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 kernel data structures

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

In this section, reference pages contain the following headings:
- **NAME** summarizes the structure’s purpose.
- **SYNOPSIS** lists the include file that defines the structure.
- **INTERFACE LEVEL** describes any architecture dependencies.
- **DESCRIPTION** provides general information about the structure.
- **STRUCTURE MEMBERS** lists all accessible structure members.
- **SEE ALSO** gives sources for further information.

Every driver MUST include `<sys/ddi.h>` and `<sys/sunddi.h>`, in that order, and last.

The following table summarizes the STREAMS structures described in this section.

<table>
<thead>
<tr>
<th>Structure</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>copyreq</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>copyresp</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>datab</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>fmodsw</td>
<td>Solaris DDI</td>
</tr>
<tr>
<td>free_rtn</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>iocblk</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>linkblk</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>module_info</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>msgb</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>qband</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>qinit</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>queclass</td>
<td>Solaris DDI</td>
</tr>
<tr>
<td>queue</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>streamtab</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>stroptions</td>
<td>DDI/DKI</td>
</tr>
</tbody>
</table>

The following table summarizes structures that are not specific to STREAMS I/O.

<table>
<thead>
<tr>
<th>Structure</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>aio_req</td>
<td>Solaris DDI</td>
</tr>
<tr>
<td>buf</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>cb_ops</td>
<td>Solaris DDI</td>
</tr>
<tr>
<td>ddi_device_acc_attr</td>
<td>Solaris DDI</td>
</tr>
<tr>
<td>ddi_dma_attr</td>
<td>Solaris DDI</td>
</tr>
<tr>
<td>ddi_dma_cookie</td>
<td>Solaris DDI</td>
</tr>
<tr>
<td>ddi_dma_lim_sparc</td>
<td>Solaris SPARC DDI</td>
</tr>
<tr>
<td>ddi_dma_lim_x86</td>
<td>Solaris x86 DDI</td>
</tr>
<tr>
<td>ddi_dma_req</td>
<td>Solaris DDI</td>
</tr>
</tbody>
</table>
NOTES

Do not declare arrays of structures as the size of the structures may change between releases. Rely only on the structure members listed in this chapter and not on unlisted members or the position of a member in a structure.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>aio_req(9S)</td>
<td>asynchronous I/O request structure</td>
</tr>
<tr>
<td>buf(9S)</td>
<td>block I/O data transfer structure</td>
</tr>
<tr>
<td>cb_ops(9S)</td>
<td>character/block entry points structure</td>
</tr>
<tr>
<td>copyreq(9S)</td>
<td>STREAMS data structure for the M_COPYIN and the M_COPYOUT message types</td>
</tr>
<tr>
<td>copyresp(9S)</td>
<td>STREAMS data structure for the M_IOCDATA message type</td>
</tr>
<tr>
<td>datab(9S)</td>
<td>STREAMS message data structure</td>
</tr>
<tr>
<td>ddi_device_acc_attr(9S)</td>
<td>data access attributes structure</td>
</tr>
<tr>
<td>ddi dma_attr(9S)</td>
<td>DMA attributes structure</td>
</tr>
<tr>
<td>ddi_dma_cookie(9S)</td>
<td>DMA address cookie</td>
</tr>
<tr>
<td>ddi_dmae_req(9S)</td>
<td>DMA engine request structure</td>
</tr>
<tr>
<td>Structure</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ddi_dma_lim</td>
<td>See ddi_dma_lim_sparc</td>
</tr>
<tr>
<td>ddi_dma_lim_sparc</td>
<td>SPARC DMA limits structure</td>
</tr>
<tr>
<td>ddi_dma_lim_x86</td>
<td>x86 DMA limits structure</td>
</tr>
<tr>
<td>ddi_dma_req</td>
<td>DMA Request structure</td>
</tr>
<tr>
<td>ddi_idevice_cookie</td>
<td>device interrupt cookie</td>
</tr>
<tr>
<td>ddi_mapdev_ctl</td>
<td>device mapping-control structure</td>
</tr>
<tr>
<td>devmap_callback_ctl</td>
<td>device mapping-control structure</td>
</tr>
<tr>
<td>dev_ops</td>
<td>device operations structure</td>
</tr>
<tr>
<td>fmodsw</td>
<td>STREAMS module declaration structure</td>
</tr>
<tr>
<td>free_rtn</td>
<td>structure that specifies a driver’s message freeing routine</td>
</tr>
<tr>
<td>iocblk</td>
<td>STREAMS data structure for the M_IOCTL message type</td>
</tr>
<tr>
<td>iovec</td>
<td>data storage structure for I/O using uio</td>
</tr>
<tr>
<td>kstat</td>
<td>kernel statistics structure</td>
</tr>
<tr>
<td>kstat_intr</td>
<td>structure for interrupt kstats</td>
</tr>
<tr>
<td>kstat_io</td>
<td>structure for I/O kstats</td>
</tr>
<tr>
<td>kstat_named</td>
<td>structure for named kstats</td>
</tr>
<tr>
<td>linkblk</td>
<td>STREAMS data structure sent to multiplexor drivers to indicate a link</td>
</tr>
<tr>
<td>modldrv</td>
<td>linkage structure for loadable drivers</td>
</tr>
<tr>
<td>modlinkage</td>
<td>module linkage structure</td>
</tr>
<tr>
<td>modlstmod</td>
<td>linkage structure for loadable STREAMS modules</td>
</tr>
<tr>
<td>module_info</td>
<td>STREAMS driver identification and limit value structure</td>
</tr>
<tr>
<td>msgb</td>
<td>STREAMS message block structure</td>
</tr>
<tr>
<td>qband</td>
<td>STREAMS queue flow control information structure</td>
</tr>
<tr>
<td>qinit</td>
<td>STREAMS queue processing procedures structure</td>
</tr>
<tr>
<td>queclass</td>
<td>a STREAMS macro that returns the queue message class definitions for a given message block</td>
</tr>
<tr>
<td>queue</td>
<td>STREAMS queue structure</td>
</tr>
<tr>
<td>scsi_address</td>
<td>SCSI address structure</td>
</tr>
<tr>
<td>scsi_arq_status</td>
<td>SCSI auto request sense structure</td>
</tr>
<tr>
<td>scsi_device</td>
<td>SCSI device structure</td>
</tr>
<tr>
<td>scsi_extended_sense</td>
<td>SCSI extended sense structure</td>
</tr>
<tr>
<td>scsi_hba_tran</td>
<td>SCSI Host Bus Adapter (HBA) driver transport vector structure</td>
</tr>
<tr>
<td>scsi_inquiry</td>
<td>SCSI inquiry structure</td>
</tr>
<tr>
<td>scsi_pkt</td>
<td>SCSI packet structure</td>
</tr>
</tbody>
</table>

modified 22 Jan 1997
<table>
<thead>
<tr>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>scsi_status</code></td>
<td>SCSI status structure</td>
</tr>
<tr>
<td><code>streamtab</code></td>
<td>STREAMS entity declaration structure</td>
</tr>
<tr>
<td><code>stroptions</code></td>
<td>options structure for M_SETOPTS message</td>
</tr>
<tr>
<td><code>tuple</code></td>
<td>Card Information Structure (CIS) access structure</td>
</tr>
<tr>
<td><code>uio</code></td>
<td>scatter/gather I/O request structure</td>
</tr>
<tr>
<td>NAME</td>
<td>aio_req – asynchronous I/O request structure</td>
</tr>
<tr>
<td>------------</td>
<td>---------------------------------------------</td>
</tr>
<tr>
<td>SYNOPSIS</td>
<td>#include &lt;sys/uio.h&gt;</td>
</tr>
<tr>
<td></td>
<td>#include &lt;sys/aio_req.h&gt;</td>
</tr>
<tr>
<td></td>
<td>#include &lt;sys/ddi.h&gt;</td>
</tr>
<tr>
<td></td>
<td>#include &lt;sys/sunddi.h&gt;</td>
</tr>
<tr>
<td>INTERFACE</td>
<td>Solaris DDI specific (Solaris DDI)</td>
</tr>
<tr>
<td>LEVEL</td>
<td></td>
</tr>
<tr>
<td>DESCRIPTION</td>
<td>An aio_req structure describes an asynchronous I/O request.</td>
</tr>
<tr>
<td>STRUCTURE</td>
<td>struct uio <em>aio_uio; /</em> uio structure describing the I/O request */</td>
</tr>
<tr>
<td>MEMBERS</td>
<td>The aio_uio member is a pointer to a uio(9S) structure, describing the I/O transfer request.</td>
</tr>
<tr>
<td>SEE ALSO</td>
<td>aread(9E), awrite(9E), aphysio(9F), uio(9S)</td>
</tr>
</tbody>
</table>
buf – block I/O data transfer structure

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

Architecture independent level 1 (DDI/DKI).

The buf structure is the basic data structure for block I/O transfers. Each block I/O transfer has an associated buffer header. The header contains all the buffer control and status information. For drivers, the buffer header pointer is the sole argument to a block driver strategy routine. Do not depend on the size of the buf structure when writing a driver.

It is important to note that a buffer header may be linked in multiple lists simultaneously. Because of this, most of the members in the buffer header cannot be changed by the driver, even when the buffer header is in one of the driver’s work lists.

Buffer headers are also used by the system for unbuffered or physical I/O for block drivers. In this case, the buffer describes a portion of user data space that is locked into memory.

Block drivers often chain block requests so that overall throughput for the device is maximized. The av_forw and the av_back members of the buf structure can serve as link pointers for chaining block requests.

int b_flags; /* Buffer status */
struct buf *av_forw; /* Driver work list link */
struct buf *av_back; /* Driver work list link */
size_t b_bcount; /* # of bytes to transfer */
union {
    caddr_t b_addr; /* Buffer’s virtual address */
    uint b_blkno; /* Block number on device */
} b_un;

daddr_t b_lblkno; /* Expanded block number on device */
size_t b_resid; /* # of bytes not transferred */
size_t b_bufsize; /* size of allocated buffer */
int (*b_iiodone)(struct buf *), /* function called */
    /* by biodone */
int b_error; /* expanded error field */
void *b_private; /* "opaque" driver private area */
dev_t b_edev; /* expanded dev field */

The members of the buffer header available to test or set by a driver are as follows:

b_flags stores the buffer status and tells the driver whether to read or write to the device. The driver must never clear the b_flags member. If this is done, unpredictable results can occur including loss of disk sanity and the possible failure of other kernel processes.
Valid flags are as follows:

- **B_BUSY**: indicates the buffer is in use. The driver may not change this flag unless it allocated the buffer with `getbuf()`, and no I/O operation is in progress.

- **B_DONE**: indicates the data transfer has completed. This flag is read-only.

- **B_ERROR**: indicates an I/O transfer error. It is set in conjunction with the `b_error` field. `bioerror()` should be used in preference to setting the `B_ERROR` bit.

- **B_PAGEIO**: indicates the buffer is being used in a paged I/O request. See the description of the `b_un.b_addr` field for more information. This flag is read-only.

- **B_PHYS**: indicates the buffer header is being used for physical (direct) I/O to a user data area. See the description of the `b_un.b_addr` field for more information. This flag is read-only.

- **B_READ**: indicates data is to be read from the peripheral device into main memory.

- **B_WRITE**: indicates the data is to be transferred from main memory to the peripheral device. `B_WRITE` is a pseudo flag and cannot be directly tested; it is only detected as the NOT form of `B_READ`.

`av_forw` and `av_back` can be used by the driver to link the buffer into driver work lists.

`b_bcount` specifies the number of bytes to be transferred in both a paged and a non-paged I/O request.

`b_un.b_addr` is the virtual address of the I/O request, unless `B_PAGEIO` is set. The address is a kernel virtual address, unless `B_PHYS` is set, in which case it is a user virtual address. If `B_PAGEIO` is set, `b_un.b_addr` contains kernel private data. Note that either one of `B_PHYS` and `B_PAGEIO`, or neither, may be set, but not both.

`b_blkno` identifies which logical block on the device (the device is defined by the device number) is to be accessed. The driver may have to convert this logical block number to a physical location such as a cylinder, track, and sector of a disk. This is a 32-bit value. The driver should use `b_blkno` or `b_lblkno`, but not both.

`b_lblkno` identifies which logical block on the device (the device is defined by the device number) is to be accessed. The driver may have to convert this logical block number to a physical location such as a cylinder, track, and sector of a disk. This is a 64-bit value. The driver should use `b_lblkno` or `b_blkno`, but not both.

`b_resid` should be set to the number of bytes not transferred because of an error.

`b_bufsize` contains the size of the allocated buffer.

`b_iiodone` identifies a specific `biodone` routine to be called by the driver when the I/O is complete.

`b_error` may hold an error code that should be passed as a return code from the driver. `b_error` is set in conjunction with the `B_ERROR` bit set in the `b_flags` member. `bioerror()` should be used in preference to setting the `b_error` field.

modified 26 Sep 1996

SunOS 5.6

95-11
**SEE ALSO**

strategy(9E), aphysio(9F), biocloner(9F), biodoner(9F), bioerror(9F), bioinit(9F), clrbuf(9F), getrbuf(9F), physio(9F), iovec(9S), uio(9S)

Writing Device Drivers

**WARNINGS**

Buffers are a shared resource within the kernel. Drivers should read or write only the members listed in this section. Drivers that attempt to use undocumented members of the buf structure risk corrupting data in the kernel or on the device.
cb_ops – character/block entry points structure

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

Solaris DDI specific (Solaris DDI).

cb_ops contains all entry points for drivers that support both character and block entry points. All leaf device drivers supporting direct user process access to a device should declare a cb_ops structure.

All drivers which safely allow multiple threads of execution in the driver at the same time must set the D_MP flag in the cb_flag field.

If the driver properly handles 64-bit offsets, it should also set the D_64BIT flag in the cb_flag field. This specifies that the driver will use the uio_loffset field of the uio(9S) structure.

mt-streams(9F) describes other flags that may be set in the cb_flag field.

cb_rev is the cb_ops structure revision number. This field must be set to CB_REV.

Non-STREAMS drivers should set cb_str to NULL.

The following DDI/DKI or DKI-only or DDI-only functions are provided in the character/block driver operations structure.

<table>
<thead>
<tr>
<th>block/char</th>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>b/c</td>
<td>XXopen</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>b/c</td>
<td>XXclose</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>b</td>
<td>XXstrategy</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>b</td>
<td>XXprint</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>b</td>
<td>XXdump</td>
<td>DDI(Sun)</td>
</tr>
<tr>
<td>c</td>
<td>XXread</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>c</td>
<td>XXwrite</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>c</td>
<td>XXioctl</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>c</td>
<td>XXdevmap</td>
<td>DDI(Sun)</td>
</tr>
<tr>
<td>c</td>
<td>XXmmap</td>
<td>DKI</td>
</tr>
<tr>
<td>c</td>
<td>XXsegmap</td>
<td>DKI</td>
</tr>
<tr>
<td>c</td>
<td>XXchpoll</td>
<td>DDI/DKI</td>
</tr>
<tr>
<td>c</td>
<td>XXprop_op</td>
<td>DDI(Sun)</td>
</tr>
<tr>
<td>c</td>
<td>XXaread</td>
<td>DDI(Sun)</td>
</tr>
<tr>
<td>c</td>
<td>XXawrite</td>
<td>DDI(Sun)</td>
</tr>
</tbody>
</table>

int (*cb_open)(dev_t *devp, int flag, int otyp, cred_t *credp);

int (*cb_close)(dev_t dev, int flag, int otyp, cred_t *credp);

int (*cb_strategy)(struct buf *bp);

modified 30 Sep 1996
int (*cb_print)(dev_t dev, char *str);
int (*cb_dump)(dev_t dev, caddr_t addr, daddr_t blkno, int nblk);
int (*cb_read)(dev_t dev, struct uio *uiop, cred_t *credp);
int (*cb_write)(dev_t dev, struct uio *uiop, cred_t *credp);
int (*cb_ioctl)(dev_t dev, int cmd, intptr_t arg, int mode,
               cred_t *credp, int * rvalp);
int (*cb_devmap)(dev_t dev, devmap_cookie_t dhp, offset_t off,
                size_t len, size_t *maplen, uint_t model);
int (*cb_mmap)(dev_t dev, off_t off, int prot);
int (*cb_segmap)(dev_t dev, off_t off, struct asp *
                caddr_t *addrp, off_t len, unsigned int prot,
                unsigned int maxprot, unsigned int flags, cred_t *credp);
int (*cb_chpoll)(dev_t dev, short events, int anyyet,
                short *reventsp, struct pollhead **phpp);
int (*cb_prop_op)(dev_t dev, dev_info_t * dip,
                 ddi_prop_op_t prop_op, int mod_flags,
                 char *name, caddr_t valuep, int *length);
struct streamtab *cb_str; /* streams information */
int cb_flag;
int cb_rev;
int (*cb_aread)(dev_t dev, struct aio_req *aio, cred_t *credp);
int (*cb_awrite)(dev_t dev, struct aio_req *aio, cred_t *credp);

SEE ALSO aread(9E), awrite(9E), chpoll(9E), close(9E), dump(9E), ioctl(9E), mmap(9E), open(9E),
print(9E), prop_op(9E), read(9E), segmap(9E), strategy(9E), write(9E), nochpoll(9F),
nodev(9F), nulldev(9F), dev_ops(9S), qinit(9S)

Writing Device Drivers

STREAMS Programming Guide
NAME  

copyreq – STREAMS data structure for the M_COPYIN and the M_COPYOUT message types

SYNOPSIS  

#include <sys/stream.h>

INTERFACE LEVEL  

Architecture independent level 1 (DDI/DKI).

