsi_hba_probe**(9F), **scsi_probe**(9F), **scsi_device**(9S), **scsi_hba_tran**(9S)

Writing Device Drivers

NAME

write – write data to a device

SYNOPSIS

#include <sys/types.h>
#include <sys/errno.h>
#include <sys/open.h>
#include <sys/cred.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

int *prefix* **write(dev_t** *dev***, struct uio** **uio_p***, cred_t** **cred_p***);**

INTERFACE LEVEL

Architecture independent level 1 (DDI / DKI). This entry point is *optional*.

ARGUMENTS

dev Device number.

uio_p Pointer to the **uio**(9S) structure that describes where the data is to be stored in user space.

cred_p Pointer to the user credential structure for the I / O transaction.

DESCRIPTION

Used for character or raw data I / O, the driver **write( )** routine is called indirectly through **cb_ops**(9S) by the **write**(2) system call. The **write( )** routine supervises the data transfer from user space to a device described by the **uio**(9S) structure.

The **write( )** routine should check the validity of the minor number component of *dev* and the user credentials pointed to by *cred_p* (if pertinent).

RETURN VALUES

The **write( )** routine should return **0** for success, or the appropriate error number.

EXAMPLES

The following is an example of a **write( )** routine using **physio**(9F) to perform writes to a seekable device:

```
static int
xxwrite(dev_t dev, struct uio *uiop, cred_t *credp)
{
        int             instance;
        xx_t            xx;

        instance = getminor(dev);
        xx = ddi_get_soft_state(xxstate, instance);
        if (xx == NULL)
                return (ENXIO);
        return (physio(xxstrategy, NULL, dev, B_WRITE,
                xxmin, uiop));
}
```

SEE ALSO

read(2), **write**(2), **read**(9E), **physio**(9F), **cb_ops**(9S), **uio**(9S)
Writing Device Drivers

Index