

Elfweaver User Manual

Open Kernel Labs

DRAFT

Document Number: OK 40000:2007 (revision 6)
Software Version: 2.1
Date: April 15, 2008

Copyright © 2007–2008 Open Kernel Labs, Inc.

This publication is distributed by Open Kernel Labs Pty Ltd, Australia.

THIS DOCUMENT IS PROVIDED “AS IS” WITHOUT ANY WARRANTIES, INCLUDING ANY WARRANTY OF MERCHANTABILITY, NON-INFRINGEMENT, FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY WARRANTY OTHERWISE ARISING OF ANY PROPOSAL, SPECIFICATION OR SAMPLE.

This document may not be redistributed outside your organization without prior permission.

Contact Details:

Open Kernel Labs Pty Ltd
Attention: Open Kernel Labs

Suite 3, 540 Botany Road
Alexandria, NSW 2015
Australia

email: enquiries@ok-labs.com

web: <http://www.ok-labs.com/>

Contents

1	Overview	5
2	ELF File Layout	6
2.1	ELF Header	6
2.2	Program Header Table	7
2.3	Section Header Table	7
3	Introduction to Elfweaver	8
3.1	Starting Elfweaver	8
3.2	Merge	8
3.2.1	<i>Options for Merging</i>	9
3.2.2	<i>Help</i>	9
3.2.3	<i>Output</i>	9
3.2.4	<i>Last Physical Address</i>	9
3.2.5	<i>Ignore</i>	9
3.2.6	<i>Program Header Offset</i>	10
3.2.7	<i>Kernel Heap Size</i>	10
3.2.8	<i>Memory Map</i>	10
3.3	Modify	10
3.3.1	<i>Options for Modifying</i>	10
3.3.2	<i>Help</i>	10
3.3.3	<i>Output</i>	11
3.3.4	<i>Adjust</i>	11
3.3.5	<i>Physical</i>	11
3.3.6	<i>Physical Entry</i>	12
3.3.7	<i>Change</i>	12
3.3.8	<i>Merge Sections</i>	12
3.4	Print	13
3.4.1	<i>Options for Printing</i>	13
3.5	ElfAdorn	13
3.5.1	<i>Options for ElfAdorn</i>	14
3.5.2	<i>Output</i>	14
3.5.3	<i>File Segment List</i>	14
3.5.4	<i>Command Segment List</i>	14
3.5.5	<i>Create Segments</i>	14
4	Configuration File	15
4.1	Image	15
4.2	Include	16
4.3	Machine	19
4.3.1	<i>Word Size</i>	19
4.3.2	<i>Page Size</i>	20
4.3.3	<i>Virtual Memory</i>	20
4.3.4	<i>Physical Memory</i>	21
4.3.5	<i>Kernel Heap Attributes</i>	21
4.3.6	<i>Cache Policy</i>	22
4.3.7	<i>Physical Device</i>	23
4.4	Kernel	24
4.4.1	<i>Config</i>	24
4.4.2	<i>Dynamic</i>	26

4.4.3	<i>Kernel Heap</i>	26
4.4.4	<i>Patch</i>	27
4.4.5	<i>Segment</i>	27
4.5	Root Program	28
4.5.1	<i>Segment</i>	28
4.5.2	<i>Patch</i>	28
4.5.3	<i>Extension</i>	29
4.5.4	<i>Stack</i>	29
4.5.5	<i>Heap</i>	29
4.6	Programs	30
4.6.1	<i>Stack</i>	31
4.6.2	<i>Heap</i>	32
4.6.3	<i>Command Line</i>	32
4.6.4	<i>Memsection</i>	33
4.6.5	<i>Object Environment</i>	33
4.6.6	<i>Segment</i>	33
4.6.7	<i>Patch</i>	33
4.6.8	<i>Thread</i>	33
4.6.9	<i>Virtual Device</i>	34
4.6.10	<i>Zones</i>	34
4.7	Segments	36
4.8	Patch	38
4.9	Memory pools	39
4.9.1	<i>Virtual Memory Pools</i>	39
4.9.2	<i>Physical Memory Pools</i>	39
4.10	Protection Domains	41
4.11	Memory Sections	42
4.12	Capabilities	44
4.12.1	<i>Right Element</i>	44
4.13	Object Environment	46
4.13.1	<i>Entry Elements</i>	46
A	Example Configuration File	49

1 Overview

Elfweaver is a tool that enables the user to manipulate ELF files. The main functionality provided by Elfweaver is that it allows the user to *merge* multiple ELF files into a single ELF file which may then be used to create an image. Elfweaver achieves this by providing the user with a set of commands and requiring the user to supply a configuration file outlining the intended layout of the resulting ELF file. Elfweaver also allows the user to *modify* simple attributes of ELF files as well as to *print* the contents of ELF files in similar format to that used by *readelf*.

This manual begins by providing a brief overview of the contents of an ELF file, followed by an introduction to Elfweaver and an overview of its functionality. This is followed by a description of the commands and options to those commands provided by Elfweaver. This manual then provides a detailed examination of the configuration file and its constituent elements. A complete example configuration file is provided as an appendix to this manual.

2 ELF File Layout

Executable and Linkable Format(ELF) is a file format for executable files, relocatable object files, core files and shared libraries. Elfweaver is only concerned with executable files.

An ELF file contains a single ELF header which may be followed by either, neither or both, a program header table and a section header table. The following sections provide a brief overview of the main components of an ELF file.

2.1 ELF Header

Each ELF file contains a header which is always located at offset zero of the file. The ELF header describes the type of the object file, its target architecture and the version of ELF used by the ELF file.

The ELF Header also contains the location of the *program header table* and *section header table* within the ELF file as well as the number of program and section headers contained in each table. It also contains the size of each entry in both the program header table and section header table. The program header table and section header table are described in Sections 2.2 and 2.3, respectively.

Example: *ELF Header of an ELF file in a readable format*

```

ELF Header:
  Magic:   7f 45 4c 46 01 01 01 61 00 00 00 00 00 00 00 00
  Class:                               ELF32
  Data:                                   2's complement, little endian
  Version:                               1 (current)
  OS/ABI:                                 ARM
  ABI Version:                            0
  Type:                                    EXEC (Executable file)
  Machine:                                 ARM
  Version:                                 0x1
  Entry point address:                     0xf0000000
  Start of program headers:                 52 (bytes into file)
  Start of section headers:                 488940 (bytes into file)
  Flags:                                    0x202, has entry point, GNU EABI,
                                           software FP

  Size of this header:                       52 (bytes)
  Size of program headers:                   32 (bytes)
  Number of program headers:                 13
  Size of section headers:                   40 (bytes)
  Number of section headers:                 41
  Section header string table index:         40

```

2.2 Program Header Table

The program header table contains an array of entries where each entry contains a structure that describes a segment in the object file. The size of an entry and the number of entries are specified in the ELF header.

An ELF segment consists of a group of one or more sections. It is usually used as a means of grouping related, consecutive sections. For example, in the example program header table the first segment contains the sections `kernel.text`, `kernel.rodata` and `kernel.init`. This information is provided in the section to segment mapping. It should be noted that these sections appear consecutively in the ELF file as seen in the example section header table described in Section 2.3.

This example program header table shows the first two entries in the list of program headers as well as the section to segment mappings of those two entries. The program header table provides the type of the segment, in this case both segments shown are of the type `LOAD`, the offset within the ELF file as well as the virtual and physical address of the segment. The program header table also provides the file size of the segment within the ELF file as well as the size of the segment once it is loaded into memory. Lastly the program header table lists the flags of the segment, including its permissions and its alignment within the file.

Example: Program Header Table of an ELF file

Program Headers:

Type	Offset	VirtAddr	PhysAddr	FileSiz	MemSiz	Flg	Align
LOAD	0x008000	0xf0000000	0xa0000000	0x1abc8	0x1d1b0	RWE	0x8000
LOAD	0x028000	0xf0020000	0xa0020000	0x06000	0x06000	RW	0x8000
...							

Section to Segment mapping:

Segment	Sections
00	kernel.text kernel.rodata kernel.init
01	kernel.kspace kernel.kip kernel.traps
...	

2.3 Section Header Table

A section header table is similar to the program header table described in Section 2.2. It contains an array of structures, where each structure corresponds to a section in the ELF file. An ELF section can hold different types of information including but not limited to executable code, data and dynamic linking information.

The following example shows the first three entries of an example section header table. It lists the name of each section. The second and third section headers, `kernel.text` and `kernel.rodata` are two of the sections belonging to the first segment in the example described in Section 2.2.

Example: Section Header Table of an ELF file

Section Headers:

[Nr]	Name	Type	Addr	Off	Size	ES	Flg	Lk	Inf	Al
[0]		NULL	00000000	000000	000000	00		0	0	0
[1]	kernel.text	PROGBITS	f0000000	008000	00eee0	00	AX	0	0	4096
[3]	kernel.rodata	PROGBITS	f000eee0	016ee0	003888	00	A	0	0	8
...										

3 Introduction to Elfweaver

Elfweaver is a tool that may be used to manipulate ELF files. Elfweaver is written as a Python 2.3 application that only uses cross-platform libraries. Therefore Elfweaver should run on Linux, Mac-OS X and Windows.

The main functionality of Elfweaver is that it allows the user to *merge* multiple ELF files into a single ELF file using the `merge` command described in Section 3.2. The resulting ELF file may then be used to create an image. Elfweaver also provides the ancillary functions *modify*, *print* and *elfadorn*. The `modify` command may be used to alter certain attributes of an ELF file and the `print` command allows the user to display the contents of an ELF file in a similar format to that used by *readelf*. The `elfadorn` command acts as a wrapper around the standard linker that generates the segment names used by the segment elements. The following sections provide a brief outline of Elfweaver followed by a description of the `merge`, `modify`, `print` and `elfadorn` commands.

