
Kinetis Bootloader v2.0.0 Reference Manual

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Chapter 1

Introduction

1.1 Introduction

The Kinetis bootloader is a configurable flash programming utility that operates over a serial connection on Kinetis MCUs. It enables quick and easy programming of Kinetis MCUs through the entire product life cycle, including application development, final product manufacturing, and beyond. The bootloader is delivered in two ways. The Kinetis bootloader is provided as full source code that is highly configurable. The bootloader is also preprogrammed by Freescale into ROM or flash on select Kinetis devices. Host-side command line and GUI tools are available to communicate with the bootloader. Users can utilize host tools to upload/download application code via the bootloader.

1.2 Terminology

target

The device running the bootloader firmware (aka the ROM).

host

The device sending commands to the target for execution.

source

The initiator of a communications sequence. For example, the sender of a command or data packet.

destination

Receiver of a command or data packet.

incoming

Block diagram

From host to target.

outgoing

From target to host.

1.3 Block diagram

This block diagram describes the overall structure of the Kinetis bootloader.

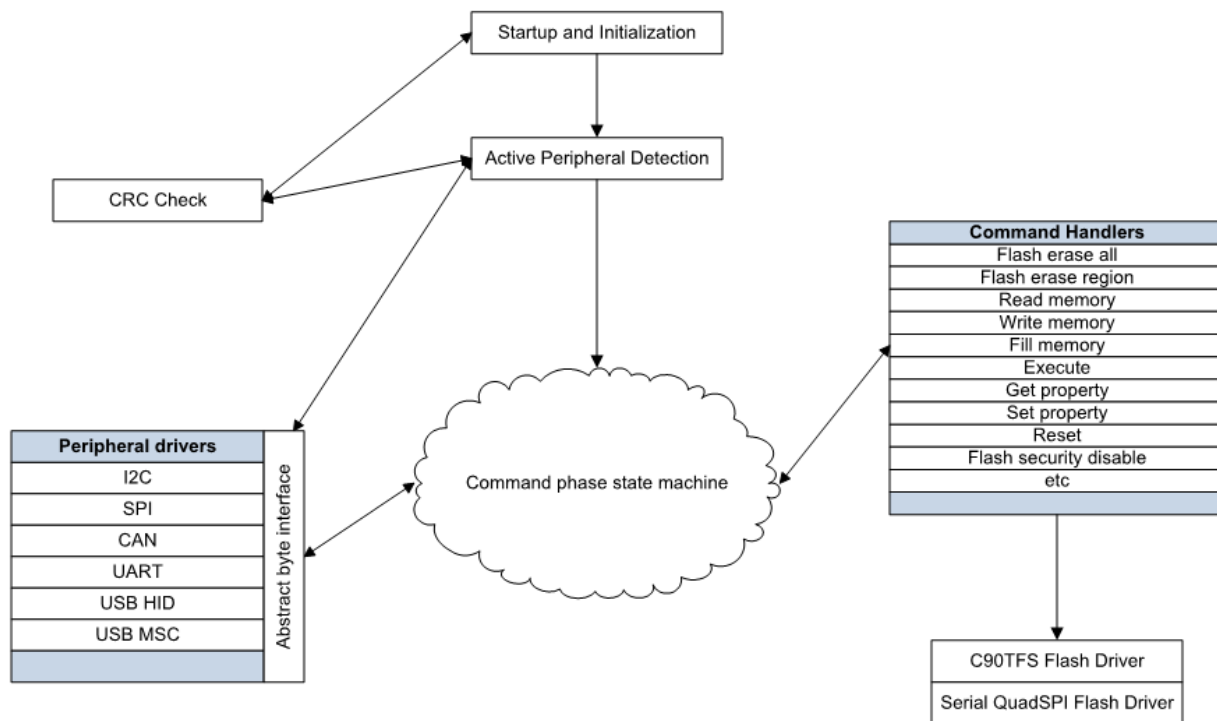


Figure 1-1. Block diagram

1.4 Features supported

Here are some of the features supported by the Kinetis bootloader:

- Supports UART, I2C, SPI, CAN, and USB peripheral interfaces.
- Automatic detection of the active peripheral.

- Ability to disable any peripheral.
- UART peripheral implements autobaud.
- Common packet-based protocol for all peripherals.
- Packet error detection and retransmit.
- Flash-resident configuration options.
- Fully supports flash security, including ability to mass erase or unlock security via the backdoor key.
- Protection of RAM used by the bootloader while it is running.
- Provides command to read properties of the device, such as Flash and RAM size.
- Multiple options for executing the bootloader either at system start-up or under application control at runtime.
- Support for internal flash and serial QuadSPI memories.
- Support for encrypted image download.

1.5 Components supported

Components for the bootloader firmware:

- Startup code (clocking, pinmux, etc.)
- Command phase state machine
- Command handlers
 - GenericResponse
 - FlashEraseAll
 - FlashEraseRegion
 - ReadMemory
 - ReadMemoryResponse
 - WriteMemory
 - FillMemory
 - FlashSecurityDisable
 - GetProperty
 - GetPropertyResponse
 - Execute
 - Call
 - Reset
 - SetProperty
 - FlashEraseAllUnsecure
 - FlashProgramOnce
 - FlashReadOnce
 - FlashReadOnceResponse
 - FlashReadResource

Components supported

- FlashReadResourceResponse
- ConfigureQuadSPI
- ReliableUpdate
- SB file state machine
 - Encrypted image support (AES-128)
- Packet interface
 - Framing packetizer
 - Command/data packet processor
- Memory interface
 - Abstract interface
 - Flash Driver Interface
 - Low-level flash driver
 - QuadSPI interface
 - Low-level QuadSPI driver
 - On-the-fly QuadSPI decryption engine initialization
- Peripheral drivers
 - I2C slave
 - SPI slave
 - CAN
 - Auto-baud detector
 - UART
 - Auto-baud detector
 - USB device
 - USB controller driver
 - USB framework
 - USB HID class
 - USB Mass storage class
- CRC check engine
 - CRC algorithm

Chapter 2

Functional description

2.1 Introduction

The following subsections describe the Kinetis bootloader functionality.

2.2 Memory map

See the Kinetis bootloader chapter of the reference manual of the particular SoC for the ROM and RAM memory map used by the bootloader.

2.3 The Kinetis Bootloader Configuration Area (BCA)

The Kinetis bootloader reads data from the Bootloader Configuration Area (BCA) to configure various features of the bootloader. The BCA resides in flash memory at offset 0x3C0 from the beginning of the user application, and provides all of the parameters needed to configure the Kinetis bootloader operation. For uninitialized flash, the Kinetis bootloader uses a predefined default configuration. A host application can use the Kinetis bootloader to program the BCA for use during subsequent initializations of the bootloader.

NOTE

Flashloader does not support this feature.

Table 2-1. Configuration Fields for the Kinetis bootloader

| Offset | Size (bytes) | Configuration Field | Description |
|-------------|--------------|---------------------|--|
| 0x00 - 0x03 | 4 | tag | Magic number to verify bootloader configuration is valid. Must be set to 'kcfg'. |

Table continues on the next page...

Table 2-1. Configuration Fields for the Kinetis bootloader (continued)

| Offset | Size (bytes) | Configuration Field | Description |
|-------------|--------------|----------------------------|--|
| 0x04 - 0x07 | 4 | crcStartAddress | Start address for application image CRC check. To generate the CRC, see the CRC chapter. |
| 0x08 - 0x0B | 4 | crcByteCount | Byte count for application image CRC check. |
| 0x0C - 0x0F | 4 | crcExpectedValue | Expected CRC value for application CRC check. |
| 0x10 | 1 | enabledPeripherals | Bitfield of peripherals to enable. bit 0 UART bit 1 I2C bit 2 SPI bit 3 CAN bit 4 USB-HID bit 7 USB MSC |
| 0x11 | 1 | i2cSlaveAddress | If not 0xFF, used as the 7-bit I2C slave address. |
| 0x12 - 0x13 | 2 | peripheralDetectionTimeout | If not 0xFF, used as the timeout in milliseconds for active peripheral detection. |
| 0x14 - 0x15 | 2 | usbVid | Sets the USB Vendor ID reported by the device during enumeration. |
| 0x16- 0x17 | 2 | usbPid | Sets the USB Product ID reported by the device during enumeration. |
| 0x18 - 0x1B | 4 | usbStringsPointer | Sets the USB Strings reported by the device during enumeration. |
| 0x1C | 1 | clockFlags | See clockFlags Configuration Field. |
| 0x1D | 1 | clockDivider | Inverted value of the divider used for core and bus clocks when in high-speed mode. |
| 0x1E | 1 | bootFlags | One's complement of direct boot flag. 0xFE represents direct boot. |
| 0x1F | 1 | pad0 | Reserved, set to 0xFF. |
| 0x20 - 0x23 | 4 | mmcauConfigPointer | Reserved, holds a pointer value to the MMCAU configuration. |
| 0x24 - 0x27 | 4 | keyBlobPointer | Reserved, holds a value to the key blob array used to configure OTFAD. |
| 0x28 | 1 | pad1 | Reserved. |
| 0x29 | 1 | canConfig1 | ClkSel[1], PropSeg[3], SpeedIndex[4] |
| 0x2A - 0x2B | 2 | canConfig2 | Pdiv[8], Pseg[3], Pseg2[3], rjw[2] |
| 0x2C - 0x2D | 2 | canTxId | txId |
| 0x2E - 0x2F | 2 | canRxId | rxId |
| 0x30 - 0x33 | 4 | qspiConfigBlockPointer | QuadSPI configuration block pointer |

The first configuration field 'tag' is a tag value or magic number. The tag value must be set to 'kcfg' for the bootloader configuration data to be recognized as valid. If tag-field verification fails, the Kinetis bootloader acts as if the configuration data is not present. The tag value is treated as a character string, so bytes 0-3 must be set as shown in the table.

Table 2-2. tag Configuration Field

| Offset | tag Byte Value |
|--------|----------------|
| 0 | 'k' (0x6B) |
| 1 | 'c' (0x63) |
| 2 | 'f' (0x66) |
| 3 | 'g' (0x67) |

The flags in the clockFlags configuration field are enabled if the corresponding bit is cleared (0).

Table 2-3. clockFlags Configuration Field

| Bit | Flag | Description |
|-------|-----------|--|
| 0 | HighSpeed | Enable high-speed mode (i.e., 48 MHz). |
| 1 - 7 | - | Reserved. |

2.4 Start-up process

It is important to note that the startup process for bootloader in ROM, RAM (flashloader), and flash (flash-resident) are slightly different. See the chip-specific reference manual for understanding the startup process for the ROM bootloader and flashloader. This section focuses on the flash-resident bootloader startup only.

There are two ways to get into the flash-resident bootloader.

1. If the vector table at the start of internal flash holds a valid PC and SP, the hardware boots into the bootloader.
2. A user application running on flash or RAM calls into the Kinetis bootloader entry point address in flash to start the Kinetis bootloader execution.

After the Kinetis bootloader has started, the following procedure starts the bootloader operations:

1. Initializes the bootloader's .data and .bss sections.
2. Reads the bootloader configuration data from flash at offset 0x3C0. The configuration data is only used if the tag field is set to the expected 'kcfg' value. If the

Start-up process

tag is incorrect, the configuration values are set to default, as if the data was all 0xFF bytes.

3. Clocks are configured.
4. Enabled peripherals are initialized.
5. The the bootloader waits for communication to begin on a peripheral.
 - If detection times out, the bootloader jumps to the user application in flash if the valid PC and SP addresses are specified in the application vector table.
 - If communication is detected, all inactive peripherals are shut down, and the command phase is entered.

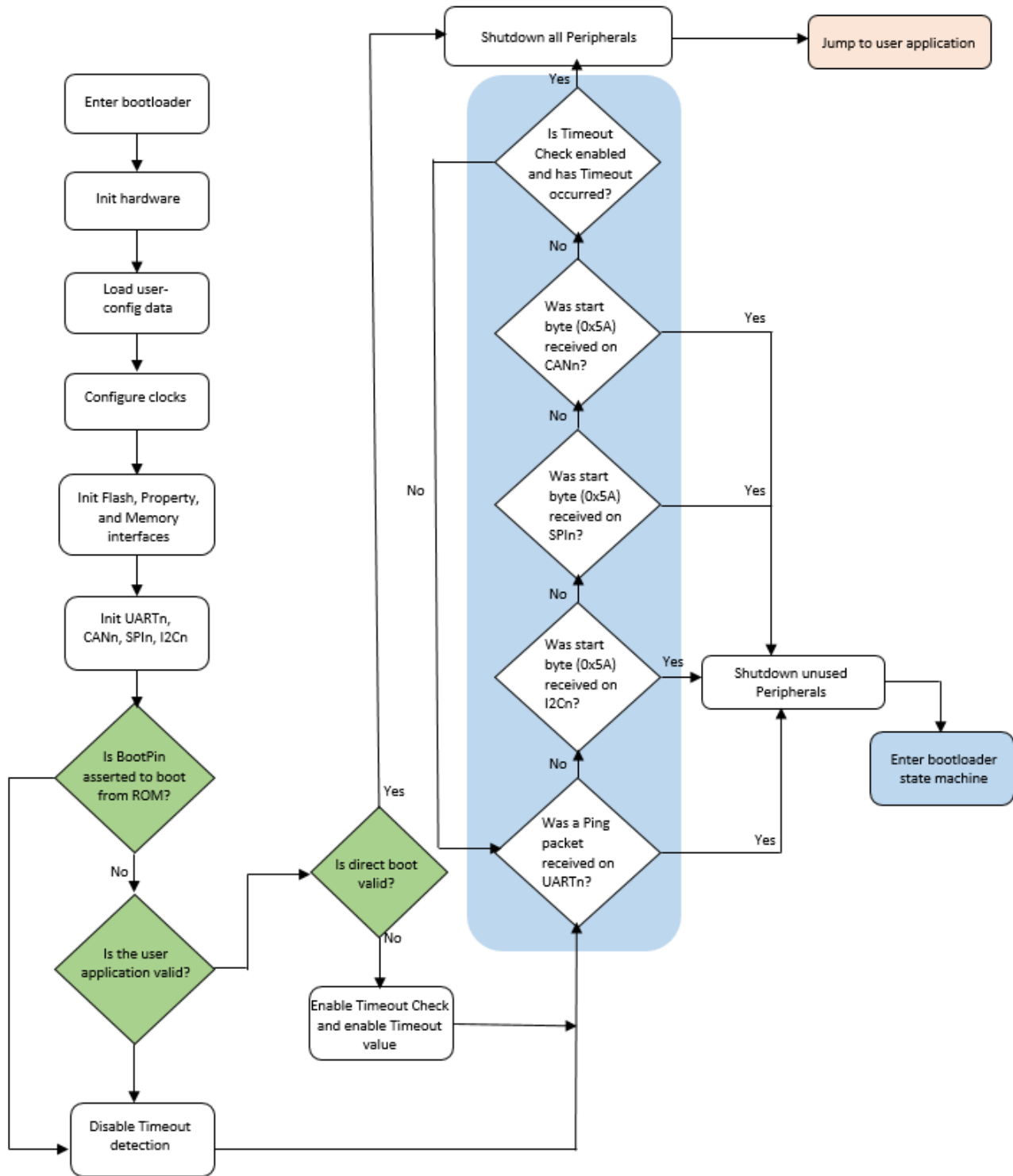


Figure 2-1. Kinetis bootloader start-up flowchart

2.5 Clock configuration

The clock configuration used by the bootloader depends on the clock settings in the bootloader configuration area and the requirements of the enabled peripherals. The bootloader starts by using the default clock configuration of the part out of reset.

- Alternate clock configurations are supported by setting fields in the bootloader configuration data.
- If the HighSpeed flag of the clockFlags configuration value is cleared, the core and bus clock frequencies are determined by the clockDivider configuration value.
- The core clock divider is set directly from the inverted value of clockDivider, unless a USB peripheral is enabled. If a USB peripheral is enabled and clockDivider is greater than 2, clockDivider is reduced to 2 in order to keep the CPU clock above 20 MHz.
- The bus clock divider is set to 1, unless the resulting bus clock frequency is greater than the maximum supported value. In this instance, the bus clock divider is increased until the bus clock frequency is at or below the maximum.
- The flash clock divider is set to 1, unless the resulting flash clock frequency is greater than the maximum supported value. In this instance, the flash clock divider is increased until the flash clock frequency is at or below the maximum.
- If flex bus is available, the flex bus clock divider is set to 1, unless the resulting flex bus clock frequency is greater than the maximum supported value. In this instance, the flex bus clock divider is increased until the flex bus clock frequency is at or below the maximum.
- If a USB peripheral is enabled, the IRC48Mhz clock is selected as the USB peripheral clock and the clock recovery feature is enabled.
- Note that the maximum baud rate of serial peripherals is related to the core and bus clock frequencies.
- Note that the bootloader code does not always configure the device core clock to run at 48 MHz. For devices with no USB peripheral and when HighSpeed flag is not enabled in the BCA, the core clock is configured to run at default clock rate (i.e., 20.9 MHz). This is also true for devices with USB but HighSpeed flag is not enabled in the BCA.

2.6 Bootloader entry point

The Kinetis bootloader provides a function (runBootloader) that a user application can call, to run the bootloader.

NOTE

Flashloader does not support this feature.

To get the address of the entry point, the user application reads the word containing the pointer to the bootloader API tree at offset 0x1C of the bootloader's vector table. The vector table is placed at the base of the bootloader's address range.

The bootloader API tree is a structure that contains pointers to other structures, which have the function and data addresses for the bootloader. The bootloader entry point is always the first word of the API tree.

The prototype of the entry point is:

```
void run_bootloader(void * arg);
```

The arg parameter is currently unused, and intended for future expansion. For example, passing options to the bootloader. To ensure future compatibility, a value of NULL should be passed for arg.

Example code to get the entry pointer address from the ROM and start the bootloader:

```
// Variables
uint32_t runBootloaderAddress;
void (*runBootloader)(void * arg);

// Read the function address from the ROM API tree.
runBootloaderAddress = *(uint32_t *) (0x1c00001c);
runBootloader = (void (*)(void * arg))runBootloaderAddress;

// Start the bootloader.
runBootloader(NULL);
```

NOTE

The user application must be executing at Supervisor (Privileged) level when calling the bootloader entry point.

2.7 Application integrity check

The application integrity check is an important step in the boot process. The Kinetis bootloader (KBOOT) provides an option, and when enabled, does not allow the application code to execute on the device unless it passes the integrity check.

Kinetis bootloader uses CRC-32 as its integrity checker algorithm. To properly configure this feature, the following fields in the BCA must be set to valid values:

- Set `crcStartAddress` to the start address that should be used for the CRC check. This is generally the start address of the application image, where it resides in the flash or QuadSPI memory.
- Set `crcByteCount` to the number of bytes to run the CRC check from the start address. This is generally the length of the application image in bytes.
- Set `crcExpectedValue` to the checksum. This is the pre-calculated value of the checksum stored in the BCA for the bootloader to compare with the resultant CRC calculation. If the resultant value matches with the `crcExpectedValue`, then the application image passes the CRC check.

NOTE

See Section 2.3, "The Kinetis Bootloader Configuration Area (BCA)", in the Kinetis Bootloader v2.0.0 Reference Manual for details about the BCA.

2.7.1 Kinetis bootloader flow with integrity checker

The following steps describe the flow of execution of the Kinetis bootloader when integrity check is enabled in the BCA.

2.7.1.1 Bootloader initialization

- Load BCA data from flash at offset, corresponding to the application image start address + 0x3C0.
- Initialize the CRC check status. If BCA is invalid (the tag is not set to expected 'kcfg' value), or the CRC parameters in valid BCA are not set, then the CRC check status is set to `kStatus_AppCrcCheckInvalid`, meaning the integrity check is not enabled for the device. Otherwise, the CRC check status is set to `kStatus_AppCrcCheckInactive`, meaning the integrity check is due for the device.

- If a boot pin is not asserted and application address is a valid address (the address is not null, the address resides in a valid executable memory range, and the flash is not blank), then the bootloader begins the CRC check function. Otherwise, the CRC check function is bypassed.
- The CRC check function. The bootloader checks the CRC check status initialized in the previous steps, and if it is not `kStatus_AppCrcCheckInvalid` (integrity check is enabled for the device), then the bootloader verifies the application resides in internal flash or external QSPI flash.
 - a. If the application address range is invalid, then the bootloader sets the status to `kStatus_AppCrcCheckOutOfRange`.
 - b. If the application address range is valid, then the CRC check process begins. If the CRC check passes, then the bootloader sets the status to `kStatus_AppCrcCheckPassed`. Otherwise, the status is set to `kStatus_AppCrcCheckFailed`.

2.7.1.2 Staying in or leaving bootloader

- If no active peripheral is found before the end of the detection, the timeout period expires, and the current CRC check status is either set to `kStatus_AppCrcCheckInvalid` (integrity check is not enabled for the device), or `kStatus_AppCrcCheckPassed`. Then, the bootloader jumps to the application image. Otherwise, the bootloader enters the active state and wait for commands from the host.