DESCRIPTION  

The data structure for the M_COPYIN and the M_COPYOUT message types.

STRUCTURE MEMBERS  

<table>
<thead>
<tr>
<th>Type</th>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>int</td>
<td>cq_cmd;</td>
<td>/* ioctl command (from ioc_cmd) */</td>
</tr>
<tr>
<td>cred_t</td>
<td>*cq_cr;</td>
<td>/* full credentials */</td>
</tr>
<tr>
<td>uint</td>
<td>cq_id;</td>
<td>/* ioctl id (from ioc_id) */</td>
</tr>
<tr>
<td>uint</td>
<td>cq_flag;</td>
<td>/* see below */</td>
</tr>
<tr>
<td>mblk_t</td>
<td>*cq_private;</td>
<td>/* private state information */</td>
</tr>
<tr>
<td>caddr_t</td>
<td>cq_addr;</td>
<td>/* address to copy data to/from */</td>
</tr>
<tr>
<td>size_t</td>
<td>cq_size;</td>
<td>/* number of bytes to copy */</td>
</tr>
<tr>
<td></td>
<td></td>
<td>/* cq_flag values */</td>
</tr>
</tbody>
</table>

#define STRCANON 0x01 /* b_cont data block contains */

#define RECOPY 0x02 /* perform I_STR copyin again, */

SEE ALSO  

STREAMS Programming Guide
NAME  
copyresp – STREAMS data structure for the M_IOCDATA message type

SYNOPSIS  
#include <sys/stream.h>

INTERFACE  
LEVEL  
Architecture independent level 1 (DDI/DKI).

DESCRIPTION  
The data structure copyresp is used with the M_IOCDATA message type.

STRUCTURE  
MEMBERS  
int cp_cmd; /* ioctl command (from ioc_cmd) */
cred_t *cp_cr; /* full credentials */
uint cp_id; /* ioctl id (from ioc_id) */
uint cp_flag; /* ioctl flags */
mblk_t *cp_private; /* private state information */
caddr_t cp_rval; /* status of request: 0 -> success; non-zero -> failure */

SEE ALSO  
STREAMS Programming Guide
NAME  datab – STREAMS message data structure

SYNOPSIS  #include <sys/stream.h>

INTERFACE  Architecture independent level 1 (DDI/DKI).

DESCRIPTION  The datab structure describes the data of a STREAMS message. The actual data contained in a STREAMS message is stored in a data buffer pointed to by this structure. A msgb (message block) structure includes a field that points to a datab structure.

A data block can have more than one message block pointing to it at one time, so the db_ref member keeps track of a data block’s references, preventing it from being deallocated until all message blocks are finished with it.

STRUCTURE  

MEMBERS

unsigned char *db_base; /* first byte of buffer */
unsigned char *db_lim; /* last byte (+1) of buffer */
unsigned char db_ref; /* # of message pointers to this data */
unsigned char db_type; /* message type */

A datab structure is defined as type dblk_t.

SEE ALSO  free_rtn(9S), msgb(9S)

Writing Device Drivers

STREAMS Programming Guide
ddi_device_acc_attr – data access attributes structure

NAME

ddi_device_acc_attr – data access attributes structure

SYNOPSIS

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

INTERFACE DESCRIPTION

Solaris DDI specific (Solaris DDI).

STRUCTURE MEMBERS

```c
ushort_t devacc_attr_version;
uchar_t  devacc_attr_endian_flags;
uchar_t  devacc_attr_dataorder;
```

The `devacc_attr_version` member identifies the version number of this structure. The current version number is `DDI_DEVICE_ATTR_V0`.

The `devacc_attr_endian_flags` member describes the endian characteristics of the device. Specify one of the following values.

- **DDI_NEVERSWAP_ACC**
  - data access with no byte swapping.

- **DDI_STRUCTURE_BE_ACC**
  - structural data access in big endian format.

- **DDI_STRUCTURE_LE_ACC**
  - structural data access in little endian format.

**DDI_STRUCTURE_BE_ACC** and **DDI_STRUCTURE_LE_ACC** describes the endian characteristics of the device as big endian or little endian, respectively. Even though most of the devices will have the same endian characteristics as their buses, there are examples of devices with I/O an processor that has opposite endian characteristics of the buses. When **DDI_STRUCTURE_BE_ACC** or **DDI_STRUCTURE_LE_ACC** is set, byte swapping will automatically be performed by the system if the host machine and the device data formats have opposite endian characteristics. The implementation may take advantage of hardware platform byte swapping capabilities.

When **DDI_NEVERSWAP_ACC** is specified, byte swapping will not be invoked in the data access functions.

The `devacc_attr_dataorder` member describes order in which the CPU will reference data. Specify one of the following values.

- **DDI_STRICTORDER_ACC**
  - The data references must be issued by a CPU in program order. Strict ordering is the default behavior.

- **DDI_UNORDERED_OK_ACC**
  - The CPU may re-order the data references. This includes all kinds of re-ordering. (i.e. a load followed by a store may be replaced by a store followed by a load).
DDI_MERGING_OK_ACC
The CPU may merge individual stores to consecutive locations. For example, the CPU may turn two consecutive byte stores into one half-word store. It may also batch individual loads. For example, the CPU may turn two consecutive byte loads into one halfword load. DDI_MERGING_OK_ACC also implies re-ordering.

DDI_LOADCACHING_OK_ACC
The CPU may cache the data it fetches and reuse it until another store occurs. The default behavior is to fetch new data on every load. DDI_LOADCACHING_OK_ACC also implies merging and re-ordering.

DDI_STORECACHING_OK_ACC
The CPU may keep the data in the cache and push it to the device (perhaps with other data) at a later time. The default behavior is to push the data right away. DDI_STORECACHING_OK_ACC also implies load caching, merging, and re-ordering.

These values are advisory, not mandatory. For example, data can be ordered without being merged or cached, even though a driver requests unordered, merged and cached together.

EXAMPLES
The following examples illustrate the use of device register address mapping setup functions and different data access functions.

Example 1
This example demonstrates the use of the ddi_device_acc_attr structure in ddi_regs_map_setup(9F). It also shows the use of ddi_getw(9F) and ddi_putw(9F) functions in accessing the register contents.

dev_info_t *dip;
uint_t rnumber;
ushort_t *dev_addr;
offset_t offset;
offset_t len;
ushort_t dev_command;
ddi_device_acc_attr_t dev_attr;
ddi_acc_handle_t handle;

...

/*
 * setup the device attribute structure for little endian,
 * strict ordering and 16-bit word access.
 */
dev_attr.devacc_attr_version = DDI_DEVICE_ATTR_V0;
dev_attr.devacc_attr_endian_flags = DDI_STRUCTURE_LE_ACC;
dev_attr.devacc_attr_dataorder = DDI_STRICTORDER_ACC;
Example 2

The following example illustrates the steps used to access a device with different apertures. We assume that several apertures are grouped under one single "reg" entry. For example, the sample device has four different apertures each 32K in size. The apertures represent YUV little-endian, YUV big-endian, RGB little-endian, and RGB big-endian. This sample device uses entry 1 of the "reg" property list for this purpose. The size of the address space is 128K with each 32K range as a separate aperture. In the register mapping setup function, the sample driver uses the offset and len parameters to specify one of the apertures.

```c
ulong_t *dev_addr;
ddi_device_acc_attr_t dev_attr;
ddi_acc_handle_t handle;
uchar_t buf[256];
...

/*
 * setup the device attribute structure for never swap,
 * unordered and 32-bit word access.
 */
dev_attr.devacc_attr_version = DDI_DEVICE_ATTR_V0;
dev_attr.devacc_attr_endian_flags = DDI_NEVERSWAP_ACC;
dev_attr.devacc_attr_dataorder = DDI_UNORDERED_OK_ACC;

/*
 * map in the RGB big-endian aperture
 * while running in a big endian machine
 * - offset 96K and len 32K
 */
ddi_regs_map_setup(dip, 1, (caddr_t *)&dev_addr, 96*1024, 32*1024,
 &dev_attr, &handle);
*/
Example 3

The following example illustrates the use of the functions that explicitly call out the data word size to override the data size in the device attribute structure.

```
struct device_blk {
    ushort d_command;    /* command register */
    ushort d_status;     /* status register */
    ulong d_data;        /* data register */
} *dev_blkp;

dev_info_t *dip;
caddr_t dev_addr;
ddi_device_acc_attr_t dev_attr;
ddi_acc_handle_t handle;
uchar_t buf[256];
...

/*
 * setup the device attribute structure for never swap,
 * strict ordering and 32-bit word access.
 */
dev_attr.devacc_attr_version = DDI_DEVICE_ATTR_V0;
dev_attr.devacc_attr_endian_flags = DDI_NEVERSWAP_ACC;
dev_attr.devacc_attr_dataorder = DDI_STRICTORDER_ACC;

ddi_regs_map_setup(dip, 1, (caddr_t *)dev_blkp, 0, 0,
                   &dev_attr, &handle);

/* write command to the 16-bit command register */
ddi_putw(handle, &dev_blkp->d_command, START_XFER);

/* Read the 16-bit status register */
status = ddi_getw(handle, &dev_blkp->d_status);

if (status & DATA_READY)
    /* Read 1K bytes off the 32-bit data register */
    ddi_rep_getl(handle, buf, &dev_blkp->d_data,
                 256, DDI_DEV_NO_AUTOINCR);
```
## SEE ALSO

<table>
<thead>
<tr>
<th>ddi_getw(9F), ddi_putw(9F), ddi_regs_map_setup(9F)</th>
</tr>
</thead>
</table>

*Writing Device Drivers*
NAME  
ddi_dma_attr – DMA attributes structure

SYNOPSIS  
#include <sys/ddidmareq.h>

INTERFACE LEVEL  
Solaris DDI specific (Solaris DDI).

DESCRIPTION  
A ddi_dma_attr_t structure describes device and DMA engine specific attributes necessary to allocate DMA resources for a device. The driver may have to extend the attributes with bus specific information depending on the bus to which the device is connected.

STRUCTURE MEMBERS  

uint_t  
dma_attr_version;  
    /* version number */

uint64_t  
dma_attr_addr_lo;  
    /* low DMA address range */

uint64_t  
dma_attr_addr_hi;  
    /* high DMA address range */

uint64_t  
dma_attr_count_max;  
    /* DMA counter register */

uint64_t  
dma_attr_align;  
    /* DMA address alignment */

uint32_t  
dma_attr_burstsizes;  
    /* DMA burstsizes */

uint32_t  
dma_attr_minxfer;  
    /* min effective DMA size */

uint64_t  
dma_attr_maxxfer;  
    /* max DMA xfer size */

uint64_t  
dma_attr_seg;  
    /* segment boundary */

int  
dma_attr_sgllen;  
    /* s/g list length */

uint32_t  
dma_attr_granular;  
    /* granularity of device */

uint_t  
dma_attr_flags;  
    /* DMA transfer flags */


dma_attr_version  
stores the version number of this DMA attribute structure. It should be set to DMA_ATTR_V0.

The dma_attr_addr_lo and dma_attr_addr_hi fields specify the address range the device’s DMA engine can access. The dma_attr_addr_lo field describes the inclusive lower 64 bit boundary. The dma_attr_addr_hi describes the inclusive upper 64 bit boundary. The system will ensure that allocated DMA resources are within the range specified (see ddi_dma_cookie(9S)).

The dma_attr_count_max describes an inclusive upper bound for the device’s DMA counter register. For example, 0xFFFFFFF would describe a DMA engine with a 24 bit counter register. DMA resource allocation functions have to break up a DMA object into multiple DMA cookies if the size of the object exceeds the size of the DMA counter register.

The dma_attr_align specifies alignment requirements for allocated DMA resources. This field can be used to force more restrictive alignment than imposed by dma_attr_burstsizes or dma_attr_minxfer, such as alignment at a page boundary. Most drivers will set this to 1 indicating byte alignment.

The dma_attr_burstsizes field describes the possible burst sizes the device’s DMA engine can accept. The format of the data sizes is binary encoded in terms of powers of two. When DMA resources are allocated, the system may modify the burstsizes value to reflect the system limits. The driver must use the allowable burstsizes to program the DMA engine (see ddi_dma_burstsizes(9F)).
The `dma_attr_minxfer` field describes the minimum effective DMA access size in units of bytes. DMA resources may be modified depending on the presence and use of I/O caches and write buffers between the DMA engine and the memory object. This field is used to determine alignment and padding requirements for `ddi_dma_mem_alloc(9F)`.

The `dma_attr_maxxfer` field describes the maximum effective DMA access size in units of bytes.

The `dma_attr_seg` field specifies segment boundary restrictions for allocated DMA resources. The system will allocate DMA resources for the device such that the object does not span the segment boundary specified by `dma_attr_seg`. For example, a value of 0xFFFF means DMA resources must not cross a 64K boundary. DMA resource allocation functions may have to break up a DMA object into multiple DMA cookies to enforce segment boundary restrictions. In this case, the transfer must be performed using scatter-gather I/O or multiple DMA windows.

The `dma_attr_sgl llen` field describes the length of the device's DMA scatter/gather list. Possible values are as follows:

- `< 0` Device DMA engine is not constrained by the size -- for example, DMA chaining.
- `= 0` Reserved.
- `= 1` Device DMA engine does not support scatter/gather such as third party DMA, etc.
- `> 1` Device DMA engine uses scatter/gather. `dma_attr_sgl llen` is the maximum number of entries in the list.

The `dma_attr_granular` field describes the granularity of the device transfer size, in units of bytes. When the system allocates DMA resources, a single segment’s size will be a multiple of the device granularity. Or if `dma_attr_sgl llen` is larger than 1 within a window, the sum of the sizes for a subgroup of segments will be a multiple of the device granularity.

The `dma_attr_flags` field can be set to:

- `DDI_DMA_FORCE_PHYSICAL` Some platforms [such as SPARC systems] support what is called DVMA (Direct Virtual Memory Access). On these platforms the device is provided with a virtual address by the system in order to perform the transfer. In this case, the underlying platform provides an IOMMU which translates accesses to these virtual addresses into the proper physical addresses. Some of these platforms support in addition DMA. `DDI_DMA_FORCE_PHYSICAL` indicates that the system should return physical rather than virtual I/O addresses if the system supports both. If the system does not support physical DMA, the return value from `ddi_dma_alloc_handle(9F)` will be `DDI_DMA_BADATTR`. In this case, the driver has to clear `DDI_DMA_FORCE_PHYSICAL` and retry the operation.
EXAMPLES

For example, assume a device has the following DMA characteristics:

- Full 32-bit range addressable
- 24-bit DMA counter register
- byte alignment
- 4 and 8-byte burst sizes support
- Minimum effective transfer size of 1 bytes
- 64M maximum transfer size limit
- Maximum segment size of 32K
- 17 scatter/gather list elements
- 512 byte device transfer size granularity

The corresponding `ddi_dma_attr_t` structure would be initialized as follows:

