

AN11387

In-Application Programming for the LPC11Axx

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Application note

Document information

Info	Content
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Abstract	This application note will describe the In-Application Programming capabilities of the LPC11Axx



Revision history

Rev	Date	Description
1	20130812	Initial version.

Contact information

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1. Introduction

In-Application Programming (IAP) allows manipulation of the on-chip flash memory while running the user application code. The IAP routines, located in the Boot ROM, can be used for in-field application programming updates or as a data storage element in flash memory.

2. Flash memory layout

The on-chip flash memory of the LPC11Axx is grouped in sectors. Each sector is 4 kB in size. The amount of on-chip flash memory available to the user is dependent on the particular LPC11Axx device. The flash layout is shown in [Fig 1](#).

Sector number	Sector size	Address range	LPC11A02UK	LPC11A04UK	LPC11A11	LPC11A12	LPC11A13	LPC11A14
0	4 kB	0x0000 0000 - 0x0000 0FFF	yes	yes	yes	yes	yes	yes
1	4 kB	0x0000 1000 - 0x0000 1FFF	yes	yes	yes	yes	yes	yes
2	4 kB	0x0000 2000 - 0x0000 2FFF	yes	yes	-	yes	yes	yes
3	4 kB	0x0000 3000 - 0x0000 3FFF	yes	yes	-	yes	yes	yes
4	4 kB	0x0000 4000 - 0x0000 4FFF	-	yes	-	-	yes	yes
5	4 kB	0x0000 5000 - 0x0000 5FFF	-	yes	-	-	yes	yes
6	4 kB	0x0000 6000 - 0x0000 6FFF	-	yes	-	-	-	yes
7	4 kB	0x0000 7000 - 0x0000 7FFF	-	yes	-	-	-	yes

Fig 1. LPC11Axx flash memory layout

The IAP erase and write operations are always sector-by-sector, i.e., when any portion of a sector needs to be modified, the erase/write operation must be performed on the entire flash sector.

The IAP does not allow direct flash memory manipulation. To write data from one flash location to another, place the data into RAM, then write the data into the target flash location.

3. IAP initialization

The IAP routines are located in the Boot ROM. In order to access the IAP routines, the entry point of the IAP must be defined. For the LPC11Axx, the address is 0x1FFF1FF1.

```
1 #define IAP_LOCATION 0x1FFF1FF1
```

A function pointer to the function type is then defined.

```
2 typedef void (*IAP)(unsigned int [], unsigned int[]);
3 IAP iap_entry;
```

The IAP routines take two unsigned 32-bit integer arrays, the `command_param` and `status_result`, as input. The `command_param` is a 5 element array and the `status_result` is a 4 element array. The arrays can be defined as:

```

4  unsigned int command_param[5];
5  unsigned int status_result[4];

```

or they can be defined as:

```

6  unsigned int * command_param;
7  unsigned int * status_result;
8  command_param = (unsigned int *) <address>
9  status_result = (unsigned int *) <address>

```

To make a call to the IAP routines, the following code can be used:

```

10 Iap_entry (command_param, status_result);

```

3.1 IAP routines

The list of available IAP routines is listed below.

IAP command	Code (base 10)	Functional description	Precautions
Prepare sector(s) for write operation	50	Turns off the write protection for the specified flash sectors.	This function must be called prior to executing "Copy RAM to Flash" or "Erase Sector(s)" commands.
Copy RAM to Flash	51	Performs a write operation from RAM to flash memory.	A flash sector must be prepared for write operation before contents can be written. Ensure no other flash accesses are performed during the copy procedure. Source data must be located in RAM.
Erase Sector(s)	52	Erases the contents of the entire flash sector(s). Erased flash sector(s) will read back with all bits set to 1's.	A flash sector must be prepared for write operation before it can be erased. Ensure no other flash accesses are performed during the erase procedure.
Blank check sector(s)	53	Determines if flash sector(s) is (are) erased.	None
Read part identification number	54	Returns the identification number of a particular part. See the user manual for the specific part identification numbers.	None
Read boot code version number	55	Returns the boot ROM version number.	None
Compare (memory)	56	Compares memory contents at two locations.	None
Re-invoke ISP	57	This function call will invoke the ISP routine located on the boot ROM.	Calling this function will remap the boot vectors, enable UART0 and Timer1 and change their PCLK values to CCLK/4.
Read device serial number	58	Returns the part's unique serial number.	None

3.2 Command and result array

The IAP routines require two array functions to be passed to it: the command and result array. The first element of the command array will always be the command code with the subsequent elements as optional parameters.

