

是否可以参考uart?

in arch/arm/boot/dts/pegmatite-clocks.dtsi

```
1.      uart0_clk: uart0clk {
2.          compatible = "marvell,pegmatite-clkgen";
3.          #clock-cells = <0>;
4.          reg = <0 0xd0630528 0 0xc>;
5.          prediv-shift = <26>;
6.          clocks = <&ref_clk25mhz>, <&system_pll_gate>, <&ddr_pll_spread>;
7.          clock-source = <0>;
8.          max-divide = <4>;
9.          clock-frequency = <25000000>;
10.     };
11.
12.     uart0_clkfd: uart0clkfd {
13.         compatible = "marvell,pegmatite-clkfd";
14.         #clock-cells = <0>;
15.         reg = <0 0xd0630528 0 0xc>;
16.         clocks = <&uart0_clk>;
17.         clock-frequency = <11059200>;
18.     };
19.
20.     uart0_clkgate: uart0clkgate {
21.         compatible = "marvell,pegmatite-clkgate";
22.         #clock-cells = <0>;
23.         reg = <0 0xd0630528 0 0xc>;
24.         clocks = <&uart0_clkfd>;
25.     };
```

in arch/arm/boot/dts/pegmatite.dtsi

```
1.         uart0: uart@d4030000 {
2.             compatible = "mrvl,pxa-uart";
3.             reg = <0 0xd4030000 0 0x1000>;
4.             interrupts = <0 16 4>;
5.             clocks = <&uart0_clkgate>;
6.             status = "disabled";
7.     };
```

in arch/arm/boot/dts/mv6220-toc.dts

```
1.         uart0: uart@d4030000 {
2.             status = "okay";
3.     };
```

in pegmatite-clocks.dtsi

```

1.     preaudio_clk: preaudioclk {
2.         compatible = "marvell,pegmatite-clkgen";
3.         #clock-cells = <0>;
4.         reg = <0 0xf9080100 0 0x8>;
5.         prediv-shift = <25>;
6.         clocks = <&system_pll_gate>, <&ref_clk25mhz>;
7.         clock-source = <0>;
8.         max-divide = <30>;
9.         clock-frequency = <83333333>;
10.    };
11.
12.    audio_clk: audioclk {
13.        compatible = "marvell,pegmatite-clkgen";
14.        #clock-cells = <0>;
15.        reg = <0 0xf9080108 0 0x8>;
16.        clocks = <&preaudio_clk>;
17.        max-divide = <60>;
18.        clock-frequency = <1536000>;
19.    };
20.
21.    audio_clkgate: audioclkgate {
22.        compatible = "marvell,pegmatite-clkgate";
23.        #clock-cells = <0>;
24.        reg = <0 0xf9080108 0 0x8>;
25.        clocks = <&audio_clk>;
26.    };

```

audio-ddac是否只要refer to audio_clkgate即可?

for example:

```
audio-ddac@f80c0000 {
```

```
    COMPATIBLE = "mrvl,audio-ddac";
```

```
    reg = <0 0xf80c0000 0 0x10>;
```

```
    clocks = <&audio_clkgate>;
```

```
    cdmaid = <0x18>;
```

```
};
```