3.1 Starting Elfweaver

Elfweaver provides three commands that may be used to manipulate ELF files, these being, `merge`, `modify` and `elfadorn`. Elfweaver also provides a `print` command which allows the user to display the contents of an ELF file in a similar format to *readelf*. Running Elfweaver without specifying a command or any arguments results in the following usage message:

```
Elfweaver -- a tool for manipulating ELF files.

Basic commands:

elfweaver print           Print display an ELF.
elfweaver merge          Merge a set of files into one ELF.
elfweaver modify         Modify attributes of an ELF.

elfweaver <cmd> -H      Obtain help on a specific command.
```

3.2 Merge

The `merge` command is used to merge multiple ELF files to produce a single ELF file, which may then be used to create an image. The `merge` command has the following usage:

```
Usage: elfweaver merge [options] specfile
```

The majority of the functionality of the `merge` command may be utilized using the `specfile` argument as opposed to the command options described in Section 3.2.1. The `specfile` argument is used specify a *configuration file* describing the intended layout of the image using well formed XML. Configuration files are further described in Chapter 4.

3.2.1 Options for Merging

The following options may be used with the `merge` command. Each option is further described in the following sections.

- `-H` or `--help`
- `-o` or `--output`
- `--lastphys`
- `--ignore = <regex>`
- `--program-header-offset = <offset>`
- `--kernel-heap-size = <size >`
- `--map`

3.2.2 Help

The `-H` or `--help` option is used to list the usage and options available for the `merge` command.

```
Example Usage: elfweaver merge --help
```

3.2.3 Output

The `-o` or `--output` option is used to specify the name of the file to which the merged ELF file is written. Elfweaver requires an output file to be specified. Where the user fails to specify an output file, an error will be raised by Elfweaver. The `--output` option has the following usage:

```
Example Usage: elfweaver merge config.xml --output=image.elf
```

For example, the above command can be used to merge the ELF files as specified in the configuration file, `config.xml`, and store the resulting ELF file in `image.elf`.

3.2.4 Last Physical Address

The `--lastphys` option is used to print the address of the largest region of free physical memory available after Elfweaver has finished building the image. As Elfweaver tends to allocate memory from the bottom of physical memory, this option may be used to determine the amount of physical memory consumed by the image. This option has the following usage:

```
Example Usage: elfweaver merge --lastphys config.xml
```

3.2.5 Ignore

The `--ignore` option is used to notify Elfweaver to ignore any element whose name matches the specified regular expression, which in the example below is `example_regex`. This option may be used in conjunction with the `--lastphys` option to gradually assemble an image.

```
Example Usage: elfweaver merge --ignore=example_regex config.xml
```

3.2.6 Program Header Offset

The `--program-header-offset` option is used to locate the ELF program headers, segment data and section headers that are, in the case of the example usage outlined below, *offset* bytes from the start of the file. The data is placed immediately after the ELF header by default. Elfweaver reports an error in the event the specified *offset* is less than the size of the ELF header for the target architecture. This is 52 bytes on 32-bit systems.

```
Example Usage: elfweaver merge --program-header-offset=8096 config.xml
```

3.2.7 Kernel Heap Size

The `--kernel-heap-size` option is used to set the size of the kernel heap to a specified value. This option may be used to override the size of the kernel heap specified in the configuration file. The `--kernel-heap-size` option has the following usage:

```
Example Usage: elfweaver merge --kernel-heap-size=size config.xml
```

3.2.8 Memory Map

The `--map` option is used to obtain a memory map of the built image and has the following usage:

```
Example Usage: elfweaver merge --map config.xml
```

3.3 Modify

The `modify` command is used to modify the contents of an ELF file.

```
Usage: elfweaver modify file [options]
```

3.3.1 Options for Modifying

The following options may be used with the `modify` command. Each option is further described in the following sections.

- `-H` or `--help`
- `-o` or `--output`
- `--adjust`
- `--physical`
- `--physical_entry`
- `--change`
- `--merge_sections`

3.3.2 Help

The `-H` or `--help` option is used to list the usage and options available for the `modify` command.

```
Example Usage: elfweaver modify --help
```

3.3.3 Output

The `-o` or `--output` option may be used to specify the name of the file to which the modified ELF file is written. If an output file is not specified, Elfweaver will over-write the input ELF file.

For example the following command can be used to modify the ELF file `test.elf` such that the virtual address of each segment is set to its physical address using the `--physical` option. By specifying the `result.elf` file to be the output file using the `--output` option, `test.elf` remains unmodified, with the modified ELF file being written to `result.elf`.

```
Example Usage: elfweaver modify test.elf --physical --output=result.elf
```

3.3.4 Adjust

The `--adjust` option is used to modify certain attributes of a specified ELF file. This option requires two additional arguments, `attribute` and `value`.

The `attribute` argument is used to identify the attribute of the ELF file to be modified. Currently the only attribute supported is `segment.paddr`. Specifying `segment.paddr` allows the physical address of all segments in the specified ELF file to be modified.

The `value` argument is used to specify either an absolute or relative offset and may be specified in hexadecimal or as an integer. For example, the following command can be used to increment the physical address of all segments in the ELF file `test.elf`, by an offset of `0x0100000`.

```
Example Usage: elfweaver modify test.elf --adjust segment.paddr +0x010000
```

A prefix of `+` or `-` may be used to specify a relative offset where the physical address of all segments will be incremented or decremented by the specified value. Specifying a value that is not prefixed with `+` or `-` will result in the physical value of all the segments in the specified ELF file being set to the specified value. Absolute offsets are of little use in this context, and is only supported for consistency and flexibility reasons.

3.3.5 Physical

The `--physical` option is used to set the virtual addresses of the segments and sections in the ELF file to their corresponding physical addresses. This option can be used to ensure that sections contain the appropriate physical address which is necessary when using an ELF loader that loads into virtual addresses instead of physical addresses. This option does not require any additional arguments other than the ELF file being modified.

The following command may be used to change the physical addresses of the sections in each segment, for all segments in the ELF file, `test.elf`.

```
Example Usage: elfweaver modify test.elf --physical
```

Elfweaver sets the virtual address of each segment in the ELF file to its physical address. As sections only have virtual addresses, Elfweaver then sets the address of each section to the address of the section minus an offset for each section in the segment. The offset is calculated as follows:

$$\text{offset} = \text{vaddr} - \text{paddr}$$

where `vaddr` and `paddr` are the virtual and physical addresses of the segment to which the section belongs.

3.3.6 Physical Entry

The `--physical_entry` option is used to change the entry point of the ELF file from a virtual address to a physical address. This option does not require any arguments in addition to the ELF file being modified.

The following command may be used to change the entry point in the ELF file `test.elf`, to the corresponding physical address:

```
Example Usage: elfweaver modify test.elf --physical_entry
```

Elfweaver converts the entry point of `test.elf` from a virtual address to a physical address by setting the entry point to be the entry point minus an offset, where the offset is calculated as follows:

$$\text{offset} = \text{vaddr} - \text{paddr}$$

where `vaddr` and `paddr` are the virtual and physical addresses of the segment in the ELF file containing the entry point, which in this example is `test.elf`. Note that this option cannot be used on an ELF file that has already had its virtual addresses changed to physical addresses using the `--physical` command.

3.3.7 Change

The `--change` option may be used to modify a particular attribute in the specified ELF file. This option requires two additional arguments, `attribute` and `old_value=new_value`.

The `attribute` is used to identify the attribute of the ELF file to be modified. Currently, the only attribute supported is `segment.paddr`. Specifying `segment.paddr` allows the physical address of a particular segment in the specified ELF file to be modified.

The `old_value=new_value` argument is used to specify the `old_value` of the physical address of the segment to be changed to the `new_value`. All attributes which have the `old_value` will be set to the `new_value`, all other attributes will be ignored. For example, the following command may be used to change the physical address of the segment with the old physical address `0xaaa00000` in the ELF file `test.elf`, to `0xbbb00000`.

```
elfweaver modify test.elf --change segment.paddr 0xaaa00000=0xbbb00000
```

3.3.8 Merge Sections

The `--merge_sections` option may be used to merge the first group of consecutive sections of an ELF file that begin with a particular name. The `--merge_sections` option requires one additional argument, `name`. All sections in the specified ELF file that begin with `name` will be merged into a single new section called `name`, containing the data from each of the sections in order.

For example, the following command can be used to merge the first group of consecutive sections in the ELF file `test.elf` that start with the name `kernel`.

```
Example Usage: elfweaver modify test.elf --merge_sections kernel
```

3.4 Print

The `print` command is used to display the contents of an ELF file or part thereof, in a similar format to that used by `readelf`. The `print` command has the following usage:

```
Usage: elfweaver print [options] file
```

3.4.1 Options for Printing

The following options can be used with the `print` command. The `print` command requires that at least one option is specified. Failing to specify an option results in nothing being printed.

- `-H` or `--help` is used to list the usage and options available for the `print` command.
- `-a` or `--all` is used to print all information.
- `-h` or `--header` is used print the header of the ELF file.
- `-l` or `--pheaders` is used to print the program header table of the ELF file.
- `-S` or `--shheaders` is used to print the section header table of the ELF file.
- `-k` or `--kcp` is used to print the default KCP data structure of the ELF file.
- `-B` or `--bootinfo` is used to print the contents and size of the OKL4 bootinfo data structure of the ELF file.

3.5 ElfAdorn

The `elfadorn` command acts as a wrapper around the standard linker which generates the segment names used by the segment elements. Elf files with segment names are self-contained, that is, the names are stored within the ELF file in a common section called `.segment_names`. It should be noted that segment names only apply to loadable segments.

