

Diff between non-working and working hello

04/27/21

In line 5 the non-working is .rocode while the working is .ramcode. Other diff are the 02000000 vs 01000000.

```
File Edit View Format Merge Help
hello-disasm.txt wkg-hello.txt
1 1
2 2 hello: file format elf32-zip
3 3
4 4
5 5 Disassembly of section .rocode:
6 6
7 7 02000000 <_boot_address>:
8 8 2000000: 6a 00 00 c0 LDI 0x03000000,SP // 3000000 <_top_of_st
9 9 2000004: 6a 40 00 00
10 10 2000008: 7b 47 c0 09 MOV $36+PC,uPC
11 11 200000c: 0e 00 00 00 CLR R1
12 12 2000010: 13 43 c0 09 MOV 0x02000038,R2 // 2000038 <_argv>
13 13 2000014: 1a 02 00 80 LDI 0x020048e4,R3 // 20048e4 <_env>
14 14 2000018: 1a 40 48 e4
15 15 200001c: 87 fa fc f8 JSR 0x02000044 // 2000044 <main>
16 16 2000020: 02 00 00 44
17 17
18 18 0200024 <_graceful_kernel_exit>:
19 19 2000024: 87 fa fc f8 JSR 0x02003ddc // 2003ddc <exit>
20 20 2000028: 02 00 3d dc
21 21
22 22 020002c <_hw_shutdown>:
23 23 200002c: 7f c0 03 01 NEXIT R1
24 24
25 25 0200030 <_kernel_is_dead>:
26 26 2000030: 70 c0 00 10 HALT
27 27 2000034: 78 83 ff f8 BRA @0x02000030 // 2000030 <_kernel_is
28 28
29 29 0200038 <_argv>:
30 30
31 31
32 32 01000040 <__define_the_top_of_the_stack__>:
33 33 1000040: 7b 40 00 00 RTN
34 34
35 35 01000044 <main>:
36 36 1000044: e8 04 85 00 SUB $4,SP | SW R0,(SP)
wkg-hello.txt
1 1
2 2 /home/dev/testbuilds/catzip/sw/board/hello: file format elf32-zip
3 3
4 4
5 5 Disassembly of section .ramcode:
6 6
7 7 01000000 <_boot_address>:
8 8 1000000: 6a 00 00 40 LDI 0x02000000,SP // 2000000 <_top_of_st
9 9 1000004: 6a 40 00 00
10 10 1000008: 7b 47 c0 09 MOV $36+PC,uPC
11 11 100000c: 0e 00 00 00 CLR R1
12 12 1000010: 13 43 c0 09 MOV 0x01000038,R2 // 1000038 <_argv>
13 13 1000014: 1a 02 00 80 LDI 0x010048e4,R3 // 10048e4 <_env>
14 14 1000018: 1a 40 48 e4
15 15 100001c: 87 fa fc f8 JSR 0x01000044 // 1000044 <main>
16 16 1000020: 01 00 00 44
17 17
18 18 0100024 <_graceful_kernel_exit>:
19 19 1000024: 87 fa fc f8 JSR 0x01003ddc // 1003ddc <exit>
20 20 1000028: 01 00 3d dc
21 21
22 22 010002c <_hw_shutdown>:
23 23 100002c: 7f c0 03 01 NEXIT R1
24 24
25 25 0100030 <_kernel_is_dead>:
26 26 1000030: 70 c0 00 10 HALT
27 27 1000034: 78 83 ff f8 BRA @0x01000030 // 1000030 <_kernel_is
28 28
29 29 0100038 <_argv>:
30 30 ...
31 31
32 32 01000040 <__define_the_top_of_the_stack__>:
33 33 1000040: 7b 40 00 00 RTN
34 34
35 35 01000044 <main>:
36 36 1000044: e8 04 85 00 SUB $4,SP | SW R0,(SP)
```

