

- CPLD memory mapping

The board designers chose to use high address lines for controlling access to the CPLD registers. It turns out to be a big waste because we're using an MMU and must map IO space into virtual memory. The result is that we have to make a mapping for every register.

- Serial Console

It may be OK not to use the serial console option if the user passes the console device name to the kernel. This deserves some exploration.