The `elfadorn` command invokes the supplied linker and determines the appropriate segment names depending on the supplied options. These options are further described in Section 3.5.1. Where the user fails to specify segment names using either the `--file-segment-list` or `--cmd-segment-list` option, Elfweaver will then search for a linker script within the linker options. Failing this, the segments will be named according to their ELF flags. That is, *read/write* segments will be called `rw` and *read/execute* segments will be called `rx`.

The `elfadorn` command can also create segments for each *orphan* section in the input files. An orphan section is a section that is not mentioned in the linker script. This functionality is used to allow variables in source code that are placed in separate sections to be addressable by `elfweaver` in the merge command. For example, this feature may be used to reposition the variables from normal memory into tightly coupled memory. It should be noted that this functionality is only supported for the *GNU ld* linker. The `-s` or `--create-segments` flag must be supplied to `elfadorn` to invoke this feature.

Linkers currently supported by the `elfadorn` command are *GNU ld* (with the `-T` option) and the *ARM RVCT* and *ADS* linkers, both with the `--scatter` option. The `elfadorn` command has the following usage:

```
Usage: elfadorn -o image [options] -- <linker> [linker_options]
```

3.5.1 Options for ElfAdorn

The following options may be used with the `elfadorn` command. Each option is further described in the following sections.

- `-o` or `--output`
- `-f` or `--file-segment-list`
- `-c` or `--cmd-segment-list`
- `-s` or `--create-segments`

3.5.2 Output

The *output* option, `-o` or `--output`, is used to specify the name of the ELF file to be created by the linker. Currently, this option must be specified when using the `elfadorn` command, unless a `-o` option is given in the linker options. Failure to specify the *output* option will result in an error raised by Elfadorn.

```
Usage: elfadorn -o image --linker
```

3.5.3 File Segment List

The *file segment list* option, `-f` or `--file-segment-list`, is used to specify a path to a file containing the names of the segments. Each name is stored on a single line. The names are assigned to the segments in order of appearance.

```
Usage: elfadorn -o image --file-segment-list=path/to/file --linker
```

3.5.4 Command Segment List

The *command segment list* option, `-c` or `--cmd-segment-list`, is used to specify a comma separated list of names for segments. These names will be assigned to the segments in order of appearance.

```
Usage: elfadorn -o image --cmd-segment-list=seg_a,seg_b --linker
```

3.5.5 Create Segments

The *create segments* option, `-s` or `--create-segments`, is used to place orphan sections in segments with the same name as the segment.

```
Usage: elfadorn -o image -s --linker
```

4 Configuration File

The *configuration file* is supplied as an argument to the `merge` command and is used to specify the intended configuration or layout of the resulting ELF file. The `merge` command is used to merge multiple ELF files to create a single ELF file and is further described in Section 3.2.

The configuration file is specified in well formed XML and uses XML elements to specify the various aspects of the intended layout of the image. All configuration files must begin with the following lines:

Example: Beginning of the Configuration File

```
<?xml version="1.0"?>
<!DOCTYPE image SYSTEM "weaver-1.1.dtd">
```

The user is free to use XML comments, `<!-- -->`, within the configuration file at any location permitted by XML grammar. These comments will be ignored by Elfweaver.

Each of the XML elements used by Elfweaver, together with their sub-elements and attributes are further described in the following sections. A complete example configuration file is provided in Appendix A of the manual.

4.1 Image

The `image` element is the root element of the configuration file and contains all sub-elements used by Elfweaver. Each configuration file must specify exactly one `image` element. The `image` element does not contain any attributes.

Image Element Attributes

Attribute:	Type:	Description:
------------	-------	--------------

This element does not contain any attributes.

Example: Image Element

```
<?xml version="1.0"?>
<!DOCTYPE image SYSTEM "weaver-1.1.dtd">

<image>
  <machine>
    <word_size size="4" />
    <page_size size="4K" />
    ...
  </machine>
</image>
```

4.2 Include

Include Element Attributes		
Attribute:	Type:	Description:
file	<i>required</i>	The path name of the file to be included.

Example: *Include Element*

```
<include file="/path/to/file" />
```

The `include` element is used to include the contents of a separate file within the image and contains a single *required* attribute, `file`.

When an `include` element is encountered by Elfweaver, it is replaced with the contents of the file specified by the `file` attribute. It should be noted that the specified file must contain whole elements and may contain one or more elements at the top level. An included file may contain other `include` elements.

An example of using the `include` element consisting of a configuration file containing an `include` element, the included file and the resulting file is provided below.

Example: *Specification file including the include element.*

```
<?xml version="1.0"?>
<!DOCTYPE image SYSTEM "weaver-1.1.dtd">
<image>
  <include file="machine_and_pools.xml" />

  <kernel file="l4kernel">
  </kernel>

  <rootprogram file="ig_server" virtpool="virtual"
    physpool="physical">
  </rootprogram>

  <program name="ig_naming" file="ig_naming">
  </program>
</image>
```

Example: *The file specified by the `include` element.*

```
<machine>
  <word_size size="0x20" />
  <page_size size="0x1000" />

  <virtual_memory name="virtual">
    <region base="0x1000" size="0xcffff000" />
  </virtual_memory>

  <physical_memory name="physical">
    <region base="0xa0000000" size="0x3800000" />
  </physical_memory>
</machine>

<virtual_pool name="virtual">
  <memory base="0x1000" size="0xcffff000"/>
</virtual_pool>

<physical_pool name="physical">
  <memory base="0xa0000000" size="0x3800000"/>
</physical_pool>
```

Example: *The resulting file.*

```
<?xml version="1.0"?>
<!DOCTYPE image SYSTEM "weaver-1.1.dtd">
<image>
<machine>
  <word_size size="0x20" />
  <page_size size="0x1000" />

  <virtual_memory name="virtual">
    <region base="0x1000" size="0xcffff000" />
  </virtual_memory>

  <physical_memory name="physical">
    <region base="0xa0000000" size="0x3800000" />
  </physical_memory>
</machine>

<virtual_pool name="virtual">
  <memory base="0x1000" size="0xcffff000"/>
</virtual_pool>

<physical_pool name="physical">
  <memory base="0xa0000000" size="0x3800000"/>
</physical_pool>

  <kernel file="l4kernel">
  </kernel>

  <rootprogram file="ig_server" virtpool="virtual"
    physpool="physical">
  </rootprogram>

  <program name="ig_naming" file="ig_naming">
  </program>
</image>
```

4.3 Machine

Machine Element Attributes

Attribute:	Type:	Description:
file	<i>optional</i>	The path or location of the machine element

Example: Machine Element

```
<machine>
  <word_size size="32" />
  <page_size size="4K" />

  <virtual_memory name="virtual_addrs">
    <region base="0x0" size="0xc0000000"/>
  </virtual_memory>

  <physical_memory name="main_memory">
    <region base="0x800000" size="0x1000000"/>
  </physical_memory>

  <phys_device name="timer_dev">
    <physical_memory name="timer_mem0">
      <region base="0x51000000" size="0x1000"/>
    </physical_memory>
    <interrupt name="int_timer1" number="11"/>
    <interrupt name="int_timer2" number="12"/>
  </phys_device>

  <kernel_heap_attrs distance="16M" />
  <cache_policy name="user1" value="50">
</machine>
```

The machine element is used to describe the target platform and does not contain any required attributes. The machine element may contain one or more of instances of the sub-elements `word_size`, `page_size`, `virtual_memory`, `physical_memory`, `kernel_heap_attrs`, `cache_policy`, and `phys_device`, each of which is further described below.

4.3.1 Word Size

Word Size Element Attributes

Attribute:	Type:	Description:
size	<i>required</i>	Word size of machine in bits.

Example: Word Size Element

```
<word_size size="32" />
```

The `word_size` element is used to specify the word size of the machine. It contains a single attribute `size`

which is used to specify the word size of the machine in bits. The above example machine tag specifies a machine with a word size of 32 bits.

4.3.2 Page Size

Page Size Element Attributes		
Attribute:	Type:	Description:
size	<i>required</i>	Supported page size in bytes.

Example: Page Size Element

```
<page_size size="4K" />
```

The `page_size` element is used to specify the page sizes supported by the architecture. The `page_size` element contains a single attribute, `size`, which is used to specify a supported page size in bytes. Where multiple page sizes are supported by the architecture, multiple `page_size` elements should be declared within the `machine` tag, where each denotes a supported page size. Page sizes may be declared in decimal, as illustrated in the above example `machine` tag, or in hexadecimal using the prefix `0x`.

4.3.3 Virtual Memory

Virtual Memory Element Attributes		
Attribute:	Type:	Description:
name	<i>required</i>	Name of the region of memory.

Example: Virtual Memory Element

```
<virtual_memory name="virtual_addr">
  <region base="0x0" size="0xc0000000"/>
</virtual_memory>
```

The `virtual_memory` element is used to describe the region of virtual memory available in the system. The `virtual_memory` element contains the single attribute `name`, which is used to specify a name for the specified region of memory as string, allowing easy reference to the same region of memory throughout the XML file.

The `virtual_memory` element may contain one or more `region` elements, each describing a contiguous range of virtual memory. The `region` element contains the attributes `base` and `size`, used to specify the starting address of the virtual memory range and its size in bytes. Both the `base` and `size` attributes may be specified as a decimal value or in hexadecimal. A suffix of **K**, **M** or **G** may be used specify the value of the `size` attribute in Kilo bytes, Mega bytes or Giga bytes, respectively. These attributes should be set to the default values specified in the configuration file supplied by the vendor.

The above example virtual memory tag describes a region of virtual memory which will be referred to throughout the remainder of the XML file as `virtual_addr` and describes a single region of virtual memory of size `0c0000000`, commencing at virtual address `0x0`.

It should be noted that the same region of virtual memory cannot be described by multiple `region` elements. This will result in Elfweaver reporting an error.

