

abi_c_cmse_nonsecure_call

The tracking issue for this feature is: #81391

The TrustZone-M feature is available for targets with the Armv8-M architecture profile (`thumbv8m` in their target name). LLVM, the Rust compiler and the linker are providing support for the TrustZone-M feature.

One of the things provided, with this unstable feature, is the `C-cmse-nonsecure-call` function ABI. This ABI is used on function pointers to non-secure code to mark a non-secure function call (see section 5.5 for details).

With this ABI, the compiler will do the following to perform the call: * save registers needed after the call to Secure memory * clear all registers that might contain confidential information * clear the Least Significant Bit of the function address * branches using the BLXNS instruction

To avoid using the non-secure stack, the compiler will constrain the number and type of parameters/return value.

The `extern "C-cmse-nonsecure-call"` ABI is otherwise equivalent to the `extern "C"` ABI.

```
#![no_std]
#![feature(abi_c_cmse_nonsecure_call)]

#[no_mangle]
pub fn call_nonsecure_function(addr: usize) -> u32 {
    let non_secure_function =
        unsafe { core::mem::transmute::<usize, extern "C-cmse-nonsecure-call" fn() -> u32>(
            non_secure_function()
        )
    }
}

$ rustc --emit asm --crate-type lib --target thumbv8m.main-none-eabi function.rs

call_nonsecure_function:
    .fnstart
    .save    {r7, lr}
    push     {r7, lr}
    .setfp   r7, sp
    mov      r7, sp
    .pad     #16
    sub      sp, #16
    str      r0, [sp, #12]
    ldr      r0, [sp, #12]
    str      r0, [sp, #8]
    b        .LBB0_1
.LBB0_1:
```

```

        ldr    r0, [sp, #8]
        push.w {r4, r5, r6, r7, r8, r9, r10, r11}
        bic    r0, r0, #1
        mov    r1, r0
        mov    r2, r0
        mov    r3, r0
        mov    r4, r0
        mov    r5, r0
        mov    r6, r0
        mov    r7, r0
        mov    r8, r0
        mov    r9, r0
        mov    r10, r0
        mov    r11, r0
        mov    r12, r0
        msr    apsr_nzcvq, r0
        blxns  r0
        pop.w  {r4, r5, r6, r7, r8, r9, r10, r11}
        str    r0, [sp, #4]
        b      .LBB0_2
.LBB0_2:
        ldr    r0, [sp, #4]
        add    sp, #16
        pop    {r7, pc}

```