Tooltron - Bug #1130

add compiler directive to prevent stack junk

02/23/2010 10:27 PM - Kevin Woo

Status:	Fixed	**Start date:**	02/23/2010
Priority:	Normal	**Due date:**	
Assignee:	Kevin Woo	**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			

Description

Everytime we call main_start we we leaving the shell of the bootloader on the stack. If we declare it with *attribute*((noreturn)) in the prototype it will prevent this.

example:
typedef void (*AppPtr_t)(void) *attribute* ((noreturn));

AppPtr_t AppStartPtr = (AppPtr_t)XxXXXX;
AppStartPtr();

History

#1 - 02/24/2010 02:35 AM - Kevin Woo

- Status changed from Assigned to Fixed

Made the main function in the bootloader naked which should do the same thing. This will prevent recursive calls to it from taking up too much stack space.

#2 - 02/24/2010 05:53 PM - Kevin Woo

Adding this to the main function actually fails. It makes more sense to add this to the main_start function pointer. It saved us about 8 bytes of instructions. This one worked.