4.3.4 Physical Memory

Physical Memory Element Attributes		
Attribute:	Type:	Description:
<code>name</code>	<i>required</i>	Name of the region of memory.
Example: Physical Memory Element		
<pre><physical_memory name="main_memory"> <region base="0x800000" size="0x1000000"/> </physical_memory></pre>		

The `physical_memory` element is used to describe the regions of physical memory available in the system. The `physical_memory` element contains a single attribute, `name`, which is used to specify a name for the specified region of memory as a string, allowing easy reference to the same grouping of memory throughout the remainder of the XML file.

The `physical_memory` element may contain one or more `region` elements, each describing a contiguous range of physical memory. The `region` element contains the attributes `base` and `size`, used to specify the starting address of the physical memory range and its size in bytes. Both the `base` and `size` attributes may be specified as a decimal value or in hexadecimal. A suffix of **K**, **M** or **G** may be used specify the value of the `size` attribute in Kilo bytes, Mega bytes or Giga bytes, respectively. These attributes should be set to the default values specified in the configuration file supplied by the vendor.

The above example physical memory tag describes a region of physical memory which will be referred to throughout the remainder of the XML file as `main_memory` and describes a single region of physical memory of size `0x1000000`, commencing at the physical address `0x800000`.

It should be noted that the same region of physical memory cannot be described by multiple `region` elements. This will result in Elfweaver reporting an error.

4.3.5 Kernel Heap Attributes

Kernel Heap Attributes Element Attributes		
Attribute:	Type:	Description:
<code>align</code>	<i>optional</i>	The alignment of the kernel heap.
<code>distance</code>	<i>required</i>	Maximum distance between the heap and the kernel data segment.
Example: Kernel Heap Attributes Element		
<pre><kernel_heap_attrs distance="16M" /></pre>		

The `kernel_heap_attrs` element is used to specify the alignment and the distance the kernel heap is from the kernel data segment. The `kernel_heap_attrs` element contains a single *required* attribute `distance`, and a single *optional* attribute, `align`.

The `align` attribute is used to specify the alignment of the kernel heap. As most architectures impose alignment restrictions, Elfweaver aligns the heap to the largest page size that is smaller than the size of the heap. The `align` attribute gives the user the option of specifying the alignment of the kernel heap of less restrictive architectures to reduce memory wastage. Note that, if set, the value of the `align` attribute of the `heap` element takes priority over the `align` attribute of the `kernel_heap_attrs` element. The `heap` element is further described in Section 4.4.3.

The `distance` attribute is used to specify the maximum distance at which the heap may be located from the kernel data segment in bytes. This is useful for architectures that require the kernel heap to be located within a specified distance from the kernel data segment in physical memory. For example, the ARM architecture requires that the heap is placed within 16MB from the kernel data segment. In the event that the `distance` attribute is specified and the kernel heap is placed outside the required distance, an error will be raised by Elfweaver.

Note that a suffix of **K**, **M** or **G** may be used specify the value of the `align` and `distance` attributes in Kilo bytes, Mega bytes or Giga bytes, respectively.

4.3.6 Cache Policy

Cache Policy Element Attributes		
Attribute:	Type:	Description:
<code>name</code>	<i>required</i>	The name of the policy.
<code>value</code>	<i>required</i>	The numeric value of the policy.
Example: <i>Cache Policy Element</i>		
<pre><cache_policy name="user1" value ="50"></pre>		

The `cache_policy` element is used to specify a customized caching policy. This element has the *required* attributes, `name` and `value`. The `name` attribute is used to specify the name of the caching policy. This name is then used to specify this caching policy in the `memsection` and `segment` elements as required. The `memsection` and `segment` elements are further described in Sections 4.11 and 4.7, respectively.

The `value` attribute is used to specify the numeric value of the caching policy. It should be noted that in the event the value specified is not supported by OKL4, its behaviour is undefined.

The standard cache policies are shown in Table 4.1. These policies are described in detail in Section B-2.2.3 of the *OKL4 Microkernel Programming Manual*.

Value	Policy	Description
<code>default</code>	DEFAULTPOLICY	Architecture-specific default policy
<code>cached</code>	CACHEDPOLICY	Architecture-specific
<code>uncached</code>	UNCACHEDPOLICY	Caching disabled
<code>writeback</code>	WRITEBACKPOLICY	Write-back caching policy
<code>writethrough</code>	WRITE THROUGH POLICY	Write-through caching policy
<code>coherent</code>	COHERENTPOLICY	A coherent caching policy
<code>device</code>	DEVICEPOLICY	Architecture-specific policy for device memory
<code>writecombining</code>	WRITECOMBININGPOLICY	Uncached write-combining policy

Table 4.1: *Supported Caching Policies*

4.3.7 Physical Device

Physical Device Element Attributes

Attribute:	Type:	Description:
name	<i>required</i>	Name of the physical device.

Example: *Physical Device Element*

```
<phys_device name="timer_dev">
  <physical_memory name="timer_mem0">
    <region base="0x51000000" size="0x1000"/>
  </physical_memory>
  <interrupt name="int_timer1" number="11"/>
  <interrupt name="int_timer2" number="12"/>
</phys_device>
```

The `phys_device` element is used to describe the resources associated with a particular physical device. A capability that references the physical devices will be automatically generated for the corresponding device server. The `phys_device` element has a single required attribute, `name`, which is used to specify the name of the physical device as a string. This name should be directly derived from the device class to which the physical device belongs. For example, the above example describes a physical device that belongs to the timer device class.

The `phys_device` element may contain one or more instances of the elements `physical_memory` and `interrupt` used to describe the resources physical memory and interrupts, associated with the physical device described by the `phys_device` element. The `physical_memory` element is further described above in Section 4.3.4.

The `interrupt` element is used to describe the interrupts raised by the physical device described by the `phys_dev` element. Elfweaver will request the Iguana server to register the specified interrupt for the main thread of the owning OKL4 program. The Iguana server will register these interrupts during initialization. The `interrupt` element contains the required attributes, `name` and `number`. These attributes are used to specify the name and corresponding interrupt number of the interrupt. The interrupt numbers are granted to the owning OKL4 program and are most important for devices with multiple interrupts as they share the same interrupt handler implemented in the device server.

4.4 Kernel

Kernel Element Attributes

Attribute:	Type:	Description:
<code>file</code>	<i>required</i>	The path or location of the kernel ELF file.
<code>xip</code>	<i>optional</i>	Execute in place.
<code>physpool</code>	<i>optional</i>	Default physical pool used for allocating segments.

Example: Kernel Element

```
<kernel file="/path/to/kernel" xip="true">
  <segment name="RX" pool="ROM" />

  <heap size="0x400000" />

  <config>
    <option key="spaces" value="255" />
  </config>

  <dynamic max_threads="10" />
</kernel>
```

The `kernel` element is used to describe the properties of the OKL4 kernel. The `kernel` element has two special properties. The entry point of the kernel file is used as the entry point of the ELF file generated by Elfweaver. Additionally, unless explicitly overridden, the kernel is loaded at the bottom of the memory pool allocated to it. This may be indirectly overridden by specifying the physical address of the location of each segment using the `physaddr` attribute. Segments are further described in Section 4.7.

The `xip` attribute is used to indicate whether the final image should support execute in place. This attribute should set to `true` if and only if the kernel has been built with support for execute in place. The `physpool` attribute is used to specify the default physical memory pool that will be used for allocating segments. If left unspecified, Elfweaver will use the `physpool` specified by the `rootprogram` element as the default physical memory pool.

The `kernel` element may contain one or more of the sub-elements `config`, `dynamic`, `heap`, `patch` and `segment`, each of which is further described in Sections 4.4.1 to 4.4.5, below.

The example kernel tag specified above describes a kernel that supports execute in place as indicated by the `xip` attribute being set to `true`. It contains a single segment named `RX` which is allocated from the memory pool named `ROM`.

4.4.1 Config

Config Element Attributes		
Attribute:	Type:	Description:
<i>This element does not contain any attributes.</i>		
Example: <i>Config Element</i>		
<pre><config> <option key="spaces" value="255" /> </config></pre>		

The `config` element is used specify various kernel parameters stored in the KIP. Elfweaver uses the `kip` section in the kernel ELF file to locate the KIP.

The `config` element contains one or more `option` elements, each of which is used to set an individual option.

4.4.1.1 Option

Option Element Attributes		
Attribute:	Type:	Description:
<code>key</code>	<i>required</i>	Name of the option.
<code>value</code>	<i>required</i>	Value of the option.
Example: <i>Option Element</i>		
<pre><option key="spaces" value="255" /></pre>		

Each option element contains the attributes `key` and `value`. The `key` attribute is used to specify the name of the option with `value` attribute being used to specify the value of the option. The supported options are:

spaces The maximum number of address spaces that the kernel supports. By default 256 address spaces are supported.

mutexes The maximum number of mutexes that are supported by the kernel. By default 256 mutexes are supported.

root_caps The maximum number of caps in the kernel's root clist. By default there are 1024 caps in the root clist.

4.4.2 Dynamic

Dynamic Element Attributes		
Attribute:	Type:	Description:
max_threads	<i>optional</i>	The maximum number of threads supported by the kernel.
align	<i>optional</i>	The alignment of the kernel thread array.

Example: Dynamic Element

```
<dynamic max_threads="10" />
```

The `dynamic` element is used to specify the dynamic memory usage of the kernel. Currently, this element only allows the specification of the maximum number of threads supported by the kernel. This is used to determine the size of the kernel thread array.

The `dynamic` element contains the *optional* attributes `max_threads` and `align`. The `max_threads` attribute is used to specify the maximum number of threads supported by the kernel. If unspecified, this value defaults to 1024. The `align` attribute is used to specify the alignment of the kernel thread array and if left unspecified, defaults to system default alignment. The `dynamic` element does not contain any *required* attributes.

4.4.3 Kernel Heap

Kernel Heap Element Attributes		
Attribute:	Type:	Description:
align	<i>optional</i>	The alignment of the kernel heap.
size	<i>optional</i>	Size of the kernel heap in bytes.
phys_addr	<i>optional</i>	Base address of the kernel heap.

