

u-boot在armv7/armv7m/armv8的入口分别在

arch/arm/cpu/armv7/start.S

arch/arm/cpu/armv7m/start.S

arch/arm/cpu/armv8/start.S

对armv7 core的大致流程如下

arch/arm/cpu/armv7/start.S

```
1.  /*
2.   * Setup vector:
3.   * (OMAP4 spl TEXT_BASE is not 32 byte aligned.
4.   * Continue to use ROM code vector only in OMAP4 spl)
5.   */
6.  #if !(defined(CONFIG_OMAP44XX) && defined(CONFIG_SPL_BUILD))
7.      /* Set V=0 in CP15 SCTLR register - for VBAR to point to vector */
8.      mrc p15, 0, r0, c1, c0, 0 @ Read CP15 SCTLR Register
9.      bic r0, #CR_V @ V = 0
10.     mcr p15, 0, r0, c1, c0, 0 @ Write CP15 SCTLR Register
11.
12.     /* Set vector address in CP15 VBAR register */
13.     ldr r0, =_start
14.     mcr p15, 0, r0, c12, c0, 0 @Set VBAR
15. #endif
16.
17.     /* the mask ROM code should have PLL and others stable */
18. #ifndef CONFIG_SKIP_LOWLEVEL_INIT
19.     bl cpu_init_cp15
20.     bl cpu_init_crit
21. #endif
22.
23.     bl _main
```

- 指定vector table

arch	file
armv7	arch/arm/lib/vectors.S
armv7m	arch/arm/lib/vectors_m.S
armv8	arch/arm/cpu/armv8/start.S

- init cp15 register  
cpu\_init\_cp15()  
arch/arm/cpu/armv7/start.S  
u-boot提供
- board specific init

```

1. ENTRY(cpu_init_crit)
2.     /*
3.      * Jump to board specific initialization...
4.      * The Mask ROM will have already initialized
5.      * basic memory. Go here to bump up clock rate and handle
6.      * wake up conditions.
7.      */
8.     b    lowlevel_init      @ go setup pll,mux,memory
9. ENDPROC(cpu_init_crit)

```

这里的lowlevel\_init()就是板子移植的工作

```

1. lowlevel_init():
2.     - purpose: essential init to permit execution to reach board_init_f()
3.     - no global_data or BSS
4.     - there is no stack (ARMv7 may have one but it will soon be removed)
5.     - must not set up SDRAM or use console
6.     - must only do the bare minimum to allow execution to continue to
7.       board_init_f()
8.     - this is almost never needed
9.     - return normally from this function

```

在pegmatite中

in arch/arm/cpu/armv7/pegmatite/smp\_init.S

```

1. .globl lowlevel_init
2.     .type    lowlevel_init, %function
3. lowlevel_init:
4.     @ Save link register in r3
5.     mov r3, lr
6.
7.     mrrc    p15, 1, r0, r1, c15 @ Read CPUECTRL register
8.     orr r0, r0, #(1<<6)         @ Turn on SMP
9.     mcrr    p15, 1, r0, r1, c15 @ Write CPUECTRL register
10.
11.     mov pc, r3                  @ return

```

- jump to main()

```

1.     bl _main

```

in arch/arm/lib/crt0.S

```

1. main()
2. {
3.     board_init_f();
4.     relocate_code();
5.     board_init_r();
6. }

```

## 根据u-boot/README

```
1. board_init_f():
2.   - purpose: set up the machine ready for running board_init_r():
3.     i.e. SDRAM and serial UART
4.   - global_data is available
5.   - stack is in SRAM
6.   - BSS is not available, so you cannot use global/static variables,
7.     only stack variables and global_data
```

```
1. board_init_r():
2.   - purpose: main execution, common code
3.   - global_data is available
4.   - SDRAM is available
5.   - BSS is available, all static/global variables can be used
6.   - execution eventually continues to main_loop()
```

在u-boot 2015.01中

remove arch/arm/lib/board.c(没有了arch specific board initialization)

arm arch已经不支持arch specific board initialization,有些arch还支持

in pegmatite.h

```
1. #define CONFIG_SYS_GENERIC_BOARD 1
2. #define CONFIG_BOARD_EARLY_INIT_F 1
3. #define CONFIG_BOARD_LATE_INIT 1
```

```
1. - CONFIG_SYS_GENERIC_BOARD
2.   This selects the architecture-generic board system instead of the
3.   architecture-specific board files. It is intended to move boards
4.   to this new framework over time. Defining this will disable the
5.   arch/foo/lib/board.c file and use common/board_f.c and
6.   common/board_r.c instead. To use this option your architecture
7.   must support it (i.e. must select HAVE_GENERIC_BOARD in arch/Kconfig).
8.   If you find problems enabling this option on your board please report
9.   the problem and send patches!
```

```
1. - CONFIG_BOARD_EARLY_INIT_F: Call board_early_init_f()
2. - CONFIG_BOARD_EARLY_INIT_R: Call board_early_init_r()
```