



Branch: master

osdev / gdt.c

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 jokeofweek Fixed naming of methods and removed double prototypes. de6ef4f on 20 Feb 2012

1 contributor

34 lines (30 sloc) 843 Bytes

Raw

Blame

History



```
1  /*
2  * Defines a GDT entry. We say packed, because it prevents the
3  * compiler from doing things that it thinks is best: Prevent
4  * compiler "optimization" by packing
5  */
6  struct gdt_entry {
7      unsigned short limit_low;
8      unsigned short base_low;
9      unsigned char base_middle;
10     unsigned char access;
11     unsigned char granularity;
12     unsigned char base_high;
13 } __attribute__((packed));
14
15 /*
16 * Special pointer which includes the limit: The max bytes
17 * taken up by the GDT, minus 1. Again, this NEEDS to be packed
18 */
19 struct gdt_ptr {
20     unsigned short limit;
21     unsigned int base;
22 } __attribute__((packed));
23
24 /*
25 * Our GDT, with 3 entries, and finally our special GDT pointer
26 */
27 struct gdt_entry gdt[3];
28 struct gdt_ptr gp;
29
30 /*
31 * Assembly function in 'start.asm' used to reload new segment registers.
32 */
33 extern void gdt_flush();
```