```c
static ddi_dma_attr_t dma_attrs = {
    DMA_ATTR_V0, /* version number */
    (uint64_t)0x0, /* low address */
    (uint64_t)0xffffffff, /* high address */
    (uint64_t)0xffffffff, /* DMA counter max */
    (uint64_t)0x01, /* alignment */
    0x0c, /* burst sizes */
    0x1, /* minimum transfer size */
    (uint64_t)0x3fffffff, /* maximum transfer size */
    (uint64_t)0x7fff, /* maximum segment size */
    17, /* scatter/gather list lgth */
    512, /* granularity */
    0 /* DMA flags */
};
```

SEE ALSO

`ddi_dma_addr_bind_handle(9F), ddi_dma_alloc_handle(9F),
ddi_dma_buf_bind_handle(9F), ddi_dma_burstsizes(9F), ddi_dma_mem_alloc(9F),
ddi_dma_nextcookie(9F), ddi_dma_cookie(9S)`

*Writing Device Drivers*
NAME  
ddi_dma_cookie – DMA address cookie

SYNOPSIS  
#include <sys/sunddi.h>

INTERFACE LEVEL
Solaris DDI specific (Solaris DDI).

DESCRIPTION
The ddi_dma_cookie_t structure contains DMA address information required to program a DMA engine. It is filled in by a call to ddi_dma_getwin(9F), ddi_dma_addr_bind_handle(9F), or ddi_dma_buf_bind_handle(9F) to get device specific DMA transfer information for a DMA request or a DMA window.

STRUCTURE MEMBERS

uint64_t dmac_laddress; /* 64 bit address */
uint32_t dmac_address; /* 32 bit address */
size_t  dmac_size;   /* transfer size */
uint_t   dmac_type;  /* bus specific type bits */

dmac_laddress specifies a 64 bit I/O address appropriate for programming the device’s DMA engine. If a device has a 64-bit DMA address register a driver should use this field to program the DMA engine. dmac_address specifies a 32 bit I/O address. It should be used for devices which have a 32-bit DMA address register. The I/O address range that the device can address and other DMA attributes have to be specified in a ddi_dma_attr(9S) structure.

dmac_size describes the length of the transfer in bytes.

dmac_type contains bus specific type bits (if appropriate). For example, a device on a VME bus will have VME address modifier bits placed here.

SEE ALSO
pci(4), sbus(4), sysbus(4), vme(4), ddi_dma_addr_bind_handle(9F), ddi_dma_buf_bind_handle(9F), ddi_dma_getwin(9F), ddi_dma_nextcookie(9F), ddi_dma_attr(9S)

Writing Device Drivers
**NAME**

ddi_dma_lim_sparc, ddi_dma_lim – SPARC DMA limits structure

**SYNOPSIS**

```c
#include <sys/ddidmareq.h>
```

**INTERFACE LEVEL**

Solaris SPARC DDI specific (Solaris SPARC DDI).

**DESCRIPTION**

A `ddi_dma_lim` structure describes in a generic fashion the possible limitations of a device’s DMA engine. This information is used by the system when it attempts to set up DMA resources for a device.

**STRUCTURE MEMBERS**

- `u_int dlim_addr_lo; /* low range of 32 bit addressing capability */`
- `u_int dlim_addr_hi; /* inclusive upper bound of addressing */`
- `u_int dlim_cntr_max; /* inclusive upper bound of dma engine's */`
- `u_int dlim_burstsizes; /* binary encoded dma burst sizes */`
- `u_int dlim_minxfer; /* minimum effective dma transfer size */`
- `u_int dlim_dmaspeed; /* average dma data rate (kb/s) */`

The `dlim_addr_lo` and `dlim_addr_hi` fields specify the address range the device’s DMA engine can access. The `dlim_addr_lo` field describes the lower 32 bit boundary of the device’s DMA engine, the `dlim_addr_hi` describes the inclusive upper 32 bit boundary. The system will allocate DMA resources in a way that the address for programming the device’s DMA engine (see `ddi_dma_cookie(9S)` or `ddi_dma_htoc(9F)`) will be within this range. For example, if your device can access the whole 32 bit address range, you may use `[0, 0xFFFFFFFF]`. If your device has just a 16 bit address register but will access the top of the 32 bit address range, then `[0xFFFFFF0000, 0xFFFFFFFF]` would be the right limit.

The `dlim_cntr_max` field describes an inclusive upper bound for the device’s DMA engine address register. This handles a fairly common case where a portion of the address register is simply a latch rather than a full register. For example, the upper 8 bits of a 32 bit address register may be a latch. This splits the address register into a portion which acts as a true address register (24 bits) for a 16 megabyte segment and a latch (8 bits) to hold a segment number. To describe these limits, you would specify `0xFFFFFFFF` in the `dlim_cntr_max` structure.

The `dlim_burstsizes` field describes the possible burst sizes the device’s DMA engine can accept. At the time of a DMA resource request, this element defines the possible DMA burst cycle sizes that the requester’s DMA engine can handle. The format of the data is binary encoding of burst sizes assumed to be powers of two. That is, if a DMA engine is capable of doing 1, 2, 4 and 16 byte transfers, the encoding would be `0x17`. If the device is an SBus device and can take advantage of a 64 bit SBus, the lower 16 bits are used to specify the burst size for 32 bit transfers and the upper 16 bits are used to specify the burst size for 64 bit transfers. As the resource request is handled by the system, the burstsizes value may be modified. Prior to enabling DMA for the specific device, the driver that owns the DMA engine should check (using `ddi_dma_burstsizes(9F)`) what the allowed burstsizes have become and program the DMA engine appropriately.

modified 1 Feb 1994

SunOS 5.6

95-27
The `dlim_minxfer` field describes the minimum effective DMA transfer size (in units of bytes). It must be a power of two. This value specifies the minimum effective granularity of the DMA engine. It is distinct from `dlim_burstsizes` in that it describes the minimum amount of access a DMA transfer will effect. `dlim_burstsizes` describes in what electrical fashion the DMA engine might perform its accesses, while `dlim_minxfer` describes the minimum amount of memory that can be touched by the DMA transfer. As a resource request is handled by the system, the `dlim_minxfer` value may be modified contingent upon the presence (and use) of I/O caches and DMA write buffers in between the DMA engine and the object that DMA is being performed on. After DMA resources have been allocated, the resultant minimum transfer value can be gotten using `ddi_dma_devalign(9F)`.

The field `dlim_dmaspeed` is the expected average data rate for the DMA engine (in units of kilobytes per second). Note that this should not be the maximum, or peak, burst data rate, but a reasonable guess as to the average throughput. This field is entirely optional, and may be left as zero. Its intended use is to provide some hints about how much DMA resources this device may need.

**SEE ALSO**

`ddi_dma_addr_setup`(9F), `ddi_dma_buf_setup`(9F), `ddi_dma_burstsizes`(9F), `ddi_dma_devalign`(9F), `ddi_dma_htoc`(9F), `ddi_dma_setup`(9F), `ddi_dma_cookie`(9S), `ddi_dma_lim_x86`(9S), `ddi_dma_req`(9S)
NAME ddi_dma_lim_x86 – x86 DMA limits structure

SYNOPSIS #include <sys/ddidmareq.h>

INTERFACE LEVEL Solaris x86 DDI specific (Solaris x86 DDI)

DESCRIPTION A ddi_dma_lim structure describes in a generic fashion the possible limitations of a device or its DMA engine. This information is used by the system when it attempts to set up DMA resources for a device. When the system is requested to perform a DMA transfer to or from an object, the request will be broken up, if necessary, into multiple sub-requests, each of which conforms to the limitations expressed in the ddi_dma_lim structure.

This structure should be filled in by calling the routine ddi_dmae_getlim(9F), which sets the values of the structure members appropriately based on the characteristics of the DMA engine on the driver’s parent bus. If the driver has additional limitations, it may further restrict some of the values in the structure members. A driver should take care to not relax any restrictions imposed by ddi_dmae_getlim().

STRUCTURE MEMBERS

<table>
<thead>
<tr>
<th>u_int</th>
<th>dlim_addr_lo; /* low range of 32 bit addressing capability */</th>
</tr>
</thead>
<tbody>
<tr>
<td>u_int</td>
<td>dlim_addr_hi; /* inclusive upper bound of addressing capability */</td>
</tr>
<tr>
<td>u_int</td>
<td>dlim_minxfer; /* minimum effective dma transfer size */</td>
</tr>
<tr>
<td>u_int</td>
<td>dlim_version; /* version number of this structure */</td>
</tr>
<tr>
<td>u_int</td>
<td>dlim_adreg_max; /* inclusive upper bound of incrementing addr reg */</td>
</tr>
<tr>
<td>u_int</td>
<td>dlim_ctreg_max; /* maximum transfer count minus one */</td>
</tr>
<tr>
<td>u_int</td>
<td>dlim_granular; /* granularity (and min size) of transfer count */</td>
</tr>
<tr>
<td>short</td>
<td>dlim_sgllen; /* length of DMA scatter/gather list */</td>
</tr>
<tr>
<td>u_int</td>
<td>dlim_reqsize; /* maximum transfer size in bytes of a single I/O */</td>
</tr>
</tbody>
</table>

The dlim_addr_lo and dlim_addr_hi fields specify the address range the device’s DMA engine can access. The dlim_addr_lo field describes the lower 32 bit boundary of the device’s DMA engine; dlim_addr_hi describes the inclusive upper 32 bit boundary. The system will allocate DMA resources in a way that the address for programming the device’s DMA engine (see ddi_dma_cookie(9S) or ddi_dma_segtocookie(9F)) will be within this range. For example, if your device can access the whole 32 bit address range, you may use [0,0xFFFFFFFF].

The dlim_minxfer field describes the minimum effective DMA transfer size (in units of bytes). It must be a power of two. This value specifies the minimum effective granularity of the DMA engine. It describes the minimum amount of memory that can be touched by the DMA transfer. As a resource request is handled by the system, the dlim_minxfer value may be modified contingent upon the presence (and use) of I/O caches and DMA write buffers in between the DMA engine and the object that DMA is being performed on. After DMA resources have been allocated, the resultant minimum transfer value can be retrieved using ddi_dma_devalign(9F).
The `dlim_version` field specifies the version number of this structure. This field should be set to DMALIM_VER0.

The `dlim_adreg_max` field describes an inclusive upper bound for the device’s DMA engine address register. This handles a fairly common case where a portion of the address register is simply a latch rather than a full register. For example, the upper 16 bits of a 32 bit address register may be a latch. This splits the address register into a portion which acts as a true address register (lower 16 bits) for a 64 kilobyte segment and a latch (upper 16 bits) to hold a segment number. To describe these limits, you would specify 0xFFFF in the `dlim_adreg_max` structure member.

The `dlim_ctreg_max` field specifies the maximum transfer count that the DMA engine can handle in one segment or cookie. The limit is expressed as the maximum count minus one. This transfer count limitation is a per-segment limitation. It is used as a bit mask, so it must be one less than a power of two.

The `dlim_granular` field describes the granularity of the device’s DMA transfer ability, in units of bytes. This value is used to specify, for example, the sector size of a mass storage device. DMA requests will be broken into multiples of this value. If there is no scatter/gather capability, then the size of each DMA transfer will be a multiple of this value. If there is scatter/gather capability, then a single segment will not be smaller than the minimum transfer value, but may be less than the granularity; however the total transfer length of the scatter/gather list will be a multiple of the granularity value.

The `dlim_sgllen` field specifies the maximum number of entries in the scatter/gather list. It is the number of segments or cookies that the DMA engine can consume in one I/O request to the device. If the DMA engine has no scatter/gather list, this field should be set to one.

The `dlim_reqsize` field describes the maximum number of bytes that the DMA engine can transmit or receive in one I/O command. This limitation is only significant if it is less than `(dlim_ctreg_max + 1) * dlim_sgllen`. If the DMA engine has no particular limitation, this field should be set to 0xFFFFFFFF.

**SEE ALSO**

- ddi_dmae(9F), ddi_dma_addr_setup(9F), ddi_dma_buf_setup(9F), ddi_dma_devalign(9F), ddi_dma_segtocookie(9F), ddi_dma_setup(9F), ddi_dma_cookie(9S) ddi_dma_lim_sparc(9S), ddi_dma_req(9S)
**NAME**
ddi_dma_req – DMA Request structure

**SYNOPSIS**
```
#include <sys/ddidmareq.h>
```

**INTERFACE LEVEL**
Solaris DDI specific (Solaris DDI).

**DESCRIPTION**
A ddi_dma_req structure describes a request for DMA resources. A driver may use it to describe forms of and ways to allocate DMA resources for a DMA request.

**STRUCTURE MEMBERS**

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ddi_dma_lim_t *dmar_limits;</td>
<td>Caller’s dma engine’s constraints</td>
</tr>
<tr>
<td>u_int dmar_flags;</td>
<td>Contains information for mapping routines</td>
</tr>
<tr>
<td>int (*dmar_fp)(caddr_t);</td>
<td>Callback function</td>
</tr>
<tr>
<td>caddr_t dmar_arg;</td>
<td>Callback function’s argument</td>
</tr>
<tr>
<td>ddi_dma_obj_t dmar_object;</td>
<td>Description of the object to be mapped</td>
</tr>
</tbody>
</table>

For the definition of the DMA limits structure, which dmar_limits points to, see ddi_dma_lim_sparc(9S) or ddi_dma_lim_x86(9S).

Valid values for dmar_flags are:
- **DDI_DMA_WRITE**: Direction memory --> IO
- **DDI_DMA_READ**: Direction IO --> memory
- **DDI_DMA_RDWR**: Both read and write
- **DDI_DMA_RDZONE**: Establish an MMU redzone at end of mapping
- **DDI_DMA_PARTIAL**: Partial mapping is allowed
- **DDI_DMA_CONSISTENT**: Byte consistent access wanted
- **DDI_DMA_SBUS_64BIT**: Use 64 bit capability on SBus

**DDI_DMA_WRITE**, **DDI_DMA_READ** and **DDI_DMA_RDWR** describe the intended direction of the DMA transfer. Some implementations may explicitly disallow **DDI_DMA_RDWR**.

**DDI_DMA_RDZONE** asks the system to establish a protected red zone after the object. The DMA resource allocation functions do not guarantee the success of this request as some implementations may not have the hardware ability to support it.

**DDI_DMA_PARTIAL** tells the system that the caller can accept a partial mapping. That is, if the size of the object exceeds the resources available, only allocate a portion of the object and return status indicating so. At a later point, the caller can use ddi_dma_curwin(9F) and ddi_dma_movwin(9F) to change the valid portion of the object that has resources allocated.

**DDI_DMA_CONSISTENT** gives a hint to the system that the object should be mapped for byte consistent access. Normal data transfers usually use a streaming mode of operation. They start at a specific point, transfer a fairly large amount of data sequentially, and then stop usually on a aligned boundary. Control mode data transfers for memory resident device control blocks (for example ethernet message descriptors) do not access memory

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in such a sequential fashion. Instead, they tend to modify a few words or bytes, move around and maybe modify a few more. There are many machine implementations that make this difficult to control in a generic and seamless fashion. Therefore, explicit synchronization steps using `ddi_dma_sync(9F)` or `ddi_dma_free(9F)` are required in order to make the view of a memory object shared between a CPU and a DMA device consistent. However, proper use of the `DDI_DMA_CONSISTENT` flag gives a `hint` to the system so that it will attempt to pick resources such that these synchronization steps are as efficient as possible.

`DDI_DMA_SBUS_64BIT` tells the system that the device can do 64 bit transfers on a 64 bit SBus. If the SBus does not support 64 bit data transfers, data will be transferred in 32 mode.

The callback function specified by the member `dmar_fp` indicates how a caller to one of the DMA resource allocation functions (see `ddi_dma_setup(9F)`) wants to deal with the possibility of resources not being available. If `dmar_fp` is set to `DDI_DMA_DONTWAIT`, then the caller does not care if the allocation fails, and can deal with an allocation failure appropriately. If `dmar_fp` is set to `DDI_DMA_SLEEP`, then the caller wishes to have the allocation routines wait for resources to become available. If any other value is set, and a DMA resource allocation fails, this value is assumed to be a function to call at a later time when resources may become available. When the specified function is called, it is passed the value set in the structure member `dmar_arg`. The specified callback function must return either 0 (indicating that it attempted to allocate a DMA resources but failed to do so, again), in which case the callback function will be put back on a list to be called again later, or the callback function must return 1 indicating either success at allocating DMA resources or that it no longer wishes to retry.

The callback function will be called in interrupt context. Therefore, only system functions and contexts that are accessible from interrupt context will be available. The callback function must take whatever steps necessary to protect its critical resources, data structures, queues, so forth.

Note that it is possible that a call to `ddi_dma_free(9F)`, which frees DMA resources, may cause a callback function to be called, and unless some care is taken an undesired recursion may occur. Unless care is taken, this may cause an undesired recursive `mutex_enter(9F)`, which will cause a system panic.

### dmar_object Structure

The `dmar_object` member of the `ddi_dma_req` structure is itself a complex and extensible structure:

