

您設計產品時的好朋友！



Forum: [32-bit PIC](#)

Topic: [\[請教\]PIC32MX230F064D的Boot loader](#)

Subject: Re: [\[請教\]PIC32MX230F064D的Boot loader](#)

作者: zero7386

2018年02月05日 11:59:32

各位大大,我想請教一下有關Boot loader一開始的SYSTEMConfig這個function.

我在這個function裡的#ifdef _PCACHE裡面程式碼都無法執行,想請教一下,要如何才能define _PCACHE這個參數?

附加檔案:

1.JPG(18.18 KB)

```
INT main(void)
{
    UINT pbClk;

    // Setup configuration
    pbClk = SYSTEMConfig(SYS_FREQ, SYS_CFG_WAIT_STATES, SYS_CFG_PCACHE);
}
```

2.JPG(62.18 KB)

```

extern inline unsigned int __attribute__((always_inline)) SYSTEMConfig(unsigned int sys_clock, unsigned int flags)
{
    unsigned int pb_clk;
    unsigned int int_status;
#ifdef _PCACHE
    unsigned int cache_status;
#endif

    int_status=INTDisableInterrupts();

    mBMCXDisableDRMWaitState();

    if(flags & SYS_CFG_WAIT_STATES)
    {
        SYSTEMConfigWaitStates(sys_clock);
    }

    if(flags & SYS_CFG_PB_BUS)
    {
        SYSTEMConfigPB(sys_clock);
    }

#ifdef _PCACHE
    if(flags & SYS_CFG_PCACHE)
    {
        cache_status = mCheGetCon();
        cache_status |= CHE_CONF_PF_ALL;
        mCheConfigure(cache_status);
        CheKsegDCacheOn();
    }
#endif

    pb_clk = sys_clock;
    pb_clk >>= OSCCONbits.PBDIV;

    INTRestoreInterrupts(int_status);

    return pb_clk;
}

```

3. JPG(38.20 KB)

```

extern inline void __attribute__((always_inline)) SYSTEMConfigWaitStates(unsigned int sys_clock)
{
#ifdef _PCACHE
    unsigned int wait_states;
    unsigned int int_status;
#endif

#ifdef _PCACHE
    wait_states = 0;

    while(sys_clock > FLASH_SPEED_HZ)
    {
        wait_states++;
        sys_clock -= FLASH_SPEED_HZ;
    }

    int_status = INTDisableInterrupts();
    mBMCXConfigure(wait_states);
    INTRestoreInterrupts(int_status);
#endif
}

```

