Re: MEMORY tag addressing question

Source:
http://www.tech−archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2006−10/msg00690.html

- *From*: "Dean Ramsier" <ramsiernospam@xxxxxxxxxx>
- *Date*: Thu, 19 Oct 2006 09:34:21 −0400

The only way I can think this is possible with the CE tools is to use multiple XIP regions. A main region for the OS, and another region for your version. Overkill, but it would work.

A better idea might be to put the version in data structure with a well known signature that you could search for. Or you could modify the image in a post build step to place a version number in a region before or after the rest of the image.

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Dean Ramsier − eMVP
BSQUARE Corporation

"jmd80ta" <jmd@xxxxxxxxxxxxxxx> wrote in message
news:1161262964.135330.240050@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

> I understand the MEMORY section but have a question. How can I reserve a section of memory at a particular addrees for a "const string". I need to have in my kernel image a string that contains a version number and then in my bootloader look at that address to retreive the version. My kernel image will be on a SD disk which I can read sectors from the bootloader.
>
> In other compilers/linkers I can reserve object files at a particular address in the image. So I can have a C file and only have one const declaration in it which I can then put it in the "text" section of the image.
>
> Not sure how to do this with Windows CE or if it can be done, any ideas?

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