```c
u_int dmao_size; /* size, in bytes, of the object */
ddi_dma_atyp_t dmao_type; /* type of object */
ddi_dma_aobj_t dmao_obj; /* the object described */
```

The `dmao_size` element is the size, in bytes, of the object resources are allocated for DMA. The `dmao_type` element selects the kind of object described by `dmao_obj`. It may be set to `DMA_OTYP_VADDR` indicating virtual addresses.
The last element, `dmao_obj`, consists of the virtual address type:

```c
struct v_address virt_obj;
```

It is specified as:

```c
struct v_address {
    caddr_t v_addr; /* base virtual address */
    struct as *v_as; /* pointer to address space */
};
```

**SEE ALSO**

`ddi_dma_addr_setup(9F)`, `ddi_dma_buf_setup(9F)`, `ddi_dma_curwin(9F)`, `ddi_dma_free(9F)`, `ddi_dma_movwin(9F)`, `ddi_dma_setup(9F)`, `ddi_dma_sync(9F)`, `mutex(9F)`

*Writing Device Drivers*
NAME
ddi_dmae_req – DMA engine request structure

SYNOPSIS
#include <sys/dma_engine.h>

INTERFACE
LEVEL
Solaris x86 DDI specific (Solaris x86 DDI).

DESCRIPTION
A ddi_dmae_req structure is used by a device driver to describe the parameters for a
DMA channel. This structure contains all the information necessary to set up the
channel, except for the DMA memory address and transfer count. The defaults as specified
below support most standard devices. Other modes may be desirable for some devices,
or to increase performance. The DMA engine request structure is passed to
ddi_dmae_prog(9F).

STRUCTURE
MEMBERS
The ddi_dmae_req structure contains several members, each of which controls some
aspect of DMA engine operation. The structure members associated with supported
DMA engine options are described here.

uchar_t der_command; /* Read / Write */
uchar_t der_bufprocess; /* Standard / Chain */
uchar_t der_path; /* 8 / 16 / 32 */
u_short der_ioadr; /* MicroChannel I/O address */
uchar_t der_cycles; /* Compat / Type A / Type B / Burst */
uchar_t der_trans; /* Single / Demand / Block */
ddi_dma_cookie_t *(proc)(); /* address of nextcookie routine */
void *procparms; /* parameter for nextcookie call */

der_command specifies what DMA operation is to be performed. The value
DMAE_CMD_WRITE signifies that data is to be transferred from
memory to the I/O device. The value DMAE_CMD_READ signifies that
data is to be transferred from the I/O device to memory. This field must
be set by the driver before calling ddi_dmae_prog().

der_bufprocess On some bus types, a driver may set der_bufprocess to the value
DMAE_BUF_CHAIN to specify that multiple DMA cookies will be given to
the DMA engine for a single I/O transfer, thus effecting a
scatter/gather operation. In this mode of operation, the driver calls
ddi_dmae_prog() to give the DMA engine the DMA engine request
structure and a pointer to the first cookie. The proc structure member
must be set to the address of a driver nextcookie routine that takes one
argument, specified by the procparms structure member, and returns a
pointer to a structure of type ddi_dma_cookie_t that specifies the next
cookie for the I/O transfer. When the DMA engine is ready to receive
an additional cookie, the bus nexus driver controlling that DMA engine
calls the routine specified by the proc structure member to obtain the
next cookie from the driver. The driver’s nextcookie routine must then
return the address of the next cookie (in static storage) to the bus nexus
routine that called it. If there are no more segments in the current DMA
window, then (*proc)() must return the NULL pointer.

A driver may only specify the DMAE_BUF_CHAIN flag if the particular bus architecture supports the use of multiple DMA cookies in a single I/O transfer. A bus DMA engine may support this feature either with a fixed-length scatter/gather list, or via an interrupt chaining feature such as the one implemented in the EISA architecture. A driver must ascertain whether its parent bus nexus supports this feature by examining the scatter/gather list size returned in the dlim_sgllen member of the DMA limit structure (see ddi_dma_lim_x86(9S)) returned by the driver’s call to ddi_dmae_getlim(). If the size of the scatter/gather list is 1, then no chaining is available, the driver must not specify the DMAE_BUF_CHAIN flag in the ddi_dmae_req structure it passes to ddi_dmae_prog(), and the driver need not provide a nextcookie routine.

If the size of the scatter/gather list is greater than 1, then DMA chaining is available, and the driver has two options. Under the first option, the driver chooses not to use the chaining feature, in which case (a) the driver must set the size of the scatter/gather list to 1 before passing it to the DMA setup routine, and (b) the driver must not set the DMAE_BUF_CHAIN flag.

Under the second option, the driver chooses to use the chaining feature, in which case (a) it should leave the size of the scatter/gather list alone, and (b) it must set the DMAE_BUF_CHAIN flag in the ddi_dmae_req structure. Before calling ddi_dmae_prog() the driver must prefetch cookies by repeatedly calling ddi_dma_nextseg(9F) and ddi_dma_segtocookie(9F) until either (1) the end of the DMA window is reached (ddi_dma_nextseg(9F) returns NULL), or (2) the size of the scatter/gather list is reached, whichever occurs first. These cookies must be saved by the driver until they are requested by the nexus driver calling the driver’s nextcookie routine. The driver’s nextcookie routine must return the prefetched cookies, in order, one cookie for each call to the nextcookie routine, until the list of prefetched cookies is exhausted. After the end of the list of cookies is reached, the nextcookie routine must return the NULL pointer.

The size of the scatter/gather list determines how many discontiguous segments of physical memory may participate in a single DMA transfer. ISA and MCA bus DMA engines have no scatter/gather capability, so their scatter/gather list sizes are 1. EISA bus DMA engines have a DMA chaining interrupt facility that allows very large scatter/gather operations. Other finite scatter/gather list sizes would also be possible. For performance reasons, it is recommended that drivers use the chaining capability if it is available on their parent bus.

As described above, a driver making use of DMA chaining must prefetch DMA cookies before calling ddi_dmae_prog(). There are two
reasons why the driver must do this. First, the driver must have some way to know the total I/O count with which to program the I/O device. This I/O count must match the total size of all the DMA segments that will be chained together into one DMA operation. Depending on the size of the scatter/gather list and the memory position and alignment of the DMA object, all or just part of the current DMA window may be able to participate in a single I/O operation. The driver must compute the I/O count by adding up the sizes of the prefetched DMA cookies. The number of cookies whose sizes are to be summed is the lesser of (a) the size of the scatter/gather list, or (b) the number of segments remaining in the window. Second, on some bus architectures, the driver’s nextcookie routine may be called from a high-level interrupt routine. If the cookies were not prefetched, the nextcookie routine would have to call `ddi_dma_nextseg()` and `ddi_dma_segtocookie()` from a high-level interrupt routine, which is not recommended.

When breaking a DMA window into segments, the system arranges that the end of every segment whose number is an integral multiple of the scatter/gather list size will fall on a device-granularity boundary (as specified in the `dlim_granular` field in the `ddi_dma_lim_x86(9S)` structure).

If the scatter/gather list size is 1 (either because no chaining is available or because the driver does not wish to use the chaining feature), then the total I/O count for a single DMA operation is simply the size of DMA segment denoted by the single DMA cookie that is passed in the call to `ddi_dmae_prog()`. In this case, the system arranges that each DMA segment is a multiple of the device-granularity size.

der_path specifies the DMA transfer size. The default of zero (`DMAE_PATH_DEF`) specifies ISA compatibility mode. In that mode, channels 0, 1, 2, and 3 are programmed in 8-bit mode (`DMAE_PATH_8`), and channels 5, 6, and 7 are programmed in 16-bit, count-by-word mode (`DMAE_PATH_16`). On the EISA bus, other sizes may be specified: `DMAE_PATH_32` specifies 32-bit mode, and `DMAE_PATH_16B` specifies a 16-bit, count-by-byte mode. MCA channel 4 must be explicitly programmed with `DMAE_PATH_8` or `DMAE_PATH_16`.

der_ioadr only applicable to devices using MicroChannel DMA services, and if non-zero, specifies the MicroChannel DMA I/O address register value. This register causes the MicroChannel DMA controller to present the I/O address on the bus during DMA cycles; thus a DMA slave device can be made to respond to the I/O request by decoding the address and control buses rather than the bus arbitration level. Set `der_ioadr` to the I/O address of the device being accessed through DMA if the device operates in this way.

der_cycles specifies the timing mode to be used during DMA data transfers. The default of zero (`DMAE_CYCLES_1`) specifies ISA compatible timing.
Drivers using this mode must also specify DMAE_TRANS_SNGL in the der_trans structure member. On EISA buses, these other timing modes are available:

- DMAE_CYCLES_2 specifies type “A” timing;
- DMAE_CYCLES_3 specifies type “B” timing;
- DMAE_CYCLES_4 specifies “Burst” timing.

Der_trans specifies the bus transfer mode that the DMA engine should expect from the device. The default value of zero (DMAE_TRANS_SNGL) specifies that the device will perform one transfer for each bus arbitration cycle. Devices that use ISA compatible timing (specified by a value of zero, which is the default, in the der_cycles structure member) should use the DMAE_TRANS_SNGL mode.

On EISA buses, a der_trans value of DMAE_TRANS_BLK specifies that the device will perform a block of transfers for each arbitration cycle. A value of DMAE_TRANS_DMND specifies that the device will perform the Demand Transfer Mode protocol.

**ATTRIBUTES**

See attributes(5) for descriptions of the following attributes:

<table>
<thead>
<tr>
<th>ATTRIBUTE TYPE</th>
<th>ATTRIBUTE VALUE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>x86</td>
</tr>
</tbody>
</table>

**SEE ALSO**
eisa(4), isa(4), mca(4), attributes(5), ddi_dmae_segtocookie(9F), ddi_dmae(9F), ddi_dmae_lim_x86(9S), ddi_dmae_req(9S)
NAME       ddi_idevice_cookie – device interrupt cookie

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

INTERFACE LEVEL Solaris DDI specific (Solaris DDI).

DESCRIPTION The ddi_idevice_cookie_t structure contains interrupt priority and interrupt vector information for a device. This structure is useful for devices having programmable bus-interrupt levels. ddi_add_intr(9F) assigns values to the ddi_idevice_cookie_t structure members.

STRUCTURE MEMBERS

u_short idev_vector;    /* interrupt vector */
u_short idev_priority;  /* interrupt priority */

The idev_vector field contains the interrupt vector number for vectored bus architectures such as VMEbus. The idev_priority field contains the bus interrupt priority level.

SEE ALSO vme(4), ddi_add_intr(9F)

Writing Device Drivers
NAME

ddi_mapdev_ctl – device mapping-control structure

SYNOPSIS

#include <sys/conf.h>
#include <sys/devops.h>

INTERFACE LEVEL

Solaris DDI specific (Solaris DDI).

DESCRIPTION

Future releases of Solaris will provide this structure for binary and source compatibility. However, for increased functionality, use devmap_callback_ctl(9S) instead. See devmap_callback_ctl(9S) for details.

A ddi_mapdev_ctl structure describes a set of routines that allow a device driver to manage events on mappings of the device created by ddi_mapdev(9F).

See mapdev_access(9E), mapdev_dup(9E), and mapdev_free(9E) for more details on these entry points.

STRUCTURE MEMBERS

int mapdev_rev;
int (*mapdev_access)(ddi_mapdev_handle_t handle, void *devprivate, off_t offset);
void (*mapdev_free)(ddi_mapdev_handle_t handle, void *devprivate);
int (*mapdev_dup)(ddi_mapdev_handle_t handle, void *devprivate,
                    ddi_mapdev_handle_t new_handle, void **new_devprivate);

A device driver should allocate the device mapping control structure and initialize the following fields:

mapdev_rev Must be set to MAPDEV_REV.
mapdev_access Must be set to the address of the mapdev_access(9E) entry point.
mapdev_free Must be set to the address of the mapdev_free(9E) entry point.
mapdev_dup Must be set to the address of the mapdev_dup(9E) entry point.

SEE ALSO

exit(2), fork(2), mmap(2), munmap(2), mapdev_access(9E), mapdev_dup(9E),
mapdev_free(9E), segmap(9E), ddi_mapdev(9F), ddi_mapdev_intercept(9F),
 ddi_mapdev_nointercept(9F)

Writing Device Drivers

modified 14 Jan 1997 SunOS 5.6 9S-39
NAME
dev_ops – device operations structure

SYNOPSIS
#include <sys/conf.h>
#include <sys/devops.h>

INTERFACE LEVEL
Solaris DDI specific (Solaris DDI).

DESCRIPTION
dev_ops contains driver common fields and pointers to the bus_ops and/or cb_ops(9S).
Following are the device functions provided in the device operations structure. All fields
must be set at compile time.

devo_rev Driver build version. Set this to DEVO_REV.
devo_refcnt Driver reference count. Set this to 0.
devo_getinfo Get device driver information (see getinfo(9E)).
devo_identify Determine if a driver is associated with a device (see identify(9E)).
devo_probe Probe device (see probe(9E)).
devo_attach Attach driver to dev_info (see attach(9E)).
devo_detach Detach/prepare driver to unload (see detach(9E)).
devo_reset Reset device. (Not supported in this release.) Set this to nodev.
devo_cb_ops Pointer to cb_ops(9S) structure for leaf drivers.
devo_bus_ops Pointer to bus operations structure for nexus drivers. Set this to NULL if this is for a leaf driver.

STRUCTURE MEMBERS
int devo_rev;
int devo_refcnt;
int (*devo_getinfo)(dev_info_t *dip, ddi_info_cmd_t infocmd, void *arg, void **result);
int (*devo_identify)(dev_info_t *dip);
int (*devo_probe)(dev_info_t *dip);
int (*devo_attach)(dev_info_t *dip, ddi_attach_cmd_t cmd);
int (*devo_detach)(dev_info_t *dip, ddi_detach_cmd_t cmd);
int (*devo_reset)(dev_info_t *dip, ddi_reset_cmd_t cmd);
struct cb_ops *devo_cb_ops;
struct bus_ops *devo_bus_ops;

SEE ALSO
attach(9E), detach(9E), getinfo(9E), identify(9E), probe(9E), nodev(9F)

Writing Device Drivers
NAME  
devmap_callback_ctl – device mapping-control structure

SYNOPSIS  
#include <sys/ddidevmap.h>

INTERFACE LEVEL  
Solaris DDI specific (Solaris DDI).

DESCRIPTION  
A devmap_callback_ctl structure describes a set of callback routines that are called by the system to notify a device driver to manage events on the device mappings created by devmap_setup(9F) or ddi_devmap_segmap(9F).

Device drivers pass the initialized devmap_callback_ctl structure to either devmap_devmem_setup(9F) or devmap_umem_setup(9F) in the devmap(9E) entry point during the mapping setup. The system will make a private copy of the structure for later use. Device drivers may specify different devmap_callback_ctl for different mappings.

A device driver should allocate the device mapping control structure and initialize the following fields if the driver wants the entry points to be called by the system:

- devmap_rev
  - Version number. Set this to DEVMAP_OPS_REV.
- devmap_map
  - Set to the address of the devmap_map(9E) entry point or to NULL if the driver does not support this callback. If set, the system will call the devmap_map(9E) entry point during the mmap(2) system call. The drivers typically allocate driver private data structure in this function and return the pointer to the private data structure to the system for later use.
- devmap_access
  - Set to the address of the devmap_access(9E) entry point or to NULL if the driver does not support this callback. If set, the system will call the driver’s devmap_access(9E) entry point during memory access. The system expects devmap_access(9E) to call either devmap_do_ctxmgt(9F) or devmap_default_access(9F) to load the memory address translations before it returns to the system.
- devmap_dup
  - Set to the address of the devmap_dup(9E) entry point or to NULL if the driver does not support this call. If set, the system will call the devmap_dup(9E) entry point during the fork(2) system call.
- devmap_unmap
  - Set to the address of the devmap_unmap(9E) entry point or to NULL if the driver does not support this call. If set, the system will call the devmap_unmap(9E) entry point during the munmap(2) or exit(2) system calls.

STRUCTURE MEMBERS

- int devmap_rev;
- int (*devmap_map)(devmap_cookie_t dhp, dev_t dev, u_int flags, offset_t off, size_t len, void **pvtp);
- int (*devmap_access)(devmap_cookie_t dhp, void *pvtp, offset_t off, size_t len, u_int type, u_int rw);

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

SEE ALSO  exit(2), fork(2), mmap(2), munmap(2), devmap(9E), devmap_access(9E),
          devmap_dup(9E), devmap_map(9E), devmap_unmap(9E), ddi_devmap_segmap(9F),
          devmap_default_access(9F), devmap_devmem_setup(9F), devmap_do_ctxmgt(9F),
          devmap_setup(9F), devmap_umem_setup(9F)

Writing Device Drivers
**NAME**

fmodsw – STREAMS module declaration structure

**SYNOPSIS**