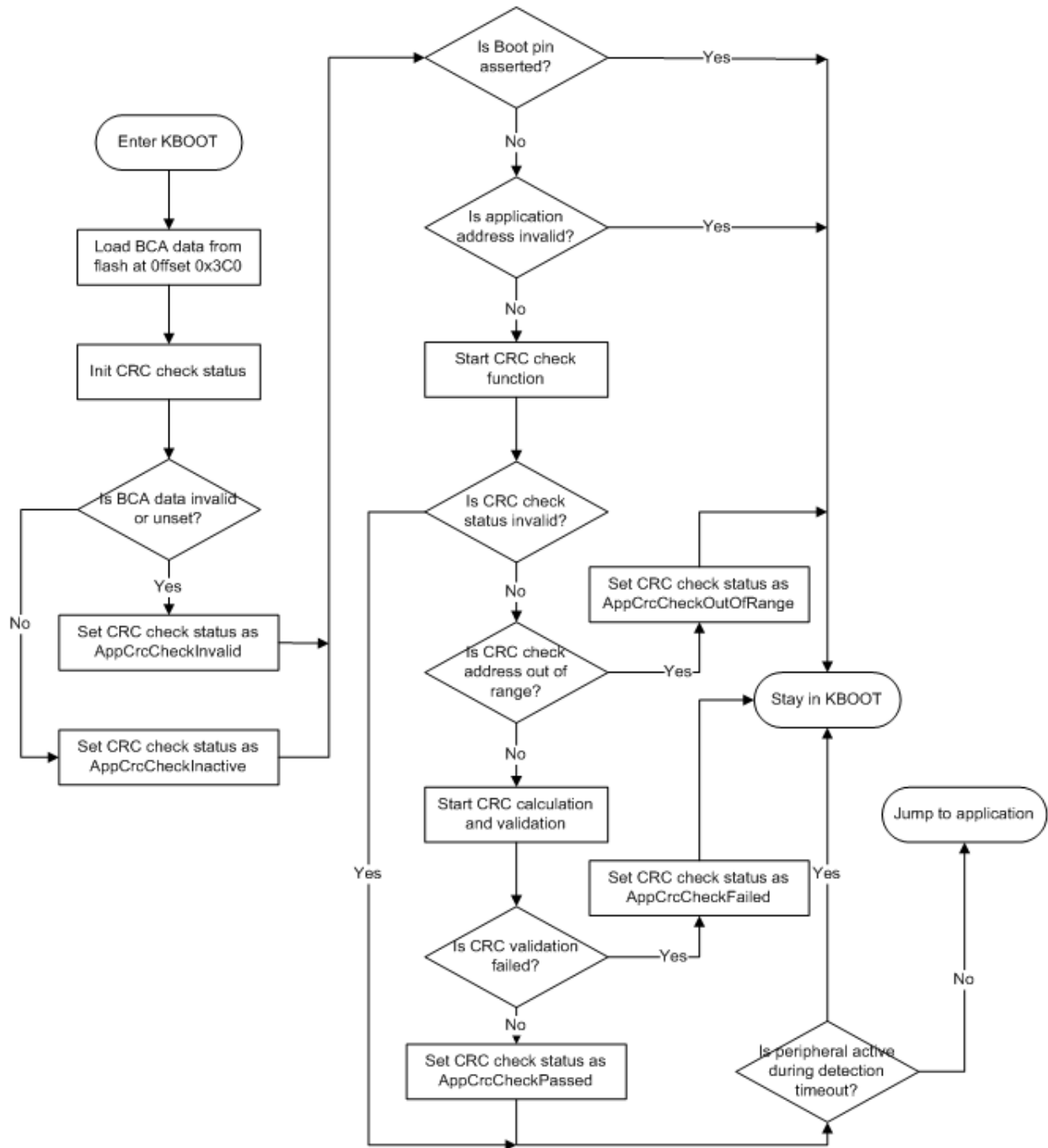


Figure 2-2. Application integrity check flow

The following table provides the CRC algorithm which is used for the application integrity check. The CRC algorithm is the MPEG2 variant of CRC-32.

The characteristics of the MPEG2 variant are:

Table 2-4. MPEG2 variant characteristics

| Width | 32 |
|-------------|------------|
| Polynomial | 0x04C11BD7 |
| Init Value | 0xFFFFFFFF |
| Reflect In | FALSE |
| Reflect Out | FALSE |
| XOR Out | 0x00000000 |

The bootloader computes the CRC over each byte in the application range specified in the BCA, excluding the `crcExpectedValue` field in the BCA. In addition, Kinetis bootloader automatically pads the extra byte(s) with zero(s) to finalize CRC calculation if the length of the image is not 4-bytes aligned.

The following procedure shows the steps in CRC calculation.

1. CRC initialization
 - Set the initial CRC as 0xFFFFFFFF, which clears the CRC byte count to 0.
2. CRC calculation
 - Check if the `crcExpectedValue` field in BCA resides in the address range specified for CRC calculation.
 - If the `crcExpectedValue` does not reside in the address range, then compute CRC over every byte value in the address range.
 - If the `crcExpectedValue` does reside in the address range, then split the address range into two parts, splitting at the address of `crcExpectedValue` field in BCA excluding `crcExpectedValue`. Then, compute the CRC on the two parts.
 - Adjust the CRC byte count according to the actual bytes computed.
3. CRC finalization
 - Check if the CRC byte count is not 4-bytes aligned. If it is 4-bytes aligned, then pad it with necessary zeroes to finalize the CRC. Otherwise, return the current computed CRC.

NOTE

Kinetis bootloader assumes that `crcExpectedValue` field (4 bytes) resides in the CRC address range completely if it borders on the CRC address range.

Chapter 3

Kinetis bootloader protocol

3.1 Introduction

This section explains the general protocol for the packet transfers between the host and the Kinetis bootloader. The description includes the transfer of packets for different transactions, such as commands with no data phase and commands with incoming or outgoing data phase. The next section describes various packet types used in a transaction.

Each command sent from the host is replied to with a response command.

Commands may include an optional data phase.

- If the data phase is incoming (from the host to Kinetis bootloader), it is part of the original command.
- If the data phase is outgoing (from Kinetis bootloader to host), it is part of the response command.

3.2 Command with no data phase

NOTE

In these diagrams, the Ack sent in response to a Command or Data packet can arrive at any time before, during, or after the Command/Data packet has processed.

Command with no data phase

The protocol for a command with no data phase contains:

- Command packet (from host)
- Generic response command packet (to host)

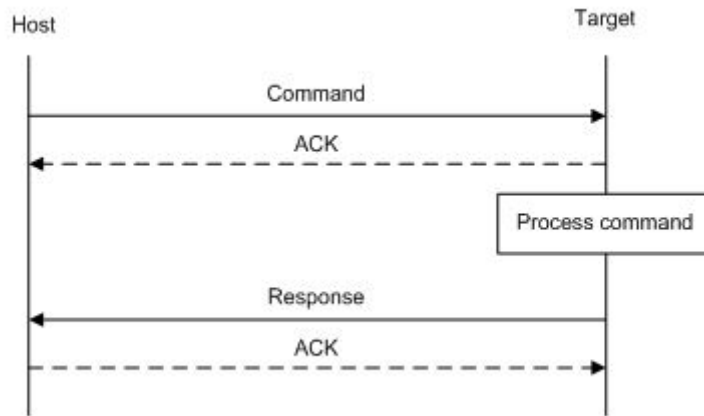


Figure 3-1. Command with no data phase

3.3 Command with incoming data phase

The protocol for a command with incoming data phase contains:

- Command packet (from host)(kCommandFlag_HasDataPhase set)
- Generic response command packet (to host)
- Incoming data packets (from host)
- Generic response command packet (to host)

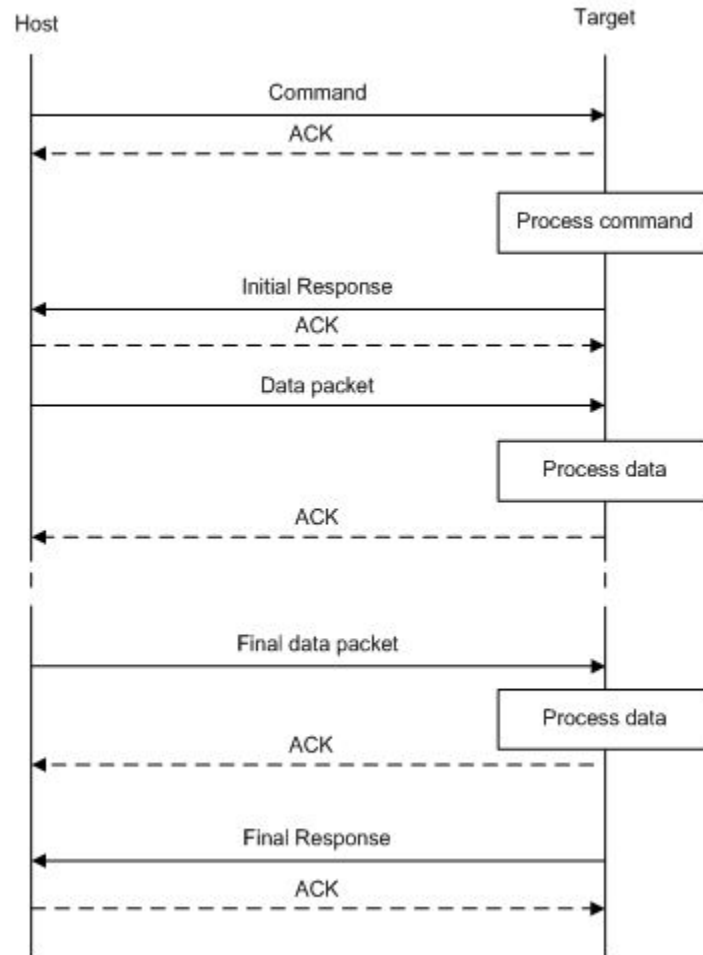


Figure 3-2. Command with incoming data phase

Notes

- The host may not send any further packets while it is waiting for the response to a command.
- The data phase is aborted if the Generic Response packet prior to the start of the data phase does not have a status of `kStatus_Success`.
- Data phases may be aborted by the receiving side by sending the final Generic Response early with a status of `kStatus_AbortDataPhase`. The host may abort the data phase early by sending a zero-length data packet.
- The final Generic Response packet sent after the data phase includes the status for the entire operation.

3.4 Command with outgoing data phase

The protocol for a command with an outgoing data phase contains:

- Command packet (from host)
- ReadMemory Response command packet (to host)(kCommandFlag_HasDataPhase set)
- Outgoing data packets (to host)
- Generic response command packet (to host)

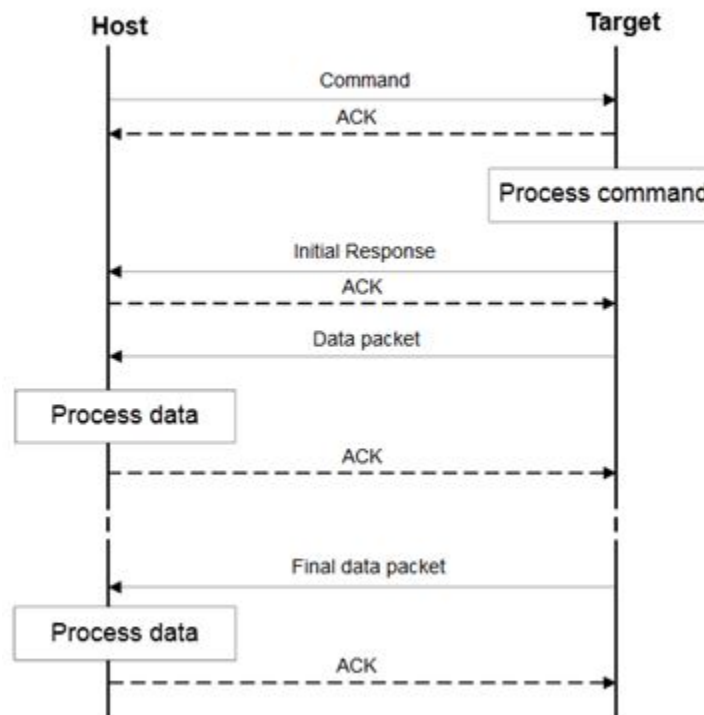


Figure 3-3. Command with outgoing data phase

Note

- The data phase is considered part of the response command for the outgoing data phase sequence.
- The host may not send any further packets while the host is waiting for the response to a command.
- The data phase is aborted if the ReadMemory Response command packet, prior to the start of the data phase, does not contain the kCommandFlag_HasDataPhase flag.

- Data phases may be aborted by the host sending the final Generic Response early with a status of `kStatus_AbortDataPhase`. The sending side may abort the data phase early by sending a zero-length data packet.
- The final Generic Response packet sent after the data phase includes the status for the entire operation.

Chapter 4

Bootloader packet types

4.1 Introduction

The Kinetis bootloader device works in slave mode. All data communication is initiated by a host, which is either a PC or an embedded host. The Kinetis bootloader device is the target, which receives a command or data packet. All data communication between host and target is packetized.

NOTE

The term "target" refers to the "Kinetis bootloader device".

There are 6 types of packets used:

- Ping packet
- Ping Response packet
- Framing packet
- Command packet
- Data packet
- Response packet

All fields in the packets are in little-endian byte order.

4.2 Ping packet

The Ping packet is the first packet sent from a host to the target to establish a connection on selected peripheral in order to run autobaud. The Ping packet can be sent from host to target at any time that the target is expecting a command packet. If the selected peripheral is UART, a ping packet must be sent before any other communications. For other serial peripherals it is optional, but is recommended in order to determine the serial protocol version.

In response to a Ping packet, the target sends a Ping Response packet, discussed in later sections.

Table 4-1. Ping Packet Format

| Byte # | Value | Name |
|--------|-------|------------|
| 0 | 0x5A | start byte |
| 1 | 0xA6 | ping |

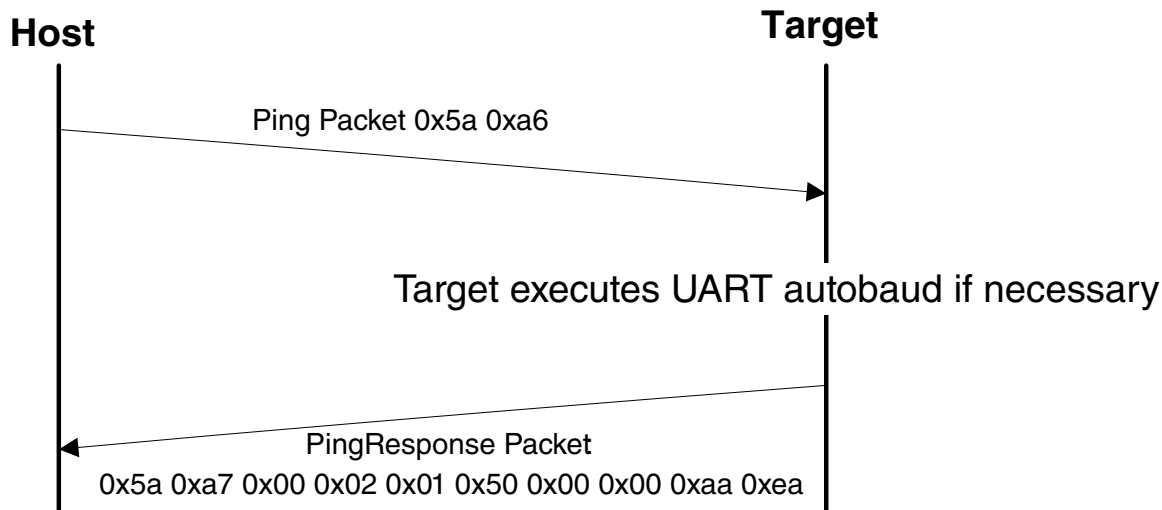


Figure 4-1. Ping Packet Protocol Sequence

4.3 Ping response packet

The target sends a Ping Response packet back to the host after receiving a Ping packet. If communication is over a UART peripheral, the target uses the incoming Ping packet to determine the baud rate before replying with the Ping Response packet. Once the Ping Response packet is received by the host, the connection is established, and the host starts sending commands to the target.

Table 4-2. Ping Response packet format

| Byte # | Value | Parameter |
|--------|-------|----------------------------|
| 0 | 0x5A | start byte |
| 1 | 0xA7 | Ping response code |
| 2 | | Protocol bugfix |
| 3 | | Protocol minor |
| 4 | | Protocol major |
| 5 | | Protocol name = 'P' (0x50) |
| 6 | | Options low |
| 7 | | Options high |

Table continues on the next page...

Table 4-2. Ping Response packet format (continued)

| Byte # | Value | Parameter |
|--------|-------|------------|
| 8 | | CRC16 low |
| 9 | | CRC16 high |

The Ping Response packet can be sent from host to target any time the target expects a command packet. For the UART peripheral, it must be sent by host when a connection is first established, in order to run autobaud. For other serial peripherals it is optional, but recommended to determine the serial protocol version. The version number is in the same format at the bootloader version number returned by the GetProperty command.

4.4 Framing packet

The framing packet is used for flow control and error detection for the communications links that do not have such features built-in. The framing packet structure sits between the link layer and command layer. It wraps command and data packets as well.

Every framing packet containing data sent in one direction results in a synchronizing response framing packet in the opposite direction.

The framing packet described in this section is used for serial peripherals including the UART, I2C, and SPI. The USB HID peripheral does not use framing packets. Instead, the packetization inherent in the USB protocol itself is used.

Table 4-3. Framing Packet Format

| Byte # | Value | Parameter | |
|-----------|-------|--------------------------------|---|
| 0 | 0x5A | start byte | |
| 1 | | packetType | |
| 2 | | length_low | Length is a 16-bit field that specifies the entire command or data packet size in bytes. |
| 3 | | length_high | |
| 4 | | crc16_low | This is a 16-bit field. The CRC16 value covers entire framing packet, including the start byte and command or data packets, but does not include the CRC bytes. See the CRC16 algorithm after this table. |
| 5 | | crc16_high | |
| 6 . . . n | | Command or Data packet payload | |

A special framing packet that contains only a start byte and a packet type is used for synchronization between the host and target.

Table 4-4. Special Framing Packet Format

| Byte # | Value | Parameter |
|--------|------------------|------------|
| 0 | 0x5A | start byte |
| 1 | 0xA _n | packetType |

The Packet Type field specifies the type of the packet from one of the defined types (below):

Table 4-5. packetType Field

| packetType | Name | Description |
|------------|---------------------------------|--|
| 0xA1 | kFramingPacketType_Ack | The previous packet was received successfully; the sending of more packets is allowed. |
| 0xA2 | kFramingPacketType_Nak | The previous packet was corrupted and must be re-sent. |
| 0xA3 | kFramingPacketType_AckAbort | Data phase is being aborted. |
| 0xA4 | kFramingPacketType_Command | The framing packet contains a command packet payload. |
| 0xA5 | kFramingPacketType_Data | The framing packet contains a data packet payload. |
| 0xA6 | kFramingPacketType_Ping | Sent to verify the other side is alive. Also used for UART autobaud. |
| 0xA7 | kFramingPacketType_PingResponse | A response to Ping; contains the framing protocol version number and options. |

4.5 CRC16 algorithm

This section provides the CRC16 algorithm.

The CRC is computed over each byte in the framing packet header, excluding the crc16 field itself, plus all of the payload bytes. The CRC algorithm is the XMODEM variant of CRC-16.

The characteristics of the XMODEM variant are:

| | |
|--------------|--------|
| width | 16 |
| polynomial | 0x1021 |
| init value | 0x0000 |
| reflect in | false |
| reflect out | false |
| xor out | 0x0000 |
| check result | 0x31c3 |

The check result is computed by running the ASCII character sequence "123456789" through the algorithm.

```
uint16_t crc16_update(const uint8_t * src, uint32_t lengthInBytes)
{
    uint32_t crc = 0;
    uint32_t j;
    for (j=0; j < lengthInBytes; ++j)
    {
        uint32_t i;
        uint32_t byte = src[j];
        crc ^= byte << 8;
        for (i = 0; i < 8; ++i)
        {
            uint32_t temp = crc << 1;
            if (crc & 0x8000)
            {
                temp ^= 0x1021;
            }
            crc = temp;
        }
    }
    return crc;
}
```

4.6 Command packet

The command packet carries a 32-bit command header and a list of 32-bit parameters.

Table 4-6. Command Packet Format

| Command Packet Format (32 bytes) | | | | | | | | | | |
|----------------------------------|--------|--------|-------------|--|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Command Header (4 bytes) | | | | 28 bytes for Parameters (Max 7 parameters) | | | | | | |
| Tag | Flags | Rsvd | Param Count | Param1 (32-bit) | Param2 (32-bit) | Param3 (32-bit) | Param4 (32-bit) | Param5 (32-bit) | Param6 (32-bit) | Param7 (32-bit) |
| byte 0 | byte 1 | byte 2 | byte 3 | - | - | - | - | - | - | - |

Table 4-7. Command Header Format

| Byte # | Command Header Field | |
|--------|---------------------------|--|
| 0 | Command or Response tag | The command header is 4 bytes long, with these fields. |
| 1 | Flags | |
| 2 | Reserved. Should be 0x00. | |
| 3 | ParameterCount | |

The header is followed by 32-bit parameters up to the value of the ParameterCount field specified in the header. Because a command packet is 32 bytes long, only 7 parameters can fit into the command packet.

Command packet

Command packets are also used by the target to send responses back to the host. As mentioned earlier, command packets and data packets are embedded into framing packets for all of the transfers.

Table 4-8. Command Tags

| Command Tag | Name | |
|-------------|-----------------------|---|
| 0x01 | FlashEraseAll | The command tag specifies one of the commands supported by the Kinetis bootloader. The valid command tags for the Kinetis bootloader are listed here. |
| 0x02 | FlashEraseRegion | |
| 0x03 | ReadMemory | |
| 0x04 | WriteMemory | |
| 0x05 | FillMemory | |
| 0x06 | FlashSecurityDisable | |
| 0x07 | GetProperty | |
| 0x08 | Reserved | |
| 0x09 | Execute | |
| 0x10 | FlashReadResource | |
| 0x11 | Reserved | |
| 0x0A | Call | |
| 0x0B | Reset | |
| 0x0C | SetProperty | |
| 0x0D | FlashEraseAllUnsecure | |
| 0x0E | FlashProgramOnce | |
| 0x0F | FlashReadOnce | |
| 0x10 | FlashReadResource | |
| 0x11 | ConfigureQuadSPI | |
| 0x12 | ReliableUpdate | |

Table 4-9. Response Tags

| Response Tag | Name | |
|--------------|--|---|
| 0xA0 | GenericResponse | The response tag specifies one of the responses the Kinetis bootloader (target) returns to the host. The valid response tags are listed here. |
| 0xA0 | GenericResponse | |
| 0xA7 | GetPropertyResponse (used for sending responses to GetProperty command only) | |
| 0xA3 | ReadMemoryResponse (used for sending responses to ReadMemory command only) | |
| 0xAF | FlashReadOnceResponse (used for sending responses to FlashReadOnce command only) | |
| 0xB0 | FlashReadResourceResponse (used for sending responses to FlashReadResource command only) | |

Flags: Each command packet contains a Flag byte. Only bit 0 of the flag byte is used. If bit 0 of the flag byte is set to 1, then data packets follow in the command sequence. The number of bytes that are transferred in the data phase is determined by a command-specific parameter in the parameters array.

ParameterCount: The number of parameters included in the command packet.

Parameters: The parameters are word-length (32 bits). With the default maximum packet size of 32 bytes, a command packet can contain up to 7 parameters.

4.7 Response packet

The responses are carried using the same command packet format wrapped with framing packet data. Types of responses include:

- GenericResponse
- GetPropertyResponse
- ReadMemoryResponse
- FlashReadOnceResponse
- FlashReadResourceResponse

GenericResponse: After the Kinetis bootloader has processed a command, the bootloader sends a generic response with status and command tag information to the host. The generic response is the last packet in the command protocol sequence. The generic response packet contains the framing packet data and the command packet data (with generic response tag = 0xA0) and a list of parameters (defined in the next section). The parameter count field in the header is always set to 2, for status code and command tag parameters.

Table 4-10. GenericResponse Parameters

| Byte # | Parameter | Description |
|--------|-------------|--|
| 0 - 3 | Status code | The Status codes are errors encountered during the execution of a command by the target. If a command succeeds, then a kStatus_Success code is returned. |
| 4 - 7 | Command tag | The Command tag parameter identifies the response to the command sent by the host. |

GetPropertyResponse: The GetPropertyResponse packet is sent by the target in response to the host query that uses the GetProperty command. The GetPropertyResponse packet contains the framing packet data and the command packet data, with the command/response tag set to a GetPropertyResponse tag value (0xA7).

Response packet

The parameter count field in the header is set to greater than 1, to always include the status code and one or many property values.

