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Lab 1, Compiler

By ADMIN | Published: NOVEMBER 16, 2012

Let's start with tools that we need to just build the OS for ARM. First clone official inferno os repository from google code repository:

```
1 # hg clone https://code.google.com/p/inferno-os/
```

What we need to move further? We need the ARM cross compiler, linker, etc. For this, let's just compile inferno targeting mac as host (we are on mac now, so we will get hosted inferno for mac as result):

```
# cd inferno-os/
    # INF ROOT=`pwd` perl -i -pe 's/^ROOT=.*/ROOT=$ENV{INF ROOT}/m' mkconfig
    # perl -i -pe 's/^SYSHOST=.*/SYSHOST=MacOSX/m' mkconfig
    # perl -i -pe 's/^OBJTYPE=.*/OBJTYPE=386/m' mkconfig
04
    # sh makemk.sh
    # PATH=`pwd`/MacOSX/386/bin:$PATH mk nuke
06
07
    # PATH=`pwd`/MacOSX/386/bin:$PATH mk install
    ... waiting just few minutes ...
98
    # ls MacOSX/386/bin/
09
                21
10
    0a
                            81
                                       iar
                                                   ksize
                                                               ms2
                                                                           tc
                5a
                            acid
                                       idea
                                                               ndate
    0с
                                                   kstrip
11
                                                                           va
12
    01
                                                   limbo
                5c
                            asm
                                       inm
                                                               qa
                                                                           ٧C
                5coff
13
    1a
                            c21
                                                   md5sum
                                                                           νl
                                        iyacc
                                                               qc
                            data2c
14
    1c
                5cv
                                       ka
                                                   mk
                                                               ql
    11
                51
                            data2s
                                        kc
                                                   mk.save
                                                               sqz
16
    2a
                8a
                                        kl
                                                   mkext
                                                               srclist
                            emu
                            ftl
                                       kprof
17
    2c
                8c
                                                   mkppcimage styxtest
18
```

Yes! Now we have all needed cross-platform tools for building Inferno OS for ARM, see 5c – C compiler, 5a – ARM assembler, 5l – ARM linker.

Let's check ARM asm generated:

```
1  # export PATH=`pwd`/MacOSX/386/bin:$PATH
2  # echo "int main() { return 123; }" >tmp.c && 5c -S tmp.c && rm tmp.c
3    TEXT    main+0(SB),0,$0

4    MOVW    $123,R0
5    RET ,
6    RET ,
7    END ,
```

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