```c
#include <sys/stream.h>
#include <sys/conf.h>
```

**INTERFACE LEVEL**

Solaris DDI specific (Solaris DDI)

**DESCRIPTION**

The `fmodsw` structure contains information for STREAMS modules. All STREAMS modules must define a `fmodsw` structure.

- `f_name` must match `mi_idname` in the `module_info` structure (see `module_info(9S)`).
- All modules must set the `f_flag` to `D_MP` to indicate that they safely allow multiple threads of execution. See `mt-streams(9F)` for additional flags.

**STRUCTURE MEMBERS**

- `char f_name[FMNAMESZ + 1]; /* module name */`
- `struct streamtab *f_str; /* streams information */`
- `int f_flag; /* flags */`

**SEE ALSO**

`mt-streams(9F), modlstrmod(9S), module_info(9S)`

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NAME  free_rtn – structure that specifies a driver’s message freeing routine

SYNOPSIS  #include <sys/stream.h>

INTERFACE LEVEL  Architecture independent level 1 (DDI/DKI).

DESCRIPTION  The free_rtn structure is referenced by the datab structure. When freeb(9F) is called to free the message, the driver’s message freeing routine (referenced through the free_rtn structure) is called, with arguments, to free the data buffer.

STRUCTURE MEMBERS  void (*free_func)() /* user’s freeing routine */
char *free_arg /* arguments to free_func() */

The free_rtn structure is defined as type frtn_t.

SEE ALSO  esballoc(9F), freeb(9F), datab(9S)
STREAMS Programming Guide
NAME
ioblk – STREAMS data structure for the M_IOCTL message type

SYNOPSIS
#include <sys/stream.h>

INTERFACE
Architecture independent level 1 (DDI/DKI).

DESCRIPTION
The ioblk data structure is used for passing M_IOCTL messages.

STRUCTURE
int ioc_cmd; /* ioctl command type */
cred_t *ioc_cr; /* full credentials */
uint ioc_id; /* ioctl id */
uint ioc_flag; /* ioctl flags */
uint ioc_count; /* count of bytes in data field */
int ioc_rval; /* return value */
int ioc_error; /* error code */

SEE ALSO
STREAMS Programming Guide
### NAME
iovec – data storage structure for I/O using uio

### SYNOPSIS
```c
#include <sys/uio.h>
```

### INTERFACE LEVEL DESCRIPTION
Architecture independent level 1 (DDI/DKI).

An `iovec` structure describes a data storage area for transfer in a `uio(9S)` structure. Conceptually, it may be thought of as a base address and length specification.

#### STRUCTURE MEMBERS
- `caddr_t iov_base; /* base address of the data storage area */`
- `int iov_len; /* size of the data storage area in bytes */`

### SEE ALSO
- `uio(9S)`
- *Writing Device Drivers*
kstat – kernel statistics structure

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

Solaris DDI specific (Solaris DDI)

Each kernel statistic (kstat) exported by device drivers consists of a header section and a data section. The kstat structure is the header portion of the statistic.

A driver receives a pointer to a kstat structure from a successful call to kstat_create(9F). Drivers should never allocate a kstat structure in any other manner.

After allocation, the driver should perform any further initialization needed before calling kstat_install(9F) to actually export the kstat.

void *ks_data; /* kstat type-specific data */
ulong_t ks_ndata; /* # of type-specific data records */
ulong_t ks_data_size; /* total size of kstat data section */

(*ks_update)(struct kstat *, int);

void *ks_private; /* arbitrary provider-private data */
void *ks_lock; /* protects this kstat’s data */

The members of the kstat structure available to examine or set by a driver are as follows:

ks_data points to the data portion of the kstat. Either allocated by kstat_create(9F) for the drivers use, or by the driver if it is using virtual kstats.

ks_ndata is the number of data records in this kstat. Set by the ks_update(9E) routine.

ks_data_size is the amount of data pointed to by ks_data. Set by the ks_update(9E) routine.

ks_update is a pointer to a routine which dynamically updates kstats. This is useful for drivers where the underlying device keeps cheap hardware stats, but extraction is expensive. Instead of constantly keeping the kstat data section up to date, the driver can supply a ks_update(9E) 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).

ks_private is a private field for the driver’s use. Often used in ks_update(9E).

ks_lock is a pointer to a mutex that protects this kstat. kstat data sections are optionally protected by the per-kstat ks_lock. If ks_lock is non-NULL, kstat clients (such as /dev/kstat) will acquire this lock for all of their operations on that kstat. It is up to the kstat provider to decide whether guaranteeing consistent data to kstat clients is sufficiently important to
justify the locking cost. Note, however, that most statistic updates already occur under one of the provider’s mutexes, so if the provider sets `ks_lock` to point to that mutex, then kstat data locking is free.

`ks_lock` is really of type `(kmutex_t *)`; it is declared as `(void *)` in the kstat header so that users don’t have to be exposed to all of the kernel’s lock-related data structures.

**SEE ALSO**

`kstat_create(9F)`

*Writing Device Drivers*
NAME   kstat_intr – structure for interrupt kstats
SYNOPSIS
#include <sys/types.h>
#include <sys/kstat.h>
#include <sys/ddi.h>
#include <sys/sunddi.h>

INTERFACE LEVEL
Solaris DDI specific (Solaris DDI)

DESCRIPTION
Interrupt statistics are kept in the kstat_intr structure. When kstat_create(9F) creates an
interrupt kstat, the ks_data field is a pointer to one of these structures. The macro
KSTAT_INTR_PTR() is provided to retrieve this field. It looks like this:

#define KSTAT_INTR_PTR(kptr) ((kstat_intr_t *(kptr)->ks_data)

An interrupt is a hard interrupt (sourced from the hardware device itself), a soft interrupt
(induced by the system via the use of some system interrupt source), a watchdog inter-
rupt (induced by a periodic timer call), spurious (an interrupt entry point was entered
but there was no interrupt to service), or multiple service (an interrupt was detected and
serviced just prior to returning from any of the other types).

Drivers generally only report claimed hard interrupts and soft interrupts from their
handlers, but measurement of the spurious class of interrupts is useful for autovectored
devices in order to pinpoint any interrupt latency problems in a particular system
configuration.

Devices that have more than one interrupt of the same type should use multiple struc-
tures.

STRUCTURE MEMBERS
ulong_t intrs[KSTAT_NUM_INTRS]; /* interrupt counters */

The only member exposed to drivers is the intrs member. This field is an array of
counters; the driver must use the appropriate counter in the array based on the type of
interrupt condition. The following indexes are supported:

KSTAT_INTR_HARD    hard interrupt
KSTAT_INTR_SOFT    soft interrupt
KSTAT_INTR_WATCHDOG    watchdog interrupt
KSTAT_INTR_SPURIOUS    spurious interrupt
KSTAT_INTR_MULTSVC    multiple service interrupt

SEE ALSO
kstat(9S)
Writing Device Drivers

modified 4 Apr 1994
SunOS 5.6
95-49
NAME
kstat_io – structure for I/O kstats

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

INTERFACE LEVEL
Solaris DDI specific (Solaris DDI)

DESCRIPTION
I/O kstat statistics are kept in a kstat_io structure. When kstat_create(9F) creates an I/O kstat, the ks_data field is a pointer to one of these structures. The macro KSTAT_IO_PTR() is provided to retrieve this field. It looks like this:

#define KSTAT_IO_PTR(kptr) ((kstat_io_t ∗)(kptr)->ks_data)

STRUCTURE MEMBERS
u_longlong_t nread; /* number of bytes read */
u_longlong_t nwritten; /* number of bytes written */
ulong_t reads; /* number of read operations */
ulong_t writes; /* number of write operations */

The nread field should be updated by the driver with the number of bytes successfully read upon completion.

The nwritten field should be updated by the driver with the number of bytes successfully written upon completion.

The reads field should be updated by the driver after each successful read operation.

The writes field should be updated by the driver after each successful write operation.

Other I/O statistics are updated through the use of the kstat_queue(9F) functions.

SEE ALSO
kstat_create(9F), kstat_named_init(9F), kstat_queue(9F),
kstat_runq_back_to_waitq(9F), kstat_runq_enter(9F), kstat_runq_exit(9F),
kstat_waitq_enter(9F), kstat_waitq_exit(9F), kstat_waitq_to_runq(9F)

Writing Device Drivers
NAME
kstat_named – structure for named kstats

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

INTERFACE LEVEL
Solaris DDI specific (Solaris DDI)

DESCRIPTION
Named kstats are an array of name-value pairs. These pairs are kept in the kstat_named structure. When a kstat is created by kstat_create (9F), the driver specifies how many of these structures will be allocated. They are returned as an array pointed to by the ks_data field.

STRUCTURE MEMBERS
union {
    char c[16];
    long l;
    ulong_t ul;
    longlong_t ll;
    u_longlong_t ull;
} value; /* value of counter */

The only member exposed to drivers is the value member. This field is a union of several data types. The driver must specify which type it will use in the call to kstat_named_init().

SEE ALSO
kstat_create(9F), kstat_named_init(9F)

Writing Device Drivers

modified 4 Apr 1994
SunOS 5.6
9S-51
NAME        linkblk – STREAMS data structure sent to multiplexor drivers to indicate a link

SYNOPSIS    #include <sys/stream.h>

INTERFACE   Architecture independent level 1 (DDI/DKI).

LEVEL       The linkblk structure is used to connect a lower Stream to an upper STREAMS multi-
DESCRIPTION plexor driver. This structure is used in conjunction with the I_LINK, I_UNLINK, P_LINK,
              and P_UNLINK ioctl commands (see streamio(7I)). The M_DATA portion of the M_IOCTL
              message contains the linkblk structure. Note that the linkblk structure is allocated and
              initialized by the Stream head as a result of one of the above ioctl commands.

STRUCTURE  queue_t *l_qtop;  /* lowest level write queue of upper stream */
MEMBERS     /* (set to NULL for persistent links) */
queue_t *l_qbot;  /* highest level write queue of lower stream */
int  l_index;    /* index for lower stream. */

SEE ALSO    ioctl(2), streamio(7I)

STREAMS Programming Guide
<table>
<thead>
<tr>
<th>NAME</th>
<th>modldrv – linkage structure for loadable drivers</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYNOPSIS</td>
<td>#include &lt;sys/modctl.h&gt;</td>
</tr>
<tr>
<td>INTERFACE LEVEL</td>
<td>Solaris DDI specific (Solaris DDI)</td>
</tr>
<tr>
<td>DESCRIPTION</td>
<td>The modldrv structure is used by device drivers to export driver specific information to the kernel.</td>
</tr>
</tbody>
</table>

**STRUCTURE MEMBERS**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>struct mod_ops</td>
<td>*drv_modops;</td>
</tr>
<tr>
<td>char</td>
<td>*drv_linkinfo;</td>
</tr>
<tr>
<td>struct dev_ops</td>
<td>*drv_dev_ops;</td>
</tr>
<tr>
<td>drv_modops</td>
<td>Must always be initialized to the address of mod_driverops. This identifies the module as a loadable driver.</td>
</tr>
<tr>
<td>drv_linkinfo</td>
<td>Can be any string up to MODMAXNAMELEN, and is used to describe the module. This is usually the name of the driver, but can contain other information (such as a version number).</td>
</tr>
<tr>
<td>drv_dev_ops</td>
<td>Pointer to the driver’s dev_ops(9S) structure.</td>
</tr>
</tbody>
</table>

**SEE ALSO**

addDrv(1M), dev_ops(9S), modlinkage(9S)

*Writing Device Drivers*
NAME  modlinkage – module linkage structure
SYNOPSIS  #include <sys/modctl.h>
INTERFACE LEVEL  Solaris DDI specific (Solaris DDI)
DESCRIPTION  The modlinkage structure is provided by the module writer to the routines which install, remove, and retrieve information from a module. See _init(9E), _fini(9E), and _info(9E).
STRUCTURE MEMBERS  
  int  ml_rev
  void  *ml_linkage[4];

  ml_rev  Is the revision of the loadable modules system. This must have the value MODREV_1.
  ml_linkage  Is a null terminated array of pointers to linkage structures. For driver modules there is only one linkage structure.
SEE ALSO  add_drv(1M), _fini(9E), _info(9E), _init(9E), modldrv(9S), modlstrmod(9S)

Writing Device Drivers
### NAME
modlstrmod – linkage structure for loadable STREAMS modules

### SYNOPSIS
```
#include <sys/modctl.h>
```

### INTERFACE LEVEL
Solaris DDI specific (Solaris DDI)

### DESCRIPTION
The **modlstrmod** structure is used by STREAMS modules to export module specific information to the kernel.

### STRUCTURE MEMBERS

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>struct mod_ops</td>
<td>Must always be initialized to the address of mod_strmodops. This identifies the module as a loadable STREAMS module.</td>
</tr>
<tr>
<td>char strmod_modops</td>
<td>Can be any string up to MODMAXNAMELEN, and is used to describe the module. This is usually the name of the module, but can contain other information (such as a version number).</td>
</tr>
<tr>
<td>struct fmodsw</td>
<td>Is a pointer to a template of a class entry within the module that is copied to the kernel’s class table when the module is loaded.</td>
</tr>
</tbody>
</table>

### SEE ALSO
- modload(1M)
- Writing Device Drivers

modified 7 Jun 1993
**NAME**
module_info – STREAMS driver identification and limit value structure

**SYNOPSIS**
#include <sys/stream.h>

**INTERFACE LEVEL**
Architecture independent level 1 (DDI/DKI).

**DESCRIPTION**
When a module or driver is declared, several identification and limit values can be set. These values are stored in the `module_info` structure.

The `module_info` structure is intended to be read-only. However, the flow control limits (`mi_hiwat` and `mi_lowat`) and the packet size limits (`mi_minpsz` and `mi_maxpsz`) are copied to the `QUEUE` structure, where they may be modified.

**STRUCTURE MEMBERS**

<table>
<thead>
<tr>
<th>Type</th>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ushort</td>
<td>mi_idnum</td>
<td>module ID number</td>
</tr>
<tr>
<td>char</td>
<td>*mi_idname</td>
<td>module name</td>
</tr>
<tr>
<td>ssize_t</td>
<td>mi_minpsz</td>
<td>minimum packet size</td>
</tr>
<tr>
<td>ssize_t</td>
<td>mi_maxpsz</td>
<td>maximum packet size</td>
</tr>
<tr>
<td>size_t</td>
<td>mi_hiwat</td>
<td>high water mark</td>
</tr>
<tr>
<td>size_t</td>
<td>mi_lowat</td>
<td>low water mark</td>
</tr>
</tbody>
</table>

The constant `FMNAMESZ`, limiting the length of a module’s name, is set to eight in this release.

**SEE ALSO**
queue(9S)
STREAMS Programming Guide

9S-56
SunOS 5.6
modified 14 Nov 1996
msgb – STREAMS message block structure

#include <sys/stream.h>

Architecture independent level 1 (DDI/DKI).

A STREAMS message is made up of one or more message blocks, referenced by a pointer to a msgb structure. The b_next and b_prev pointers are used to link messages together on a QUEUE. The b_cont pointer links message blocks together when a message is composed of more than one block.

Each msgb structure also includes a pointer to a datab(9S) structure, the data block (which contains pointers to the actual data of the message), and the type of the message.

Valid flags are as follows:

MSGMARK  last byte of message is "marked".
MSGDELIM  message is delimited.

The msgb structure is defined as type mblk_t.

SEE ALSO datab(9S)

Writing Device Drivers
STREAMS Programming Guide
NAME
qband – STREAMS queue flow control information structure

SYNOPSIS
#include <sys/stream.h>

INTERFACE
LEVEL
 DESCRIPTION
Architecture independent level 1 (DDI/DKI).
The qband structure contains flow control information for each priority band in a queue. The qband structure is defined as type qband_t.

STRUCTURE
MEMBERS
struct qband *qb_next; /* next band's info */
size_t qb_count /* number of bytes in band */
struct msgb *qb_first; /* start of band's data */
struct msgb *qb_last; /* end of band's data */
size_t qb_hiwat; /* band's high water mark */
size_t qb_lowat; /* band's low water mark */
uint qb_flag; /* see below */

Valid flags are as follows:
QB_FULL Band is considered full.
QB_WANTW Someone wants to write to band.

SEE ALSO
strqget(9F), strqset(9F), msgb(9S), queue(9S)
STREAMS Programming Guide

NOTES
All access to this structure should be through strqget(9F) and strqset(9F). It is logically part of the queue(9S) and its layout and partitioning with respect to that structure may change in future releases. If portability is a concern, do not declare or store instances of or references to this structure.
**NAME**  
qinit – STREAMS queue processing procedures structure

**SYNOPSIS**  
```c
#include <sys/stream.h>
```

**INTERFACE LEVEL DESCRIPTION**  
Architecture independent level 1 (DDI/DKI).

The `qinit` structure contains pointers to processing procedures for a QUEUE. The `streamtab` structure for the module or driver contains pointers to one `queue(9S)` structure for both upstream and downstream processing.

**STRUCTURE MEMBERS**

<table>
<thead>
<tr>
<th>Type</th>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>int</td>
<td>(<code>qi_putp</code>)();</td>
<td>put procedure</td>
</tr>
<tr>
<td>int</td>
<td>(<code>qi_srvp</code>)();</td>
<td>service procedure</td>
</tr>
<tr>
<td>int</td>
<td>(<code>qi_qopen</code>)();</td>
<td>open procedure</td>
</tr>
<tr>
<td>int</td>
<td>(<code>qi_qclose</code>)();</td>
<td>close procedure</td>
</tr>
<tr>
<td>int</td>
<td>(<code>qi_qadmin</code>)();</td>
<td>unused</td>
</tr>
<tr>
<td>struct module_info</td>
<td>*qi_minfo;</td>
<td>module parameters</td>
</tr>
<tr>
<td>struct module_stat</td>
<td>*qi_mstat;</td>
<td>module statistics</td>
</tr>
</tbody>
</table>

**SEE ALSO**  
`queue(9S), streamtab(9S)`

*Writing Device Drivers*

*STREAMS Programming Guide*

**NOTES**  
This release includes no support for module statistics.

modified 11 Apr 1991

SunOS 5.6

9S-59
NAME queclass – a STREAMS macro that returns the queue message class definitions for a given message block

SYNOPSIS

