

```
1  /*
2  * (C) Copyright 2002
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4  *
5  * See file CREDITS for list of people who contributed to this
6  * project.
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19 * along with this program; if not, write to the Free Software
20 * Foundation, Inc., 59 Temple Place, Suite 330, Boston,
21 * MA 02111-1307 USA
22 */
23
24 #ifndef __ASM_GBL_DATA_H
25 #define __ASM_GBL_DATA_H
26 /*
27 * The following data structure is placed in some memory wich is
28 * available very early after boot (like DPRAM on MPC8xx/MPC82xx, or
29 * some locked parts of the data cache) to allow for a minimum set of
30 * global variables during system initialization (until we have set
31 * up the memory controller so that we can use RAM).
32 *
33 * Keep it *SMALL* and remember to set CFG_GBL_DATA_SIZE > sizeof(gd_t)
34 */
35
36 typedef struct global_data {
37     bd_t      *bd;
38     unsigned long flags;
39     unsigned long baudrate;
40     unsigned long have_console; /* serial_init() was called */
41     unsigned long reloc_off; /* Relocation Offset */
42     unsigned long env_addr; /* Address of Environment struct */
43     unsigned long env_valid; /* Checksum of Environment valid? */
44     unsigned long fb_base; /* base address of frame buffer */
45 #ifdef CONFIG_VFD
46     unsigned char vfd_type; /* display type */
47 #endif
48 #if 0
49     unsigned long cpu_clk; /* CPU clock in Hz! */
50     unsigned long bus_clk;
51     unsigned long ram_size; /* RAM size */
52     unsigned long reset_status; /* reset status register at boot */
53 #endif
54 } gd_t;
55
56 /*
57 * Global Data Flags
58 */
59 #define GD_FLG_RELOC 0x00001 /* Code was relocated to RAM */
60 #define GD_FLG_DEVINIT 0x00002 /* Devices have been initialized */
61
62 #define DECLARE_GLOBAL_DATA_PTR register gd_t *gd asm ("r8")
63
64 #endif /* __ASM_GBL_DATA_H */
65
```