Example: Kernel Heap Element

```
<heap size="0x400000" />
```

The `heap` element is used to specify the size and load location of the kernel heap. Where the `kernel` tag fails to specify a heap element, Elfweaver will allocate a 4MB heap.

The `heap` element contains the *optional* attributes `align`, `size` and `phys_addr`. The `align` attribute is used to specify the alignment of the kernel heap. As most architectures impose alignment restrictions, Elfweaver aligns the heap to the largest page size that is smaller than the size of the heap. The `align` attribute gives the user the option of specifying the alignment of the kernel heap of less restrictive architectures to reduce memory wastage. Note that, if set, the value of the `align` attribute of the `heap` element takes priority over the `align` attribute of the `kernel_heap_attrs` element. The `kernel_heap_attrs` element is further described in Section 4.3.5.

The `size` attribute is used to specify the size of the kernel heap in bytes. If left unspecified, Elfweaver will specify a heap of size 4MB. The suffixes K, M or G maybe used when specifying both the `align` and `heap` attributes

The `phys_addr` attribute is used to specify the base address of the kernel heap. The kernel heap must be aligned on a natural boundary and placed close to the beginning of the kernel. For ARM, this is within 64MB of the kernel. Where this attribute is left unspecified, the address will be chosen by Elfweaver.

4.4.4 Patch

The `patch` element is used to modify the content of the ELF file prior to building the final image. The `patch` element is further described in Section 4.8.

4.4.5 Segment

The `segment` element describes the load location of an ELF segment. Segments are further described in Section 4.7.

4.5 Root Program

Root Program Element Attributes

Attribute:	Type:	Description:
file	<i>required</i>	The path or location of the root server in the ELF file.
virtpool	<i>required</i>	The name of the default virtual memory pool.
physpool	<i>required</i>	The name of the default physical memory pool.
direct	<i>optional</i>	A Boolean value.
pager	<i>optional</i>	The default pager for the root program.

Example: Root Program Element

```
<rootprogram file="/path/to/iguana_server" virtpool="main_virt"
    physpool="main_phys">
  <segment name="data" physpool="somore" />

  <extension name="library" file="/path/to/extension" >
    </extension>
</rootprogram>
```

The `rootprogram` element is used to specify the program that is first started by OKL4. The `rootprogram` element allows the user the flexibility of either specifying Iguana or an alternative root server of their choice.

The `virtpool` and `physpool` attributes are used to specify the default virtual and physical memory pools, respectively. Where the `rootprogram` element fails to specify valid virtual and physical memory pools using the `virtpool` and `physpool` attributes, an error will be raised by Elfweaver. The `direct` attribute may be set to `true` or `false` by the user and is used to specify whether the segments are to be placed at the same physical address as the virtual address specified in the ELF program header. This attribute takes priority over the `physpool` attribute of the `rootprogram` element.

The `rootprogram` element may contain the sub-elements, `segment`, `patch` and `extension`, each of which are described in Sections 4.5.1 to 4.5.3, below.

The example `rootprogram` tag described above, specifies a `rootprogram` element which specifies the `iguana_server` as the root task. The location of the `iguana_server` is specified using the `file` attribute as `/path/to/iguana_server`. The `rootprogram` element specifies the virtual memory pool `main_virt` and the physical memory pool `main_phys` as the default virtual and physical memory pools.

The `rootprogram` element also specifies four sub-elements, `segment`, `extension`, `stack` and `heap`. These elements are further described below.

4.5.1 Segment

The `segment` element describes the load location of an ELF segment. Segments are further described in Section 4.7.

4.5.2 Patch

The `patch` element is used to modify the content of the ELF file prior to building the final image. The `patch` element is further described in Section 4.8.

4.5.3 Extension

Extension Element Attributes		
Attribute:	Type:	Description:
name	<i>required</i>	The name of the extension.
file	<i>optional</i>	The path or location of the extension.
physpool	<i>optional</i>	Physical memory pool used for all segments belonging to the extension.
pager	<i>optional</i>	The default pager used for all segments in the extension's ELF file.
direct	<i>optional</i>	A Boolean value.
start	<i>optional</i>	The entry point for the extension.

Example: *Extension Element*

```
<extension name="library" file="/path/to/extension" >
</extension>
```

The `extension` element is used to describe a Root Program Extension Library, which allows arbitrary code to be loaded into the root program at boot time without the need to rebuild the main root program binary.

The root program will call the entry point of each extension library prior to entering the main message processing loop. The entry point is called with no arguments and the return value is not checked. Extensions are initialized in order of appearance in the configuration file.

The `file` attribute is used to specify the path, or location of the extension. Where the `file` attribute is omitted it is assumed that the extension has been linked in to the root program. The physical memory pool specified by the `physpool` attribute of the `extension` element takes precedence over the `physpool` attribute specified by the `rootprogram` element. Where the `physpool` attribute is left unspecified, the physical memory pool specified by the `physpool` attribute of the `rootprogram` element will be used as the default physical memory pool to be for the allocation of all segments belonging to the extension.

The `direct` attribute which may be set to either `true` or `false` by the user and is used to specify whether segments belonging to the extension are to be placed at the same physical address as the virtual address specified in the ELF program header. This attribute takes precedence over the `physpool` attribute of the `extension` element. Where the `direct` attribute is left unspecified, Elfweaver will set this value to the default value of `false`. The `start` attribute is used to indicate the start of the function used to initialize the extension. If left unspecified, Elfweaver will use the entry point of the ELF file as the initializing function.

An extension element may contain on or more `segment` and/or `patch` elements. The elements `segment` and `patch` are further described in Sections 4.7 and 4.8, respectively.

The above example root program tag contains a single `extension` element which specifies code named `library` contained at the location, `/path/to/extension`.

4.5.4 Stack

The `stack` element is used to describe the root program's stack. Stacks are further described in 4.6.1.

4.5.5 Heap

The `heap` element is used to specify the root program's heap. Heaps are further described in 4.6.2.

4.6 Programs

Program Element Attributes

Attribute:	Type:	Description:
name	<i>required</i>	Name of the program.
file	<i>required</i>	The location or path of the specified program.
priority	<i>optional</i>	The priority level of the specified thread.
virtpool	<i>optional</i>	Virtual memory pool used for the program.
physpool	<i>optional</i>	Physical memory pool used for the program.
pager	<i>optional</i>	Default pager to be used for all segments in the program's ELF file.
direct	<i>optional</i>	A Boolean value.
server	<i>optional</i>	Key in the object environment to look up a particular memory section.
platform_control	<i>optional</i>	Grant the program access to the PlatformControl system call.

Example: Program Element

```

<program name="demo" file="path/to/file" priority="110">
  <stack size="0x4000" />
  <heap size="0x10000" />

  <commandline>
    <arg value="demo" />
    <arg value="second_arg" />
  </commandline>
</program>

<program name="vtimer_server" file="path/to/vtimer" server="OKL4_VTIMER_SERVER">
  <virt_device name="vserial10">
  <virt_device name="vserial11">

  <environment>
    <entry key="SERIAL_RESOURCES" cap="/dev/serial_dev">
  </environment>
</program>

<program name="example" file="example.elf">
  <zone name="z1">
    <memsection name="zoned_ms" size="0x100000">
  </zone>
</program>

```

The program element is used to specify a program started in the traditional manner. Where Elfweaver is provided with an ELF file containing a program it will create a new protection domain for the program, attach all segments of the ELF file into that protection domain and create a stack and a heap for the program. In addition, Elfweaver will start a single thread, the main thread, commencing at the entry point of the ELF file and pass the command line arguments and the object environment to this thread, as required.

It should be noted that the virtual memory pool specified by the `virtpool` attribute and physical memory pool specified by the `physpool` attribute take precedence over the `virtpool` and `physpool` attributes of the rootprogram. If one or both of the `virtpool` and `physpool` attributes of the program element were

left unspecified, then the `virtpool` and/or `physpool` attributes of the `rootprogram` element would be used to determine the memory pool used for all memory allocation associated with the program. The `direct` attribute may be set to either `true` or `false` and is used to specify whether the segments belonging to the program are to be placed at the same physical address as the virtual address specified in the ELF program header. Where the `direct` attribute is left unspecified, Elfweaver will set this attribute to the default value of `false`. It should be noted that this attribute takes priority of the `physpool` attribute.

The `priority` attribute is used to specify the priority level of the specified thread. The priority level must be a value between 0 and 255, inclusive. If left unspecified, the priority of the thread will be set to the default value of 100.

The `platform_control` attribute grants the program access to the PlatformControl system call. By default this attribute is `false`.

The `program` element may contain one or more of the elements `stack`, `heap`, `cmdline`, `memsection`, `environment`, `segment`, `patch`, `thread`, `virt_device` and `zone`. Each of these elements are further described in Sections 4.6.1 to 4.6.10, below.

The example program tag specifies a program specifies three programs, `demo`, `vtimer_server` and `example`. The program `demo` is located at `path/to/file` and will run with a priority level of 110. The `demo` program will be allocated a stack of size `0x4000` and a heap of size `0x10000`. The `demo` program will be started with two command line arguments, `demo` and `second_arg`. The programs `vtimer_server` and `example` are further described in Sections 4.6.9 and 4.6.10, respectively.

4.6.1 Stack

Stack Element Attributes		
Attribute:	Type:	Description:
<code>size</code>	<i>optional</i>	Size of the stack.
<code>virt_addr</code>	<i>optional</i>	Virtual address of the base of the stack.
<code>phys_addr</code>	<i>optional</i>	Physical address of the base of the stack.
<code>direct</code>	<i>optional</i>	A Boolean value.
<code>virtpool</code>	<i>optional</i>	Virtual memory pool used for the stack.
<code>physpool</code>	<i>optional</i>	Physical memory pool used for the stack.
<code>align</code>	<i>optional</i>	Memory alignment of the stack.
<code>attach</code>	<i>optional</i>	The access permissions for the stack.
<code>zero</code>	<i>optional</i>	A Boolean value.
<code>pager</code>	<i>optional</i>	The pager associated with the memory section.
<code>cache_policy</code>	<i>optional</i>	The cache policy of the stack section.