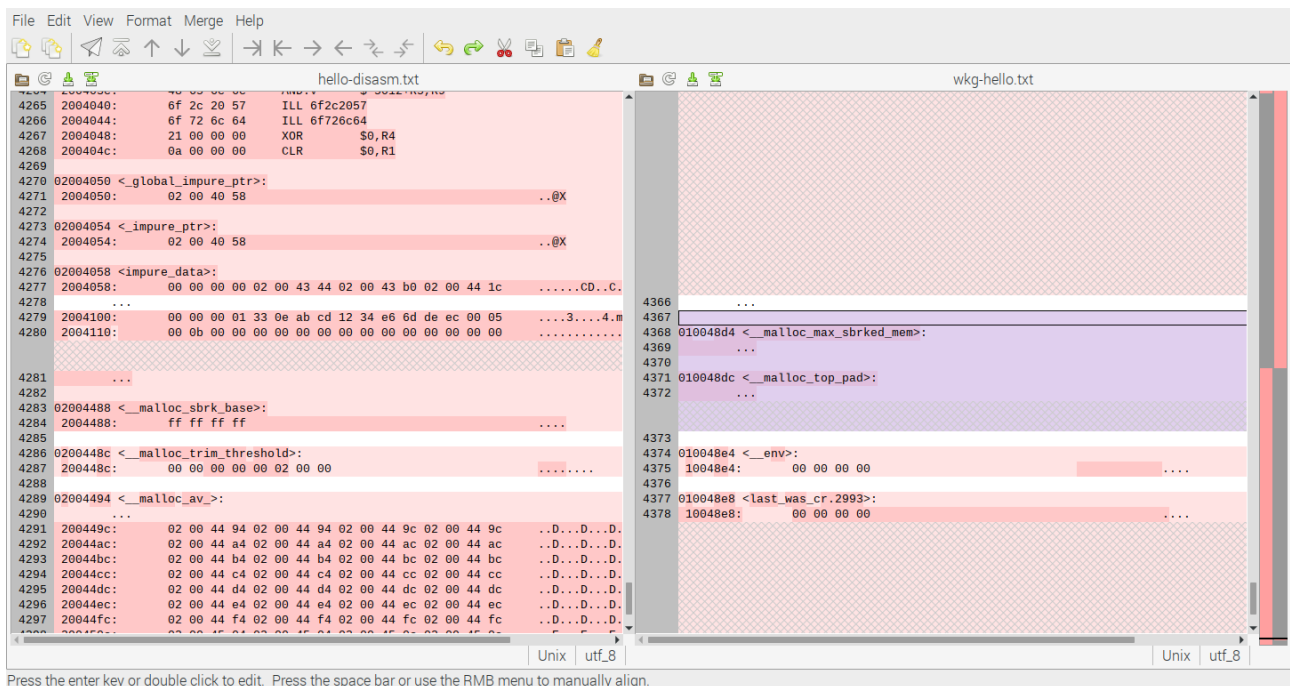
Press the enter key or double click to edit. Press the space bar or use the RMB menu to manually align.

argv.

```
File Edit View Format Merge Help
hello-disasm.txt wkg-hello.txt
29 29 02000038 <_argv>:
30 30 ...
31 31
32 32 01000040 <__define_the_top_of_the_stack__>:
33 33 1000040: 7b 40 00 00 RTN
34 34
35 35 01000044 <main>:
36 36 1000044: e8 04 85 00 SUB $4,SP | SW R0,(SP)
37 37 1000048: 0a 02 00 80 LDI 0x0100403c,R1 // 100403c <_call_exi
38 38 100004c: 0a 40 40 3c
39 39 1000050: 87 fa fc f8 JSR 0x01000108 // 1000108 <puts>
40 40 1000054: 01 00 01 08
41 41 1000058: 8e 00 84 00 CLR R1 | LW (SP),R0
42 42 100005c: ea 04 ff 80 ADD $4,SP | RTN
43 43
44 44 01000060 <_puts_r>:
45 45 1000060: e8 28 85 1c SUB $40,SP | SW R0,$28(SP)
46 46 1000064: ad 20 b5 24 SW R5,$32(SP) | SW R6,$36(SP)
47 47 1000068: b7 88 af 90 MOV R1,R6 | MOV R2,R5
48 48 100006c: 0b 40 80 00 MOV R2,R1
49 49 1000070: 87 fa fc f8 JSR 0x010001b8 // 10001b8 <strlen>
50 50 1000074: 01 00 01 b8
51 51 1000078: ad 0c 8d 10 SW R5,$12(SP) | SW R1,$16(SP)
52 52 100007c: 02 02 00 80 LDI 0x0100404c,R0 // 100404c <_call_exi
53 53 1000080: 02 40 40 4c
54 54 1000084: 85 14 86 01 SW R0,$20(SP) | LDI $1,R0
55 55 1000088: 85 18 8a 80 SW R0,$24(SP) | ADD R0,R1
56 56 100008c: 8d 08 8f e8 SW R1,$8(SP) | MOV SP,R1
57 57 1000090: 8a 0c 8d 00 ADD $12,R1 | SW R1,(SP)
58 58 1000094: 86 02 85 04 LDI $2,R0 | SW R0,$4(SP)
59 59 1000098: 2c 85 80 08 LW 8(R0),R5
60 60 100009c: 0c 85 80 38 LW 56(R0),R1
61 61 10000a0: 0c 00 00 00 CMP $0,R1
62 62 10000a4: 78 a8 00 0c BNZ @0x010000b4 // 10000b4 <_puts_r+0x
63 63 10000a8: 0b 41 80 00 MOV R6,R1
64 64 10000ac: 87 fa fc f8 JSR 0x01000614 // 1000614 <_sinit>
```