Table 4-11. GetPropertyResponse Parameters

| Byte # | Value | Parameter |
|--------|-------|---|
| 0 - 3 | | Status code |
| 4 - 7 | | Property value |
| ... | | ... |
| | | Can be up to maximum 6 property values, limited to the size of the 32-bit command packet and property type. |

ReadMemoryResponse: The ReadMemoryResponse packet is sent by the target in response to the host sending a ReadMemory command. The ReadMemoryResponse packet contains the framing packet data and the command packet data, with the command/response tag set to a ReadMemoryResponse tag value (0xA3), the flags field set to kCommandFlag_HasDataPhase (1).

The parameter count set to 2 for the status code and the data byte count parameters shown below.

Table 4-12. ReadMemoryResponse Parameters

| Byte # | Parameter | Description |
|--------|-----------------|---|
| 0 - 3 | Status code | The status of the associated Read Memory command. |
| 4 - 7 | Data byte count | The number of bytes sent in the data phase. |

FlashReadOnceResponse: The FlashReadOnceResponse packet is sent by the target in response to the host sending a FlashReadOnce command. The FlashReadOnceResponse packet contains the framing packet data and the command packet data, with the command/response tag set to a FlashReadOnceResponse tag value (0xAF), and the flags field set to 0. The parameter count is set to 2 plus *the number of words* requested to be read in the FlashReadOnceCommand.

Table 4-13. FlashReadOnceResponse Parameters

| Byte # | Value | Parameter |
|--------|-------|---|
| 0 - 3 | | Status Code |
| 4 - 7 | | Byte count to read |
| ... | | ... |
| | | Can be up to 20 bytes of requested read data. |

The FlashReadResourceResponse packet is sent by the target in response to the host sending a FlashReadResource command. The FlashReadResourceResponse packet contains the framing packet data and command packet data, with the command/response tag set to a FlashReadResourceResponse tag value (0xB0), and the flags field set to kCommandFlag_HasDataPhase (1).

Table 4-14. FlashReadResourceResponse Parameters

| Byte # | Value | Parameter |
|--------|-------|-----------------|
| 0 – 3 | | Status Code |
| 4 – 7 | | Data byte count |

Chapter 5

Kinetis bootloader command API

5.1 Introduction

All Kinetis bootloader command APIs follows the command packet format wrapped by the framing packet as explained in previous sections.

See Table 4-8 for a list of commands supported by Kinetis bootloader.

For a list of status codes returned by Kinetis bootloader see Appendix A.

5.2 GetProperty command

The GetProperty command is used to query the bootloader about various properties and settings. Each supported property has a unique 32-bit tag associated with it. The tag occupies the first parameter of the command packet. The target returns a GetPropertyResponse packet with the property values for the property identified with the tag in the GetProperty command.

Properties are the defined units of data that can be accessed with the GetProperty or SetProperty commands. Properties may be read-only or read-write. All read-write properties are 32-bit integers, so they can easily be carried in a command parameter.

For a list of properties and their associated 32-bit property tags supported by Kinetis bootloader, see Appendix B.

The 32-bit property tag is the only parameter required for GetProperty command.

Table 5-1. Parameters for GetProperty Command

| Byte # | Command |
|--------|---|
| 0 - 3 | Property tag |
| 4 - 7 | External Memory Identifier (only applies to get property for external memory) |

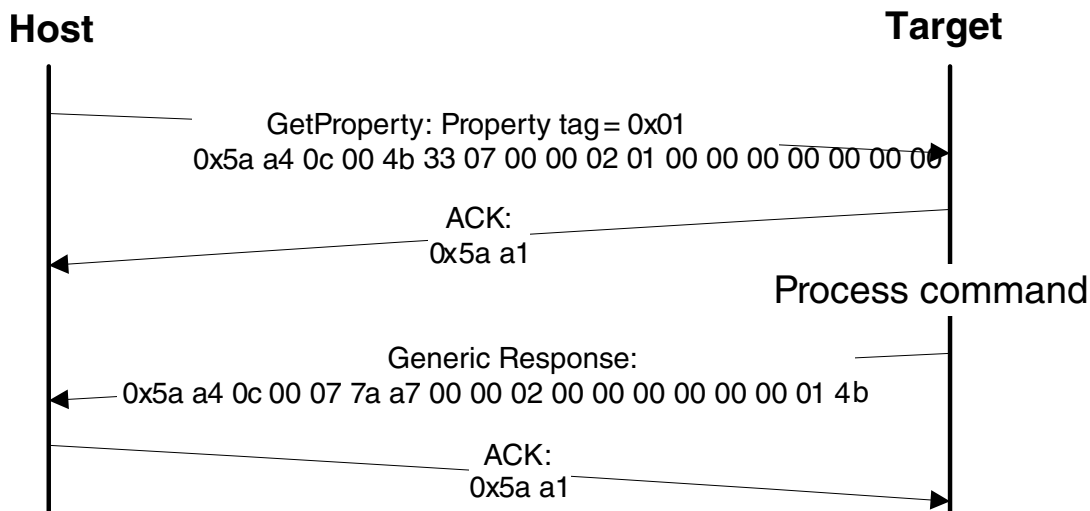


Figure 5-1. Protocol Sequence for GetProperty Command

Table 5-2. GetProperty Command Packet Format (Example)

| GetProperty | Parameter | Value |
|----------------|----------------|---|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4, kFramingPacketType_Command |
| | length | 0x0C 0x00 |
| | crc16 | 0x4B 0x33 |
| Command packet | commandTag | 0x07 – GetProperty |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x02 |
| | propertyTag | 0x00000001 - CurrentVersion |
| | Memory ID | 0x00000000 - Internal Flash (0x00000001 - QSPI0 Memory) |

The GetProperty command has no data phase.

Response: In response to a GetProperty command, the target sends a GetPropertyResponse packet with the response tag set to 0xA7. The parameter count indicates the number of parameters sent for the property values, with the first parameter showing status code 0, followed by the property value(s). The next table shows an example of a GetPropertyResponse packet.

Table 5-3. GetProperty Response Packet Format (Example)

| GetPropertyResponse | Parameter | Value |
|---------------------|------------|----------------------------------|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4, kFramingPacketType_Command |

Table continues on the next page...

Table 5-3. GetProperty Response Packet Format (Example) (continued)

| GetPropertyResponse | Parameter | Value |
|---------------------|----------------|-----------------------------|
| | length | 0x0c 0x00 (12 bytes) |
| | crc16 | 0x07 0x7a |
| Command packet | responseTag | 0xA7 |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x02 |
| | status | 0x00000000 |
| | propertyValue | 0x0000014b - CurrentVersion |

5.3 SetProperty command

The SetProperty command is used to change or alter the values of the properties or options of the bootloader. The command accepts the same property tags used with the GetProperty command. However, only some properties are writable--see Appendix B. If an attempt to write a read-only property is made, an error is returned indicating the property is read-only and cannot be changed.

The property tag and the new value to set are the two parameters required for the SetProperty command.

Table 5-4. Parameters for SetProperty Command

| Byte # | Command |
|--------|----------------|
| 0 - 3 | Property tag |
| 4 - 7 | Property value |

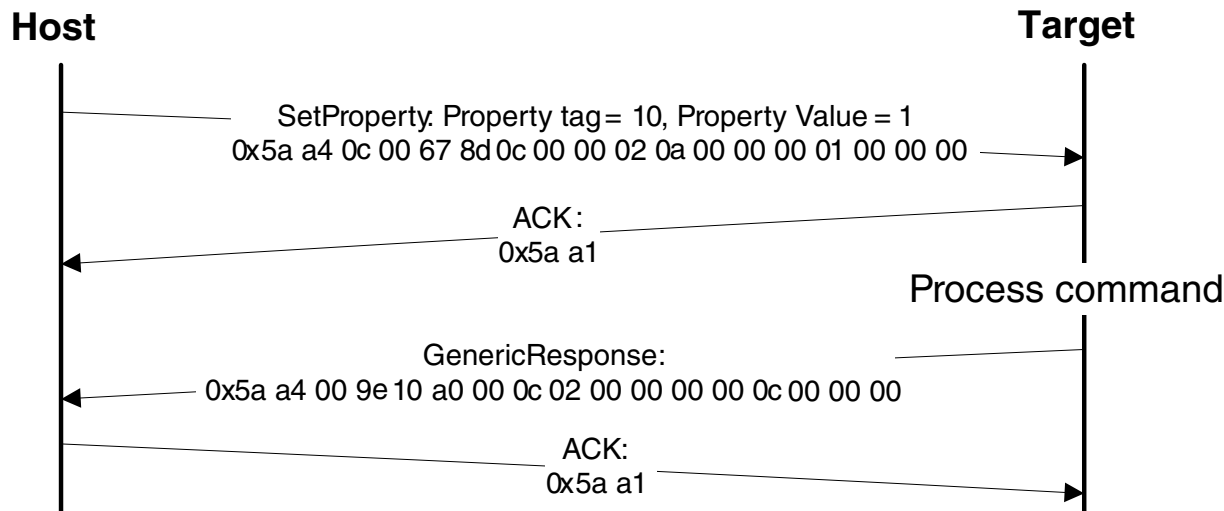


Figure 5-2. Protocol Sequence for SetProperty Command

Table 5-5. SetProperty Command Packet Format (Example)

| SetProperty | Parameter | Value |
|----------------|----------------|---|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4, kFramingPacketType_Command |
| | length | 0x0C 0x00 |
| | crc16 | 0x67 0x8D |
| Command packet | commandTag | 0x0C – SetProperty with property tag 10 |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x02 |
| | propertyTag | 0x0000000A - VerifyWrites |
| | propertyValue | 0x00000001 |

The SetProperty command has no data phase.

Response: The target returns a GenericResponse packet with one of following status codes:

Table 5-6. SetProperty Response Status Codes

| Status Code |
|-------------------------|
| kStatus_Success |
| kStatus_ReadOnly |
| kStatus_UnknownProperty |
| kStatus_InvalidArgument |

5.4 FlashEraseAll command

The FlashEraseAll command performs an erase of the entire flash memory. If any flash regions are protected, then the FlashEraseAll command fails and returns an error status code. Executing the FlashEraseAll command releases flash security if it (flash security) was enabled, by setting the FTFA_FSEC register. However, the FSEC field of the flash configuration field is erased, so unless it is reprogrammed, the flash security is re-enabled after the next system reset. The Command tag for FlashEraseAll command is 0x01 set in the commandTag field of the command packet.

The FlashEraseAll command requires no parameters.

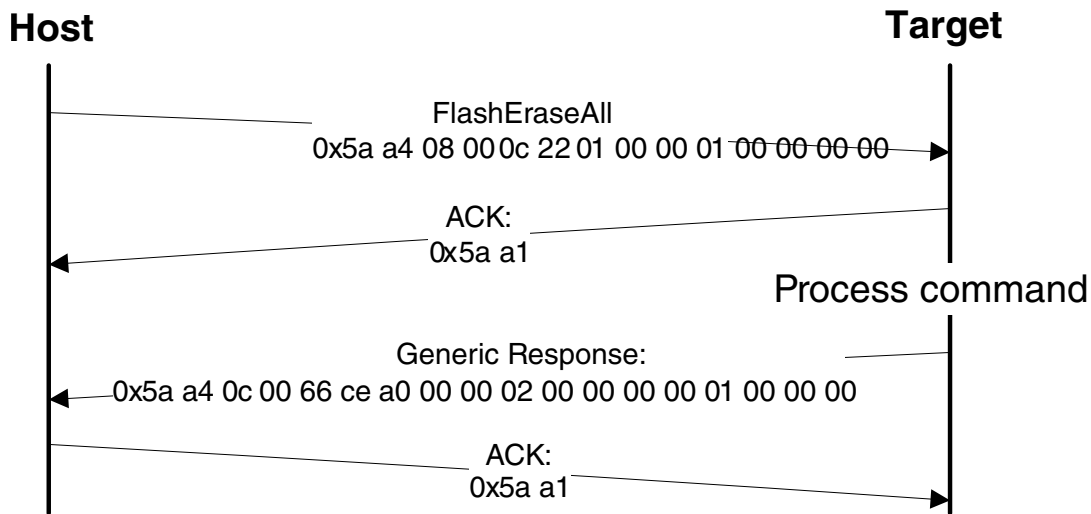


Figure 5-3. Protocol Sequence for FlashEraseAll Command

Table 5-7. FlashEraseAll Command Packet Format (Example)

| FlashEraseAll | Parameter | Value |
|----------------|----------------|--|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4, kFramingPacketType_Command |
| | length | 0x08 0x00 |
| | crc16 | 0x0C 0x22 |
| Command packet | commandTag | 0x01 - FlashEraseAll |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x01 |
| | Memory ID | 0x00000000 - Internal Flash (0x00000001 - QSPI0 Memory) |

The FlashEraseAll command has no data phase.

Response: The target returns a GenericResponse packet with status code either set to kStatus_Success for successful execution of the command, or set to an appropriate error status code.

5.5 FlashEraseRegion command

The FlashEraseRegion command performs an erase of one or more sectors of the flash memory.

The start address and number of bytes are the 2 parameters required for the FlashEraseRegion command. The start and byte count parameters must be 4-byte aligned ([1:0] = 00), or the FlashEraseRegion command fails and returns kStatus_FlashAlignmentError(101). If the region specified does not fit in the flash memory space, the FlashEraseRegion command fails and returns kStatus_FlashAddressError(102). If any part of the region specified is protected, the FlashEraseRegion command fails and returns kStatus_MemoryRangeInvalid(10200).

Table 5-8. Parameters for FlashEraseRegion Command

| Byte # | Parameter |
|--------|---------------|
| 0 - 3 | Start address |
| 4 - 7 | Byte count |

The FlashEraseRegion command has no data phase.

Response: The target returns a GenericResponse packet with one of following error status codes.

Table 5-9. FlashEraseRegion Response Status Codes

| Status Code |
|--|
| kStatus_Success (0) |
| kStatus_MemoryRangeInvalid (10200) |
| kStatus_FlashAlignmentError (101) |
| kStatus_FlashAddressError (102) |
| kStatus_FlashAccessError (103) |
| kStatus_FlashProtectionViolation (104) |
| kStatus_FlashCommandFailure (105) |

5.6 FlashEraseAllUnsecure command

The FlashEraseAllUnsecure command performs a mass erase of the flash memory, including protected sectors. Flash security is immediately disabled if it (flash security) was enabled, and the FSEC byte in the flash configuration field at address 0x40C is programmed to 0xFE. However, if the mass erase enable option in the FSEC field is disabled, then the FlashEraseAllUnsecure command fails.

The FlashEraseAllUnsecure command requires no parameters.

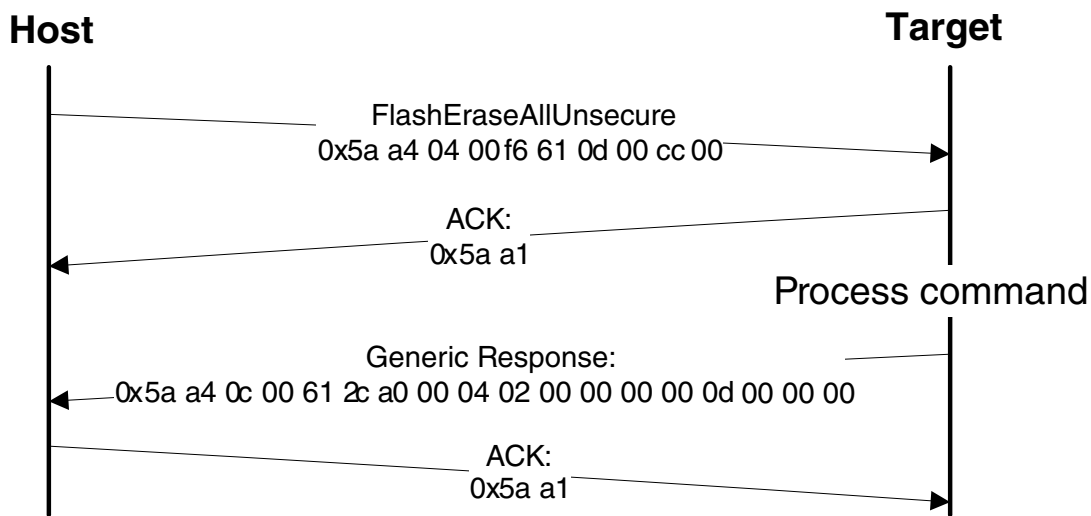


Figure 5-4. Protocol Sequence for FlashEraseAll Command

Table 5-10. FlashEraseAllUnsecure Command Packet Format (Example)

| FlashEraseAllUnsecure | Parameter | Value |
|-----------------------|----------------|----------------------------------|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4, kFramingPacketType_Command |
| | length | 0x04 0x00 |
| | crc16 | 0xF6 0x61 |
| Command packet | commandTag | 0x0D - FlashEraseAllUnsecure |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x00 |

The FlashEraseAllUnsecure command has no data phase.

Response: The target returns a GenericResponse packet with status code either set to kStatus_Success for successful execution of the command, or set to an appropriate error status code.

NOTE

When the MEEN bit in the NVM FSEC register is cleared to disable the mass erase, the FlashEraseAllUnsecure command will fail. FlashEraseRegion can be used instead skipping the protected regions.

5.7 ReadMemory command

The ReadMemory command returns the contents of memory at the given address, for a specified number of bytes. This command can read any region of memory accessible by the CPU and not protected by security.

The start address and number of bytes are the two parameters required for ReadMemory command.

Table 5-11. Parameters for read memory command

| Byte | Parameter | Description |
|-------------|------------------|--|
| 0-3 | Start address | Start address of memory to read from |
| 4-7 | Byte count | Number of bytes to read and return to caller |

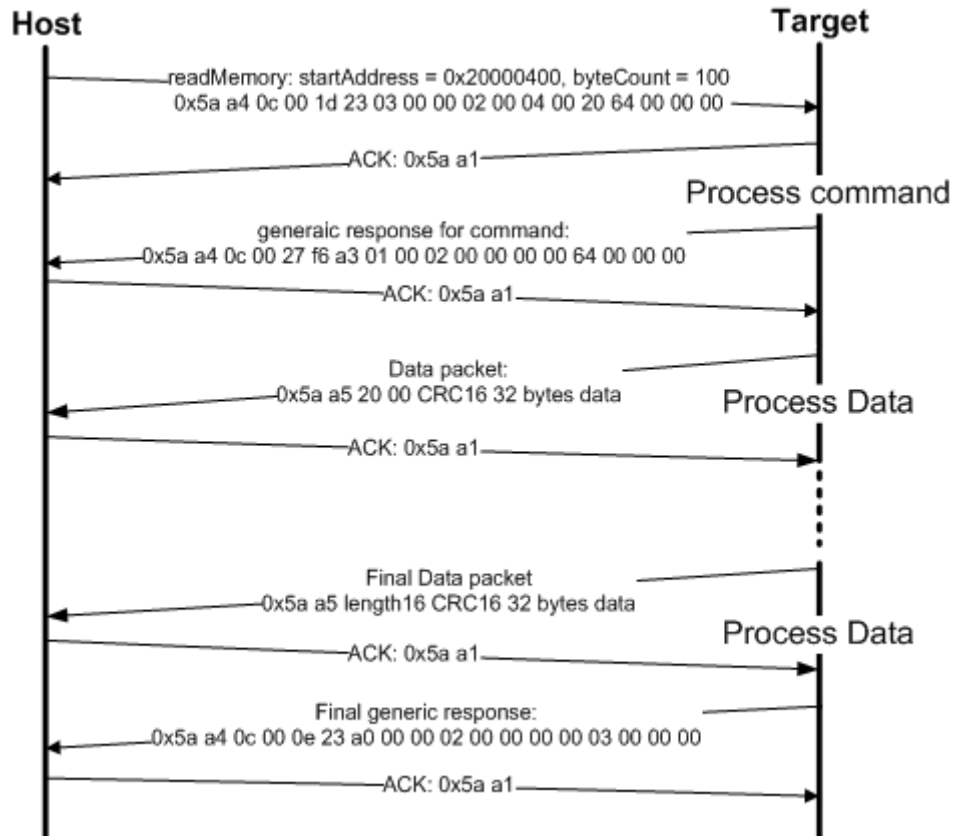


Figure 5-5. Command sequence for read memory

| ReadMemory | Parameter | Value |
|----------------|----------------|----------------------------|
| Framing packet | Start byte | 0x5A0xA4, |
| | packetType | kFramingPacketType_Command |
| | length | 0x0C 0x00 |
| | crc16 | 0x1D 0x23 |
| Command packet | commandTag | 0x03 - readMemory |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x02 |
| | startAddress | 0x20000400 |
| | byteCount | 0x00000064 |

Data Phase: The ReadMemory command has a data phase. Because the target works in slave mode, the host needs to pull data packets until the number of bytes of data specified in the byteCount parameter of ReadMemory command are received by host.

Response: The target returns a GenericResponse packet with a status code either set to kStatus_Success upon successful execution of the command, or set to an appropriate error status code.

5.8 WriteMemory command

The WriteMemory command writes data provided in the data phase to a specified range of bytes in memory (flash or RAM). However, if flash protection is enabled, then writes to protected sectors fail.

Special care must be taken when writing to flash.

- First, any flash sector written to must have been previously erased with a FlashEraseAll, FlashEraseRegion, or FlashEraseAllUnsecure command.
- First, any flash sector written to must have been previously erased with a FlashEraseAll or FlashEraseRegion command.
- Writing to flash requires the start address to be 4-byte aligned ([1:0] = 00).
- The byte count is rounded up to a multiple of 4, and trailing bytes are filled with the flash erase pattern (0xff).
- If the VerifyWrites property is set to true, then writes to flash also performs a flash verify program operation.

When writing to RAM, the start address does not need to be aligned, and the data is not padded.

The start address and number of bytes are the 2 parameters required for WriteMemory command.