Example: Stack Element

```
<stack size="0x4000" />
```

The `stack` element is used to describe the stack belonging to the program thread. The master capability of the stack will be held by the program's owning protection domain.

If one or both of the attributes `virt_addr` and `phys_addr` are not specified those values will be determined by Elfweaver. The attribute `direct` is used to specify whether the base of the stack will be set to the same physical address as the address specified by the `virt_addr` attribute. Where this is the case, the `direct` attribute should be set to `true`. This attribute takes priority over the `physpool` attribute.

The `zero` attribute is used to specify whether the memory allocated to the stack will be zero filled on creation. If left unspecified, the `zero` attribute is set to the default value of `true`, indicating that the memory should be zero filled on creation.

Where a `program` element fails to specify a `stack` element, a stack of size 4096 bytes will be allocated from the default memory pool.

4.6.2 Heap

Heap Element Attributes		
Attribute:	Type:	Description:
<code>size</code>	<i>optional</i>	The size of the heap.
<code>virt_addr</code>	<i>optional</i>	The virtual address of the base of the heap.
<code>phys_addr</code>	<i>optional</i>	The physical address of the base of the heap.
<code>direct</code>	<i>optional</i>	A Boolean value.
<code>virtpool</code>	<i>optional</i>	Virtual memory pool for the heap.
<code>physpool</code>	<i>optional</i>	Physical memory pool for the heap.
<code>align</code>	<i>optional</i>	The memory alignment of the heap.
<code>attach</code>	<i>optional</i>	The access permissions for the heap.
<code>pager</code>	<i>optional</i>	The name of the pager used to map the heap.
<code>zero</code>	<i>optional</i>	A Boolean value.
<code>cache_policy</code>	<i>optional</i>	The cache policy of the memory section.
<code>user_map</code>	<i>optional</i>	Allow the program to access the heap with the <code>MapControl</code> system call.

Example: Heap Element

```
<heap size="0x10000" />
```

The `heap` element is used to specify the program's heap. As with the `stack` element described above, the master capability of the program's heap will be held by the owning protection domain of the program.

If one or both of the attributes `virt_addr` and `phys_addr` are left unspecified those values will be determined by Elfweaver. The `direct` attribute is used to specify whether the base of the heap will be located at the same physical address as that specified by the `virt_addr` attribute. Where this is the case, the `direct` attribute should be set to `true`. This attribute takes priority of the `physpool` attribute.

The `zero` attribute is used to specify whether the memory allocated to the heap should be zero filled on creation. If left unspecified, the `zero` attribute is set to the default value of `true`, indicating that the memory should be zero filled on creation.

The `user_map` attribute is used to allow the program access to the the physical memory backing the heap in calls to `MapControl`. By default `user_map` is `false`.

Where a `program` element fails to specify a `heap` element, a heap of size 65536 bytes will be allocated from the default memory pool.

4.6.3 Command Line

The `commandline` element is used to specify command line arguments to the specified program. The `commandline` element may be used to specify one or more `arg` elements. Each `arg` element specifies a single command line argument using the attribute, `value`. These arguments are passed to the program in the order they are declared, that is the first `arg` element is treated as `argv[0]`, the second as `argv[1]`, etc. For example, the example program tag specifies a `commandline` element which specifies two arguments,

demo which is treated as `arg[0]` and `second_arg` which is treated as `arg[1]`. Elfweaver will pass these arguments unmodified to the program, `demo`.

Elfweaver does not perform any processing on the command line arguments, that is spaces and shell special characters are passed unmodified to the program. The commandline arguments are stored near the top of the program's stack.

4.6.4 Memsection

The `memsection` element describes the creation of a memory section, which may optionally contain data from a file. Memory sections are further described in Section 4.11.

4.6.5 Object Environment

Object environments are further described in Section 4.13.

4.6.6 Segment

The `segment` element describes the load location of an ELF segment. Segments are further described in Section 4.7.

4.6.7 Patch

The `patch` element is used to modify the content of the ELF file prior to building the final image. The `patch` element is further described in Section 4.8.

4.6.8 Thread

Thread Element Attributes		
Attribute:	Type:	Description:
<code>name</code>	<i>required</i>	The name of the thread.
<code>start</code>	<i>required</i>	The start address of the thread.
<code>priority</code>	<i>optional</i>	The priority of the thread.
<code>virtpool</code>	<i>optional</i>	Virtual memory pool used for the thread.
<code>physpool</code>	<i>optional</i>	Physical memory pool used for the thread.

Example: Thread Element

```
<thread name="second_thread" start="start_second_thread" >
  <commandline>
    <arg value="argv0"/>
    <arg value="hello"/>
    <arg value="world"/>
  </commandline>
</thread>
```

The `thread` element may be used to specify a thread that is to be started at boot time. The `thread` element can be declared within the `pd` and `program` elements. Where either of these elements specify multiple `thread` elements, they will be started in priority order, though no guarantee is provided.

The `priority` attribute is used to specify the priority level of the thread. The priority level must be a value between 0 to 255 inclusive, where 255 is the highest priority level. If left unspecified, Elfweaver will assign the thread a priority level of 100. The `virtpool` and `physpool` attributes are used to specify the virtual and physical memory pools to be used for the allocation of all memory associated with the thread. Where

either or both of these attributes are left unspecified, Elfweaver will use the corresponding attribute specified in the corresponding `program` element to determine the memory pool used for the allocation of all memory associated with the thread. Where the missing attribute is also unspecified in the corresponding `program` element, the corresponding attribute specified in the `rootprogram` element is used.

The `thread` element may contain the elements `stack` and `commandline`. These elements are further described in Sections 4.6.1 and 4.6.3, respectively.

4.6.9 Virtual Device

Virtual Device Element Attributes		
Attribute:	Type:	Description:
<code>name</code>	<i>required</i>	The name of the virtual device.

Example: Virtual Device Element

```
<program name="vserial_server" file="path/to/vserial" server="OKL4_VSERIAL_SERVER">
  <virt_device name="vserial0" />
  <virt_device name="vserial1" />

  <environment>
    <entry key="SERIAL_RESOURCES" cap="/dev/serial_dev" />
    <entry key="VSERIAL" cap="/dev/vserial0">
  </environment>
</program>

<program name="v/tty_server" file="path/to/v/tty" server="OKL4_VTTY_SERVER">
  <virt_device name="v/tty0" />

  <environment>
    <entry key="TTY_RESOURCES" cap="/dev/tty_dev">
  </environment>
</program>
```

The `virt_device` element is used specify the virtual devices that should be instantiated by the device server of the corresponding device class. The `virt_device` element contains a single *required* attribute, `name`, which is used to specify the name of the virtual device.

For a the device server to be granted access to the physical device resouces, described by the `phys_device` element, it should include the automatically generated physical device capability. This capability should be named `"/dev/string"`, where `string` corresponds to the name attribute of the `phys_device` element. The `phys_device` element is further described in Section 4.3.7.

4.6.10 Zones

Zone Element Attributes		
Attribute:	Type:	Description:
name	<i>required</i>	The name of the zone.

Example: Zone Element

```
<zone name="z1">  
  <memsection name="zoned_ms" size="0x100000">  
</zone>
```

The `zone` element is used to specify a particular group of memory sections and/or segments which may be accessed by the program specified by the `program` element. The `zone` element contains a single *required* attribute, `name`, and an *optional* attribute, `virtpool`. The `name` attribute is used to specify the name of the zone. The `virtpool` element is used to specify the virtual memory pool to be used for the allocation of the memory sections belonging to the zone. If unspecified, the default virtual memory pool is used for the allocation of the memory sections belonging to the zone.

All memory sections and/or segments declared within the `zone` element are placed in the zone. The 1MB region of virtual memory that contains the memory section or segment becomes the *zone window*. Any memory sections not declared as being within the zone are not permitted to reside within the window address range.

A zone is attached to a protection domain with a single set of access permissions calculated using the union of the access permissions of the memory sections residing in the zone. All memory sections and segments residing within the zone will then appear to be attached to the protection domain with these permissions.

Once declared, a zone may be attached to other protection domains or programs using an `environment` element. Object environments are further described in Section 4.13. The `memsection` and `segment` elements are further described in Sections 4.11 and 4.7, respectively. Protection domains are further described in Section 4.10.

4.7 Segments

Segment Element Attributes		
Attribute:	Type:	Description:
<code>name</code>	<i>required</i>	The name of the segment.
<code>phys_addr</code>	<i>optional</i>	The physical address of segment.
<code>physpool</code>	<i>optional</i>	Physical memory pool for the segment.
<code>align</code>	<i>optional</i>	Alignment of the segment.
<code>attach</code>	<i>optional</i>	Access permissions for the segment.
<code>pager</code>	<i>optional</i>	Pager to be used to map the stack.
<code>direct</code>	<i>optional</i>	A Boolean value.
<code>protected</code>	<i>optional</i>	A Boolean value.
<code>cache_policy</code>	<i>optional</i>	The cache policy of the segment.

Example: Segment Element

```
<segment name="data" physpool="example_physpool" />

<segment name="sensitive_segment" protected="true" />
```

The `segment` element is used to specify the location of a particular segment of an ELF file in physical memory. Segments are further described in Section 2.2.

The `segment` element may be a sub-element of the `kernel`, `rootprogram`, `program`, `extension` and `pd` elements. The `segment` element allows the user to override the properties of a particular segment. Where these elements fail to list the relevant `segment` elements, they will be allocated dynamically by Elfweaver.