The first element of the result array will always be the status code. Subsequent elements will be the optional results.

4. IAP precautions

The IAP manipulates the flash memory during run-time. As such, certain precautions must be observed to ensure proper operations.

4.1 Interrupts

When IAP routines are used, any access to the flash memory must be avoided during erase or write operations. If the vector interrupt table is located in the flash, all interrupts must be disabled prior to an erase or write operation.

The LPC11Axx has the ability to remap the interrupt vector to the RAM by changing the value of the MAP bits in the SYSMEMREMAP register. If the interrupts are remapped, then it is possible to allow interrupts to occur during an erase or write operation. However, since the flash cannot be accessed during this time, the interrupt handlers must execute from RAM. Therefore, all code related to interrupt handlers must be copied from flash into RAM.

4.2 RAM usage

The IAP routines utilize 32 bytes of space in the top portion of the on-chip RAM for execution and up to 128 bytes of stack space. The user program should not use this space if IAP flash programming is permitted in the application. Furthermore, if the interrupt vector is remapped to the SRAM, the bottom 512 bytes of the memory map should not be used.

4.3 Sector 0

The following items are stored in sector 0 of the flash:

- Interrupt vector table
- Code Read Protection (CRP)
- Valid user code checksum

The user application must ensure these three items are properly assigned. If these items are written incorrectly or accidentally erased, the device will not perform as expected.

4.4 Preparing the sector

Before a sector can be manipulated, the prepare sector command must be executed. On each successful completion of “Copy RAM to flash” or “Erase Sector(s)” command, the associated sector will be protected. Thus, to make incremental changes, i.e., number of bytes less than the sector size (4 kB), the prepare sector command must be executed multiple times.

4.5 Invoking ISP

Before the Invoke ISP can be called, some housekeeping must be done to ensure the proper entry into ISP. These items must be done before making a call to Invoke ISP:

- Enable Timer 1
- Enable the GPIO domain
- Enable the IO configuration clock
- Set the SYSAHBCLKDIV to a 1:1 ratio
- Set the stack pointer to the reset default value of 0x1FFF0000

5. Software setup

The demonstration software includes the IAP routines in two files: iap.h and iap.c. The IAP commands and results are represented as enum.

NOTE – The commands are represented in decimal.

```

11  typedef enum
12  {
13      IAP_PREPARE = 50,           // Prepare sector(s) for write operation
14      IAP_COPY_RAM2FLASH = 51,  // Copy RAM to Flash
15      IAP_ERASE = 52,           // Erase sector(s)
16      IAP_BLANK_CHECK = 53,     // Blank check sector(s)
17      IAP_READ_PART_ID = 54,    // Read chip part ID
18      IAP_READ_BOOT_VER = 55,   // Read chip boot code version
19      IAP_COMPARE = 56,        // Compare memory areas
20      IAP_REINVOKE_ISP = 57,    // Reinvoke ISP
21      IAP_READ_SERIAL_NUMBER = 58, // Read serial number
22  } IAP_COMMAND_CODE;

```

The status code for the IAP is also represented as an enum

```

23  typedef enum
24  {
25      CMD_SUCCESS,              // Command is executed successfully.
26      INVALID_COMMAND,         // Invalid command.
27      SRC_ADDR_ERROR,          // Source address is not on a word boundary.
28      DST_ADDR_ERROR,          // Destination address is not on a correct boundary.
29      SRC_ADDR_NOT_MAPPED,     // Source address is not mapped in the memory map.
30      DST_ADDR_NOT_MAPPED,     // Destination address is not mapped in the memory map.
31      COUNT_ERROR,             // Byte count is not multiple of 4 or is not a permitted
value.
32      INVALID_SECTOR,          // Sector number is invalid.
33      SECTOR_NOT_BLANK,        // Sector is not blank.
34      SECTOR_NOT_PREPARED_FOR_WRITE_OPERATION, // Command to prepare sector
for write operation was not executed.
35      COMPARE_ERROR,           // Source and destination data is not same.
36      BUSY,                    // Flash programming hardware interface is busy.
37  } IAP_STATUS_CODE;

```

Conversely, the commands and results can be represented with individual #define.

