Platform Tip Creation

Objective

- Flash size and its allocation as Firmware Volume
- Determine changes required for new platform
- Determines the files needed to be changed
- Incorporate changes

Changes

- **Define you Flash Map**
  - e.g. FvRecovery, FvMainHardware, FvMicrocode and FvOem
  - FvRecovery – Start Address, Block Size and Number of Blocks
  - FvMainHardware – Start Address, Block Size and Number of Blocks
  - FvOem – Start Address, Block Size and Number of Blocks
  - FvMicrocode – Start Address, Block Size and Number of Blocks

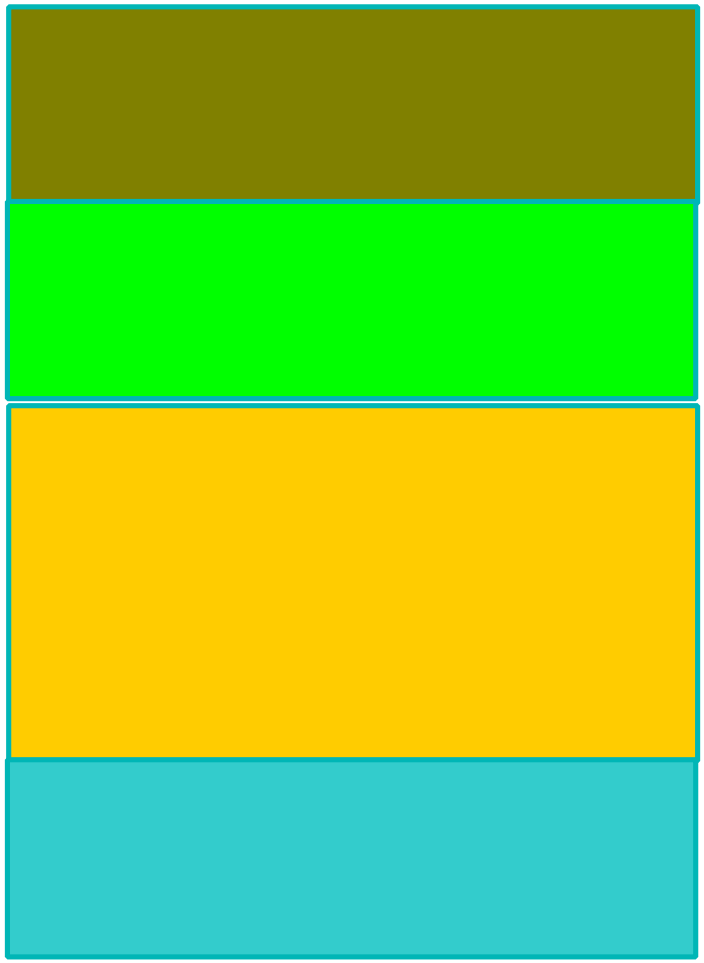
Flash Map

FV RECOVERY FIRMWAR VOLUME

FV NVSTORAGE FIRMWAR VOLUME

FV MAINHARDWARE FIRMWAR VOLUME

FV OEM FIRMWARE VOLUME



Updating Flash Map

- Platform\IntelEpg\PlatformName\Build\Platform.dsc
- Platform\IntelpEpg\PlatformName\Build\Makefile
- Platform\IntelpEpg\PlatformName\Include\FlashLayout.h
- Platform\IntelEpg\PlatformName\PlatformPeim\Pei\MemoryCallBack.c

- Platform\IntelEpg\Generic\RuntimeDxe\FvbServices
- Platform\Seed\Clf\PlatforTip.clf

Additional Updates

- **Identify Your changes to Onboard Devices**
- **Identify your boot device requirement**
- **Create Platform PEIMS.**
- **Create/Update chipset initialization code**
- **Incorporate all the relevant files into your build tree e.g.**
  - Onboard Video ROM
  - Onboard SCSI ROM
  - Onboard NIC driver
  - etc.