

**NAME**

**bus\_set\_resource** - associate a definite resource with a given resource ID

**SYNOPSIS**

```
#include <sys/param.h>
```

```
#include <sys/bus.h>
```

```
#include <machine/bus.h>
```

```
#include <sys/rman.h>
```

```
#include <machine/resource.h>
```

*int*

```
bus_set_resource(device_t dev, int type, int rid, rman_res_t start, rman_res_t count);
```

**DESCRIPTION**

The **bus\_set\_resource()** function sets the start address of the resource *type*, *rid* pair to be *count* long. Typically, client drivers do not use this interface. Bus drivers, however, often use it to set up the resources a client driver uses.

The arguments are as follows:

*dev*     The device to set the resource on.

*type*    The type of resource you want to allocate. It is one of:

|                             |                   |
|-----------------------------|-------------------|
| <code>SYS_RES_IRQ</code>    | for IRQs          |
| <code>SYS_RES_DRQ</code>    | for ISA DMA lines |
| <code>SYS_RES_IOPORT</code> | for I/O ports     |
| <code>SYS_RES_MEMORY</code> | for I/O memory    |

*rid*     A bus-specific handle that identifies the resource being allocated.

*start*   The start address of this resource.

*count*   The length of the resource. For example, the size of the memory in bytes.

**RETURN VALUES**

Zero is returned on success, otherwise an error is returned.

**SEE ALSO**

bus\_alloc\_resource(9), bus\_get\_resource(9), device(9), driver(9)

## AUTHORS

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