# ROM flow chart



# Key function design



# Other details

## 3.1 Image format

|  |
| --- |
| Header |
| tRoot FW |
| SPL signature |
| SPL Image |

The header structure is defined as following:

struct spl\_header

{

uint32\_t magic;

uint32\_t version;

uint32\_t img\_type;

uint32\_t spl\_load\_addr;

uint32\_t spl\_len;

uint32\_t troot\_fw\_addr;

uint32\_t troot\_fw\_len;

uint32\_t signature\_addr;

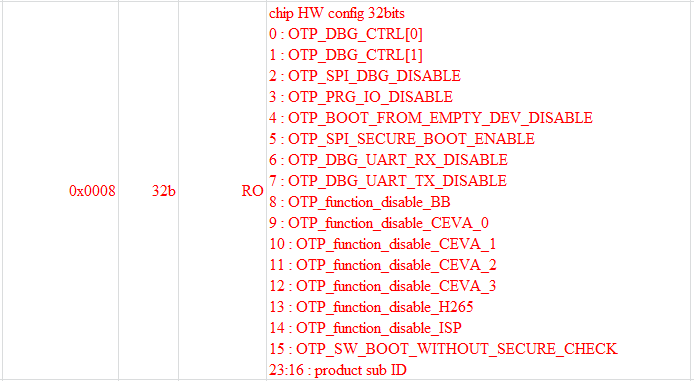
uint32\_t signature\_len;

uint32\_t reserved[7];

};

Here, spl\_load\_addr is the runtime SRAM address for SPL to be running, troot\_fw\_addr is the runtime SRAM address for tRoot FW, in our design this is hard coded to 0x301C0000.

## OTP flags



We use bit15 to determine whether to do the security check or not.

## Partition table

Both SPI Flash and EMMC use GPT as the partition table, which format is defined as following, will add more details later.