5.1 Functions return variables

The IAP functions return an IAP_STATUS_CODE type to indicate the result of the function call. As such, a variable of the IAP_STATUS_CODE needs to be defined:

```
38 IAP_STATUS_CODE iap_ret;
```

5.2 Interrupt remapping

The system memory remap register SYSMEMREMAP on NXP's LPC11Axx, LPC11Uxx and LPC11xx MCUs selects whether the exception vectors are read from boot ROM, flash, or SRAM. By default, the flash memory is mapped to address 0x00000000. When the MAP bits in the SYSMEMREMAP register are set to 0x0 or 0x1, the boot ROM or RAM respectively are mapped to the bottom 512 bytes of the memory map (addresses 0x0000 0000 to 0x0000 0200).

Bit	Symbol	Value	Description	Reset value
1:0	MAP		System memory remap	0x2
		0x0	Boot Loader Mode. Interrupt vectors are re-mapped to Boot ROM.	
		0x1	User RAM Mode. Interrupt vectors are re-mapped to Static RAM.	
		0x2	User Flash Mode. Interrupt vectors are not re-mapped and reside in Flash.	
		0x3	Reserved	
31:2	-	-	Reserved	-

Fig 2. SYSMEMREMAP Register

For interrupt handling during IAP on these MCU families, user code should copy the interrupt vector table from 0x00000000 to 0x10000000 and then set MAP bits to be 0x1 to select the exception vector from RAM. Note that the entire lower 512 byte flash block should be copied to RAM.

5.3 SRAM memory mapping

The demo software relocates the interrupt vector to the SRAM and uses the IAP code, i.e., the compiler must be configured such that the bottom 512 bytes and top 32 bytes of the memory cannot be touched. In the Keil environment, the IRAM1 section should be specified to be smaller than the actual SRAM size to prevent the compiler from using these areas.

The SRAM starts at location 0x10000000. Since the interrupt vector table uses 512 bytes of the bottom of the SRAM, the start location is now set to 0x10000200.

The total SRAM size for the LPC11A14 is 8 kB. With IAP using 32 bytes in the top of the SRAM, this means the usable SRAM size is 8 kB – 32 bytes, or 8160 bytes. But since 512 bytes is also being used by the interrupt vector table, the SRAM size now becomes:

$$8 \text{ kB} - 32 \text{ bytes} - 512 \text{ bytes} = 7648 \text{ bytes.}$$

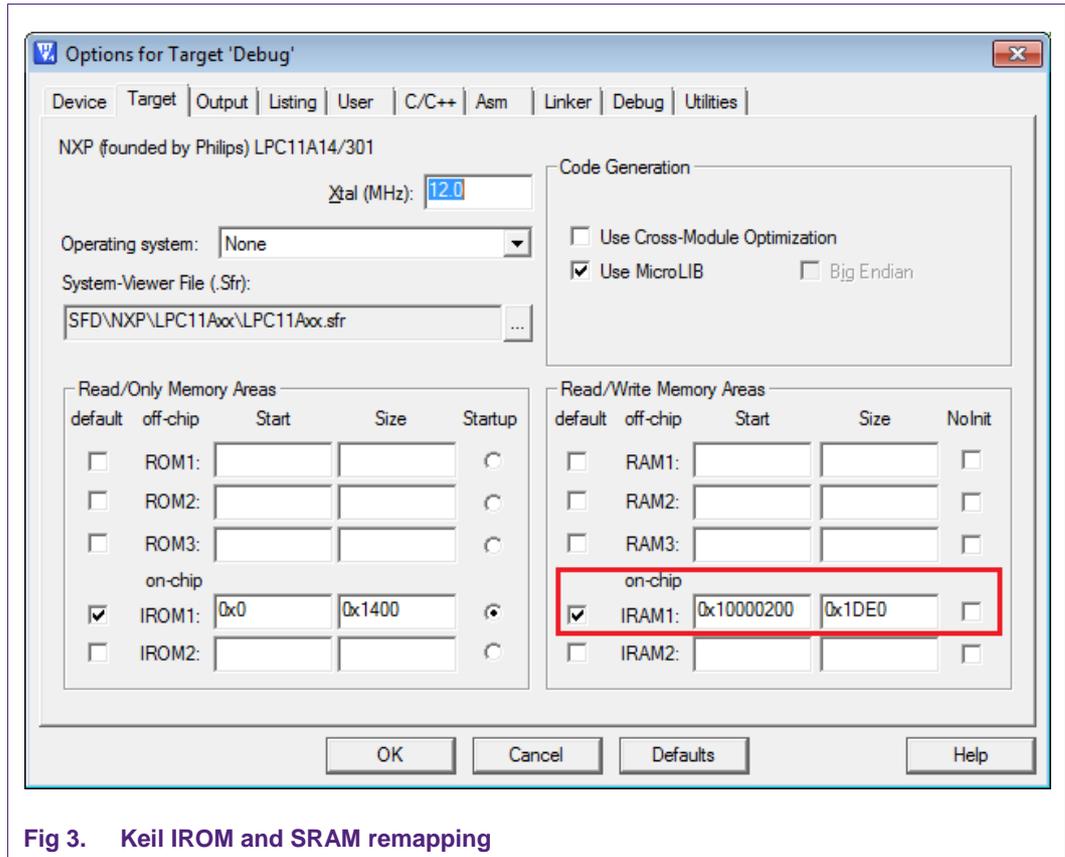


Fig 3. Keil IROM and SRAM remapping

In the LPCXPRESSO IDE, the same task is accomplished by changing the MCU settings.

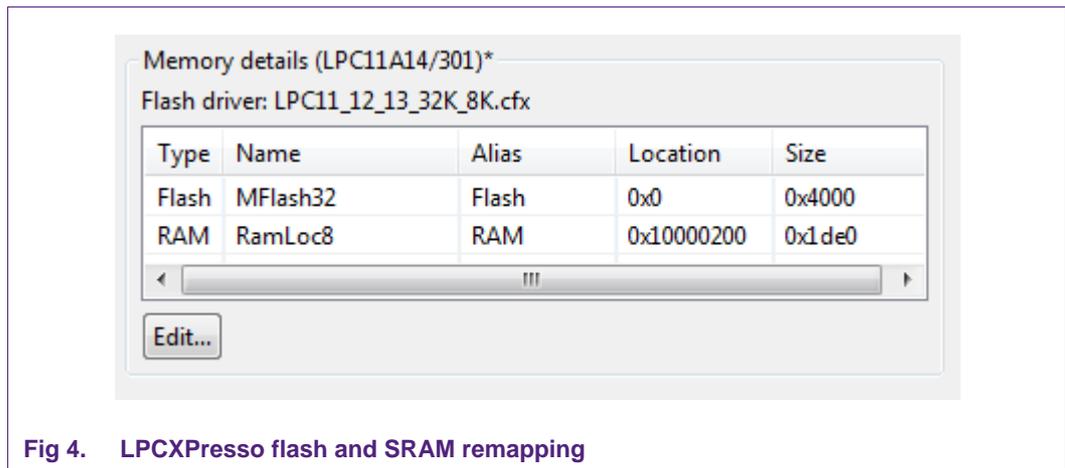


Fig 4. LPCXPRESSO flash and SRAM remapping

5.4 Flash memory remapping

The demo software manipulates sector 2 to sector 7 of the flash. To prevent the compiler from using those sectors, an artificial limitation of 5 kB is imposed on it. To do this, the IROM1 is set to a size of 5 kB (0x1400) for the Keil environment.

In the LPCXPRESSO IDE, sector 4 to sector 7 is manipulated. For this, the flash size is artificially limited to 16 kB in size.

5.5 Systick interrupt

The systick is used to create a periodic interrupt while the software is running. On each interrupt, PIO0_16 is toggled. Since during an IAP call the flash is not accessible to the software, the Systick interrupt handler is relocated to the SRAM. This is done within the Keil environment as opposed to manually editing the scatter file.