Table 5-12. Parameters for WriteMemory Command

| Byte # | Command |
|--------|---------------|
| 0 - 3 | Start address |
| 4 - 7 | Byte count |

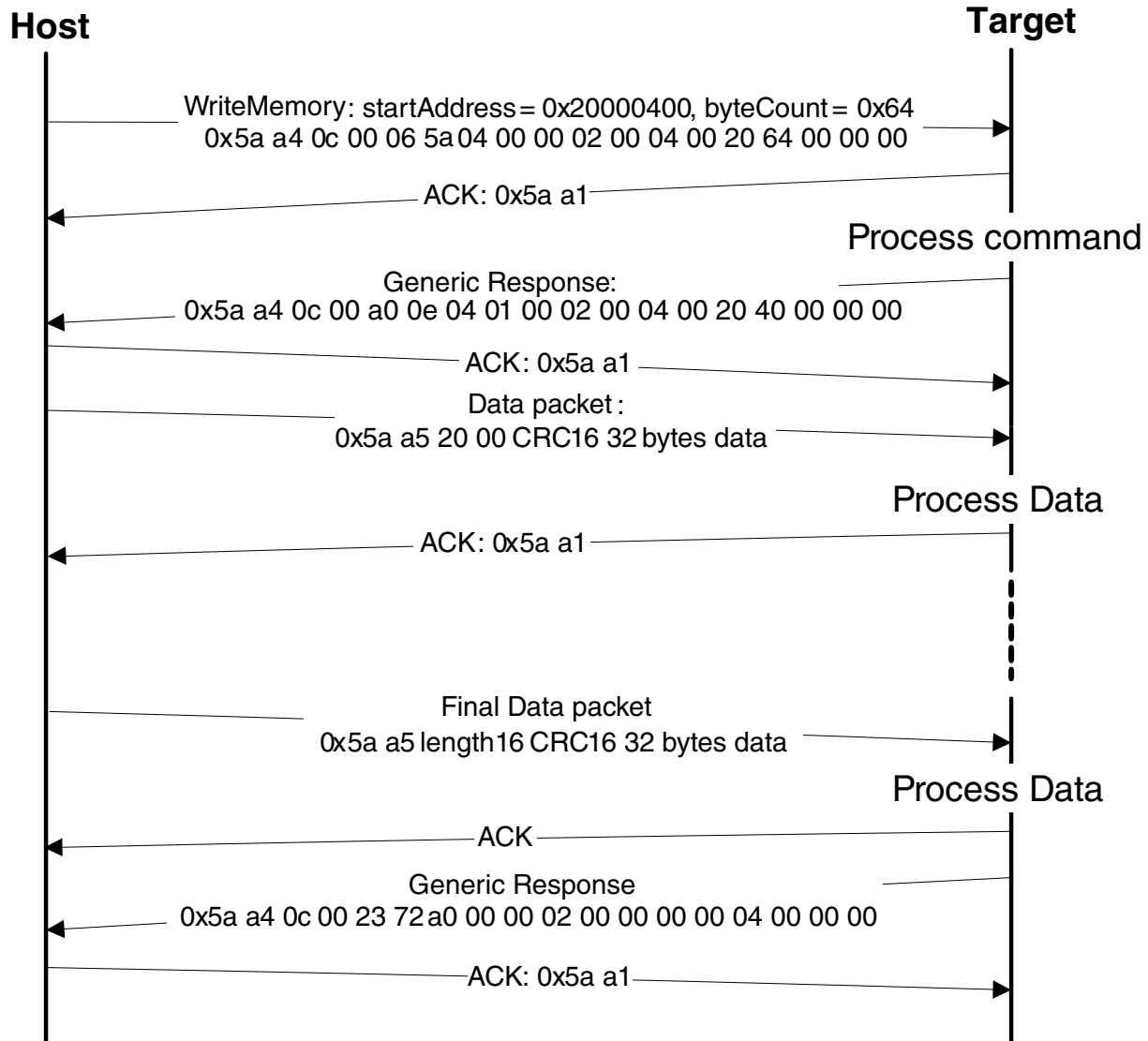


Figure 5-6. Protocol Sequence for WriteMemory Command

Table 5-13. WriteMemory Command Packet Format (Example)

| WriteMemory | Parameter | Value |
|----------------|----------------|----------------------------------|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4, kFramingPacketType_Command |
| | length | 0x0C 0x00 |
| | crc16 | 0x06 0x5A |
| Command packet | commandTag | 0x04 - writeMemory |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x02 |
| | startAddress | 0x20000400 |
| | byteCount | 0x00000064 |

Data Phase: The WriteMemory command has a data phase; the host sends data packets until the number of bytes of data specified in the byteCount parameter of the WriteMemory command are received by the target.

Response: The target returns a GenericResponse packet with a status code set to kStatus_Success upon successful execution of the command, or to an appropriate error status code.

5.9 FillMemory command

The FillMemory command fills a range of bytes in memory with a data pattern. It follows the same rules as the WriteMemory command. The difference between FillMemory and WriteMemory is that a data pattern is included in FillMemory command parameter, and there is no data phase for the FillMemory command, while WriteMemory does have a data phase.

Table 5-14. Parameters for FillMemory Command

| Byte # | Command |
|--------|---|
| 0 - 3 | Start address of memory to fill |
| 4 - 7 | Number of bytes to write with the pattern <ul style="list-style-type: none"> • The start address should be 32-bit aligned. • The number of bytes must be evenly divisible by 4. (Note: for a part that uses FTFE flash, the start address should be 64-bit aligned, and the number of bytes must be evenly divisible by 8). |
| 8 - 11 | 32-bit pattern |

- To fill with a byte pattern (8-bit), the byte must be replicated 4 times in the 32-bit pattern.
- To fill with a short pattern (16-bit), the short value must be replicated 2 times in the 32-bit pattern.

For example, to fill a byte value with 0xFE, the word pattern is 0xFEFEFEFE; to fill a short value 0x5AFE, the word pattern is 0x5AFE5AFE.

Special care must be taken when writing to flash.

- First, any flash sector written to must have been previously erased with a FlashEraseAll, FlashEraseRegion, or FlashEraseAllUnsecure command.
- First, any flash sector written to must have been previously erased with a FlashEraseAll or FlashEraseRegion command.

- Writing to flash requires the start address to be 4-byte aligned ([1:0] = 00).
- If the VerifyWrites property is set to true, then writes to flash also performs a flash verify program operation.

When writing to RAM, the start address does not need to be aligned, and the data is not padded.

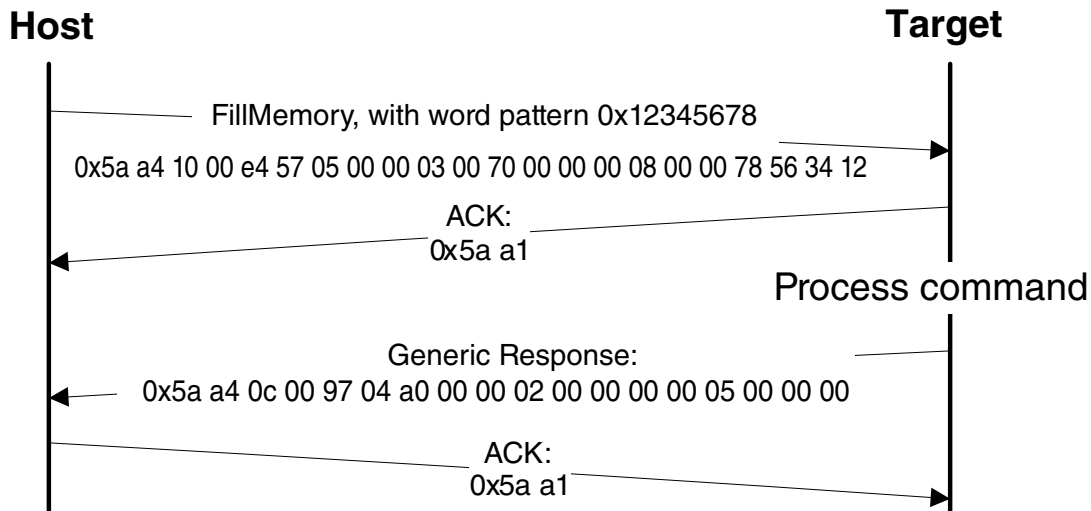


Figure 5-7. Protocol Sequence for FillMemory Command

Table 5-15. FillMemory Command Packet Format (Example)

| FillMemory | Parameter | Value |
|----------------|----------------|----------------------------------|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4, kFramingPacketType_Command |
| | length | 0x10 0x00 |
| | crc16 | 0xE4 0x57 |
| Command packet | commandTag | 0x05 – FillMemory |
| | flags | 0x00 |
| | Reserved | 0x00 |
| | parameterCount | 0x03 |
| | startAddress | 0x00007000 |
| | byteCount | 0x00000800 |
| | patternWord | 0x12345678 |

The FillMemory command has no data phase.

Response: upon successful execution of the command, the target (Kinetis bootloader) returns a GenericResponse packet with a status code set to kStatus_Success, or to an appropriate error status code.

5.10 FlashSecurityDisable command

The FlashSecurityDisable command performs the flash security disable operation, by comparing the 8-byte backdoor key (provided in the command) against the backdoor key stored in the flash configuration field (at address 0x400 in the flash).

The backdoor low and high words are the only parameters required for FlashSecurityDisable command.

Table 5-16. Parameters for FlashSecurityDisable Command

| Byte # | Command |
|--------|------------------------|
| 0 - 3 | Backdoor key low word |
| 4 - 7 | Backdoor key high word |

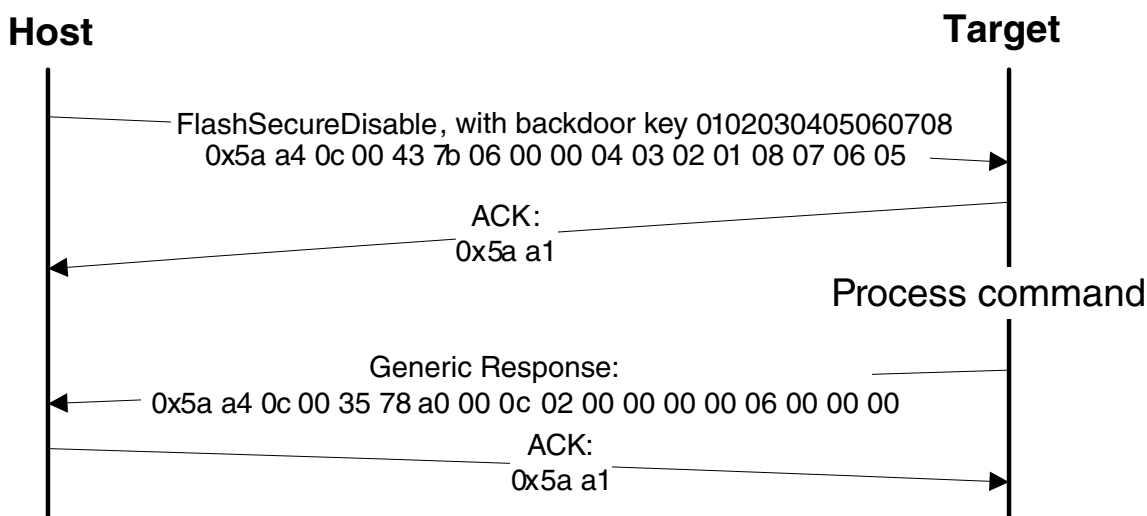


Figure 5-8. Protocol Sequence for FlashSecurityDisable Command

Table 5-17. FlashSecurityDisable Command Packet Format (Example)

| FlashSecurityDisable | Parameter | Value |
|----------------------|------------|----------------------------------|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4, kFramingPacketType_Command |
| | length | 0x0C 0x00 |
| | crc16 | 0x43 0x7B |
| Command packet | commandTag | 0x06 - FlashSecurityDisable |
| | flags | 0x00 |
| | reserved | 0x00 |

Table continues on the next page...

Table 5-17. FlashSecurityDisable Command Packet Format (Example) (continued)

| FlashSecurityDisable | Parameter | Value |
|----------------------|------------------|---------------------|
| | parameterCount | 0x02 |
| | Backdoorkey_low | 0x04 0x03 0x02 0x01 |
| | Backdoorkey_high | 0x08 0x07 0x06 0x05 |

The FlashSecurityDisable command has no data phase.

Response: The target returns a GenericResponse packet with a status code either set to kStatus_Success upon successful execution of the command, or set to an appropriate error status code.

5.11 Execute command

The execute command results in the bootloader setting the program counter to the code at the provided jump address, R0 to the provided argument, and a Stack pointer to the provided stack pointer address. Prior to the jump, the system is returned to the reset state.

The Jump address, function argument pointer, and stack pointer are the parameters required for the Execute command. If the stack pointer is set to zero, the called code is responsible for setting the processor stack pointer before using the stack.

If QSPI is enabled, it is initialized before the jump. QSPI encryption (OTFAD) is also enabled if configured.

Table 5-18. Parameters for Execute Command

| Byte # | Command |
|--------|-----------------------|
| 0 - 3 | Jump address |
| 4 - 7 | Argument word |
| 8 - 11 | Stack pointer address |

The Execute command has no data phase.

Response: Before executing the Execute command, the target validates the parameters and return a GenericResponse packet with a status code either set to kStatus_Success or an appropriate error status code.

5.12 Call command

The Call command executes a function that is written in memory at the address sent in the command. The address needs to be a valid memory location residing in accessible flash (internal or external) or in RAM. The command supports the passing of one 32-bit argument. Although the command supports a stack address, at this time the call still takes place using the current stack pointer. After execution of the function, a 32-bit return value is returned in the generic response message.

QSPI must be initialized prior to executing the Call command if the call address is on QSPI. The Call command does not initialize QSPI.

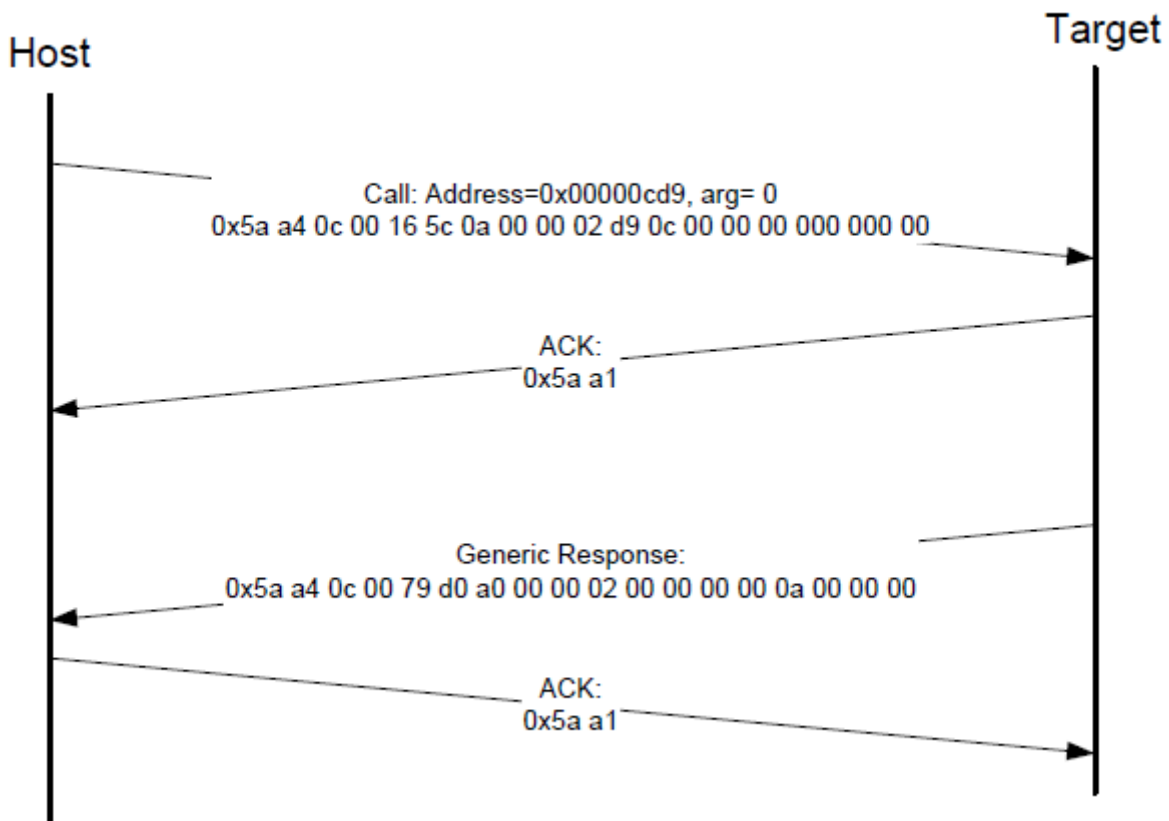


Figure 5-9. Protocol sequence for call command

Table 5-19. Parameters for Call Command

| Byte # | Command |
|--------|---------------|
| 0 - 3 | Call address |
| 4 - 7 | Argument word |
| 8 - 11 | Stack pointer |

Response: The target returns a GenericResponse packet with a status code either set to the return value of the function called or set to `kStatus_InvalidArgument` (105).

5.13 Reset command

The Reset command results in the bootloader resetting the chip.

The Reset command requires no parameters.

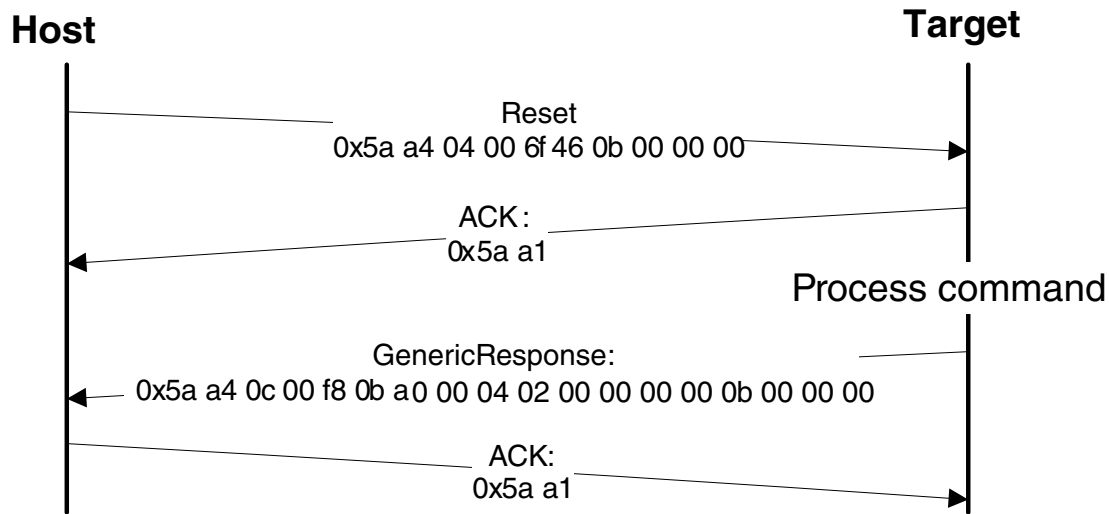


Figure 5-10. Protocol Sequence for Reset Command

Table 5-20. Reset Command Packet Format (Example)

| Reset | Parameter | Value |
|----------------|----------------|---|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4, <code>kFramingPacketType_Command</code> |
| | length | 0x04 0x00 |
| | crc16 | 0x6F 0x46 |
| Command packet | commandTag | 0x0B - reset |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x00 |

The Reset command has no data phase.

Response: The target returns a GenericResponse packet with status code set to `kStatus_Success`, before resetting the chip.

The reset command can also be used to switch boot from flash after successful flash image provisioning via ROM bootloader. After issuing the reset command, allow 5 seconds for the user application to start running from Flash.

5.14 FlashProgramOnce command

The FlashProgramOnce command writes data (that is provided in a command packet) to a specified range of bytes in the program once field. Special care must be taken when writing to the program once field.

- The program once field only supports programming once, so any attempted to reprogram a program once field gets an error response.
- Writing to the program once field requires the byte count to be 4-byte aligned or 8-byte aligned.

The FlashProgramOnce command uses three parameters: index 2, byteCount, data.

Table 5-21. Parameters for FlashProgramOnce Command

| Byte # | Command |
|---------|--|
| 0 - 3 | Index of program once field |
| 4 - 7 | Byte count (must be evenly divisible by 4) |
| 8 - 11 | Data |
| 12 - 16 | Data |

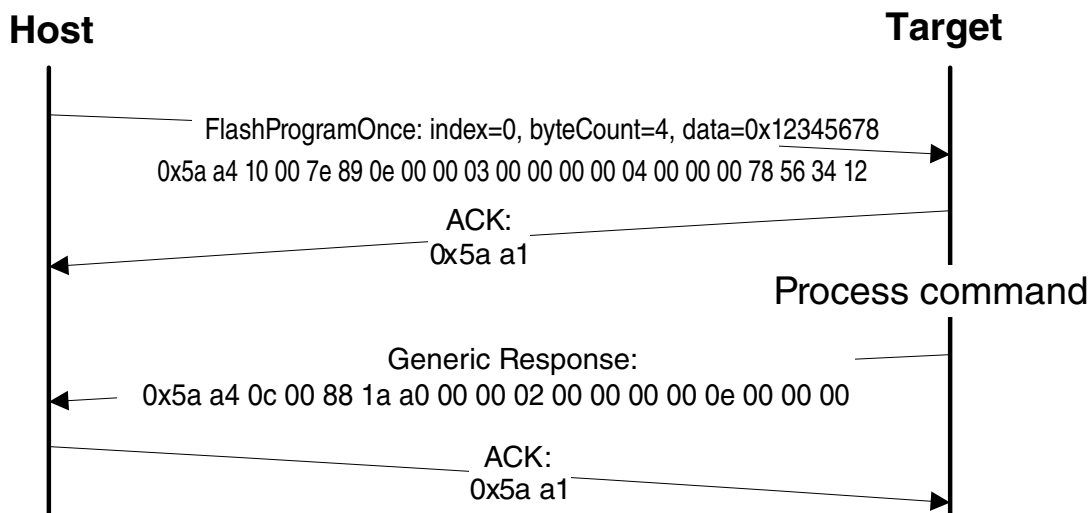


Figure 5-11. Protocol Sequence for FlashProgramOnce Command

Table 5-22. FlashProgramOnce Command Packet Format (Example)

| FlashProgramOnce | Parameter | Value |
|------------------|----------------|----------------------------------|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4, kFramingPacketType_Command |
| | length | 0x10 0x00 |
| | crc16 | 0x7E4 0x89 |
| Command packet | commandTag | 0x0E – FlashProgramOnce |
| | flags | 0 |
| | reserved | 0 |
| | parameterCount | 3 |
| | index | 0x0000_0000 |
| | byteCount | 0x0000_0004 |
| | data | 0x1234_5678 |

Response: upon successful execution of the command, the target (Kinetis bootloader) returns a GenericResponse packet with a status code set to kStatus_Success, or to an appropriate error status code.

5.15 FlashReadOnce command

The FlashReadOnce command returns the contents of the program once field by given index and byte count. The FlashReadOnce command uses 2 parameters: index and byteCount.

