

```
1 code32_start: # here loaders can put a different
2               # start address for 32-bit code.
3 #ifndef __BIG_KERNEL__
4     .long 0x1000    # 0x1000 = default for zImage
5 #else
6     .long 0x1000000 # 0x1000000 = default for big kernel
7 #endif
```