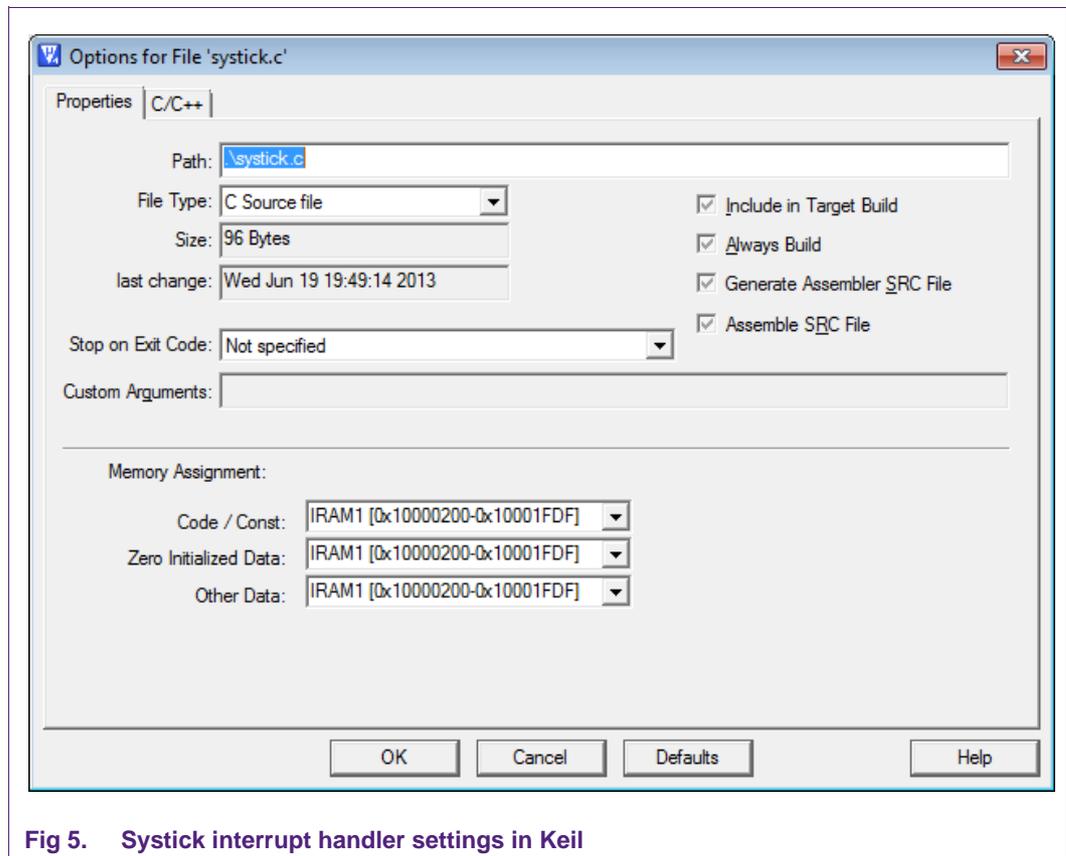


Fig 5. Systick interrupt handler settings in Keil

For the LPCXpresso IDE, the systick handler function is directed to be placed into the SRAM by the using the **.data.ramfunc** directive.

```

39  __attribute__((__section__(".data.ramfunc")))
40  void SysTick_Handler(void){
41      LPC_GPIO_PORT->NOT[0] = (1<<16);}

```

5.6 Application example

The demo software sends a menu system through the UART at 9600, 8, N, 1. The menu system allows erasing and writing to sector 2 through sector 7 in the Keil IDE and sector 4 through sector 7 for the LPCXpresso IDE. Sector 0 contains the software so modification of this sector is not allowed.

The demo software demonstrates the IAP calls of:

- Erasing sector 2 – 7 (Keil) or sector 4 – 7 (LPCXpresso)
- Writing sector 2 – 7 (Keil) or sector 4 -7 (LPCXpresso) with a fill pattern of 0xAA
- Reading the Boot Version
- Reading the device serial number. The serial number is presented as HEX format. To do a comparison against the serial number provided by the ISP, the serial number will have to be converted from HEX to decimal.
- Reading the device
- Invoking ISP

The demo software also demonstrates how interrupts can be handled while using IAP calls by remapping the interrupt vector table to the SRAM.

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