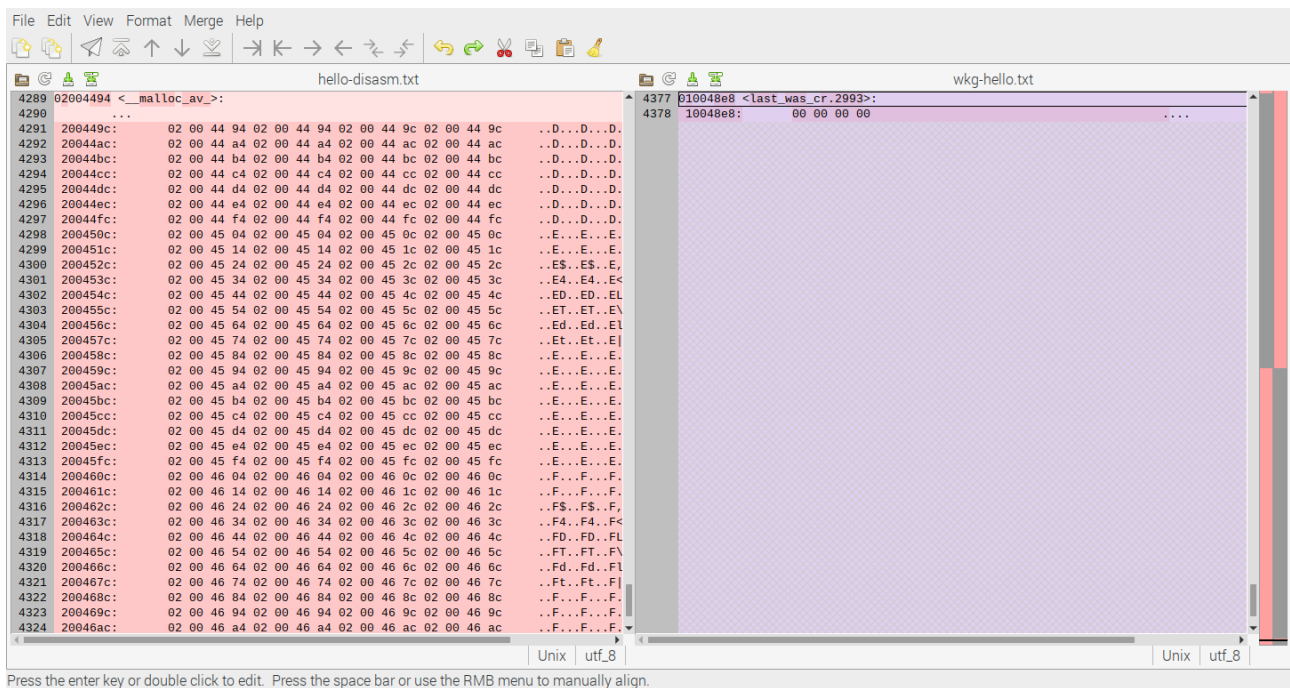
Press the enter key or double click to edit. Press the space bar or use the RMB menu to manually align.