The `direct` attribute may be set to `true` or `false` and is used to specify whether physical address of the segment is to be set to the same address as the virtual address of the segment specified in ELF program header. The `direct` attribute takes priority over both the `phys_addr` and `physpool` attributes. Where the `direct` attribute is left unspecified, Elfweaver will set this attribute to its default value, `false`.

The `physpool` attribute is used to specify the physical memory pool to be used to allocate the segment. Where this attribute is omitted, Elfweaver will allocate the segment using the physical memory pool specified using the `physpool` attribute of the corresponding the `program` element. Where `physpool` attribute is also not specified by the corresponding `program` element, Elfweaver will use the physical memory pool specified using the `physpool` attribute of the `rootprogram` element. The `protected` attribute allows the user to store a protected library as separate segments within a program. Currently, only a single program in a system may contain a protected segment and that program may only contain a single protected segment.

The `cache_policy` attribute can be used to set the caching policy for the segment. If left unspecified, Elfweaver will set the value of the `cache_policy` attribute to `default`. Table 4.1 contains the list of standard cache policies.

Custom cache policies may also be specified, but they must first be declared within the machine element. This is further described in Section 4.3

The segments are mapped into the address space of a protection domain at the virtual addresses specified in the ELF program header. The segment name is mapped to the segment number via a mapping table found in the `.segment_names` section of the ELF file. The mapping table may be generated using the `elfadorn` command in Elfweaver, which is further described in 3.5. The virtual address of a segment cannot be modified using Elfweaver.

The first example segment tag describes a segment element named `data` which is to be allocated from the physical memory pool, `example_physpool`. The second segment element describes a protected segment element named `sensitive_segment`.

4.8 Patch

Patch Element Attributes		
Attribute:	Type:	Description:
address	<i>required</i>	The address at which the data is stored.
value	<i>required</i>	The data to be stored
bytes	<i>optional</i>	Size of the data in bytes.

Example: Patch Element

```
<patch address="__phys_addr_ram" value="0xa0000000" bytes="4"/>
```

The `patch` XML element allows the content of a segment to be modified prior to building the image. For example the `patch` element allows RAM and ROM addresses to be written into the kernel as appropriate.

As with the `segment` element described above, the `patch` element may be a sub-element of the elements `kernel`, `rootprogram`, `program`, `extension` and `pd`.

The `patch` element contains the *required* attributes `value` and `address`. The `address` attribute is used to specify a location in virtual memory to be modified and may be specified either as a memory location in hexadecimal (with a `0x` prefix, or as a symbol name. The `value` attribute is used specify the data to be stored at the location specified by the `address` attribute.

The `patch` element contains a single *optional* attribute `bytes`, which is used to specify the size of the data specified by the attribute `value` in bytes. Note that if the `address` is specified as a virtual memory location, the size of the data specified in `value` must be specified in the `bytes` attribute. However if the `address` is specified as a symbol name as in the Example Patch Tag, the size of the data in `value` must only be specified using the `bytes` attribute where the size of the variable name is not internally specified in the ELF file.

For example, the example patch tag specifies that the data at the virtual address, `__phys_addr_ram` is set to `0xa0000000` as a four byte value.

4.9 Memory pools

As OKL4 allocates virtual and physical memory from memory pools, Elfweaver allows the user to group both virtual memory and physical memory into memory pools. This is achieved via the use of the elements `virtual_pool`, which is used to group virtual memory, and `physical_pool`, which is used to group physical memory.

4.9.1 Virtual Memory Pools

Virtual Memory Pool Element Attributes

Attribute:	Type:	Description:
<code>name</code>	<i>required</i>	Name of the memory pool.

Example: Virtual Memory Pool Element

```
<virtual_pool name="main_virt">
  <memory src="virtual_addr" />
</virtual_pool>
```

The `virtual_pool` element contains a single *required* attribute, `name`, which is used to associate a name with the memory pool which may be subsequently used by other elements to uniquely refer to the specified virtual memory pool.

4.9.2 Physical Memory Pools

Physical Memory Pool Element Attributes

Attribute:	Type:	Description:
<code>name</code>	<i>required</i>	Name of the memory pool.
<code>direct</code>	<i>optional</i>	A Boolean value.

Example: Physical Memory Pool Element

```
<physical_pool name="main_phys">
  <memory src="main_memory" />
</physical_pool>

<physical_pool name="somore">
  <memory src="more_ram" size="0x80000" />
</physical_pool>

<physical_pool name="evenmore">
  <memory base="0x4000000" size="0x80000" />
</physical_pool>
```

The `physical_pool` element contains a single *required* attribute, `name`, which is used to associate a name with the memory pool which may be subsequently used by other elements to uniquely refer to the specified physical memory pool. The `physical_pool` attribute also contains a single *optional* attribute, `direct`

which is used to specify a direct physical memory pool. When memory is allocated from a direct physical memory pool, a memory block at corresponding virtual address is also allocated. As with ordinary physical pools, the `name` attribute of direct physical pools may also be subsequently used by other elements to uniquely refer to the specified direct physical memory pool.

4.10 Protection Domains

Protection Domain Element Attributes

Attribute:	Type:	Description:
<code>name</code>	<i>required</i>	The name of the element.
<code>file</code>	<i>optional</i>	The location or path of the ELF file.
<code>virtpool</code>	<i>optional</i>	Virtual memory pool used for protection domain.
<code>physpool</code>	<i>optional</i>	Physical memory pool used for protection domain.
<code>pager</code>	<i>optional</i>	Default pager for all segments in <code>file</code> .
<code>direct</code>	<i>optional</i>	A Boolean value.
<code>platform_control</code>	<i>optional</i>	Grant the program access to the PlatformControl system call.

Example: Protection Domain Element

```
<pd name="isolated">
  <memsection name="make_dynamically" size="16K" attach="rwx" />
</pd>
```

The `pd` element allows the user finer control over the creation of a protection domain. Though this element is similar to the `program` element, by default no segments or memory sections are mapped into the address space and no threads are started. All contents of the protection domain must be stated explicitly using the `pd` element.

The `virtpool` and `physpool` attributes are used to specify the virtual and physical memory pools used for the allocation of all virtual and physical memory associated with the protection domain. Where the `physpool` attribute of the `pd` element is specified, it takes priority over the `physpool` attribute specified by the `program` and `rootprogram` elements. The `direct` attribute, which may be set to either `true` or `false`, is used to specify whether all segments with the exception of memory sections, belonging to the protection domain should be located at the same physical address as the virtual address specified in the ELF file. The `direct` attribute takes priority over the `physpool` attribute of the `pd` element. If left unspecified, Elfweaver sets the `direct` attribute to its default value, `false`. Where the `file` attribute is specified, the `pager` attribute is used to specify the default pager to be used for all segments in the file.

The `platform_control` attribute grants the `pd` access to the PlatformControl system call. By default this attribute is `false`.

Each `pd` element may contain one or more of the elements `segment`, `thread`, `patch` or `memsection`. The `segment` element describes the load location of an ELF file and is further described in Section 4.7. The `patch` element is used to modify the content of the ELF file prior to building the final image and is further described in Section 4.8. The `thread` element allows the user to specify an additional thread to be started at boot time and is further described in Section 4.6.8. Lastly, the `memsection` element describes the creation of a memory section, which may optionally contain data from a file. Memory sections are further described in Section 4.11.

The example protection domain tag specifies a protection domain named `isolated` which consists of a single memory section named `make_dynamically`. This `make_dynamically` memory section is of size 16KB. The `attach` attribute describes the access permissions with which the memory section is mapped into the protection domain. The example memory section `make_dynamically` has been attached to the protection domain `isolated` with the permissions `read`, `write` and `execute`.

4.11 Memory Sections

Memory Section Element Attributes

Attribute:	Type:	Description:
<code>name</code>	<i>required</i>	The name of the memory section.
<code>file</code>	<i>optional</i>	The path of a file containing the contents of the memory section.
<code>size</code>	<i>optional</i>	The size of the memory section in bytes, ignored if <code>file</code> is specified.
<code>phys_addr</code>	<i>optional</i>	Physical address of the base of the memory section.
<code>virt_addr</code>	<i>optional</i>	Virtual address of the base of the memory section.
<code>physpool</code>	<i>optional</i>	Physical memory pool used to allocate the memory section.
<code>virtpool</code>	<i>optional</i>	Virtual memory pool used to allocate the memory section.
<code>align</code>	<i>optional</i>	Memory alignment of the memory section.
<code>attach</code>	<i>optional</i>	The access permissions of the memory section.
<code>direct</code>	<i>optional</i>	A Boolean value.
<code>pager</code>	<i>optional</i>	The pager associated with the memory section.
<code>zero</code>	<i>optional</i>	A Boolean value.
<code>cache_policy</code>	<i>optional</i>	The cache policy of the memory section.

Example: Memory Section Element

```
<memsection name="data" file="/path/to/data" virt_addr="0x10000000"
  physpool="somemore" pager="custom" cache\_policy="uncached">
  <cap name="data_rx">
    <right value="read" />
    <right value="execute" />
  </cap>
</memsection>

<memsection name="make_dynamically" size="0x4000" attach="rwx" />
```

The `memsection` element is used to describe the creation of a new memory section. Elfweaver allows the user to set the newly created memory section to contain data located in a specific file, as required. The `memsection` element allows the user the flexibility of relating a memory section to sections in the output file as well as the layout of the memory section in physical and/or virtual memory.

The program or protection domain, which is the parent of the memory section will hold the master capability for the memory section. Capabilities are further described in Section 4.12.

The `virtpool` and `physpool` attributes of the `memsection` element are used to describe the virtual and physical memory pools from which the memory section is to be allocated. Where either or both of these attributes are left unspecified, Elfweaver will use the corresponding attribute specified by the corresponding `pd` element. If either or both attributes are also not specified by the `pd` element, Elfweaver will use the corresponding attribute specified by the corresponding `program` or `rootprogram` element, in that order.