```c
#include <sys/stream.h>
queclass( mblk_t *bp);
```

INTERFACE LEVEL Solaris DDI specific (Solaris DDI).

DESCRIPTION queclass returns the queue message class definition for a given data block pointed to by the message block bp passed in.

The message may either be QNORM, a normal priority, or QPCTL, a high priority, message.

SEE ALSO STREAMS Programming Guide
NAME
queue – STREAMS queue structure

SYNOPSIS
#include <sys/stream.h>

INTERFACE LEVEL
Architecture independent level 1 (DDI/DKI).

DESCRIPTION
A STREAMS driver or module consists of two queue structures, one for upstream pro-
cessing (read) and one for downstream processing (write). This structure is the major
building block of a stream. It contains pointers to the processing procedures, pointers to
the next and previous queues in the stream, flow control parameters, and a pointer
defining the position of its messages on the STREAMS scheduler list.

The queue structure is defined as type queue_t.

STRUCTURE MEMBERS
struct qinit *q_qinfo; /* module or driver entry points */
struct msgb *q_first; /* first message in queue */
struct msgb *q_last; /* last message in queue */
struct queue *q_next; /* next queue in stream */
struct queue *q_link; /* to next queue for scheduling*/
void *q_ptr; /* pointer to private data structure */
size_t q_count; /* approximate size of message queue */
uint q_flag; /* status of queue */
ssize_t q_minpsz; /* smallest packet accepted by QUEUE */
ssize_t q_maxpsz; /* largest packet accepted by QUEUE */
size_t q_hiwat; /* high water mark */
size_t q_lowat; /* low water mark */

Valid flags are as follows:
QENAB Queue is already enabled to run.
Q WANTR Someone wants to read queue.
Q WANTW Someone wants to write to queue.
QFULL Queue is considered full.
QREADR This is the reader (first) queue.
Q USE This queue in use (allocation).
QNOENB Do not enable queue via putq.

SEE ALSO
strqget(9F), strqset(9F), module_info(9S), msgb(9S), qinit(9S), streamtab(9S)

Writing Device Drivers
STREAMS Programming Guide

modified 12 Nov 1996 SunOS 5.6 9S-61
NAME  
scsi_address – SCSI address structure

SYNOPSIS  
#include <sys/scsi/scsi.h>

INTERFACE LEVEL  
Solaris architecture specific (Solaris DDI).

DESCRIPTION  
A scsi_address structure defines the addressing components for SCSI target device. The address of the target device is separated into two components: target number and logical unit number. The two addressing components are used to uniquely identify any type of SCSI device; however, most devices can be addressed with the target component of the address. In the case where only the target component is used to address the device, the logical unit should be set to 0. If the SCSI target device supports logical units, then the HBA must interpret the logical units field of the data structure.

The pkt_address member of a scsi_pkt is initialized by scsi_init_pkt.

STRUCTURE MEMBERS

```c
scsi_hba_tran_t *a_hba_tran; /* Transport vectors for the SCSI bus */
u_short a_target; /* SCSI target id */
u_char a_lun; /* SCSI logical unit */
```

a_hba_tran is a pointer to the controlling HBA’s transport vector structure. The SCSA interface uses this field to pass any transport requests from the SCSI target device drivers to the HBA driver.

a_target is the target component of the SCSI address.

a_lun is the logical unit component of the SCSI address. The logical unit is used to further distinguish a SCSI target device that supports multiple logical units. The makecom family of functions use the a_lun field to set the logical unit field in the SCSI CDB, for compatibility with SCSI-1.

SEE ALSO  
makecom, scsi_init_pkt, scsi_hba_tran, scsi_pkt

Writing Device Drivers

9S-62  SunOS 5.6  modified 30 Aug 1995
NAME
scsi_arq_status – SCSI auto request sense structure

SYNOPSIS
#include <sys/scsi/scsi.h>

INTERFACE LEVEL
Solaris DDI specific (Solaris DDI)

DESCRIPTION
When auto request sense has been enabled using scsi_ifsetcap(9F) and the "auto-rqsense" capability, the target driver must allocate a status area in the SCSI packet structure (see scsi_pkt(9S)) for the auto request sense structure. In the event of a check condition the transport layer will automatically execute a request sense command. This ensures that the request sense information does not get lost. The auto request sense structure supplies the SCSI status of the original command, the transport information pertaining to the request sense command, and the request sense data.

STRUCTURE

MEMBERS
struct scsi_status sts_status; /* SCSI status */
struct scsi_status sts_rqpkt_status; /* SCSI status of request sense cmd */
u_char sts_rqpkt_reason; /* reason completion */
u_char sts_rqpkt_resid; /* residue */
u_int sts_rqpkt_state; /* state of command */
u_int sts_rqpkt_statistics; /* statistics */
struct scsi_extended_sense sts_sensedata; /* actual sense data */

sts_status is the SCSI status of the original command. If the status indicates a check condition then the transport layer may have performed an auto request sense command.

sts_rqpkt_status is the SCSI status of the request sense command.

sts_rqpkt_reason is the completion reason of the request sense command. If the reason is not CMD_CMPLT, then the request sense command did not complete normally.

sts_rqpkt_resid is the residual count of the data transfer and indicates the number of data bytes that have not been transferred. The auto request sense command requests SENSE_LENGTH bytes.

sts_rqpkt_state has bit positions representing the five most important status that a SCSI command can go through.

sts_rqpkt_statistics maintains transport-related statistics of the request sense command.

sts_sensedata contains the actual sense data if the request sense command completed normally.

SEE ALSO
scsi_ifgetcap(9F), scsi_init_pkt(9F), scsi_extended_sense(9S), scsi_pkt(9S)

Writing Device Drivers

modified 30 Sep 1996

SunOS 5.6

9S-63
## NAME
scsi_device – SCSI device structure

## SYNOPSIS
```c
#include <sys/scsi/scsi.h>
```

## INTERFACE LEVEL
Solaris DDI specific (Solaris DDI).

## DESCRIPTION
The `scsi_device` structure stores common information about each SCSI logical unit, including pointers to areas that contain both generic and device specific information. There is one `scsi_device` structure for each logical unit attached to the system. The host adapter driver initializes part of this structure prior to `probe(9E)` and destroys this structure after a probe failure or successful `detach(9E)`.

### STRUCTURE MEMBERS

<table>
<thead>
<tr>
<th>Member Type</th>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
</table>
| struct scsi_address | sd_address | Routing information
| dev_info_t | *sd_dev | Cross-reference to our dev_info_t
| kmutex_t | sd_mutex | Mutex for this device
| struct scsi_inquiry | *sd_inq | scsi_inquiry data structure
| struct scsi_extended_sense | *sd_sense | Optional request sense buffer ptr
| caddr_t | sd_private | Target drivers private data

- **sd_address** contains the routing information that the target driver normally copies into a `scsi_pkt(9S)` structure using the collection of `makecom(9F)` functions. The SCSA library routines use this information to determine which host adapter, SCSI bus, and target/lun a command is intended for. This structure is initialized by the host adapter driver.

- **sd_dev** is a pointer to the corresponding `dev_info` structure. This pointer is initialized by the host adapter driver.

- **sd_mutex** is a mutual exclusion lock for this device. It is used to serialize access to a device. The host adapter driver initializes this mutex. See `mutex(9F)`.

- **sd_inq** is initially NULL (zero). After executing `scsi_probe(9F)` this field contains the inquiry data associated with the particular device.

- **sd_sense** is initially NULL (zero). If the target driver wants to use this field for storing REQUEST SENSE data, it should allocate an `scsi_extended_sense(9S)` buffer and set this field to the address of this buffer.

- **sd_private** is reserved for the use of target drivers and should generally be used to point to target specific data structures.

## SEE ALSO
`detach(9E), probe(9E), makecom(9F), mutex(9F), scsi_probe(9F), scsi_extended_sense(9S), scsi_pkt(9S)`

*Writing Device Drivers*
**NAME**

scsi_extended_sense – SCSI extended sense structure

**SYNOPSIS**

```c
#include <sys/scsi/scsi.h>
```

**INTERFACE LEVEL**

Solaris DDI specific (Solaris DDI).

**DESCRIPTION**

The `scsi_extended_sense` structure for error codes 0x70 (current errors) and 0x71 (deferred errors) is returned on a successful REQUEST SENSE command. SCSI-2 compliant targets are required to return at least the first 18 bytes of this structure. This structure is part of `scsi_device(9S)` structure.

**STRUCTURE MEMBERS**

```c
u_char es_valid :1; /* sense data is valid */
u_char es_class :3; /* Error Class- fixed at 0x7 */
u_char es_code :4; /* Vendor Unique error code */

u_char es_segnum; /* segment number: for COPY cmd only */

u_char es_filmk :1; /* File Mark Detected */

u_char es_eom :1; /* End of Media */

u_char es_ili :1; /* Incorrect Length Indicator */

u_char es_key :4; /* Sense key */

u_char es_info_1; /* information byte 1 */

u_char es_info_2; /* information byte 2 */

u_char es_info_3; /* information byte 3 */

u_char es_info_4; /* information byte 4 */

u_char es_add_len; /* number of additional bytes */

u_char es_cmd_info[4]; /* command specific information */

u_char es_add_code; /* Additional Sense Code */

u_char es_qual_code; /* Additional Sense Code Qualifier */

u_char es_fru_code; /* Field Replaceable Unit Code */

u_char es_skey_specific[3]; /* Sense Key Specific information */
```

- `es_valid`, if set, indicates that the information field contains valid information.
- `es_class` should be 0x7.
- `es_code` is either 0x0 or 0x1.
- `es_segun` contains the number of the current segment descriptor if the REQUEST SENSE command is in response to a `COPY`, `COMPARE`, and `COPY AND VERIFY` command.
- `es_filmk`, if set, indicates that the current command had read a filemark or setmark (sequential access devices only).
- `es_eom`, if set, indicates that an end-of-medium condition exists (sequential access and printer devices only).
- `es_ili`, if set, indicates that the requested logical block length did not match the logical block length of the data on the medium.

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**es_key** indicates generic information describing an error or exception condition. The following sense keys are defined:

- **KEY_NOSENSE**  
  Indicates that there is no specific sense key information to be reported.

- **KEY_RECOVERABLE_ERROR**  
  Indicates that the last command completed successfully with some recovery action performed by the target.

- **KEY_NOTREADY**  
  Indicates that the logical unit addressed cannot be accessed.

- **KEY_MEDIUM_ERROR**  
  Indicates that the command terminated with a non-recovered error condition that was probably caused by a flaw on the medium or an error in the recorded data.

- **KEY_HARDWARE_ERROR**  
  Indicates that the target detected a non-recoverable hardware failure while performing the command or during a self test.

- **KEY_ILLEGALREQUEST**  
  Indicates that there was an illegal parameter in the CDB or in the additional parameters supplied as data for some commands.

- **KEY_UNITATTENTION**  
  Indicates that the removable medium may have been changed or the target has been reset.

- **KEY_WRITEPROTECT/KEY_DATAPROTECT**  
  Indicates that a command that reads or writes the medium was attempted on a block that is protected from this operation.

- **KEY_BLANKCHECK**  
  Indicates that a write-once device or a sequential access device encountered blank medium or format-defined end-of-data indication while reading or a write-once device encountered a non-blank medium while writing.

- **KEY_VENDORUNIQUE**  
  This sense key is available for reporting vendor-specific conditions.

- **KEY_COPY_ABORTED**  
  Indicates a COPY, COMPARE, and COPY AND VERIFY command was aborted.

- **KEY_ABORTEDCOMMAND**  
  Indicates that the target aborted the command.

- **KEY_EQUAL**  
  Indicates a SEARCH DATA command has satisfied an equal comparison.
KEY_VOLUME_OVERFLOW
Indicates that a buffered peripheral device has reached the end-of-partition and data may remain in the buffer that has not been written to the medium.

KEY_MISCOMPARE
Indicates that the source data did not match the data read from the medium.

KEY_RESERVE
Indicates that the target is currently reserved by a different initiator.

es_info_{1,2,3,4} is device type or command specific.
es_add_len indicates the number of additional sense bytes to follow.
es_cmd_info contains information that depends on the command which was executed.
es_add_code (ASC) indicates further information related to the error or exception condition reported in the sense key field.
es_qual_code (ASCQ) indicates detailed information related to the additional sense code.
es_fru_code (FRU) indicates a device-specific mechanism to unit that has failed.
es_key_specific is defined when the value of the sense-key specific valid bit (bit 7) is 1. This field is reserved for sense keys not defined above.

SEE ALSO
scsi_device(9S)
ANSI Small Computer System Interface-2 (SCSI-2)
Writing Device Drivers
NAME  

scsi_hba_tran – SCSI Host Bus Adapter (HBA) driver transport vector structure

SYNOPSIS