global_impure_ptr



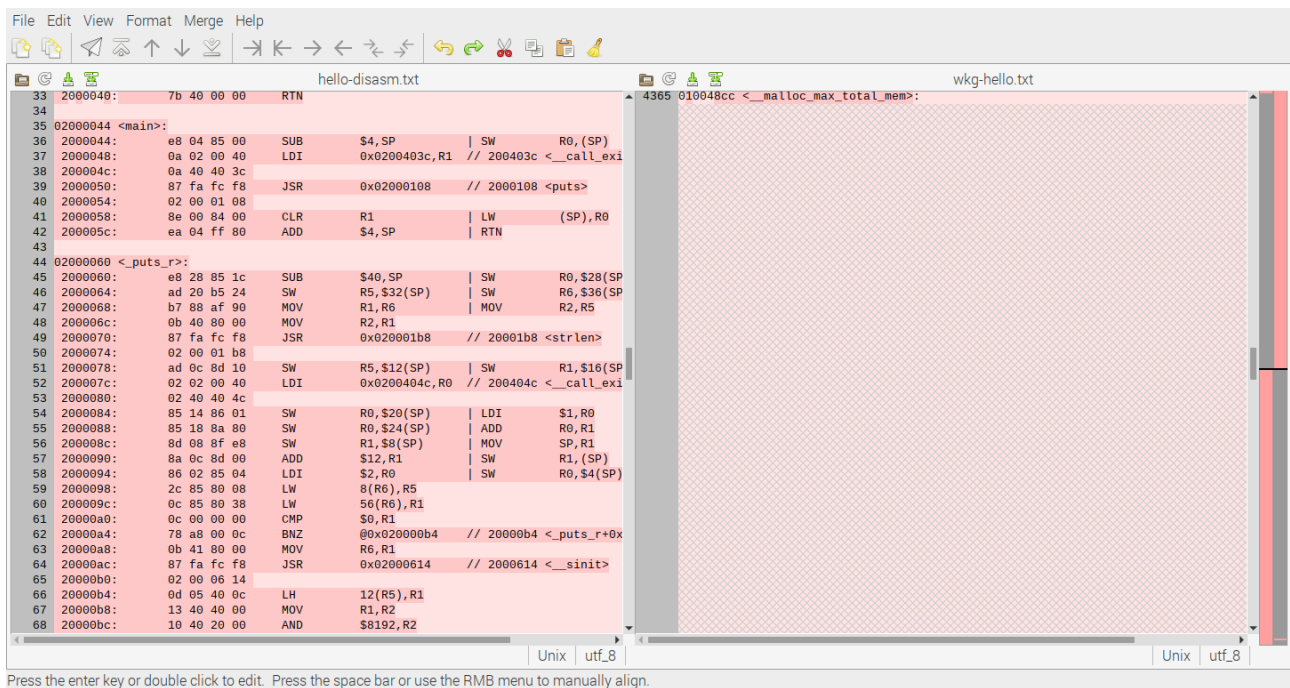
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malloc_av

