```
        outb(CLOCK0, (char) (0xff & (intv>>8)));

        return;
}
```

The clock initialization code for the BeagleBone Black is also in a file named *clkinit.c*; the first line of the file indicates the platform.

```
/* clkinit.c - clkinit (BeagleBone Black) */

#include <xinu.h>

uint32  clktime;               /* Seconds since boot                  */
uint32  ctr1000 = 0;           /* Milliseconds since boot             */
qid16   sleepq;                /* Queue of sleeping processes         */
uint32  preempt;               /* Preemption counter                  */

/*------------------------------------------------------------------------
 * clkinit  -  Initialize the clock and sleep queue at startup
 *------------------------------------------------------------------------
 */
void    clkinit(void)
{
        volatile struct am335x_timer1ms *csrptr =
        (volatile struct am335x_timer1ms *)AM335X_TIMER1MS_ADDR;
                        /* Pointer to timer CSR in BBoneBlack   */
        volatile uint32 *clkctrl =
                        (volatile uint32 *)AM335X_TIMER1MS_CLKCTRL_ADDR;

        *clkctrl = AM335X_TIMER1MS_CLKCTRL_EN;
        while((*clkctrl) != 0x2) /* Do nothing */ ;

        /* Reset the timer module */

        csrptr->tiocp_cfg |= AM335X_TIMER1MS_TIOCP_CFG_SOFTRESET;

        /* Wait until the reset is complete */

        while((csrptr->tistat & AM335X_TIMER1MS_TISTAT_RESETDONE) == 0)
                /* Do nothing */ ;

        /* Set interrupt vector for clock to invoke clkint */

        set_evec(AM335X_TIMER1MS_IRQ, (uint32)clkhandler);
```