1. **ec80fad0-5659-41d3-ae3a-28bf4339809e**  
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   8. Как 1.1
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2. **d4065f0e-8019-48a2-b63c-067e454c84da**  
   This chapter contains the autogenerated documentation of the…
   1. This chapter contains the autogenerated documentation of the internal functions.
   2. This chapter contains the autogenerated documentation of the kernel API functions which are exported.
   3. chapter entitled &quot;GNU Free Documentation License&quot
   4. This chapter contains the autogenerated documentation of the structures which are used in the generic IRQ layer.
   5. This chapter contains the autogenerated documentation of the RapidIO subsystem.
   6. This chapter contains the autogenerated documentation of the structures which are used in the Reed-Solomon Library and are relevant for a developer.
   7. This chapter contains the autogenerated documentation of the Reed-Solomon functions which are exported.
3. **cc12f3a0-07a8-4442-9cb5-bade952eb39e**  
   This chapter contains the autogenerated documentation of the structures which are used in the NAND driver and might be relevant for a driver developer. Each struct member has a short description which is marked with an [XXX] identifier. See the chapter &quot;Documentation hints&quot; for an explanation.
   1. This chapter contains the autogenerated documentation of the structures which are used in the NAND driver and might be relevant for a driver developer. Each struct member has a short description which is marked with an [XXX] identifier. See the chapter &quot;Documentation hints&quot; for an explanation.
   2. This chapter contains the autogenerated documentation of the NAND kernel API functions which are exported. Each function has a short description which is marked with an [XXX] identifier. See the chapter &quot;Documentation hints&quot; for an explanation.
   3. This chapter contains the autogenerated documentation of the NAND driver internal functions. Each function has a short description which is marked with an [XXX] identifier. See the chapter &quot;Documentation hints&quot; for an explanation. The functions marked with [DEFAULT] might be relevant for a board driver developer.
4. **0cce7955-9606-4b49-b827-1371909f1266**  
   busgid=NNNNNControls the GID used for the /proc/bus/usb/BBB directories. (Default: 0)
   1. busgid=NNNNNControls the GID used for the /proc/bus/usb/BBB directories. (Default: 0)
   2. busmode=MMMControls the file mode used for the /proc/bus/usb/BBB directories. (Default: 0555)
   3. busuid=NNNNNControls the UID used for the /proc/bus/usb/BBB directories. (Default: 0)
   4. devgid=NNNNNControls the GID used for the /proc/bus/usb/BBB/DDD files. (Default: 0)
   5. devmode=MMMControls the file mode used for the /proc/bus/usb/BBB/DDD files. (Default: 0644)
   6. devuid=NNNNNControls the UID used for the /proc/bus/usb/BBB/DDD files. (Default: 0)
   7. listgid=NNNNNControls the GID used for the /proc/bus/usb/devices and drivers files. (Default: 0)
   8. listmode=MMMControls the file mode used for the /proc/bus/usb/devices and drivers files. (Default: 0444)
   9. listuid=NNNNNControls the UID used for the /proc/bus/usb/devices and drivers files. (Default: 0)
5. **71be5ba8-17b5-4251-a6ad-965a514720b1**  
   File modification time is not updated by this request.
   1. Все одинаковые, точно такие как запрос, всего 7 штук.
6. **e46b9eea-dfab-44cd-9478-c5fbbec04463**  
   This function is called whenever the initialization function of a real object which resides on the stack is called.
   1. This function is called whenever the initialization function of a real object which resides on the stack is called.
   2. This function is called whenever the activation function of a real object is called.
   3. This function is called whenever the initialization function of a real object is called.
   4. This function is called whenever the deactivation function of a real object is called.
7. **ca5d405c-94c8-471c-b04e-fbea762b78e3**  
   When the real object is already tracked by debugobjects it is checked, whether the object can be activated. Activating is not allowed for active and destroyed objects. When debugobjects detects an error, then it calls the fixup\_activate function of the object type description structure if provided by the caller. The fixup function can correct the problem before the real activation of the object happens. E.g. it can deactivate an active object in order to prevent damage to the subsystem.
   1. When the real object is tracked by debugobjects it is checked, whether the object can be freed. Free is not allowed for active objects. When debugobjects detects an error, then it calls the fixup\_free function of the object type description structure if provided by the caller. The **fixup** function can correct the problem before the real free of the object happens. E.g. it can **deactivate** an active object in order to prevent damage to the subsystem.
   2. When the real object is tracked by debugobjects it is checked, whether the object can be **destroyed**. Destruction is not allowed for active and destroyed objects. When debugobjects detects an error, then it calls the fixup\_destroy function of the object type description structure if provided by the caller. The fixup function can correct the problem before the real **destruction** of the object happens. E.g. it can **deactivate** an active object in order to prevent damage to the subsystem.
   3. When the real object is already tracked by debugobjects it is checked, whether the object can be **activated**. Activating is not allowed for active and destroyed objects. When debugobjects detects an error, then it calls the fixup\_activate function of the object type description structure if provided by the caller. The fixup function can correct the problem before the real **activation** of the object happens. E.g. it can **deactivate** an active object in order to prevent damage to the subsystem.
   4. When the real object is already tracked by debugobjects it is checked, whether the object can be **initialized**. Initializing is not allowed for active and destroyed objects. When debugobjects detects an error, then it calls the fixup\_init function of the object type description structure if provided by the caller. The fixup function can correct the problem before the real initialization of the object happens. E.g. it can deactivate an active object in order to prevent damage to the subsystem.
   5. Как 7.4
8. **0ebc4e55-09c3-429f-87e6-f4267cfcfbe0**  
   The following people have contributed to this document:
   1. The following people have contributed to the NAND driver:
   2. **3 раза** The following people have contributed to this document:
9. ???? -- TODO  
   Error correction code byte 2 of the lower 256 Bytes of data in this page0x03ECC byte