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/*****
/*          I R Q U T I L . H          */
**-----**
/* task          : Constants and prototypes for the interrupt */
/*          functions.          */
**-----**
/* Author          : Michael Tischer / Bruno Jennrich          */
/* developed on    : 3/12/1994          */
/* last update     : 4/06/1995          */
**-----**
/* COMPILER        : Borland C++ 3.1, Microsoft Visual C++ 1.5 */
/*****
#ifndef __INC_IRQ_UTIL_H
#define __INC_IRQ_UTIL_H

#include "types.h"

/*- IRQ-Controller Port addresses -----*/
#define MASTER_PIC          0x20          /* master-PIC base address*/
#define SLAVE_PIC           0xA0          /* slave-PIC base address*/
#define IRQ_MASK            0x01          /* offset to masking port */

/*- IRQ-commandos -----*/
#define EOI                  0x20          /* not specified End of Interrupt */

#define MASTER_FIRST_VECTOR 0x08          /* hardware software vectors- */
#define SLAVE_FIRST_VECTOR  0x70          /* interrupts          */

/*- Prototypes -----*/
VOID irq_Enable ( INT iIRQ );
VOID irq_Disable( INT iIRQ );
VOID irq_SendEOI( INT iIRQ );
VOID ( _interrupt _FP *irq_SetHandler( INT iIRQ,
                                      VOID (_interrupt _FP *lpHandler)() ) ) ();

BYTE irq_ReadMask( INT iController );
BYTE irq_ReadIRR ( INT iController );
BYTE irq_ReadISR ( INT iController );
#endif

```