Table 5-23. Parameters for FlashReadOnce Command

| Byte # | Parameter | Description |
|--------|-----------|--|
| 0 - 3 | index | Index of the program once field (to read from) |
| 4 - 7 | byteCount | Number of bytes to read and return to the caller |

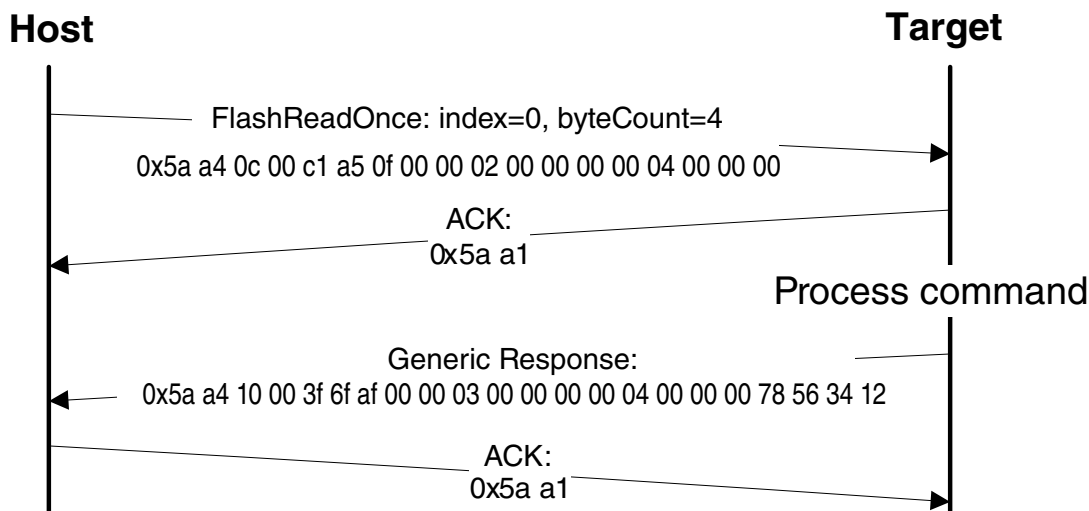


Figure 5-12. Protocol Sequence for FlashReadOnce Command

Table 5-24. FlashReadOnce Command Packet Format (Example)

| FlashReadOnce | Parameter | Value |
|----------------|----------------|----------------------|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4 |
| | length | 0x0C 0x00 |
| | crc | 0xC1 0xA5 |
| Command packet | commandTag | 0x0F – FlashReadOnce |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x02 |
| | index | 0x0000_0000 |
| | byteCount | 0x0000_0004 |

Table 5-25. FlashReadOnce Response Format (Example)

| FlashReadOnce Response | Parameter | Value |
|------------------------|----------------|-----------|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4 |
| | length | 0x10 0x00 |
| | crc | 0x3F 0x6F |
| Command packet | commandTag | 0xAF |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x03 |

Table continues on the next page...

Table 5-25. FlashReadOnce Response Format (Example) (continued)

| FlashReadOnce Response | Parameter | Value |
|------------------------|-----------|-------------|
| | status | 0x0000_0000 |
| | byteCount | 0x0000_0004 |
| | data | 0x1234_5678 |

Response: upon successful execution of the command, the target returns a FlashReadOnceResponse packet with a status code set to kStatus_Success, a byte count and corresponding data read from Program Once Field upon successful execution of the command, or returns with a status code set to an appropriate error status code and a byte count set to 0.

5.16 FlashReadResource command

The FlashReadResource command returns the contents of the IFR field or Flash firmware ID, by given offset, byte count, and option. The FlashReadResource command uses 3 parameters: start address, byteCount, option.

Table 5-26. Parameters for FlashReadResource Command

| Byte # | Parameter | Command |
|--------|---------------|--|
| 0 - 3 | start address | Start address of specific non-volatile memory to be read |
| 4 - 7 | byteCount | Byte count to be read |
| 8 - 11 | option | 0: IFR 1: Flash firmware ID |

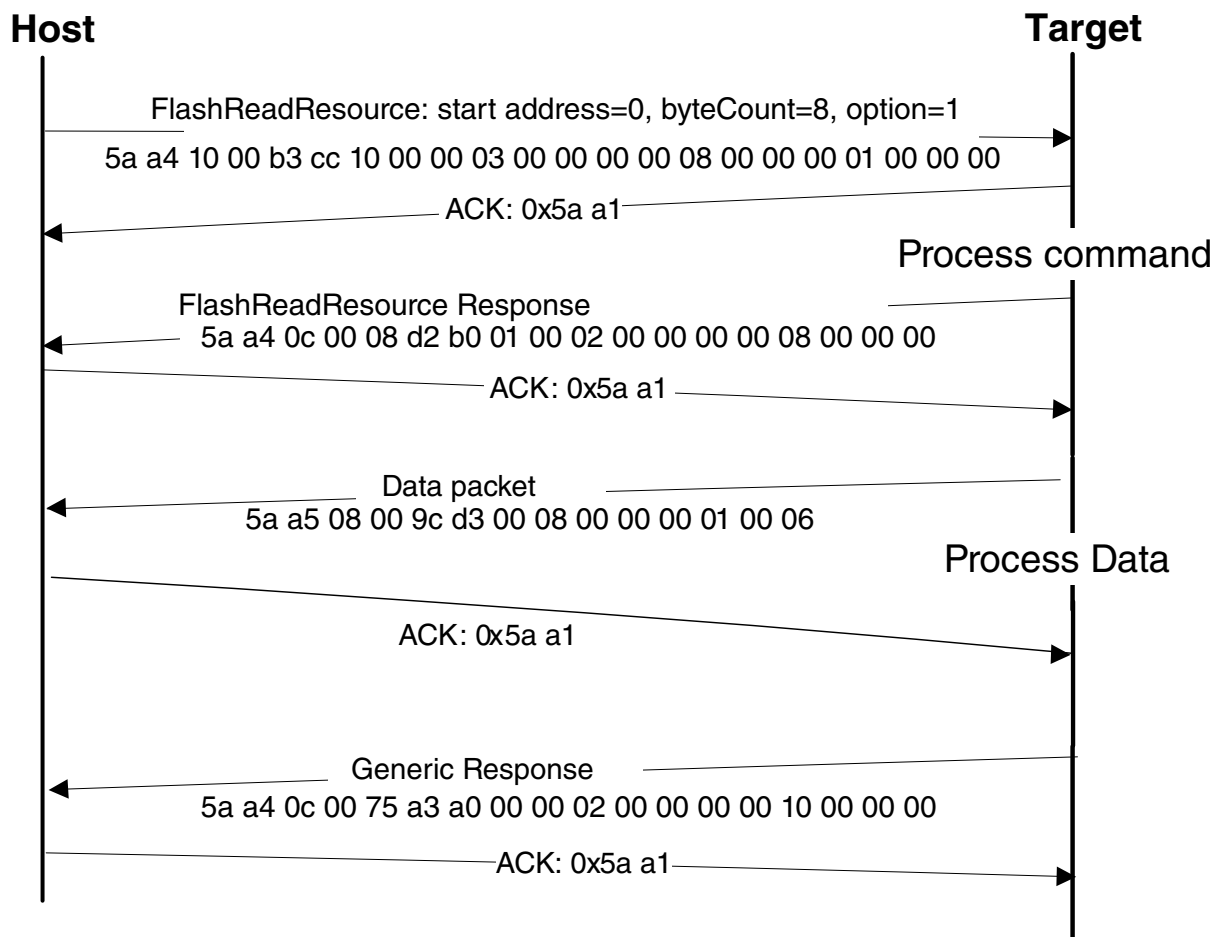


Figure 5-13. Protocol Sequence for FlashReadResource Command

Table 5-27. FlashReadResource Command Packet Format (Example)

| FlashReadResource | Parameter | Value |
|-------------------|----------------|--------------------------|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4 |
| | length | 0x10 0x00 |
| | crc | 0xB3 0xCC |
| Command packet | commandTag | 0x10 – FlashReadResource |
| | flags | 0x00 |
| | reserved | 0x00 |
| | parameterCount | 0x03 |
| | startAddress | 0x0000_0000 |
| | byteCount | 0x0000_0008 |
| | option | 0x0000_0001 |

Table 5-28. FlashReadResource Response Format (Example)

| FlashReadResource Response | Parameter | Value |
|----------------------------|----------------|-------------|
| Framing packet | start byte | 0x5A |
| | packetType | 0xA4 |
| | length | 0x0C 0x00 |
| | crc | 0xD2 0xB0 |
| Command packet | commandTag | 0xB0 |
| | flags | 0x01 |
| | reserved | 0x00 |
| | parameterCount | 0x02 |
| | status | 0x0000_0000 |
| | byteCount | 0x0000_0008 |

Data phase: The FlashReadResource command has a data phase. Because the target (Kinetis bootloader) works in slave mode, the host must pull data packets until the number of bytes of data *specified in the byteCount parameter of FlashReadResource command* are received by the host.

5.17 Configure QuadSPI command

The Configure QuadSPI command configures the QuadSPI device using a pre-programmed configuration image. The parameters passed in the command are the QuadSPI memory ID, which should always be 1 for the current release of the bootloader, and then the memory address from which the configuration data can be loaded from. Options for loading the data can be a scenario where the configuration data is written to a RAM or flash location and then this command directs the bootloader to use the data at that location to configure the QuadSPI.

Table 5-29. Parameters for Configure QuadSPI Command

| Byte # | Command |
|--------|--------------------------------------|
| 0 – 3 | Flash Memory ID (Should always be 1) |
| 4 – 7 | Configuration block address |

Response: The target (Kinetis Bootloader) returns a GenericResponse packet with a status code either set to kStatus_Success upon successful execution of the command, or set to an appropriate error code.

5.18 ReceiveSBFile command

The Receive SB File command (ReceiveSbFile) starts the transfer of an SB file to the target. The command only specifies the size in bytes of the SB file that is sent in the data phase. The SB file is processed as it is received by the bootloader.

Table 5-30. Parameters for Receive SB File Command

| Byte # | Command |
|--------|------------|
| 0 - 3 | Byte count |

Data Phase: The Receive SB file command has a data phase; the host sends data packets until the number of bytes of data specified in the byteCount parameter of the Receive SB File command are received by the target.

Response: The target returns a GenericResponse packet with a status code set to the kStatus_Success upon successful execution of the command, or set to an appropriate error code.

5.19 ReliableUpdate command

The Reliable Update command performs the reliable update operation.

- **For a software implementation:** the backup application address is the parameter that is required for the Reliable Update command. If the *backup address* is set to 0, then the bootloader uses the *predefined address*.
- **For a hardware implementation:** the swap indicator address is the parameter that is required for the Reliable Update command.
 - If the flash swap system is **uninitialized**, then the swap indicator address can be arbitrarily specified.
 - If the flash swap system has been **initialized**, then the swap indicator must be aligned with the swap system.

Table 5-31. Parameters for Reliable Update command

| Byte number | Command |
|-------------|--|
| 0 - 3 | <ul style="list-style-type: none"> • For a software implementation: the value is the backup application address. • For a hardware implementation: the value is the swap indicator address. |

Response: The target returns a GenericResponse packet with a status code either set to kStatus_Success upon successful execution of the command, or set to an appropriate error status code.

Chapter 6

Supported peripherals

6.1 Introduction

This section describes the peripherals supported by the Kinetis bootloader. To use an interface for bootloader communications, the peripheral must be enabled in the BCA. If the BCA is invalid (such as all 0xFF bytes), then all peripherals are enabled by default.

6.2 I2C Peripheral

The Kinetis bootloader supports loading data into flash via the I2C peripheral, where the I2C peripheral serves as the I2C slave. A 7-bit slave address is used during the transfer.

Customizing an I2C slave address is also supported. This feature is enabled if the Bootloader Configuration Area (BCA) is enabled (tag field is filled with 'kcfg') and the `i2cSlaveAddress` field is filled with a value other than 0xFF. Otherwise, 0x10 is used as the default I2C slave address.

The Kinetis bootloader uses 0x10 as the I2C slave address, and supports 400 kbit/s as the I2C baud rate.

The maximum supported I2C baud rate depends on corresponding clock configuration field in the BCA. The typical baud rate is 400 kbit/s with factory settings. The actual supported baud rate may be lower or higher than 400 kbit/s, depending on the actual value of the `clockFlags` and the `clockDivider` fields.

Because the I2C peripheral serves as an I2C slave device, each transfer should be started by the host, and each outgoing packet should be fetched by the host.

- An incoming packet is sent by the host with a selected I2C slave address and the direction bit is set as write.

- An outgoing packet is read by the host with a selected I2C slave address and the direction bit is set as read.
- 0x00 is sent as the response to host if the target is busy with processing or preparing data.

The following flow charts demonstrate the communication flow of how the host reads ping packet, ACK and response from the target.

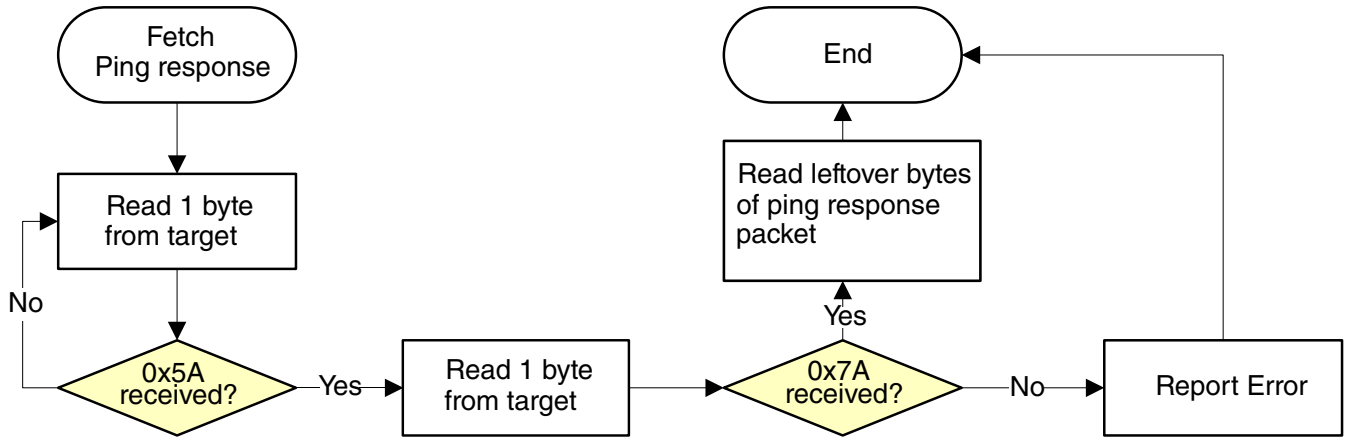


Figure 6-1. Host reads ping response from target via I2C

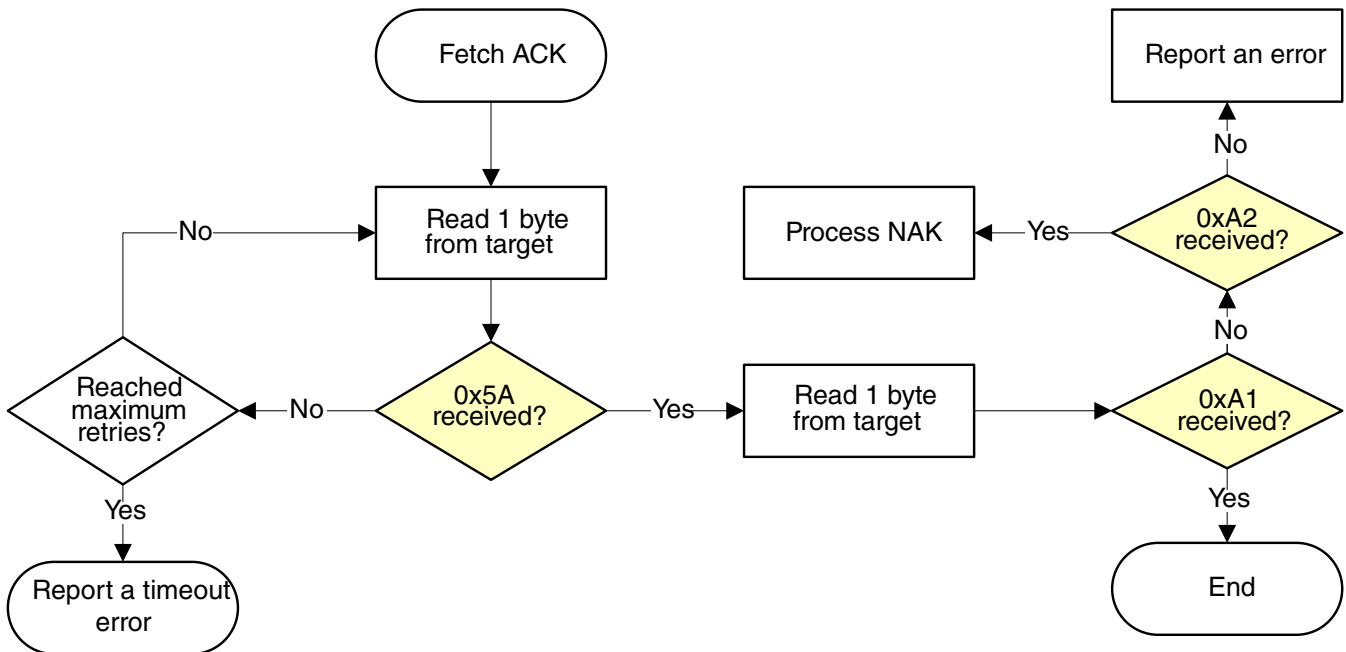


Figure 6-2. Host reads ACK packet from target via I2C

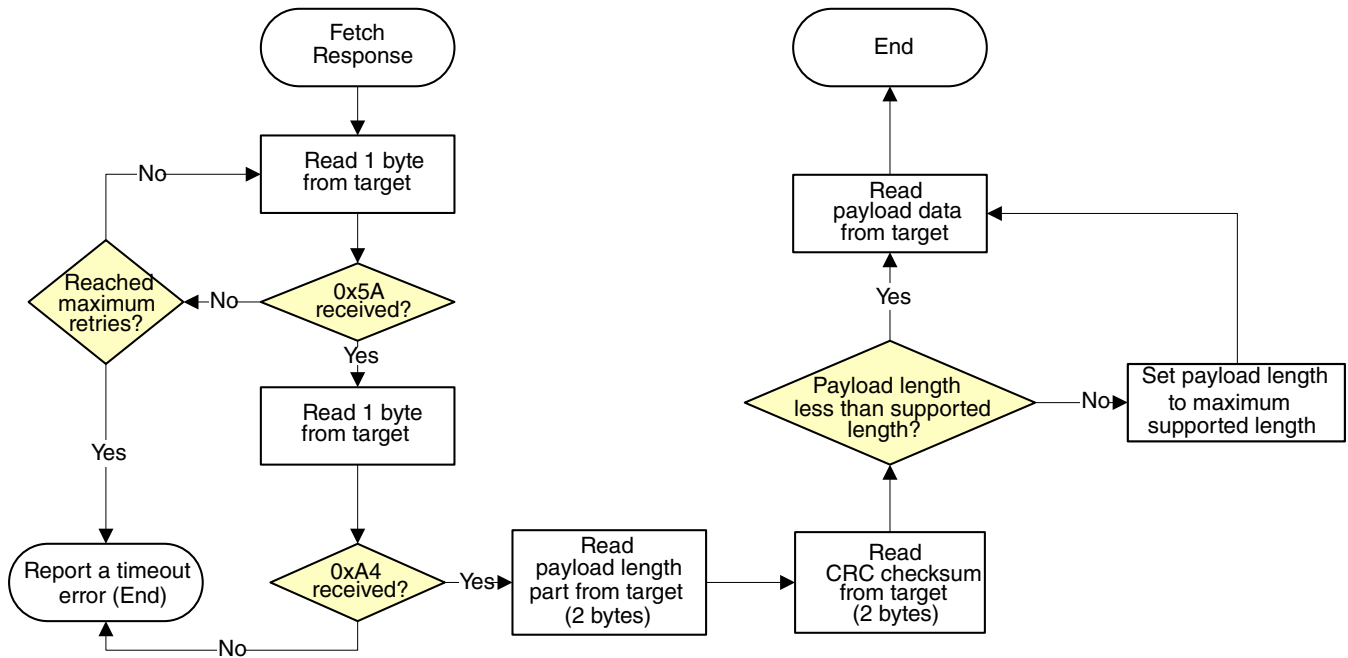


Figure 6-3. Host reads response from target via I2C

6.2.1 Performance numbers for I2C

The table below provides reference to the expected performance of write speeds to Flash and RAM memories using Kinetis bootloader I2C interface. The numbers have been measured on a number of platforms running Kinetis bootloader either from ROM or the RAM (for flashloaders).

Table 6-1. Performance numbers for I2C

| I2C Bus Frequency (KHz) | Flash Average Writing Speed (KB/s) | | | | | | Ram Average Writing Speed (KB/s) | | | | | |
|-------------------------|------------------------------------|-------|-------|-------|-------|-------|----------------------------------|-------|-------|-------|-------|-------|
| | KL27 | KL28 | KL43 | KL80 | K80 | KL03 | | KL27 | KL28 | KL43 | KL80 | K80 |
| 100 | 6.42 | 6.29 | 6.42 | 6.7 | 6.39 | 6.08 | 7.67 | 7.27 | 7.7 | 7.91 | 7.38 | 6.13 |
| 200 | 10.24 | 10.08 | 10.13 | 10.58 | 9.82 | 8.75 | 14.02 | 13.25 | 13.78 | 14.15 | 13.43 | 10.1 |
| 300 | 12.86 | 11.84 | 11.95 | 13.11 | 11.85 | 9.69 | 18.04 | 17.51 | 17.92 | 18.98 | 17.61 | 11.9 |
| 400 | 15.54 | 14.06 | 14.39 | 14.74 | 13.44 | 10.24 | 23.2 | 22.39 | 21.82 | 24.19 | 22.04 | 12.82 |
| 500 | 15.86 | 16.13 | 15.96 | 16.94 | 14.65 | - | 24.61 | 27.9 | 26.5 | 30.26 | 26.93 | - |
| 600 | 18.14 | 16.51 | 16.4 | 17.19 | 15.19 | - | 29.44 | 28.64 | 27.05 | 30.96 | 27.57 | - |
| 800 | 19.5 | - | 18.51 | 19.22 | 16.26 | - | 34.44 | - | 33.38 | 38.36 | 32.72 | - |
| 1000 | 20.48 | - | 20.03 | 21.35 | 17.71 | - | 37.64 | - | 41.04 | 45.38 | 33.65 | - |

Table continues on the next page...

