PART THREE

Kernel-Level Drivers

Chapter 8: Structure of a Kernel-Level Driver
The software structure of a block or character device driver: the entry points it provides for kernel use, and how it communicates with user-level processes

Chapter 9: Device Driver/Kernel Interface
A topical survey of the facilities the IRIX kernel provides to device drivers.

Chapter 10: Building and Installing a Driver
How a kernel-level driver is compiled, loaded, and linked with the IRIX kernel.

Chapter 11: Testing and Debugging a Driver
How a kernel-level driver is tested and debugged using *symmon* and other facilities.

Chapter 12: Driver Example
Annotated code of a simple memory-mapping device driver.