```c
#include <sys/scsi/scsi.h>
```

INTERFACE

Solaris architecture specific (Solaris DDI).

DESCRIPTION

A `scsi_hba_tran_t` structure defines vectors that an HBA driver exports to SCSA interfaces so that HBA specific functions can be executed.

<table>
<thead>
<tr>
<th>STRUCTURE MEMBERS</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>dev_info_t</td>
<td><code>*tran_hba_dip;</code> /* HBAs dev_info pointer */</td>
</tr>
<tr>
<td>void</td>
<td><code>*tran_hba_private;</code> /* HBA softstate */</td>
</tr>
<tr>
<td>void</td>
<td><code>*tran_tgt_private;</code> /* HBA target private pointer */</td>
</tr>
<tr>
<td>struct scsi_device</td>
<td><code>*tran_sd;</code> /* scsi_device */</td>
</tr>
<tr>
<td>int</td>
<td><code>(*tran_tgt_init());</code> /* transport target */</td>
</tr>
<tr>
<td>int</td>
<td><code>(*tran_tgt_probe());</code> /* transport target probe */</td>
</tr>
<tr>
<td>void</td>
<td><code>(*tran_tgt_free());</code> /* transport target free */</td>
</tr>
<tr>
<td>int</td>
<td><code>(*tran_start());</code> /* transport start */</td>
</tr>
<tr>
<td>int</td>
<td><code>(*tran_reset());</code> /* transport reset */</td>
</tr>
<tr>
<td>int</td>
<td><code>(*tran_abort());</code> /* transport abort */</td>
</tr>
<tr>
<td>int</td>
<td><code>(*tran_getcap());</code> /* capability retrieval */</td>
</tr>
<tr>
<td>int</td>
<td><code>(*tran_setcap());</code> /* capability establishment */</td>
</tr>
<tr>
<td>struct scsi_pkt</td>
<td><code>(*tran_init_pkt());</code> /* packet and dma allocation */</td>
</tr>
<tr>
<td>void</td>
<td><code>(*tran_destroy_pkt());</code> /* packet and dma */</td>
</tr>
<tr>
<td>void</td>
<td><code>(*tran_dmafree());</code> /* dma deallocation */</td>
</tr>
<tr>
<td>void</td>
<td><code>(*tran_sync_pkt());</code> /* sync DMA */</td>
</tr>
<tr>
<td>void</td>
<td><code>(*tran_reset_notify());</code> /* bus reset notification */</td>
</tr>
</tbody>
</table>

`tran_hba_dip` dev_info pointer to the HBA supplying the `scsi_hba_tran` structure.

`tran_hba_private` Private pointer which the HBA driver can use to refer to the device’s soft state structure.

`tran_tgt_private` Private pointer which the HBA can use to refer to per-target specific data. This field may only be used when the `SCSI_HBA_TRAN_CLONE` flag is specified in `scsi_hba_attach(9F)`. In this case, the HBA driver must initialize this field in its `tran_tgt_init(9E)` entry point.

`tran_sd` pointer to `scsi_device(9S)` structure if cloning; otherwise NULL.

`tran_tgt_init` is the function entry allowing per-target HBA initialization, if necessary.

`tran_tgt_probe` is the function entry allowing per-target `scsi_probe(9F)` customization, if necessary.

`tran_tgt_free` is the function entry allowing per-target HBA deallocation, if necessary.
tran_start is the function entry that starts a SCSI command execution on the HBA hardware.

tran_reset is the function entry that resets a SCSI bus or target device.

tran_abort is the function entry that aborts one SCSI command, or all pending SCSI commands.

tran_getcap is the function entry that retrieves a SCSI capability.

tran_setcap is the function entry that sets a SCSI capability.

tran_init_pkt is the function entry that allocates a scsi_pkt structure.

tran_destroy_pkt is the function entry that frees a scsi_pkt structure allocated by tran_init_pkt.

tran_dmafree is the function entry that frees DMA resources which were previously allocated by tran_init_pkt.

tran_sync_pkt synchronize data in pkt after a data transfer has been completed.

tran_reset_notify is the function entry allowing a target to register a bus reset notification request with the HBA driver.

SEE ALSO tran_abort(9E), tran_destroy_pkt(9E), tran_dmafree(9E), tran_getcap(9E), tran_init_pkt(9E), tran_reset(9E), tran_reset_notify(9E), tran_setcap(9E), tran_start(9E), tran_sync_pkt(9E), tran_tgt_free(9E), tran_tgt_init(9E), tran_tgt_probe(9E), ddi_dma_sync(9F), scsi_hba_attach(9F), scsi_hba_pkt_alloc(9F), scsi_hba_pkt_free(9F), scsi_probe(9F), scsi_device(9S), scsi_pkt(9S)

Writing Device Drivers
NAME  
scsi_inquiry – SCSI inquiry structure

SYNOPSIS  
#include <sys/scsi/scsi.h>

INTERFACE  
LEVEL  
Solaris DDI specific (Solaris DDI).

DESCRIPTION  
The scsi_inquiry structure contains 36 required bytes, followed by a variable number of vendor-specific parameters. Bytes 59 through 95, if returned, are reserved for future standardization. This structure is part of scsi_device(9S) structure and typically filled in by scsi_probe(9F).

STRUCTURE MEMBERS  
u_char  inq_dtype;  /* peripheral qualifier, device type */
u_char  inq_rmb : 1;  /* removable media */
u_char  inq_qual : 7;  /* device type qualifier */
u_char  inq_iso : 2;  /* ISO version */
u_char  inq_ecma : 3;  /* ECMA version */
u_char  inq_ansi : 3;  /* ANSI version */
u_char  inq_aenc : 1;  /* async event notification cap. */
u_char  inq_trmiop : 1;  /* supports TERMINATE I/O PROC msg */
u_char  inq_rdf : 4;  /* response data format */
u_char  inq_len;  /* additional length */
u_char  inq_reladdr : 1;  /* supports relative addressing */
u_char  inq_wbus32 : 1;  /* supports 32 bit wide data xfers */
u_char  inq_wbus16 : 1;  /* supports 16 bit wide data xfers */
u_char  inq_sync : 1;  /* supports synchronous data xfers */
u_char  inq_linked : 1;  /* supports linked commands */
u_char  inq_cmdque : 1;  /* supports command queueing */
u_char  inq_sftre : 1;  /* supports Soft Reset option */
char  inq_vid[8];  /* vendor ID */
char  inq_pid[16];  /* product ID */
char  inq_revision[4];  /* revision level */

inq_dtype identifies the type of device. Bits 0 - 4 represent the Peripheral Device Type and bits 5 - 7 represent the Peripheral Qualifier. The following values are appropriate for Peripheral Device Type field:

DTYPE_ARRAY_CTRL  Array controller device (for example, RAID).
DTYPE_DIRECT  Direct-access device (for example, magnetic disk).
DTYPE_ESI  Enclosure services device.
DTYPE_SEQUENTIAL  Sequential-access device (for example, magnetic tape).
DTYPE_PRINTER  Printer device.
DTYPE_PROCESSOR  Processor device.
DTYPE_WORM  Write-once device (for example, some optical disks).
The following values are appropriate for the Peripheral Qualifier field:

- **DPQ_POSSIBLE**: The specified peripheral device type is currently connected to this logical unit. If the target cannot determine whether or not a physical device is currently connected, it shall also use this peripheral qualifier when returning the INQUIRY data. This peripheral qualifier does not imply that the device is ready for access by the initiator.

- **DPQ_SUPPORTED**: The target is capable of supporting the specified peripheral device type on this logical unit. However, the physical device is not currently connected to this logical unit.

- **DPQ_NEVER**: The target is not capable of supporting a physical device on this logical unit. For this peripheral qualifier, the peripheral device type shall be set to `DTYPE_UNKNOWN` to provide compatibility with previous versions of SCSI. For all other peripheral device type values, this peripheral qualifier is reserved.

- **DPQ_VUNIQ**: This is a vendor-unique qualifier.

**DTYPE_NOTPRESENT** is the peripheral qualifier `DPQ_NEVER` and the peripheral device type `DTYPE_UNKNOWN` combined.

- **inq_rmb**: if set, indicates that the medium is removable.
- **inq_qual**: is a device type qualifier.
- **inq_iso**: indicates ISO version.
- **inq_ecma**: indicates ECMA version.
- **inq_ansi**: indicates ANSI version.
- **inq_aenc**: if set, indicates that the device supports asynchronous event notification capability as defined in SCSI-2 specification.
- **inq_trmiop**: if set, indicates that the device supports the TERMINATE I/O PROCESS message.
- **inq_rdf**: if reset, indicates the INQUIRY data format is as specified in SCSI-1.
- **inq_inq_len**: is the additional length field which specifies the length in bytes of the parameters.
inq_reladdr, if set, indicates that the device supports the relative addressing mode of this logical unit.

inq_wbus32, if set, indicates that the device supports 32-bit wide data transfers.

inq_wbus16, if set, indicates that the device supports 16-bit wide data transfers.

inq.sync, if set, indicates that the device supports synchronous data transfers.

inq_linked, if set, indicates that the device supports linked commands for this logical unit.

inq_cmdque, if set, indicates that the device supports tagged command queueing.

inq_sftre, if reset, indicates that the device responds to the RESET condition with the hard RESET alternative. If this bit is set, this indicates that the device responds with the soft RESET alternative.

inq_vid contains eight bytes of ASCII data identifying the vendor of the product.

inq_pid contains sixteen bytes of ASCII data as defined by the vendor.

inq_revision contains four bytes of ASCII data as defined by the vendor.

SEE ALSO scsi_probe(9F), scsi_device(9S)

ANSI Small Computer System Interface-2 (SCSI-2)

Writing Device Drivers
NAME  
scsi_pkt – SCSI packet structure

SYNOPSIS  
#include <sys/scsi/scsi.h>

INTERFACE LEVEL  
Solaris DDI specific (Solaris DDI).

DESCRIPTION  
A scsi_pkt structure defines the packet which is allocated by scsi_init_pkt(9F). The target driver fills in some information, and passes it to scsi_transport(9F) for execution on the target. The HBA fills in some other information as the command is processed. When the command completes (or can be taken no further) the completion function specified in the packet is called with a pointer to the packet as its argument. From fields within the packet, the target driver can determine the success or failure of the command.

STRUCTURE MEMBERS

opaque_t pkt_ha_private; /* private data for host adapter */
struct scsi_address pkt_address; /* destination packet is for */
opaque_t pkt_private; /* private data for target driver */
void (*pkt_comp)(struct scsi_pkt *); /* callback */
u_int pkt_flags; /* flags */
int pkt_time; /* time allotted to complete */
/* command */
u_char *pkt_scbp; /* pointer to status block */
u_char *pkt_cdbp; /* pointer to command block */
ssize_t pkt_resid; /* number of bytes not transferred */
u_int pkt_state; /* state of command */
u_int pkt_statistics; /* statistics */
u_char pkt_reason; /* reason completion called */

pkt_ha_private is an opaque pointer which the Host Bus Adapter uses to reference a private data structure used to transfer scsi_pkt requests.

pkt_address is initialized by scsi_init_pkt(9F) and serves to record the intended route and recipient of a request.

pkt_private is reserved for the use of the target driver and is not changed by the HBA driver.

pkt_comp specifies the command completion callback routine. When the host adapter driver has gone as far as it can in transporting a command to a SCSI target, and the command has either run to completion, or can go no further for some other reason, the host adapter driver will call the function pointed to by this field and pass a pointer to the packet as argument.

The callback routine itself is called from interrupt context and must not sleep nor call any function which may sleep.

pkt_flags provides additional information about how the target driver wants the command to be executed. See pkt_flag Definitions.

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<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>pkt_time</code></td>
<td>Will be set by the target driver to represent the maximum length of time in seconds that this command is allowed to take to complete. <code>pkt_time</code> may be 0 if no timeout is required.</td>
</tr>
<tr>
<td><code>pkt_scbp</code></td>
<td>Points to the SCSI status completion block.</td>
</tr>
<tr>
<td><code>pkt_cdbp</code></td>
<td>Points to a kernel addressable buffer whose length was specified by a call to the proper resource allocation routine, <code>scsi_init_pkt(9F)</code>.</td>
</tr>
<tr>
<td><code>pkt_resid</code></td>
<td>Contains a residual count, either the number of data bytes that have not been transferred ( <code>scsi_transport(9F)</code> ) or the number of data bytes for which DMA resources could not be allocated <code>scsi_init_pkt(9F)</code>. In the latter case, partial DMA resources may only be allocated if <code>scsi_init_pkt(9F)</code> is called with the <code>PKT_DMA_PARTIAL</code> flag.</td>
</tr>
<tr>
<td><code>pkt_state</code></td>
<td>Has bit positions representing the five most important states that a SCSI command can go through (see <code>pkt_state Definitions</code>).</td>
</tr>
<tr>
<td><code>pkt_statistics</code></td>
<td>Maintains some transport-related statistics. (see <code>pkt_statistics Definitions</code>).</td>
</tr>
<tr>
<td><code>pkt_reason</code></td>
<td>Contains a completion code that indicates why the <code>pkt_comp</code> function was called.</td>
</tr>
</tbody>
</table>

The host adapter driver will update the `pkt_resid`, `pkt_reason`, `pkt_state`, and `pkt_statistics` fields.

**pkt_flags Definitions:**

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLAG_NOINTR</td>
<td>Run command with no command completion callback; command is complete upon return from <code>scsi_transport(9F)</code>.</td>
</tr>
<tr>
<td>FLAG_NODISCON</td>
<td>Run command without disconnects.</td>
</tr>
<tr>
<td>FLAG_NOPARITY</td>
<td>Run command without parity checking.</td>
</tr>
<tr>
<td>FLAG-HTAG</td>
<td>Run command as the head of queue tagged command.</td>
</tr>
<tr>
<td>FLAG-OTAG</td>
<td>Run command as an ordered queue tagged command.</td>
</tr>
<tr>
<td>FLAG-STAG</td>
<td>Run command as a simple queue tagged command.</td>
</tr>
<tr>
<td>FLAG-SENSING</td>
<td>This command is a request sense command.</td>
</tr>
<tr>
<td>FLAG-HEAD</td>
<td>This command should be put at the head of the queue.</td>
</tr>
</tbody>
</table>

**pkt_reason Definitions:**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMD_CMPLT</td>
<td>No transport errors—normal completion.</td>
</tr>
<tr>
<td>CMD_INCOMPLETE</td>
<td>Transport stopped with abnormal state.</td>
</tr>
<tr>
<td>CMD_DMA_DERR</td>
<td>DMA direction error.</td>
</tr>
<tr>
<td>CMD_TRAN_ERR</td>
<td>Unspecified transport error.</td>
</tr>
<tr>
<td>CMD_RESET</td>
<td>SCSI bus reset destroyed command.</td>
</tr>
<tr>
<td>pkt_state Definitions:</td>
<td>State Definition</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>-----------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CMD_ABORTED</td>
<td>Command transport aborted on request.</td>
</tr>
<tr>
<td>CMD_TIMEOUT</td>
<td>Command timed out.</td>
</tr>
<tr>
<td>CMD_DATA_OVR</td>
<td>Data Overrun.</td>
</tr>
<tr>
<td>CMD_CMD_OVR</td>
<td>Command Overrun.</td>
</tr>
<tr>
<td>CMD_STS_OVR</td>
<td>Status Overrun.</td>
</tr>
<tr>
<td>CMD_BADMSG</td>
<td>Message not Command Complete.</td>
</tr>
<tr>
<td>CMD_NOMSGOUT</td>
<td>Target refused to go to Message Out phase.</td>
</tr>
<tr>
<td>CMD_XID_FAIL</td>
<td>Extended Identify message rejected.</td>
</tr>
<tr>
<td>CMD_IDE_FAIL</td>
<td>Initiator Detected Error message rejected.</td>
</tr>
<tr>
<td>CMD_ABORT_FAIL</td>
<td>Abort message rejected.</td>
</tr>
<tr>
<td>CMD_REJECT_FAIL</td>
<td>Reject message rejected.</td>
</tr>
<tr>
<td>CMD_NOP_FAIL</td>
<td>No Operation message rejected.</td>
</tr>
<tr>
<td>CMD_PER_FAIL</td>
<td>Message Parity Error message rejected.</td>
</tr>
<tr>
<td>CMD_BDR_FAIL</td>
<td>Bus Device Reset message rejected.</td>
</tr>
<tr>
<td>CMD_ID_FAIL</td>
<td>Identify message rejected.</td>
</tr>
<tr>
<td>CMD_UNX_BUS_FREE</td>
<td>Unexpected Bus Free Phase.</td>
</tr>
<tr>
<td>CMD_TAG_REJECT</td>
<td>Target rejected the tag message.</td>
</tr>
<tr>
<td>pkt_statistics</td>
<td>pkt_statistics Definitions: The definitions that are appropriate for the structure member pkt_state are:</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>-----------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>STAT_DISCON</td>
<td>Device disconnect.</td>
</tr>
<tr>
<td>STAT_SYNC</td>
<td>Command did a synchronous data transfer.</td>
</tr>
<tr>
<td>STAT_PERR</td>
<td>SCSI parity error.</td>
</tr>
<tr>
<td>STAT_BUS_RESET</td>
<td>Bus reset.</td>
</tr>
<tr>
<td>STAT_DEV_RESET</td>
<td>Device reset.</td>
</tr>
<tr>
<td>STAT_ABORTED</td>
<td>Command was aborted.</td>
</tr>
<tr>
<td>STAT_TIMEOUT</td>
<td>Command timed out.</td>
</tr>
</tbody>
</table>

modified 13 Mar 1997 SunOS 5.6 9S-75
SEE ALSO  
tran_init_pkt(9E), scsi_init_pkt(9F), scsi_transport(9F)

Writing Device Drivers

9S-76                 SunOS 5.6                 modified 13 Mar 1997
NAME  
scsi_status – SCSI status structure

SYNOPSIS  
#include <sys/scsi/scsi.h>

INTERFACE  
LEVEL  
Solaris DDI specific (Solaris DDI)

DESCRIPTION  
The SCSI-2 standard defines a status byte which is normally sent by the target to the initiator during the status phase at the completion of each command.

STRUCTURE  
MEMBERS  
uchar  
sts_scsi2  : 1;  /* SCSI-2 modifier bit */
uchar  
sts_is  : 1;  /* intermediate status sent */
uchar  
sts_busy  : 1;  /* device busy or reserved */
uchar  
sts_cm  : 1;  /* condition met */
uchar  
sts_chk  : 1;  /* check condition */

sts_chk indicates that a contingent allegiance condition has occurred.

sts_cm is returned whenever the requested operation is satisfied

sts_busy indicates that the target is busy. This status is returned whenever a target is unable to accept a command from an otherwise acceptable initiator (that is, no reservation conflicts). The recommended initiator recovery action is to issue the command again at a later time.

sts_is is returned for every successfully completed command in a series of linked commands (except the last command), unless the command is terminated with a check condition status, reservation conflict, or command terminated status. Note that host bus adapter drivers may not support linked commands (see scsi_ifsetcap(9F)). If sts_is and sts_busy are both set, then a reservation conflict has occurred.

sts_scsi2 is the SCSI-2 modifier bit. If sts_scsi2 and sts_chk are both set, this indicates a command terminated status. If sts_scsi2 and sts_busy are both set, this indicates that the command queue in the target is full.

For accessing the status as a byte, the following values are appropriate:

 STATUS_GOOD  
This status indicates that the target has successfully completed the command.

 STATUS_CHECK  
This status indicates that a contingent allegiance condition has occurred.

 STATUS_MET  
This status is returned when the requested operations are satisfied.

 STATUS_BUSY  
This status indicates that the target is busy.

 STATUS_INTERMEDIATE  
This status is returned for every successfully completed command in a series of linked commands.

 STATUS_SCSI2  
This is the SCSI-2 modifier bit.

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STATUS_INTERMEDIATE_MET
This status is a combination of STATUS_MET and STATUS_INTERMEDIATE.

STATUS_RESERVATION_CONFLICT
This status is a combination of STATUS_INTERMEDIATE and STATUS_BUSY, and is returned whenever an initiator attempts to access a logical unit or an extent within a logical unit is reserved.

STATUS_TERMINATED
This status is a combination of STATUS_SCSI2 and STATUS_CHECK, and is returned whenever the target terminates the current I/O process after receiving a terminate I/O process message.

STATUS_QFULL
This status is a combination of STATUS_SCSI2 and STATUS_BUSY, and is returned when the command queue in the target is full.

SEE ALSO scsi_ifgetcap(9F), scsi_init_pkt(9F), scsi_extended_sense(9S), scsi_pkt(9S)

Writing Device Drivers
NAME  streamtab – STREAMS entity declaration structure

SYNOPSIS  

#include <sys/stream.h>

INTERFACE LEVEL

Architecture independent level 1 (DDI/DKI).

DESCRIPTION

Each STREAMS driver or module must have a streamtab structure.

streamtab is made up of qinit structures for both the read and write queue portions of each module or driver. (Multiplexing drivers require both upper and lower qinit structures.) The qinit structure contains the entry points through which the module or driver routines are called.

Normally, the read QUEUE contains the open and close routines. Both the read and write queue can contain put and service procedures.

STRUCTURE MEMBERS

struct qinit  *st_rdinit; /* read QUEUE */
struct qinit  *st_wrinit; /* write QUEUE */
struct qinit  *st_muxrinit; /* lower read QUEUE*/
struct qinit  *st_muxwinit; /* lower write QUEUE*/

SEE ALSO

qinit(9S)

STREAMS Programming Guide
NAME stroptions – options structure for M_SETOPTS message

SYNOPSIS

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

INTERFACE LEVEL Architecture independent level 1 (DDI/DKI).

DESCRIPTION

The M_SETOPTS message contains a stroptions structure and is used to control options in the stream head.

STRUCTURE