Table 6-1. Performance numbers for I2C (continued)

| | | | | | | | | | | | | |
|------------------------------|----|----|----|----|----|---|----|----|----|----|----|---|
| Default core Frequency (MHz) | 48 | 48 | 48 | 48 | 48 | 8 | 48 | 48 | 48 | 48 | 48 | 8 |
| Default bus Frequency (MHz) | 24 | 24 | 24 | 24 | 24 | 4 | 24 | 24 | 24 | 24 | 24 | 4 |

NOTE

1. Every test covers all flash or RAM region with 0x0 - 0xf.
2. Run every test three times and calculate the average.

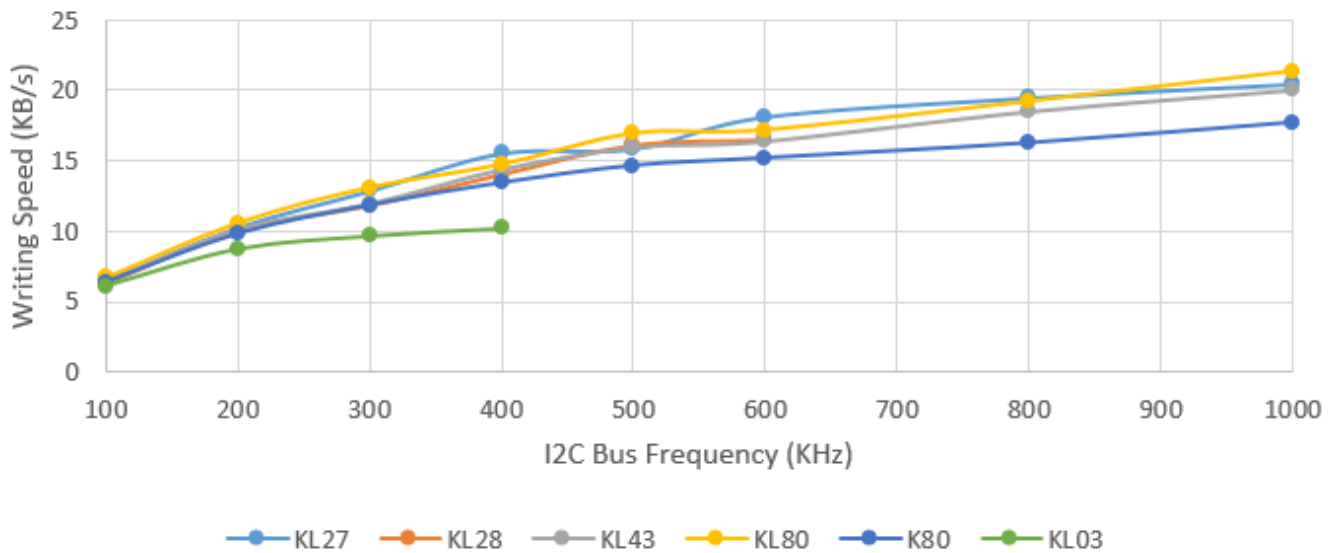


Figure 6-4. Flash Average Writing Speed

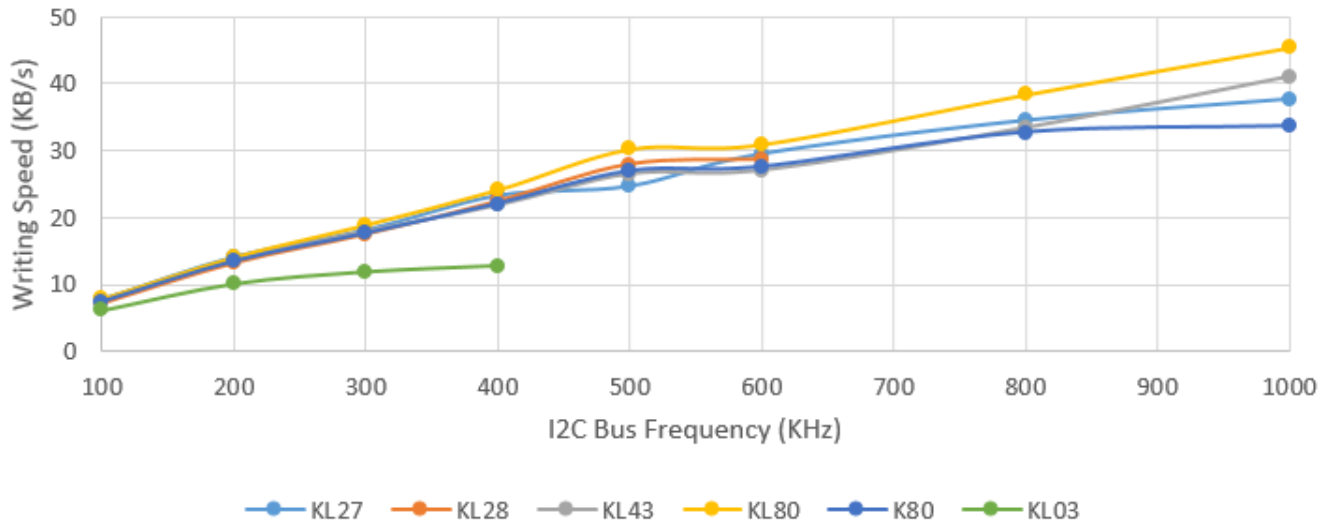


Figure 6-5. RAM Average Writing Speed

6.3 SPI Peripheral

The Kinetis bootloader supports loading data into flash via the SPI peripheral, where the SPI peripheral serves as a SPI slave.

Maximum supported baud rate of SPI depends on the clock configuration fields in the Bootloader Configuration Area (BCA). The typical baud rate is 400 kbit/s with the factory settings. The actual baud rate is lower or higher than 400 kbit/s, depending on the actual value of the clockFlags and clockDivider fields in the BCA.

Because the SPI peripheral serves as a SPI slave device, each transfer should be started by the host, and each outgoing packet should be fetched by the host.

The transfer on SPI is slightly different from I2C:

- Host receives 1 byte after it sends out any byte.
- Received bytes should be ignored when host is sending out bytes to target
- Host starts reading bytes by sending 0x00s to target
- The byte 0x00 is sent as response to host if target is under the following conditions:
 - Processing incoming packet
 - Preparing outgoing data
 - Received invalid data

The following flowcharts demonstrate how the host reads a ping response, an ACK and a command response from target via SPI.

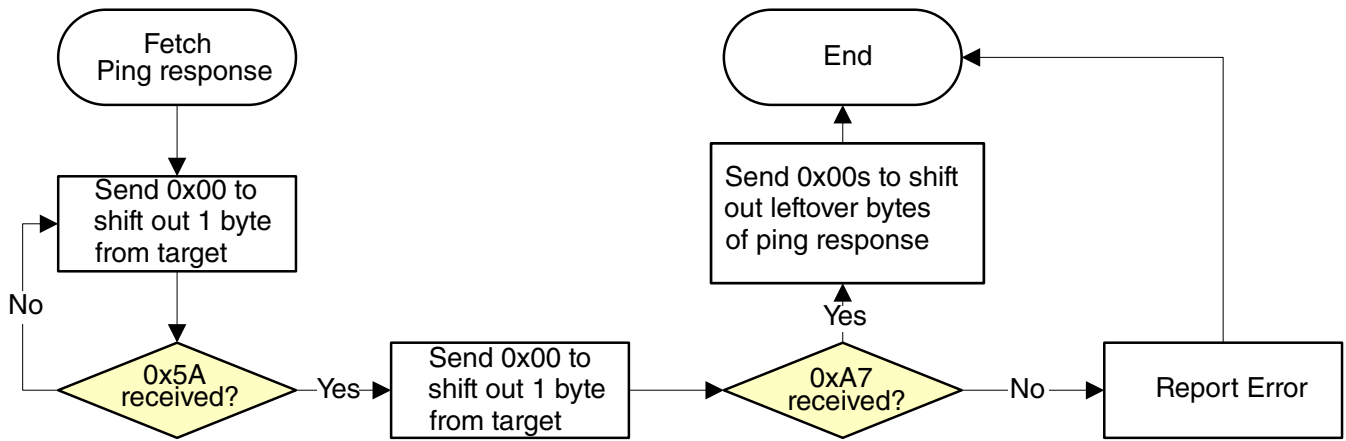


Figure 6-6. Host reads ping packet from target via SPI

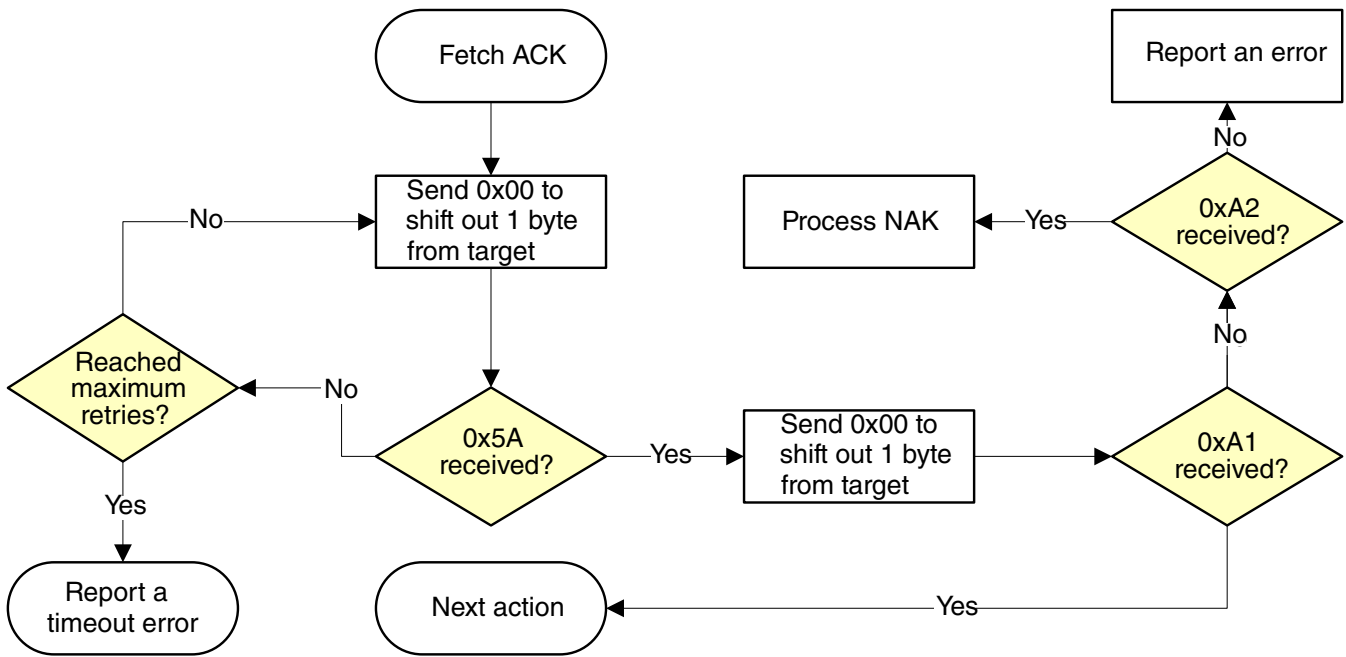


Figure 6-7. Host reads ACK from target via SPI

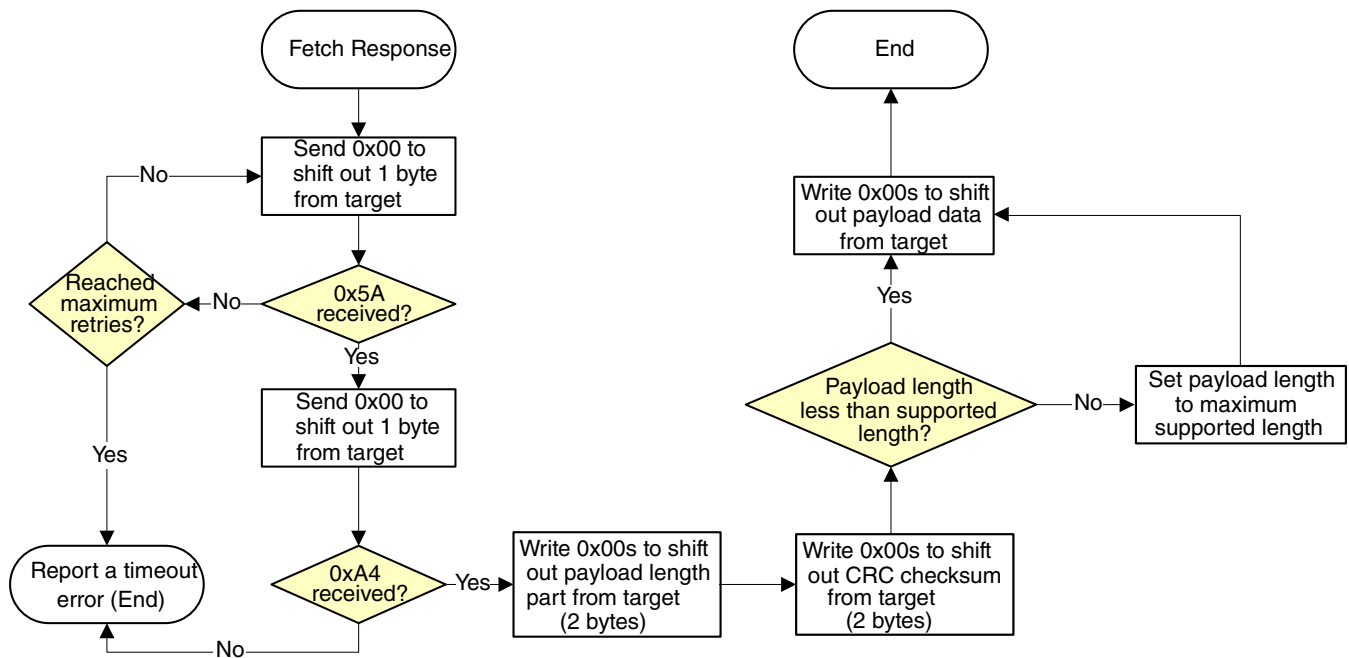


Figure 6-8. Host reads response from target via SPI

6.3.1 Performance Numbers for SPI

The table below provides reference to the expected performance of write speeds to Flash and RAM memories using Kinetis bootloader SPI interface. The numbers have been measured on a number of platforms running Kinetis bootloader either from ROM or the RAM (for flashloaders).

Table 6-2. Performance numbers SPI

| SPI Bus Frequency (KHz) | Flash Average Writing Speed (KB/s) | | | | | | Ram Average Writing Speed (KB/s) | | | | | |
|-------------------------|------------------------------------|-------|-------|-------|-------|------|----------------------------------|-------|-------|-------|-------|-------|
| | KL27 | KL28 | KL43 | KL80 | K80 | KL03 | | KL27 | KL28 | KL43 | KL80 | K80 |
| 100 | 7.07 | 7.46 | 7.24 | 6.74 | 6.71 | 6.20 | 8.60 | 9.25 | 9.01 | 8.46 | 8.04 | 6.80 |
| 200 | 11.45 | 12.26 | 11.88 | 11.53 | 10.18 | 8.87 | 15.23 | 17.98 | 17.04 | 16.17 | 14.19 | 10.64 |
| 300 | 13.84 | 15.17 | 14.70 | 15.08 | 12.42 | - | 19.91 | 25.11 | 23.06 | 24.65 | 18.79 | - |
| 400 | 16.42 | 18.09 | 17.23 | 16.91 | 13.74 | - | 25.89 | 32.95 | 31.15 | 28.89 | 23.95 | - |
| 500 | 18.26 | 19.82 | 18.17 | 18.94 | 14.98 | - | 31.47 | 40.10 | 36.61 | 36.61 | 27.83 | - |
| 600 | 18.72 | 20.72 | 19.98 | 20.63 | 15.21 | - | 32.40 | 44.98 | 40.96 | 42.26 | 27.67 | - |
| 800 | 21.19 | 22.06 | 22.27 | 22.04 | 16.11 | - | 39.83 | 50.00 | 51.54 | 49.98 | 30.15 | - |
| 1000 | 22.07 | 23.74 | 23.80 | 22.92 | 15.99 | - | 45.83 | 61.19 | 55.92 | 56.34 | 29.11 | - |

Table continues on the next page...

Table 6-2. Performance numbers SPI (continued)

| | | | | | | | | | | | | |
|------------------------------|----|----|----|----|----|---|----|----|----|----|----|---|
| Default core Frequency (MHz) | 48 | 48 | 48 | 48 | 48 | 8 | 48 | 48 | 48 | 48 | 48 | 8 |
| Default bus Frequency (MHz) | 24 | 24 | 24 | 24 | 24 | 4 | 24 | 24 | 24 | 24 | 24 | 4 |

NOTE

1. Every test covers all flash or RAM region with 0x0 - 0xf.
2. Run every test three times and calculate the average.

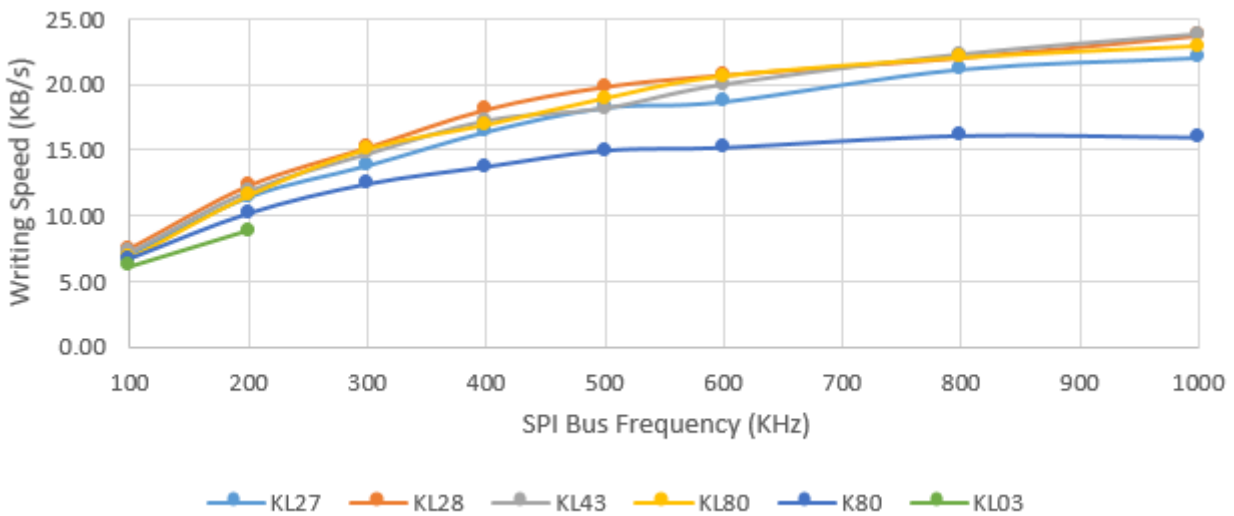


Figure 6-9. Flash Average Writing Speed

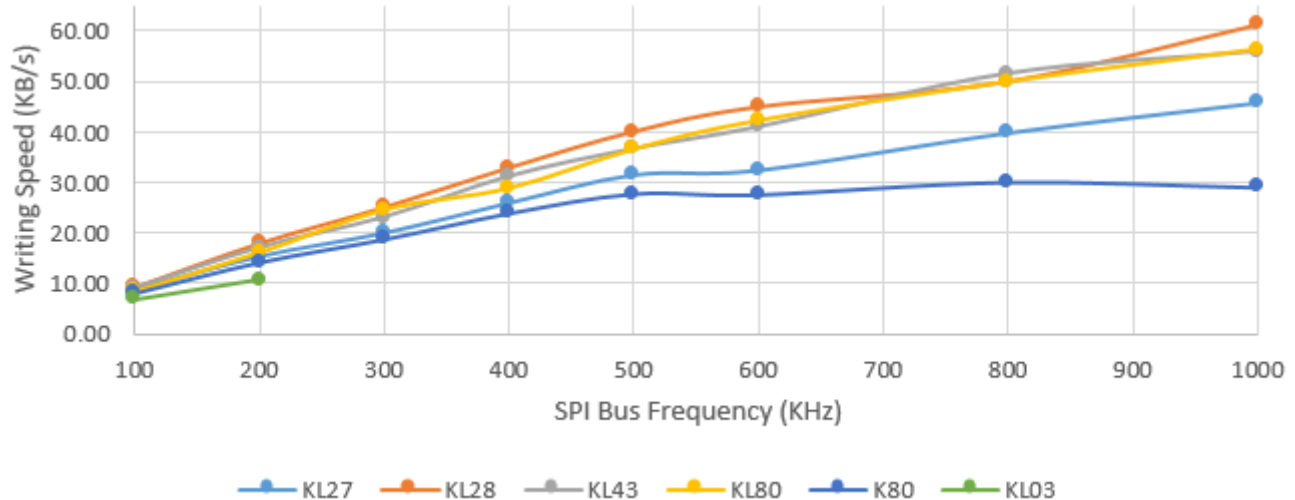


Figure 6-10. RAM Average Writing Speed

6.4 UART Peripheral

The Kinetis bootloader integrates an autobaud detection algorithm for the UART peripheral, thereby providing flexible baud rate choices.

Autobaud feature: If $UART_n$ is used to connect to the bootloader, then the $UART_n_RX$ pin must be kept high and not left floating during the detection phase in order to comply with the autobaud detection algorithm. After the bootloader detects the ping packet (0x5A 0xA6) on $UART_n_RX$, the bootloader firmware executes the autobaud sequence. If the baudrate is successfully detected, then the bootloader sends a ping packet response [(0x5A 0xA7), protocol version (4 bytes), protocol version options (2 bytes) and crc16 (2 bytes)] at the detected baudrate. The Kinetis bootloader then enters a loop, waiting for bootloader commands via the UART peripheral.

NOTE

The data bytes of the ping packet must be sent continuously (with no more than 80 ms between bytes) in a fixed UART transmission mode (8-bit data, no parity bit and 1 stop bit). If the bytes of the ping packet are sent one-by-one with more than 80 ms delay between them, then the autobaud detection algorithm may calculate an incorrect baud rate. In this instance, the autobaud detection state machine should be reset.

Supported baud rates: The baud rate is closely related to the MCU core and system clock frequencies. Typical baud rates supported are 9600, 19200, 38400, and 57600. Of course, to influence the performance of autobaud detection, the clock configuration in BCA can be changed.

