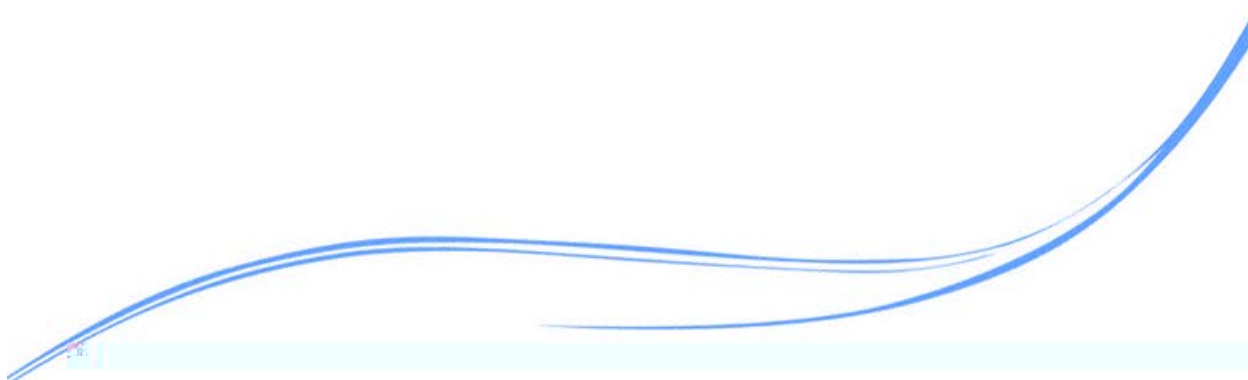


变量定义到MCU内部FLASH的方法

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Author: Zheng Pan



Revision History

NO			
1	2018-2		

1.

Flash
CDK

Flash

2. flash

CDK

const

flash

Flash

```
const uint32_t table[4] = {1,2,3,4};
/*****
//main
*****/
int main(void)
{
    APT32F101_init();
    volatile uint32_t *pTr = table;

    volatile uint32_t result, i;

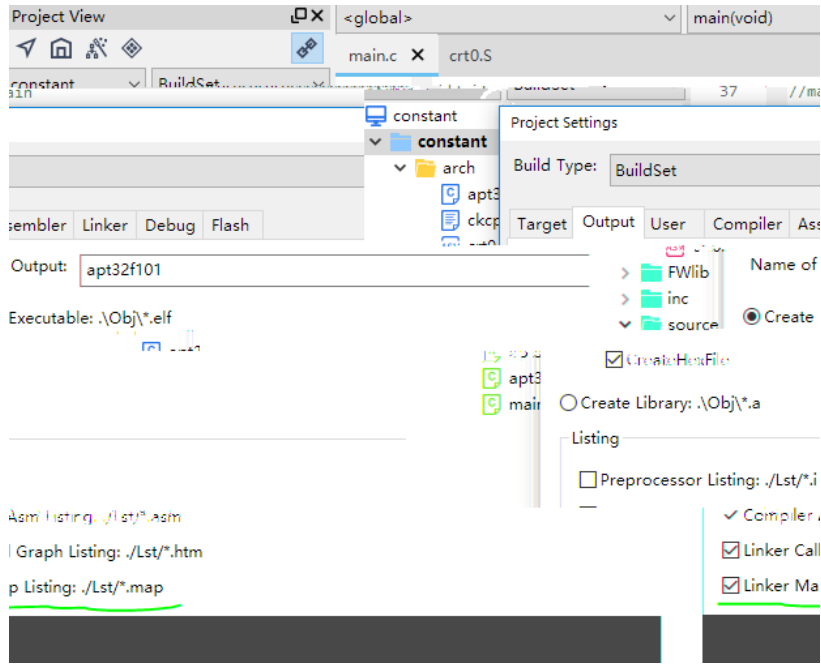
    while(i++<4)
    {
        result = *pTr++ * 3;
    }
}
```

Flash 0x00002E60

4
*.map

*.map
map

Lst



Map table label Flash map

```

__memset_fast      0x00002dbc   w F    164   .text
memset            0x00002dbc   w F    164   .text
table             0x00002e60    0      16    .rodata
end rodata
__CHAR__         0x20000000    0      10    .data
  
```

table symbol Flash 0x00002e60

Flash

pTr

Flash

1

```
int VinFlash[10] __attribute__((section(".textcsky.VinFlash")));
```

```
int VinFlash[10] = {0,1,2,3,4,5,6,7,8,9};
```

2

cpu.ld

cpu.ld

MEMORY

{

ROM(RX) : ORIGIN = 0x00000000, LENGTH = 32K

```
CUSTDATA(RWX) : ORIGIN = 0x00007C00, LENGTH = 1k
```

```
RAM(RWX) : ORIGIN = 0x20000000, LENGTH = 2K
```

```
}
```

```
__kernel_stack = ORIGIN(RAM) + LENGTH(RAM) -8 ;
```

```
ENTRY(__start)
```

```
REGION_ALIAS("REGION_CUSTOM", CUSTDATA);
```

```
SECTIONS {
```

```
    .text :
```

```
    {
```

```
        . = ALIGN(0x4) ;
```

```
        *crt0.o (.text)
```

```
        *(.text)
```

```
    } >ROM
```

```
    .rodata :
```

```
    {
```

```
        . = ALIGN(0x4) ;
```

```
        *(.rodata)
```

```
        *(.rodata.*)
```

```
        . = ALIGN(0x4) ;
```

```
        _end_rodata = .;
```

```
    } >ROM
```

```
    .data : AT(_end_rodata)
```

```
    {
```

```
        . = ALIGN(0x4) ;
```

```
    _start_data = .;
```

```
*(.data);
. = ALIGN(0x4);
_end_data = .;
} >RAM

.bss :
{
    . = ALIGN(0x4);
    _bss_start = .;
    *(.sbss)
    *(.sbss.*)
    *(.scommon)
    *(.bss)
    *(.bss.*)
    *(COMMON)
    . = ALIGN(0x4);
    _ebss = .;
    _end = .;
    end = .;
} >RAM
```

```
.text.custom : {
    . = ALIGN(0x4);
    *(.textcsky.*)
} > REGION_CUSTOM
}
```