```
uint    so_flags;        /* options to set */
short   so_readopt;      /* read option */
ushort  so_wroff;        /* write offset */
ssize_t so_minpsz;      /* minimum read packet size */
ssize_t so_maxpsz;      /* maximum read packet size */
size_t  so_hiwat;       /* read queue high water mark */
size_t  so_lowat;       /* read queue low water mark */
unsigned char so_band;  /* band for water marks */
ushort  so_erropt;      /* error option */
```

The following are the flags that can be set in the so_flags bit mask in the stroptions structure. Note that multiple flags can be set.

- SO_READOPT set read option
- SO_WROFF set write offset
- SO_MINPSZ set min packet size
- SO_MAXPSZ set max packet size
- SO_HIWAT set high water mark
- SO_LOWAT set low water mark
- SO_MREADON set read notification ON
- SO_MREADOFF set read notification OFF
- SO_NDELON old TTY semantics for NDELAY reads/writes
- SO_NDELOFF STREAMS semantics for NDELAY reads/writes
- SO_ISTTY the stream is acting as a terminal
- SO_ISNTTY the stream is not acting as a terminal
- SO_TOSTOP stop on background writes to this stream
- SO_TONSTOP do not stop on background writes to stream
- SO_BAND water marks affect band
- SO_ERROPT set error option
When SO_READOPT is set, the **so_readopt** field of the **stroptions** structure can take one of the following values (see `read(2)`):

- RNORM: read msg norm
- RMSGD: read msg discard
- RMSGN: read msg no discard

When SO_BAND is set, **so_band** determines to which band **so_hiwat** and **so_lowat** apply.

When SO_ERROPT is set, the **so_erropt** field of the **stroptions** structure can take a value that is either none or one of:

- RERRNORM: persistent read errors; default
- RERRNONPERSIST: non-persistent read errors

OR’ed with either none of one of:

- WERRNORM: persistent write errors; default
- WERRNONPERSIST: non-persistent write errors

**SEE ALSO** `read(2)`, `streamio(7I)`

*STREAMS Programming Guide*
The **tuple_t** structure is the basic data structure provided by Card Services to manage PC Card information. A PC Card provides identification and configuration information through its Card Information Structure (CIS). A PC Card driver accesses a PC Card’s CIS through various Card Services functions.

The CIS information allows PC Cards to be self-identifying, meaning that the CIS provides information to the system so that it can identify the proper PC Card driver for the PC Card, and configuration information so that the driver can allocate appropriate resources to configure the PC Card for proper operation in the system.

The CIS information is contained on the PC Card in a linked list of tuple data structures called a CIS chain. Each tuple has a one-byte type and a one-byte link, an offset to the next tuple in the list. A PC Card can have one or more CIS chains.

A multi-function PC Card that complies with the PC Card 95 MultiFunction Metaformat specification will have one or more global CIS chains that collectively are referred to as the global CIS. These PC Cards will also have one or more per-function CIS chains. Each per-function collection of CIS chains is referred to as a function-specific CIS.

To examine a PC Card’s CIS, first a PC Card driver must locate the desired tuple by calling `csx_GetFirstTuple(9F)`. Once the first tuple is located, subsequent tuples may be located by calling `csx_GetNextTuple(9F)` (see `csx_GetFirstTuple(9F)`). The linked list of tuples may be inspected one by one, or the driver may narrow the search by requesting only tuples of a particular type.

Once a tuple has been located, the PC Card driver may inspect the tuple data. The most convenient way to do this for standard tuples is by calling one of the number of tuple-parsing utility functions; for custom tuples, the driver may get access to the raw tuple data by calling `csx_GetTupleData(9F)`.

Solaris PC Card drivers do not need to be concerned with which CIS chain a tuple appears in. On a multi-function PC Card, the client will get the tuples from the global CIS followed by the tuples in the function-specific CIS. The caller will not get any tuples from a function-specific CIS that does not belong to the caller’s function.

The structure members of **tuple_t** are:

```c
uint32_t Socket; /* socket number */
uint32_t Attributes; /* tuple attributes */
cisdata_t DesiredTuple; /* tuple to search for */
```
cisdata_t TupleOffset;    /* tuple data offset */
cisdata_t TupleDataMax;   /* max tuple data size */
cisdata_t TupleDataLen;   /* actual tuple data length */
cisdata_t TupleData[CIS_MAX_TUPLE_DATA_LEN]; /* body tuple data */
cisdata_t TupleCode;      /* tuple type code */
cisdata_t TupleLink;      /* tuple link */

The fields are defined as follows:

**Socket**
Not used in Solaris, but for portability with other Card Services implementations, it should be set to the logical socket number.

**Attributes**
This field is bit-mapped. The following bits are defined:

- **TUPLE_RETURN_LINK**
  Return link tuples if set.

- **TUPLE_RETURN_IGNORED_TUPLES**
  Return ignored tuples if set. Ignored tuples are those tuples in a multi-function PC Card’s global CIS chain that are duplicates of the same tuples in a function-specific CIS chain.

- **TUPLE_RETURN_NAME**
  Return tuple name string via the csx_ParseTuple(9F) function if set.

**DesiredTuple**
This field is the requested tuple type code to be returned, when calling csx_GetFirstTuple(9F) or csx_GetNextTuple(9F).

- **RETURN_FIRST_TUPLE** is used to return the first tuple regardless of tuple type, if it exists.

- **RETURN_NEXT_TUPLE** is used to return the next tuple regardless of tuple type.

**TupleOffset**
This field allows partial tuple information to be retrieved, starting at the specified offset within the tuple. This field must only be set before calling csx_GetTupleData(9F).

**TupleDataMax**
This field is the size of the tuple data buffer that Card Services uses to return raw tuple data from csx_GetTupleData(9F). It can be larger than the number of bytes in the tuple data body. Card Services ignores any value placed here by the client.

**TupleDataLen**
This field is the actual size of the tuple data body. It represents the number of tuple data body bytes returned by csx_GetTupleData(9F).

**TupleData**
This field is an array of bytes containing the raw tuple data body contents returned by csx_GetTupleData(9F).

**TupleCode**
This field is the tuple type code and is returned by csx_GetFirstTuple(9F) or csx_GetNextTuple(9F) when a tuple matching the DesiredTuple field is returned.

**TupleLink**
This field is the tuple link, the offset to the next tuple, and is returned by csx_GetFirstTuple(9F) or csx_GetNextTuple(9F) when a tuple
matching the DesiredTuple field is returned.

SEE ALSO

- csx_GetFirstTuple(9F)
- csx_GetTupleData(9F)
- csx_ParseTuple(9F)
- csx_Parse_CISTPL_BATTERY(9F)
- csx_Parse_CISTPL_BYTEORDER(9F)
- csx_Parse_CISTPL_CFTABLE_ENTRY(9F)
- csx_Parse_CISTPL_CONFIG(9F)
- csx_Parse_CISTPL_DATE(9F)
- csx_Parse_CISTPL_DEVICE(9F)
- csx_Parse_CISTPL_FUNCE(9F)
- csx_Parse_CISTPL_FUNCID(9F)
- csx_Parse_CISTPL_JEDEC_C(9F)
- csx_Parse_CISTPL_MANFID(9F)
- csx_Parse_CISTPL_SPCL(9F)
- csx_Parse_CISTPL_VERS_1(9F)
- csx_Parse_CISTPL_VERS_2(9F)

PC Card 95 Standard, PCMCIA/JEIDA
NAME       uio – scatter/gather I/O request structure

SYNOPSIS  #include <sys/uio.h>

INTERFACE LEVEL  Architecture independent level 1 (DDI/DKI).

DESCRIPTION  A uio structure describes an I/O request that can be broken up into different data storage areas (scatter/gather I/O). A request is a list of iovec structures (base/length pairs) indicating where in user space or kernel space the I/O data is to be read/written.

The contents of uio structures passed to the driver through the entry points should not be written by the driver. The uiomove(9F) function takes care of all overhead related to maintaining the state of the uio structure.

uio structures allocated by the driver should be initialized to zero before use (by bzero(9F), kmem_zalloc(9F), or an equivalent).

STRUCTURE MEMBERS

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>iovec_t *uio_iov;</td>
<td>/* pointer to the start of the iovec */</td>
</tr>
<tr>
<td>int uio_iovcnt;</td>
<td>/* the number of iovecs in the list */</td>
</tr>
<tr>
<td>off_t uio_offset;</td>
<td>/* 32-bit offset into file where data is transferred from or to. See NOTES. */</td>
</tr>
<tr>
<td>offset_t uio_loffset;</td>
<td>/* 64-bit offset into file where data is transferred from or to. See NOTES. */</td>
</tr>
<tr>
<td>uio_seg_t uio_sefgfl;</td>
<td>/* identifies the type of I/O transfer: */</td>
</tr>
<tr>
<td>short uio_fmode;</td>
<td>/* file mode flags (not driver setable) */</td>
</tr>
<tr>
<td>daddr_t uio_limit;</td>
<td>/* 32-bit ulimit for file (maximum block offset). not driver setable. See NOTES. */</td>
</tr>
<tr>
<td>diskaddr_t uio_llimit;</td>
<td>/* 64-bit ulimit for file (maximum block offset). not driver setable. See NOTES. */</td>
</tr>
<tr>
<td>int uio_resid;</td>
<td>/* residual count */</td>
</tr>
</tbody>
</table>

The uio_iov member is a pointer to the beginning of the iovec(9S) list for the uio. When the uio structure is passed to the driver through an entry point, the driver should not set uio_iov. When the uio structure is created by the driver, uio_iov should be initialized by the driver and not written to afterward.

SEE ALSO  aread(9E), awrite(9E), read(9E), write(9E), bzero(9F), kmem_zalloc(9F), uiomove(9F), cb_ops(9S), iovec(9S)

Writing Device Drivers

NOTES  Only one of uio_offset or uio_loffset should be interpreted by the driver. Which field the driver interprets is dependent upon the settings in the cb_ops(9S) structure.

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Only one of `uio_limit` or `uio_llimit` should be interpreted by the driver. Which field the driver interprets is dependent upon the settings in the `cb_ops(9S)` structure.

When performing I/O on a seekable device, the driver should not modify either the `uio_offset` or the `uio_loffset` field of the `uio` structure. I/O to such a device is constrained by the maximum offset value. When performing I/O on a device on which the concept of position has no relevance, the driver may preserve the `uio_offset` or `uio_loffset`, perform the I/O operation, then restore the `uio_offset` or `uio_loffset` to the field’s initial value. I/O performed to a device in this manner is not constrained.
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