Packet transfer: After autobaud detection succeeds, bootloader communications can take place over the UART peripheral. The following flow charts show:

- How the host detects an ACK from the target
- How the host detects a ping response from the target
- How the host detects a command response from the target

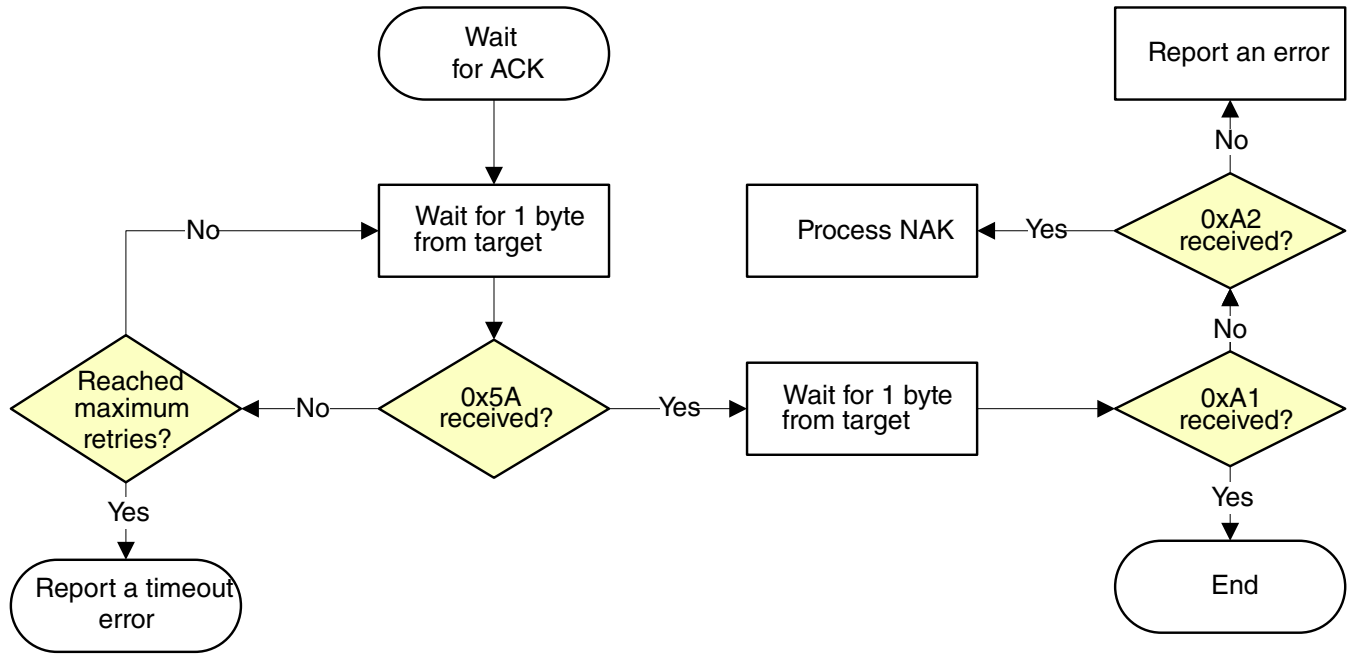


Figure 6-11. Host reads an ACK from target via UART

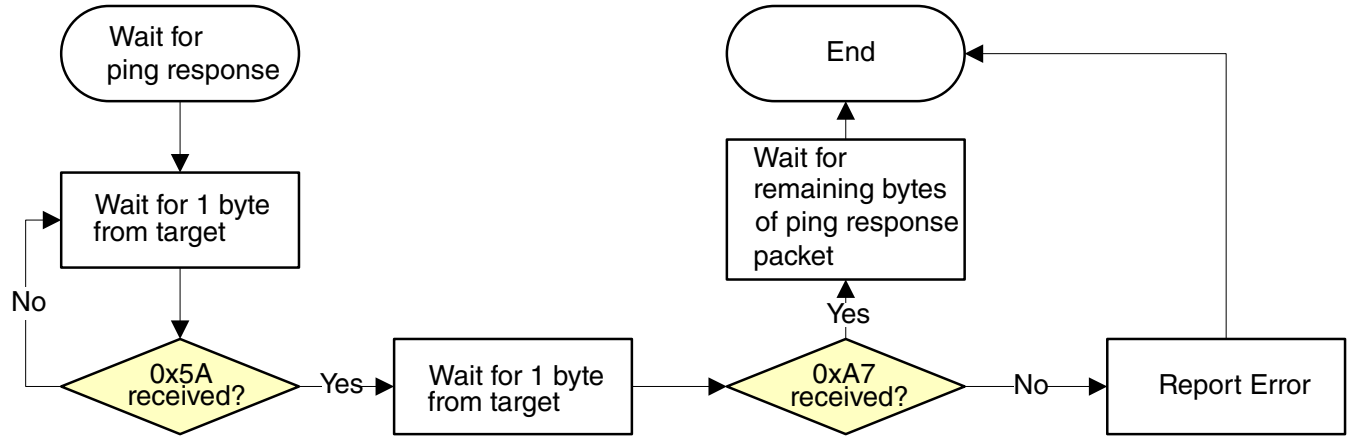


Figure 6-12. Host reads a ping response from target via UART

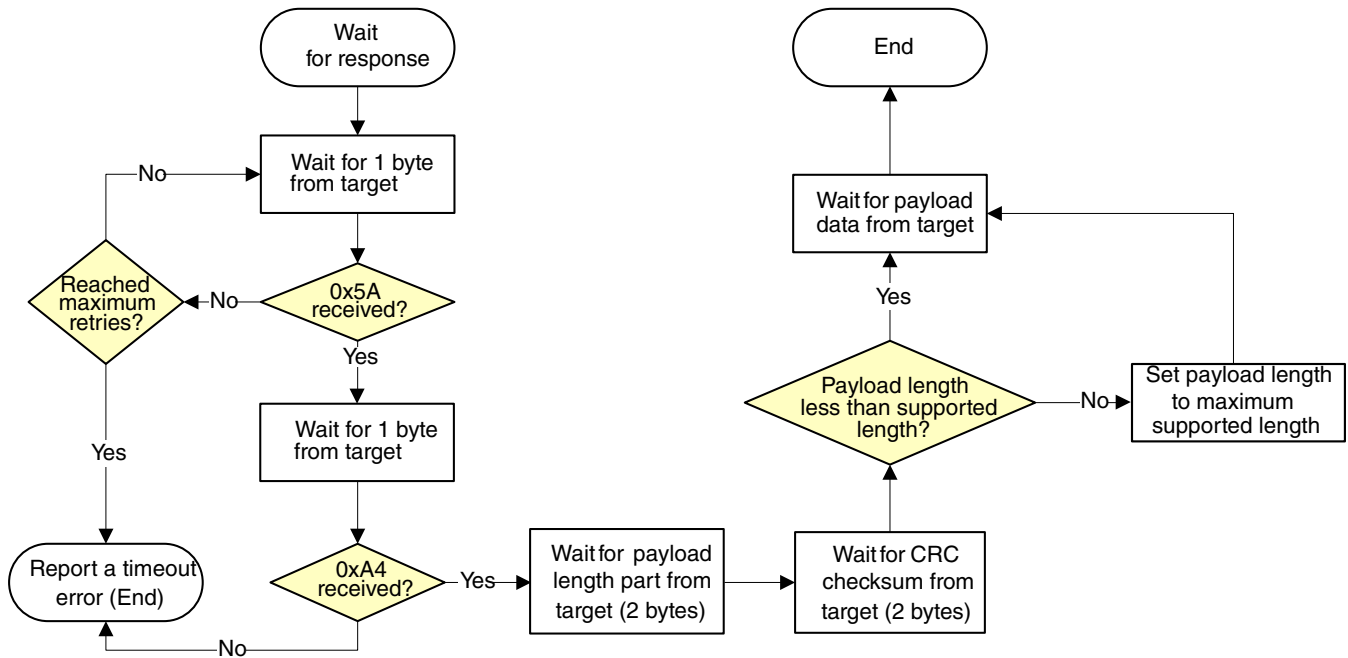


Figure 6-13. Host reads a command response from target via UART

6.4.1 Performance Numbers for UART

The table below provides reference to the expected performance of write speeds to Flash and RAM memories using Kinetis bootloader SPI interface. The numbers have been measured on a number of platforms running Kinetis bootloader either from ROM or the RAM (in case of flashloaders).

| UART Baud Rate | Flash Average Writing Speed (KB/s) | | | | | | | Ram Average Writing Speed (KB/s) | | | | | | |
|----------------|------------------------------------|------|-------|-------|-------|------|-------|----------------------------------|------|-------|-------|-------|------|-------|
| | KL27 | KL28 | KL43 | KL80 | K80 | KL03 | KS22 | | KL27 | KL28 | KL43 | KL80 | K80 | KL03 |
| 19200 | 1.47 | 1.47 | 1.43 | 1.47 | 1.46 | 1.43 | 1.45 | 1.51 | 1.52 | 1.48 | 1.52 | 1.52 | 1.49 | 1.51 |
| 38400 | 2.81 | 2.82 | 2.75 | 2.82 | 2.79 | 2.81 | 2.75 | 2.99 | 3.03 | 2.95 | 3.03 | 3.03 | 2.9 | 3.00 |
| 57600 | 4.07 | 4.07 | 3.97 | 4.08 | 4.01 | - | 3.93 | 4.46 | 4.53 | 4.4 | 4.54 | 4.51 | - | 4.47 |
| 115200 | 7.3 | 7.31 | 7.12 | 7.35 | 7.1 | - | 6.88 | 8.69 | 8.97 | 8.65 | 8.98 | 8.85 | - | 8.73 |
| 230400 | 12.14 | - | 11.83 | 12.27 | 11.42 | - | 11.01 | 16.57 | - | 16.77 | 17.58 | 16.73 | - | 16.65 |

Table continues on the next page...

UART Peripheral

| | | | | | | | | | | | | | | |
|------------------------------|----|----|----|----|----|---|----|----|----|----|----|----|---|----|
| Default core Frequency (MHz) | 48 | 48 | 48 | 48 | 48 | 8 | 48 | 48 | 48 | 48 | 48 | 48 | 8 | 48 |
| Default bus Frequency (MHz) | 24 | 24 | 24 | 24 | 24 | 4 | 24 | 24 | 24 | 24 | 24 | 24 | 4 | 24 |

NOTE

1. Every test covers all flash or RAM region with 0x0 - 0xf.
2. Run every test three times and calculate the average.

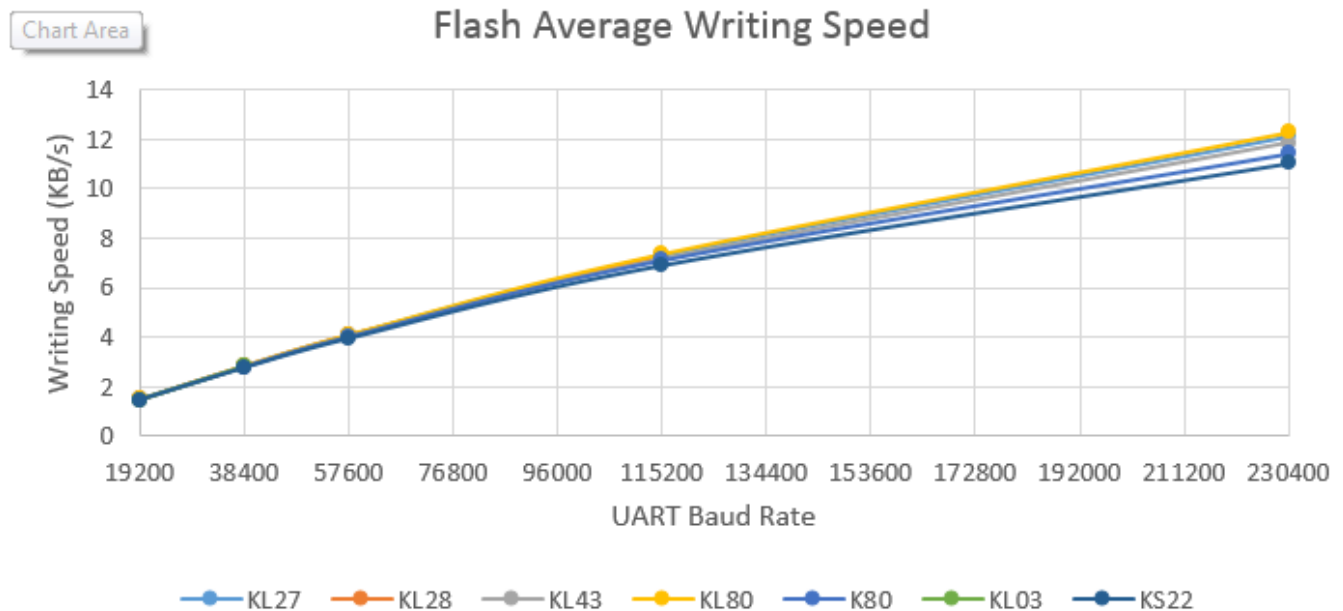


Figure 6-14. Flash Average Writing Speed

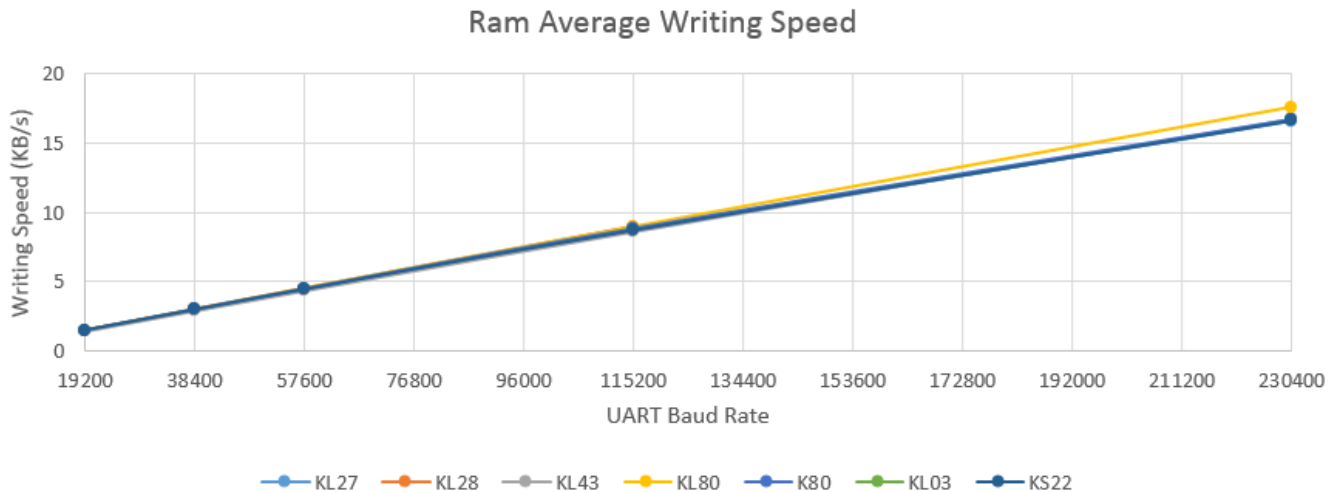


Figure 6-15. RAM Average Writing Speed

6.5 USB HID Peripheral

The Kinetis bootloader supports loading data into flash via the USB peripheral. The target is implemented as a USB HID class.

USB HID does not use framing packets; instead the packetization inherent in the USB protocol itself is used. The ability for the device to NAK Out transfers (until they can be received) provides the required flow control; the built-in CRC of each USB packet provides the required error detection.

6.5.1 Device descriptor

The Kinetis bootloader configures the default USB VID/PID/Strings as below:

Default VID/PID:

- VID = 0x15A2
- PID = 0x0073

Default Strings:

- Manufacturer [1] = "Freescale Semiconductor Inc."
- Product [2] = "Kinetis bootloader"

The USB VID, PID, and Strings can be customized using the Bootloader Configuration Area (BCA) of the flash. For example, the USB VID and PID can be customized by writing the new VID to the `usbVid(BCA + 0x14)` field and the new PID to the

usbPid(BCA + 0x16) field of the BCA in flash. To change the USB strings, prepare a structure (like the one shown below) in the flash, and then write the address of the structure to the usbStringsPointer(BCA + 0x18) field of the BCA.

```

g_languages = { USB_STR_0,
sizeof(USB_STR_0),
(uint_16)0x0409,
(const uint_8 **)g_string_descriptors,
g_string_desc_size};
the USB_STR_0, g_string_descriptors and g_string_desc_size are defined as below.
USB_STR_0[4] = {0x02,
0x03,
0x09,
0x04
};
g_string_descriptors[4] =
{ USB_STR_0,
USB_STR_1,
USB_STR_2,
USB_STR_3};
g_string_desc_size[4] =
{ sizeof(USB_STR_0),
sizeof(USB_STR_1),
sizeof(USB_STR_2),
sizeof(USB_STR_3)};

```

- USB_STR_1 is used for the manufacturer string.
- USB_STR_2 is used for the product string.
- USB_STR_3 is used for the serial number string.

By default, the 3 strings are defined as below:

```

USB_STR_1[] =
{ sizeof(USB_STR_1),
USB_STRING_DESCRIPTOR,
'F',0,
'r',0,
'e',0,
'e',0,
's',0,
'c',0,
'a',0,
'l',0,
'e',0,
' ',0,
'S',0,
'e',0,
'm',0,
'i',0,
'c',0,
'o',0,
'n',0,
'd',0,
'u',0,
'c',0,
't',0,
'o',0,
'r',0,
' ',0,
'I',0,
'n',0,
'c',0,

```



```

    '.',0
};

USB_STR_2[] =
{ sizeof(USB_STR_2),
  USB_STRING_DESCRIPTOR,
  'M',0,
  'K',0,
  ' ',0,
  'M',0,
  'a',0,
  's',0,
  's',0,
  ' ',0,
  'S',0,
  't',0,
  'o',0,
  'r',0,
  'a',0,
  'g',0,
  'e',0
};

USB_STR_3[] =
{ sizeof(USB_STR_3),
  USB_STRING_DESCRIPTOR,
  '0',0,
  '1',0,
  '2',0,
  '3',0,
  '4',0,
  '5',0,
  '6',0,
  '7',0,
  '8',0,
  '9',0,
  'A',0,
  'B',0,
  'C',0,
  'D',0,
  'E',0,
  'F',0
};

```

6.5.2 Endpoints

The HID peripheral uses 3 endpoints:

- Control (0)
- Interrupt IN (1)
- Interrupt OUT (2)

The Interrupt OUT endpoint is optional for HID class devices, but the Kinetis bootloader uses it as a pipe, where the firmware can NAK send requests from the USB host.

6.5.3 HID reports

There are 4 HID reports defined and used by the bootloader USB HID peripheral. The report ID determines the direction and type of packet sent in the report; otherwise, the contents of all reports are the same.

| Report ID | Packet Type | Direction |
|-----------|-------------|-----------|
| 1 | Command | OUT |
| 2 | Data | OUT |
| 3 | Command | IN |
| 4 | Data | IN |

For all reports, these properties apply:

| | |
|--------------|-----|
| Usage Min | 1 |
| Usage Max | 1 |
| Logical Min | 0 |
| Logical Max | 255 |
| Report Size | 8 |
| Report Count | 34 |

Each report has a maximum size of 34 bytes. This is derived from the minimum bootloader packet size of 32 bytes, plus a 2-byte report header that indicates the length (in bytes) of the packet sent in the report.

NOTE

In the future, the maximum report size may be increased, to support transfers of larger packets. Alternatively, additional reports may be added with larger maximum sizes.

The actual data sent in all of the reports looks like:

| | |
|-------|-------------------|
| 0 | Report ID |
| 1 | Packet Length LSB |
| 2 | Packet Length MSB |
| 3 | Packet[0] |
| 4 | Packet[1] |
| 5 | Packet[2] |
| | ... |
| N+3-1 | Packet[N-1] |

This data includes the Report ID, which is required if more than one report is defined in the HID report descriptor. The actual data sent and received has a maximum length of 35 bytes. The Packet Length header is written in little-endian format, and it is set to the size (in bytes) of the packet sent in the report. This size does not include the Report ID or the Packet Length header itself. During a data phase, a packet size of 0 indicates a data phase abort request from the receiver.

6.6 USB Peripheral

The Kinetis bootloader supports loading data into flash or RAM using the USB peripheral. The target is implemented as USB-HID and USB MSC (Mass Storage Class) composite device classes.

When transfer data through USB-HID device class, USB-HID does not use framing packets. Instead, the packetization inherent in the USB protocol itself is used. The ability for the device to NAK Out transfers (until they can be received) provides the required flow control. The built-in CRC of each USB packet provides the required error detection.

When transfer data through USB MSC device class, USB MSC does not use framing packets. Instead, the packetization inherent in the USB protocol itself is used. As with any mass storage class device, a device drive letter appears in the file manager of the operating system, and the file image can be dragged and dropped to the storage device. Right now, the USB MSC download only supports SB file drag-and-drop. Reading the SB file from the MSC device is not supported.

The USB peripheral can work as HID + MSC in Composite device mode. For HID-only mode or MSC-only mode, this is configured using macros during compile time. If configured as the HID and MSC composite device, users can either send commands to the HID interface, or drag/drop SB files to the MSC device.

6.6.1 Device descriptor

```
uint8_t *g_string_descriptors[USB_STRING_COUNT + 1] = { g_usb_str_0,
g_usb_str_1,
g_usb_str_2,
g_usb_str_3,
usb_language_t g_usb_lang[USB_LANGUAGE_COUNT] = { { g_usb_str_n };
```

USB Peripheral

```
    g_string_descriptors, g_string_desc_size, (uint16_t)0x0409,
} };
usb_language_list_t g_language_list = {
    g_usb_str_0, sizeof(g_usb_str_0), g_usb_lang, USB_LANGUAGE_COUNT,
};
uint8_t g_usb_str_1[USB_STRING_DESCRIPTOR_1_LENGTH +
USB_STRING_DESCRIPTOR_HEADER_LENGTH] = {
    sizeof(g_usb_str_1),
    USB_DESCRIPTOR_TYPE_STRING,
    'F',
    0,
    'R',
    0,
    'E',
    0,
    'E',
    0,
    'S',
    0,
    'C',
    0,
    'A',
    0,
    'L',
    0,
    'E',
    0,
    ' ',
    0,
    'S',
    0,
    'E',
    0,
    'M',
    0,
    'I',
    0,
    'C',
    0,
    'O',
    0,
    'N',
    0,
    'D',
    0,
    'U',
    0,
    'C',
    0,
    'T',
    0,
    'O',
    0,
    'R',
    0,
    ' ',
    0,
    'I',
    0,
    'N',
    0,
    'C',
    0,
    '.',
    0
};
uint8_t g_usb_str_2[USB_STRING_DESCRIPTOR_2_LENGTH +
USB_STRING_DESCRIPTOR_HEADER_LENGTH] = {
    sizeof(g_usb_str_2),
    USB_DESCRIPTOR_TYPE_STRING,
    'U',
```

```

    0,
    'S',
    0,
    'B',
    0,
    ' ',
    0,
    'C',
    0,
    'O',
    0,
    'M',
    0,
    'P',
    0,
    'O',
    0,
    'S',
    0,
    'I',
    0,
    'T',
    0,
    'E',
    0,
    ' ',
    0,
    'D',
    0,
    'E',
    0,
    'V',
    0,
    'I',
    0,
    'C',
    0,
    'E',
    0
};

```

For HID and MSC composite devices.

```

uint8_t g_usb_str_3[USB_STRING_DESCRIPTOR_3_LENGTH +
USB_STRING_DESCRIPTOR_HEADER_LENGTH] = {
    sizeof(g_usb_str_3),
    USB_DESCRIPTOR_TYPE_STRING,
    'M',
    0,
    'C',
    0,
    'U',
    0,
    ' ',
    0,
    'M',
    0,
    0,
    'S',
    0,
    'C',
    0,
    ' ',
    0,
    'A',
    0,
    'N',
    0,
    0,
    'D',
    0,
    0,

```

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```
' ',  
0,  
'H',  
0,  
'I',  
0,  
'D',  
0,  
' ',  
0,  
'G',  
0,  
'E',  
0,  
'N',  
0,  
'E',  
0,  
'R',  
0,  
'I',  
0,  
'C',  
0,  
' ',  
0,  
'D',  
0,  
'E',  
0,  
'V',  
0,  
'I',  
0,  
'C',  
0,  
'E',  
0};
```

For HID-only devices.

```
uint8_t g_usb_str_3[USB_STRING_DESCRIPTOR_3_LENGTH +  
USB_STRING_DESCRIPTOR_HEADER_LENGTH] = {  
    sizeof(g_usb_str_3),  
    USB_DESCRIPTOR_TYPE_STRING,  
    'M',  
    0,  
    'C',  
    0,  
    'U',  
    0,  
    ' ',  
    0,  
    'H',  
    0,  
    'I',  
    0,  
    'D',  
    0,  
    ' ',  
    0,  
    'G',  
    0,  
    'E',  
    0,  
    'N',  
    0,  
    'E',  
    0,  
    0,
```

```

'R',
0,
'I',
0,
'C',
0,
',',
0,
'D',
0,
'E',
0,
'V',
0,
'I',
0,
'C',
0,
'E',
0
};

```

For MSC-only devices.

