

```
/* $Id: xintc_selftest.c,v 1.1.2.1 2010/09/17 05:26:04 svemula Exp $ */
/*****
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 *
 *****/
/*****/
/**
 *
 * @file xintc_selftest.c
 *
 * Contains diagnostic self-test functions for the XIntc component. This file
 * requires other files of the component to be linked in also.
 *
 * <pre>
 * MODIFICATION HISTORY:
 *
 * Ver   Who   Date     Changes
 * -----
 * 1.00b jhl   02/21/02 First release
 * 1.10c mta   03/21/07 Updated to new coding style
 * 2.00a ktn   10/20/09 Updated to use HAL Processor APIs
 * </pre>
 *
 *****/
/*****/

/***** Include Files *****/

#include "xil_types.h"
#include "xil_assert.h"
#include "xintc.h"
#include "xintc_i.h"

/***** Constant Definitions *****/

#define XIN_TEST_MASK 1

/***** Type Definitions *****/

/***** Macros (Inline Functions) Definitions *****/
```

```

/***** Function Prototypes *****/

/***** Variable Definitions *****/

/*****
/**
 * Run a self-test on the driver/device. This is a destructive test.
 *
 * This involves forcing interrupts into the controller and verifying that they
 * are recognized and can be acknowledged. This test will not succeed if the
 * interrupt controller has been started in real mode such that interrupts
 * cannot be forced.
 * @param InstancePtr is a pointer to the XIntc instance to be worked on.
 * @return
 * - XST_SUCCESS if self-test is successful.
 * - XST_INTC_FAIL_SELFTEST if the Interrupt controller fails the
 * self-test. It will fail the self test if the device has
 * previously been started in real mode.
 * @note None.
 */
*****/
int XIntc_SelfTest(XIntc * InstancePtr)
{
    u32 CurrentMIE;
    u32 CurrentISR;
    u32 Temp;

    /* Assert the arguments */
    Xil_AssertNonvoid(InstancePtr != NULL);
    Xil_AssertNonvoid(InstancePtr->IsReady == XIL_COMPONENT_IS_READY);

    CurrentMIE = XIntc_In32(InstancePtr->BaseAddress + XIN_MER_OFFSET);

    /* Acknowledge all pending interrupts by reading the interrupt status register and writing
    the value to the acknowledge register */
    Temp = XIntc_In32(InstancePtr->BaseAddress + XIN_ISR_OFFSET);

    XIntc_Out32(InstancePtr->BaseAddress + XIN_IAR_OFFSET, Temp);

    /* Verify that there are no interrupts by reading the interrupt status */
    CurrentISR = XIntc_In32(InstancePtr->BaseAddress + XIN_ISR_OFFSET);

    /* ISR should be zero after all interrupts are acknowledged */
    if (CurrentISR != 0)
        { return XST_INTC_FAIL_SELFTEST; }

    /* Set a bit in the ISR which simulates an interrupt */
    XIntc_Out32(InstancePtr->BaseAddress + XIN_ISR_OFFSET, XIN_TEST_MASK);

    /* Verify that it was set */
    CurrentISR = XIntc_In32(InstancePtr->BaseAddress + XIN_ISR_OFFSET);

    if (CurrentISR != XIN_TEST_MASK)
        { return XST_INTC_FAIL_SELFTEST; }

    /* Acknowledge the interrupt */
    XIntc_Out32(InstancePtr->BaseAddress + XIN_IAR_OFFSET, XIN_TEST_MASK);

    /* Read back the ISR to verify that the interrupt is gone */
    CurrentISR = XIntc_In32(InstancePtr->BaseAddress + XIN_ISR_OFFSET);

    if (CurrentISR != 0)
        { return XST_INTC_FAIL_SELFTEST; }

    return XST_SUCCESS;
}

/*****
/**
 * Allows software to simulate an interrupt in the interrupt controller. This
 * function will only be successful when the interrupt controller has been
 * started in simulation mode. Once it has been started in real mode,
 * interrupts cannot be simulated. A simulated interrupt allows the interrupt
 * controller to be tested without any device to drive an interrupt input
 */
*****/
```

```
* signal into it.
* @param InstancePtr is a pointer to the XIntc instance to be worked on.
* @param Id is the interrupt ID for which to simulate an interrupt.
* @return
* - XST_SUCCESS if successful
* - XST_FAILURE if the interrupt could not be
* simulated because the interrupt controller is or
* has previously been in real mode.
* @note None.
*
*****/
int XIntc_SimulateIntr(XIntc * InstancePtr, u8 Id)
{
    u32 Mask;
    u32 MasterEnable;

    /* Assert the arguments */
    Xil_AssertNonvoid(InstancePtr != NULL);
    Xil_AssertNonvoid(InstancePtr->IsReady == XIL_COMPONENT_IS_READY);
    Xil_AssertNonvoid(Id < XPAR_INTC_MAX_NUM_INTR_INPUTS);

    /* Get the contents of the master enable register and determine if hardware interrupts have
    already been enabled, if so, this is a write once bit such that simulation can't be done
    at this point because the ISR register is no longer writable by software */
    MasterEnable = XIntc_In32(InstancePtr->BaseAddress + XIN_MER_OFFSET);
    if (MasterEnable & XIN_INT_HARDWARE_ENABLE_MASK)
    { return XST_FAILURE; }

    /* The Id is used to create the appropriate mask for the desired bit position. Id currently
    limited to 0 - 31 */
    Mask = XIntc_BitPosMask[Id];

    /* Enable the selected interrupt source by reading the interrupt enable register and then
    modifying only the specified interrupt id enable */
    XIntc_Out32(InstancePtr->BaseAddress + XIN_ISR_OFFSET, Mask);

    /* Indicate the interrupt was successfully simulated */
    return XST_SUCCESS;
}
```