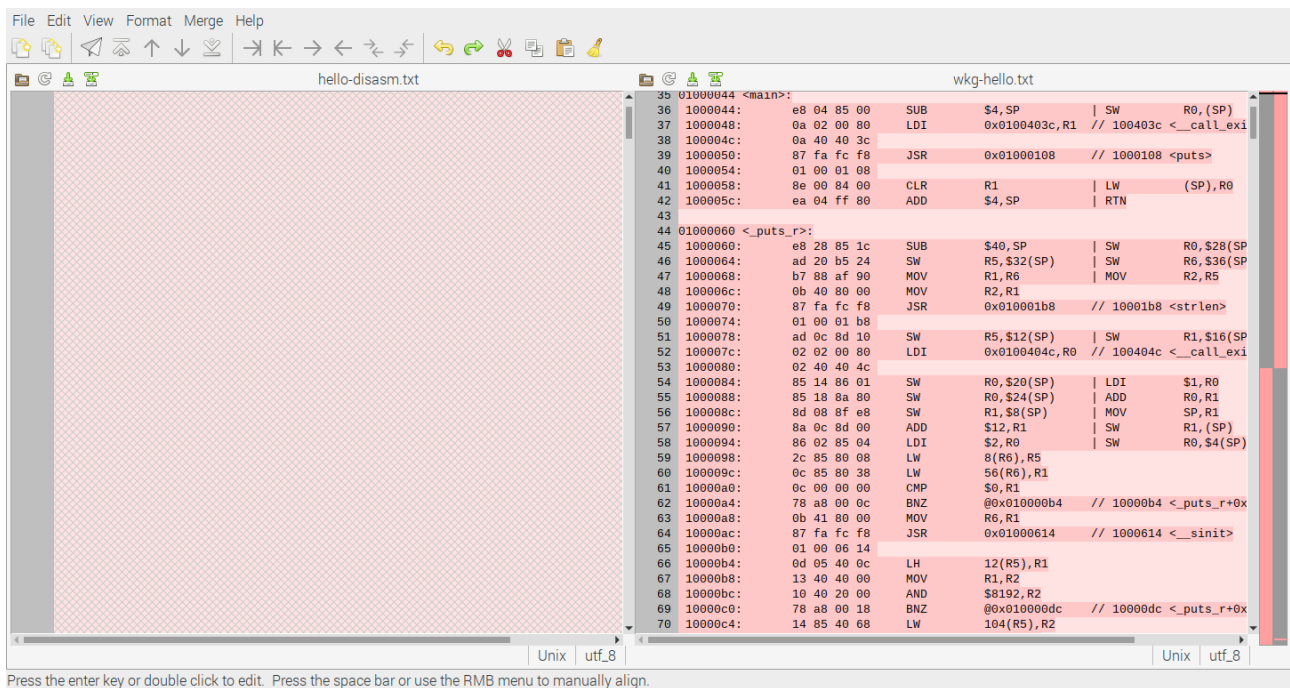


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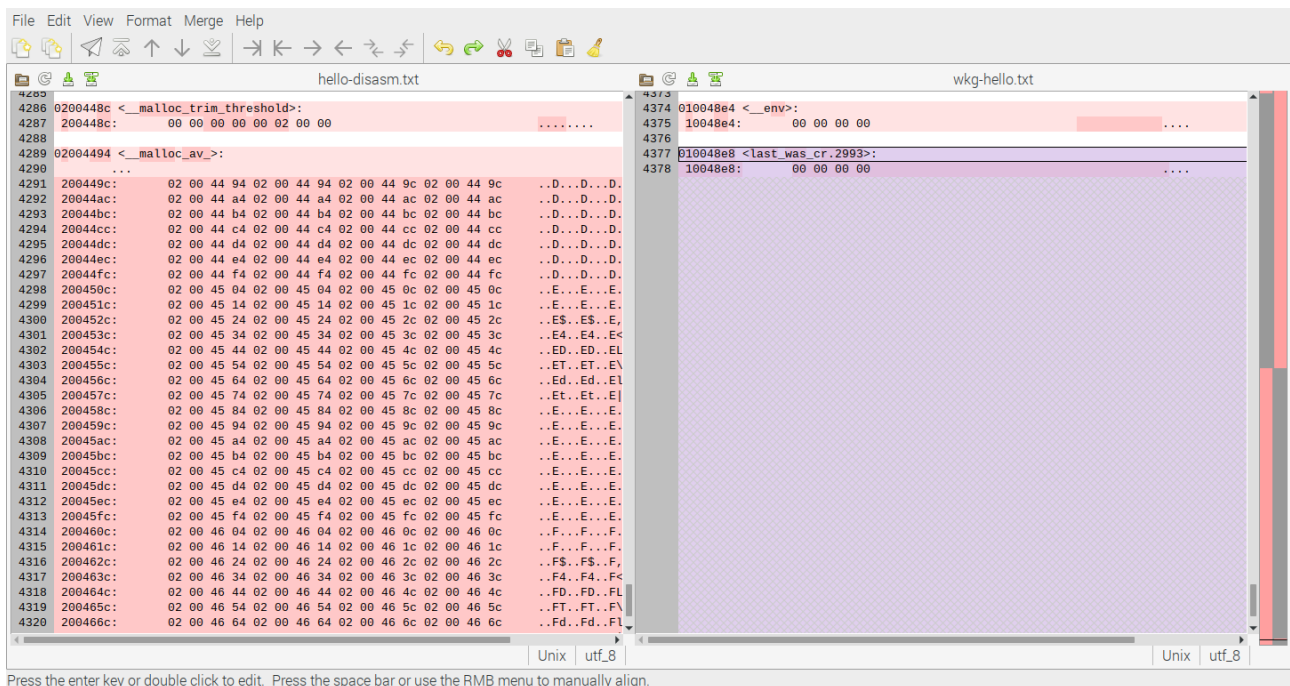
functions



functions



malloc_av



malloc_av

