Development Logs on the Codename “Dionysus”

# 30, Oct 2019

## Progress:

1. Figured out what accounts for wrong ACPI detection. It is because when memory is large enough (more than 2 gigabytes), it is placed in very high memory, which is higher than the first 2GB mapped for kernel.
2. Make better use of type deducing rules to make P2V/V2P interfaces more reasonable and useful, avoiding unnecessary type casts.
3. Figured out it isn’t GRUB2’s fault that makes it hard for me to access to the ACPI RDST

## To-do:

1. Remove unnecessary type casts due to the awkward design of interfaces before.
2. Adjust the memory layout to gain access to the ACPI RDST.