The `align` attribute is used to specify the memory alignment of the memory section. Where the `align` attribute is specified, the memory section will be placed in the selected memory pool and aligned to the supplied boundary. The alignment must be a power of two greater than or equal to the smallest page size. By default, memory sections are aligned on a natural boundary. The `attach` attribute is used to specify the permissions with which the memory section is mapped into the protection domain's address space. The `attach` attribute may contain any combination of the characters, `r`, `w` and `e`, which represent the permissions, *read*, *write* and *execute*, respectively.

The `direct` attribute is a Boolean value. Where the `direct` attribute is set to `true`, the memory section will be placed at the same physical address as the virtual address specified by the `virt_addr` attribute. The `pager` attribute serves a dual purpose. Firstly, where present, it indicates that the memory section's virtual address should not be mapped to its physical address when the memory section is created. Secondly, the value specified using `pager` attribute is used to indicate the pager used to perform the mapping. Where the `pager` attribute is used to specify a value other than `okl4`, this refers to a custom pager. The `zero` attribute is a Boolean value used to specify whether the memory section is to be zero filled on creation. If left unspecified, the `zero` attribute is set to the default value of `true`, indicating that the memory section should be zero filled on creation. This attribute is used to prevent memory sections mapping to device registers from writing zeros to these registers on creation.

The `cache_policy` attribute can be used to set the caching policy for the memory section. If left unspecified, Elfweaver will set the value of the `cache_policy` attribute to `default`. Table 4.1 contains the list of standard cache policies.

Custom cache policies may also be specified, but they must first be declared within the machine element. This is further described in Section 4.3

The `memsection` element may contain one or more `cap` elements. The `cap` element is further described in Section 4.12.

The above example `memsection` tags specify two `memsection` elements. The first `memsection` element, named `data`, is to be located at the virtual address `0x10000000`. This memory section will be allocated out of the physical memory pool `somemore` and will contain the data located at `/path/to/data`. This memory section will not be located at the same virtual and physical addresses and uses a custom pager. The memory section `data` is created with an extra capability named `data_rx` which will be passed on to its parent protection domain or program.

The second example `memsection` element, named `make_dynamically` is a memory section of size `0x4000` bytes and is mapped into the protection domain's address space with the permissions, `read`, `write` and `execute`.

4.12 Capabilities

Capability Element Attributes

Attribute:	Type:	Description:
name	<i>required</i>	Name of the capability.

Example: Capability Element

```
<memsection name="data" file="/path/to/data">
  <cap name="rx">
    <right value="read" />
    <right value="execute" />
  </cap>
</memsection>
```

The `cap` element allows the user to create a capability associated with specific rights with regards to a specific object. Currently, one or more `cap` elements may be declared within the elements `segment`, `stack`, `heap` and `memsection`. It is expected that Elfweaver will be extended to allow `cap` elements to be specified within the elements `thread`, `pd` and `program`.

Each object is implicitly created with a master capability known as `<name>/master`, where `<name>` denotes the name of the object. For example, the example capability tag below is specified within a `memsection` element named `data`. The master capability of this `memsection` element is denoted as `data/master`.

In addition to the implicit creation of the master capability, read only and read write capabilities are also implicitly created with object. The read only and read write capabilities of an element take on the name of the element followed by `ro` and `rw`. For example the read only and read write capabilities for the `memsection` element specified below will be denoted as `data/ro` and `data/rw`, respectively.

Each `cap` element contains a single attribute, `name`, which is used to denote the name of the capability. The `cap` element contains one or more `right` elements, each of which describes a single right granted by the capability. The `right` element is further described below.

4.12.1 Right Element

Right Element Attributes

Attribute:	Type:	Description:
value	<i>required</i>	Name of the right

Example: Right Element

```
<right value="read" />

<right value="execute" />
```

Each `right` element consists of a single attribute, `value` which is used to denote the name of the right. The example capability tag below specifies a capability known as `data/rx` which gives the holder both read and execute permissions on the memory section `data`.

Currently the values that may be specified by the `value` attribute in the `right` element are:

- `read`: Read permission.
- `write`: Write permission.
- `execute`: Execute permission.
- `master`: Master rights to the object.

4.13 Object Environment

Object Environment Element Attributes

Attribute:	Type:	Description:
------------	-------	--------------

This element does not contain any attributes.

Example: *Object Environment Element*

```
<environment>
  <entry key="SOMEMEMORY" cap="data/rw" attach="rw" />
  <entry key="ANSWER" value="42">
</environment>
```

Each protection domain contains an object environment mechanism, described by the `environment` tag. The object environment mechanism is provided to enable threads to locate objects specified in the configuration file that they may access. It should be noted that the object environment is a static data structure and no provision is made for finding objects that are not described in the XML file.

The `environment` tag may contain one or more `entry` elements. The `entry` element is further described below.

4.13.1 Entry Elements

Entry Element Attributes

Attribute:	Type:	Description:
------------	-------	--------------

<code>key</code>	<i>required</i>	The name of the entry.
<code>value</code>	<i>optional</i>	A word size integer.
<code>cap</code>	<i>optional</i>	The capability of the object.
<code>attach</code>	<i>optional</i>	Access permissions assigned to the protection domain for the memory section.

Example: *Entry Element*

```
<environment>
  <entry key="SOMEMEMORY" cap="data/rw" attach="rw" />
  <entry key="TALKTOME" cap="/extrathread/master" />
  <entry key="TCM_POOL" cap="/tcm" />
  <entry key="ANSWER" value="42">
</environment>
```

The `environment` tag may contain one or more `entry` elements, where each entry element is used to specify a single object.

The `key` attribute is used to specify the name of the entry as a string. This name may then be used by an application to locate the object at run time. By convention, the `key` attribute should be specified in uppercase, though keys will be searched for in a case sensitive manner. The `value` attribute is used to specify a word size integer object. If the `value` attribute is specified, the `cap` and `attach` attributes will be ignored. The `cap` attribute is used to specify the capability corresponding to the object. Capabilities are named in a similar manner to POSIX paths. That is, relative paths are used to access capabilities in the current program and absolute paths

are used to access capabilities in other programs. Capabilities are further described in Section 4.12. Where the `cap` attribute specifies a capability relating to a memory section, the `attach` attribute is used to specify the permissions given to the memory section within the protection domain. It should be noted that the master capability of every object within the protection domain is automatically added to its object environment.

The example `environment` tag above specifies an object environment containing four entries, `SOMEMORE`, `TALKTOME`, `TCM_POOL` and `ANSWER`.

Appendix A: Example Configuration File

```
<?xml version="1.0"?>
<!DOCTYPE image SYSTEM "weaver-1.1.dtd">

<image>
  <machine>
    <word_size size="4" />
    <page_size size="4K" />

    <virtual_memory name="virtual_addr">
      <region base="0x0" size="0xc0000000"/>
    </virtual_memory>

    <!-- Banks of normal memory. -->
    <physical_memory name="main_memory">
      <region base="0x800000" size="0x1000000"/>
      <region base="0x1000000" size="0x100000"/>
    </physical_memory>

    <!-- Uncached memory. -->
    <physical_memory name="more_ram">
      <region base="0x2000000" size="0x100000"/>
      <region base="0x4000000" size="0x100000"/>
    </physical_memory>

    <physical_memory name="tcm_core">
      <region base="0x80000000" size="0x100000"/>
    </physical_memory>
  </machine>

  <virtual_pool name="main_virt">
    <memory src="virtual_addr" />
  </virtual_pool>

  <physical_pool name="main_phys">
    <memory src="main_memory" />
  </physical_pool>

  <physical_pool name="somemore" cached="false">
    <memory src="more_ram" size="0x80000" />
  </physical_pool>

  <physical_pool name="evenmore">
    <memory base="0x4000000" size="0x80000" />
  </physical_pool>

```

Example Configuration File - Continued

```

<physical_pool name="tcm">
  <memory src="tcm_core" />
</physical_pool>

<kernel file="/path/to/kernel" xip="true">
  <segment name="kip" physpool="somemore" />

  <heap size="4M" />

  <!-- KIP config. By default edits the kernel.kip section. -->
  <config>
    <option key="spaces" value="255" />
  </config>
</kernel>

<rootprogram file="/path/to/iguana_server"
  virtpool="main_virt" physpool="main_phys">
  <segment name="data" physpool="somemore" />

  <!-- Load an extension into iguana_server. -->
  <extension name="library" file="/path/to/extension" >
  </extension>
</rootprogram>

<pd name="isolated">
  <memsection name="make_dynamically" size="16K" attach="rwx" />
</pd>

<program name="demo" file="/path/to/file" physpool="default"
  priority="110" >

  <!-- Extra_data segment is placed in TCM -->
  <segment name="extra_data" physpool="tcm" attach="rwx"/>

  <patch address="__phys_addr_ram" value="0xa0000000" bytes="4"/>
  <stack size="0x4000" />
</program>

<program name="demo2" direct="true" file="/path/to/file">
  <thread name="second" start="__start_second" priority="150" >
    <stack physpool="tcm" attach="rwx"/>
  </thread>

  <memsection name="data" file="/path/to/data"
    physpool="somemore" pager="memload">
  </memsection>
</program>

```

Example Configuration File - Continued

```
<program name="demo3" file="/path/to/file">
  <commandline>
    <arg value="demo3" />
    <arg value="Hello" />
    <arg value="World" />
  </commandline>

  <environment>
    <entry key="SOMEMEMORY" cap="/demo2/data/rw" attach="rw" />
    <entry key="TALKTOME" cap="/demo2/second" />
    <entry key="TCM_POOL" cap="/tcm" />
  </environment>
</program>
</image>
```

