

MXT Data Structure

The format of the MXT data structure to be placed in the EBDA is as follows:

Structure Offset	Field Format	Field Description
0000h	DWORD	Structure header - \$MXT
0004h	BYTE	Version
0005h	BYTE	Number of Real Memory regions (N)
0006h	BYTE	Number of Compression Inhibit regions (M)
0007h	BYTE	PIC mode interrupt
0008h	DWORD	MMIO Base address
000Ch	DWORD	L3 Cache Size register. See 4.1 for details.
0010h	DWORD	Amount of usable Physical Memory, as reported by the E820 call (4KB granularity).
0014h	DWORD	Start of real memory region 1 (4 KB granularity)
0018h	DWORD	Length of real memory region 1 (4 KB granularity)
.....
0014h + (N-1)*8	DWORD	Start of real memory region N (4 KB granularity)
0018h + (N-1)*8	DWORD	Length of real memory region N (4 KB granularity)
0014h + (N)*8	DWORD	Compression Inhibit Region 1 start (4 KB granularity)
0018h + (N)*8	DWORD	Compression Inhibit Region 1 length (4 KB granularity)
.....
0014h + (N+M-1)*8	DWORD	Compression Inhibit Region M start (4 KB granularity)
0018h + (N+M-1)*8	DWORD	Compression Inhibit Region M length (4 KB granularity)
0014h + (N+M)*8	WORD	Reserved (00000000b)
0016h + (N+M)*8	BYTE	Reserved (0000b)
0017h + (N+M)*8	BYTE	Checksum

3.1 L3 Cache Size

Bit Number	Description
20:0	Size of L3 cache (4KB granularity)
29:21	Reserved
30	Hibernation enabled
31	MXT enabled/disabled