```

uint8_t g_usb_str_3[USB_STRING_DESCRIPTOR_3_LENGTH +
USB_STRING_DESCRIPTOR_HEADER_LENGTH] = {
    sizeof(g_usb_str_3),
    USB_DESCRIPTOR_TYPE_STRING,
    'M',
    0,
    'C',
    0,
    'U',
    0,
    ',',
    0,
    'M',
    0,
    'S',
    0,
    'C',
    0,
    ',',
    0,
    'D',
    0,
    'E',
    0,
    'V',
    0,
    'I',
    0,
    'C',
    0,
    'E',
    0
};

```

6.6.2 Endpoints

USB MSC device uses 2 endpoints, in addition to the default pipe that is required by USB HID device

```

#define USB_MSC_BULK_IN_ENDPOINT (3), which
#define USB_MSC_BULK_OUT_ENDPOINT (4)

```

6.7 FlexCAN Peripheral

The Kinetis Bootloader supports loading data into flash via the FlexCAN peripheral.

It supports four predefined speeds on FlexCAN transferring:

- 125 KHz
- 250 KHz
- 500 KHz
- 1 MHz

The current FlexCAN IP can support up to 1 MHz speed, so the default speed is set to 1 MHz.

In host applications, the user can specify the speed for FlexCAN by providing the speed index as 0 through 4, which represents those 5 speeds.

In bootloader, this supports the auto speed detection feature within supported speeds. In the beginning, the bootloader enters the listen mode with the initial speed (default speed 1 MHz). Once the host starts sending a ping to a specific node, it generates traffic on the FlexCAN bus. Because the bootloader is in a listen mode. It is able to check if the local node speed is correct by detecting errors. If there is an error, some traffic will be visible, but it may not be on the right speed to see the real data. If this happens, the speed setting changes and checks for errors again. No error means the speed is correct. The settings change back to the normal receiving mode to see if there is a package for this node. It then stays in this speed until another host is using another speed and try to communicate with any node. It repeats the process to detect a right speed before sending host timeout and aborting the request.

The host side should have a reasonable time tolerance during the auto speed detect period. If it sends as timeout, it means there is no response from the specific node, or there is a real error and it needs to report the error to the application.

This flow chart demonstrates the communication flow for how the host reads the ping packet, ACK, and response from the target.

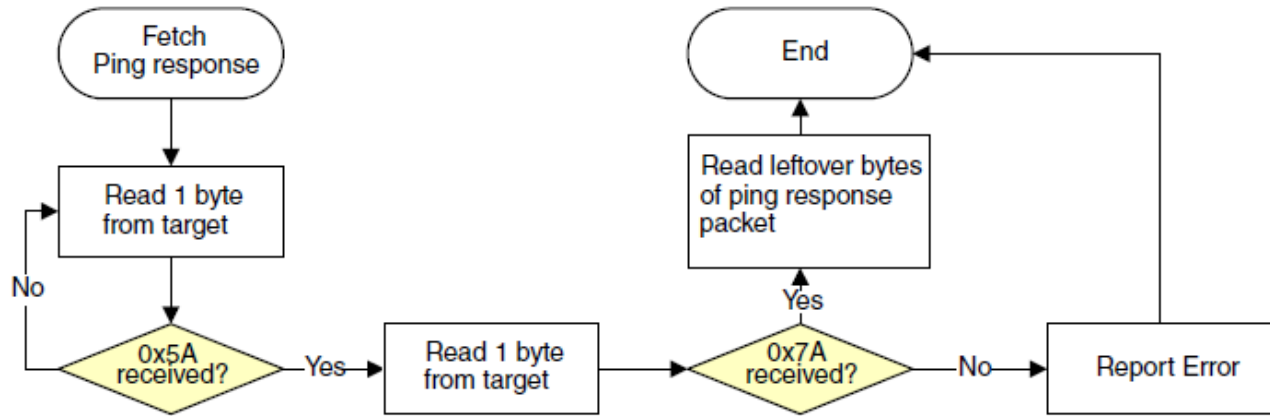


Figure 6-16. Host reads ping response from target via FlexCAN

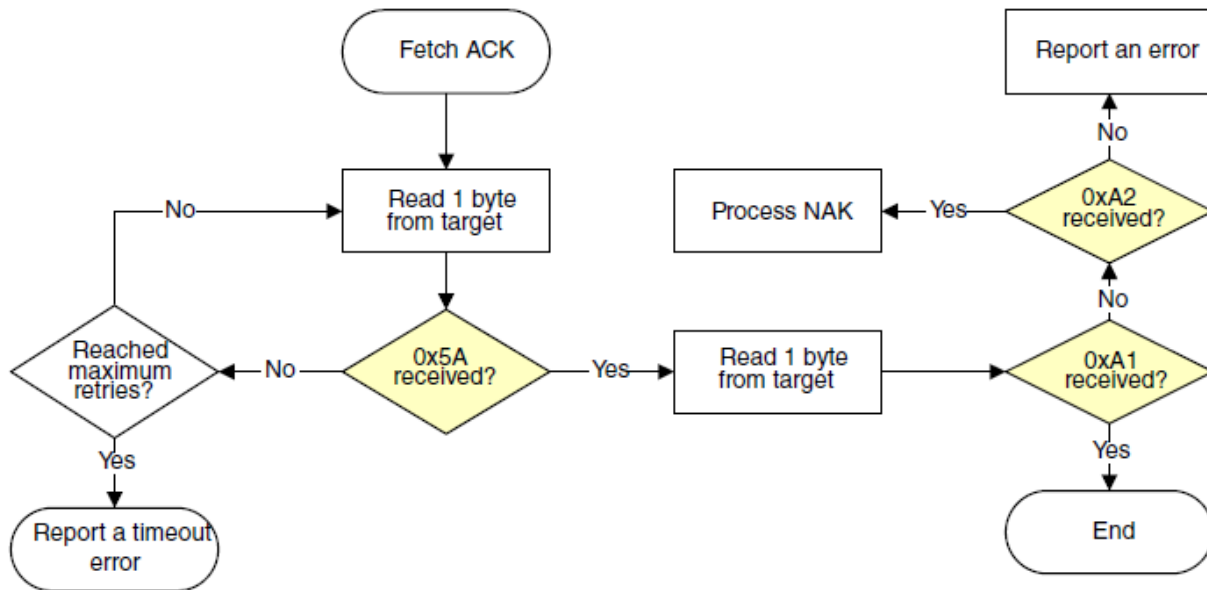


Figure 6-17. Host reads ACK packet from target via FlexCAN

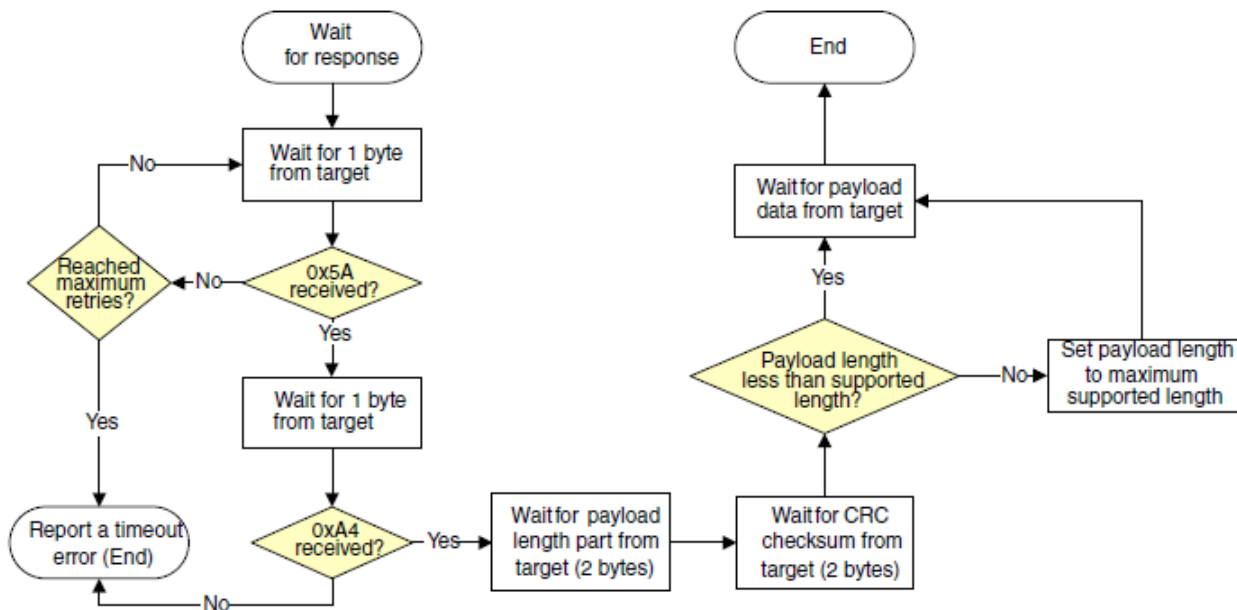


Figure 6-18. Host reads command response from target via FlexCAN

6.8 QuadSPI Peripheral

The Kinetis Bootloader supports read, write, and erase external SPI flash devices (QuadSPI memory) via the QuadSPI module. It supports booting directly to external SPI flash and XIP in QuadSPI memory. Before accessing external SPI flash devices, the QuadSPI module must be configured properly, using the QSPI configuration block.

6.8.1 QSPI configuration block

The QSPI config block (QCB) provides many configuration parameters, which are intended to support many types of serial flash. All fields in the QSPI config block must be configured according to the specific flash device provided by your specific vendor, and all of them are related to the configuration for registers in the QuadSPI module. Also see the QuadSPI chapter.

NOTE

To correctly configure the QuadSPI, all unused QuadSPI configuration fields should be set to 0.

Table 6-3. Configuration fields in QSPI config block

| Offset | Size (bytes) | Configuration Field | Description |
|-------------|--------------|-----------------------|---|
| 0x00 – 0x03 | 4 | tag | A magic number to verify whether the QSPI config block (QCB) is valid. Must be set to 'kqcf' [31:24] - 'f' (0x66) [23:16] - 'c' (0x63) [15: 8] - 'q'(0x71) [7: 0] - 'k'(0x6B) |
| 0x04 – 0x07 | 4 | version | Version number of the QSPI config block [31:24] - name: must be 'Q' (0x51) [23:16] - major: must be 1 [15: 8] - minor: must be 0 [7: 0] - bugfix: must be 0 |
| 0x08 – 0x0b | 4 | lengthInBytes | Size of QSPI config block, in bytes Must be 512 |
| 0x0c – 0x0f | 4 | dqs_loopback | Enable DQS loopback support 0 DQS loopback is disabled 1 DQS loopback is enabled, the DQS loopback mode is determined by subsequent ' <i>dqs_loopback_internal</i> ' field |
| 0x10 – 0x13 | 4 | data_hold_time | Serial flash data hold time. Valid value 0/1/2. See the QuadSPI chapter for details. |
| 0x14 – 0x1b | 8 | - | Reserved |
| 0x1c – 0x1f | 4 | device_mode_config_en | Configure work mode Enable for external SPI flash devices 0 Disabled - ROM will not configure work mode of external flash devices. 1 Enabled - ROM will configure work mode of external flash devices, based on "device_cmd" and the LUT entry indicated by" write_cmd_ipcr". |
| 0x20 – 0x23 | 4 | device_cmd | Command to configure the work mode of external flash devices. Effective only if "device_mode_config_en" is set to 1. It also depends on your specific external SPI flash device. |
| 0x24 – 0x27 | 4 | write_cmd_ipcr | IPCR pointed to LUT index for quad mode enablement Value = index << 24 |
| 0x28 – 0x2b | 4 | word_addressable | Word Addressable 0 Byte-addressable serial flash mode 1 Word-addressable serial flash mode |
| 0x2c – 0x2f | 4 | cs_hold_time | Serial flash CS hold time, in number of flash clock cycles |
| 0x30 – 0x33 | 4 | cs_setup_time | Serial flash CS setup time, in number of flash clock cycles |

Table continues on the next page...

**Table 6-3. Configuration fields in QSPI config block
(continued)**

| Offset | Size (bytes) | Configuration Field | Description |
|-------------|--------------|---------------------|--|
| 0x34 – 0x37 | 4 | sflash_A1_size | Size of external flash connected to ports of QSPI0A and QSPI0A_CS0, in bytes |
| 0x38 – 0x3b | 4 | sflash_A2_size | Size of external flash connected to ports of QSPI0A and quadSPI0A_CS1, in bytes sflash_A2_size field must be set to 0 if the serial flash device is not present. |
| 0x3c – 0x3f | 4 | sflash_B1_size | Size of external flash connected to ports of QSPI0B and quadSPI0B_CS0, in bytes sflash_B1_size field must be set to 0 if the serial flash device is not present. |
| 0x40 – 0x43 | 4 | sflash_B2_size | Size of external flash connected to ports of QSPI0B and quadSPI0B_CS1, in bytes sflash_B2_size field must be set to 0 if the serial flash device is not present. |
| 0x44 – 0x47 | 4 | sclk_freq | Frequency of QuadSPI serial clock 1 0 Low frequency 1 Mid frequency 2 High frequency See the Kinetis bootloader chapter in silicon's reference manual for the definition of low-frequency, mid-frequency, and high-frequency. In MK82F256, they are 24 MHz, 48 MHz, and 96 MHz. |
| 0x48 – 0x4b | 4 | busy_bit_offset | Busy bit offset in status register of Serial flash [31:16] Busy bit polarity, valid range is 0-1: 0 - Busy flag in status register is 1 when flash devices are busy. 1 - Busy flag in status register is 0 when flash devices are busy. [15:0]: The offset of busy flag in status register; valid range is 0 - 31. |
| 0x4c – 0x4f | 4 | sflash_type | Type of serial flash 0 Single mode 1 Dual mode 2 Quad mode 3 Octal mode |
| 0x50 – 0x53 | 4 | sflash_port | Port enablement for QuadSPI module 0 Only pins for QSPI0A are enabled 1 Pins for both QSPI0A and QSPI0B are enabled |
| 0x54 – 0x57 | 4 | ddr_mode_enable | Enable DDR mode 0 DDR mode is disabled |

Table continues on the next page...

**Table 6-3. Configuration fields in QSPI config block
(continued)**

| Offset | Size (bytes) | Configuration Field | Description |
|---------------|--------------|----------------------|--|
| | | | 1 DDR mode is enabled |
| 0x58 – 0x5b | 4 | dqs_enable | Enable DQS 0 DQS is disabled 1 DQS is enabled |
| 0x5c – 0x5f | 4 | parallel_mode_enable | Enable Parallel Mode 0 Parallel mode is disabled 1 Parallel mode is enabled ¹ |
| 0x60 – 0x63 | 4 | portA_cs1 | Enable QuadSPI0A_CS1 0 QuadSPI0A_CS1 is disabled 1 QuadSPI0A_CS1 is enabled portA_cs1 field must be set to 1 if sflash_A2_size is not equal to 0. |
| 0x64 – 0x67 | 4 | portB_cs1 | Enable QuadSPI0B_CS1 0 QuadSPI0B_CS1 is disabled 1 QuadSPI0B_CS1 is enabled portB_cs1 field must be set to 1 if sflash_B2_size is not equal to 0. |
| 0x68 – 0x6b | 4 | fsphs | Full Speed Phase selection for SDR instructions 0 Select sampling at non-inverted clock 1 Select sampling at inverted clock |
| 0x6c – 0x6f | 4 | fsdly | Full Speed Delay selection for SDR instructions 0 One clock cycle delay 1 Two clock cycles delay. |
| 0x70 – 0x73 | 4 | ddrsmp | DDR sampling point Valid range: 0 - 7 |
| 0x74 – 0x173 | 4 | look_up_table | Look-up-table for sequences of instructions |
| 0x174 – 0x177 | 4 | column_address_space | Column Address Space Defines the width of the column address |
| 0x178 – 0x17b | 4 | config_cmd_en | Enable additional configuration command 0 Additional configuration command is not needed 1 Additional configuration command is needed |
| 0x17c – 0x18b | 16 | config_cmds | IPCR arrays for each connected SPI flash All fields must be set to 0 if config_cmd_en is not asserted. |
| 0x18c - 0x19b | 16 | config_cmds_args | Command arrays needed to be transferred to external spi flash All fields must be set to 0 if config_cmd_en is not asserted. |

Table continues on the next page...

**Table 6-3. Configuration fields in QSPI config block
(continued)**

| Offset | Size (bytes) | Configuration Field | Description |
|---------------|--------------|-------------------------------|--|
| 0x19c – 0x19f | 4 | differential_clock_pin_enable | Enable differential flash clock pin 0 Differential flash clock pin is disabled 1 Differential flash clock pin is enabled |
| 0x1a0 – 0x1a3 | 4 | flash_CK2_clock_pin_enable | Enable Flash CK2 Clock pin 0 Flash CK2 Clock pin is disabled 1 Flash CK2 Clock pin is enabled |
| 0x1a4 – 0x1a7 | 4 | dqs_inverse_sel | Select clock source for internal DQS generation 0 Use 1x internal reference clock for DQS generation 1 Use inverse 1x internal reference clock for DQS generation |
| 0x1a8 – 0x1ab | 4 | dqs_latency_enable | DQS Latency Enable 0 DQS latency disabled 1 DQS feature with latency included enabled |
| 0x1ac – 0x1af | 4 | dqs_loopback_internal | DQS loopback from internal DQS signal or DQS Pad 0 DQS loopback is sent to DQS pad first and then looped back to QuadSPI 1 DQS loopback from internal DQS signal directly |
| 0x1b0 – 0x1b3 | 4 | dqs_phase_sel | Select Phase Shift for internal DQS generation 0 No Phase shift 1 Select 45° phase shift 2 Select 90° phase shift 3 Select 135° phase shift |
| 0x1b4 – 0x1b7 | 4 | dqs_fa_delay_chain_sel | Delay chain tap number selection for QuadSPI0A DQS Valid range: 0 - 63 |
| 0x1b8 – 0x1bb | 4 | dqs_fb_delay_chain_sel | Delay chain tap number selection for QuadSPI0B DQS Valid range: 0 - 63 |
| 0x1bc – 0x1c3 | 8 | - | Reserved |
| 0x1c4 – 0x1c7 | 4 | page_size | Page size of external SPI flash. ¹ Page size of all SPI flash devices must be the same |
| 0x1c8 – 0x1cb | 4 | sector_size | Sector size of external SPI flash. ¹ Sector size of all SPI flash devices must be the same. |
| 0x1cc - 0x1cf | 4 | timeout_milliseconds | Timeout in terms of milliseconds. 0 Timeout check is disabled. NOTE: If the time that the external SPI device is busy is more than this timeout value, then the QuadSPI driver returns a timeout. |
| 0x1d0 – 0x1d3 | 4 | ips_cmd_second_divider | Second divider for IPs command based on QSPI_MCR[SCLKCFG]; the maximum value of |

Table continues on the next page...

Table 6-3. Configuration fields in QSPI config block (continued)

| Offset | Size (bytes) | Configuration Field | Description |
|---------------|--------------|---|---|
| | | | QSPI_MCR[SCLKCFG] depends on the specific device. |
| 0x1d4 – 0x1d7 | 4 | need_multi_phase | 0 Only 1 phase is necessary to access external flash devices 1 Multiple phases are necessary to erase/program external flash devices |
| 0x1d8 – 0x1db | 4 | is_spansion_hyperflash | 0 External flash devices is not in the Spansion Hyperflash family 1 External flash devices is in the Spansion Hyperflash family |
| 0x1dc – 0x1df | 4 | pre_read_status_cmd_address_offset ² | Additional address for the PreReadStatus command. Set this field to 0xFFFF FFFF if it is not required. |
| 0x1e0 – 0x1e3 | 4 | pre_unlock_cmd_address_offset ² | Additional address for PreWriteEnable command. Set this field to 0xFFFF FFFF if it is not required. |
| 0x1e4 – 0x1e7 | 4 | unlock_cmd_address_offset ² | Additional address for WriteEnable command. Set this field to 0xFFFF FFFF if it is not required. |
| 0x1e8 – 0x1eb | 4 | pre_program_cmd_address_offset ² | Additional address for PrePageProgram command. Set this field to 0xFFFF FFFF if it is not required. |
| 0x1ec – 0x1ef | 4 | pre_erase_cmd_address_offset ² | Additional address for PreErase command. Set this field to 0xFFFF FFFF if it is not required. |
| 0x1f0 – 0x1f3 | 4 | erase_all_cmd_address_offset ² | Additional address for EraseAll command. Set this field to 0xFFFF FFFF if it is not required. |
| 0x1f4 – 0x1ff | 12 | - | Reserved |

1. If parallel mode is enabled, then page size and sector size must be twice the actual size.
2. These fields are effective only if “need_multi_phase” field is set to 1.

NOTE

It is recommended to configure QSPI to SDR mode with one QCB during the program and switch to DDR mode with another QCB after the program completes, where it is possible to achieve higher program performance with the Kinetis bootloader.

6.8.2 Look-up-table

The look-up table (LUT) is a part of the QCB, and contains sequences for instructions, such as read and write instructions. The Kinetis Bootloader defines LUT entries to support erase, program and read operations.

NOTE

The sequence in each LUT entry is target-specific. See the datasheet or reference manual of the corresponding serial flash device.

Table 6-4. Look-up table entries for bootloader

| Index | Field | Description |
|----------------------|-----------------------------|---|
| 0 | Read | Sequence for read instructions |
| 1 | WriteEnable | Sequence for WriteEnable instructions |
| 2 | EraseAll | Sequence for EraseAll instructions |
| 3 | ReadStatus | Sequence for ReadStatus instructions |
| 4 | PageProgram | Sequence for Page Program instructions |
| 6 | PreErase ¹ | Sequence for Pre-Erase instructions |
| 7 | SectorErase | Sequence for Sector Erase |
| 8 | Dummy | Sequence for dummy operation if needed. For example, if continuous read is configured in index 0, then the dummy LUT should be configured to force the external SPI flash to exit continuous read mode. If a dummy operation is not required, then this LUT entry must be set to 0. |
| 9 | PreWriteEnable ¹ | Sequence for Pre-WriteEnable instructions |
| 10 | PrePageProgram ¹ | Sequence for Pre-PageProgram instructions |
| 11 | PreReadStatus ¹ | Sequence for Pre-ReadStatus instructions |
| 5, 12, 13, 14, 15 | Undefined ¹ | All of these sequences are free to be used for other purpose. For example, index 5 can be used for enabling Quad mode of SPI flash devices, see Section 3.3.2 for more details. |

1. If these LUT entries are not required, then they are allowed to be used for other purposes.

NOTE

For most types of SPI flash devices available in the market, only index 0, 1, 3, 4, 7, and 8 are required. However, for other types of high-end SPI flash devices, i.e., Cypress Hyperflash, additional indexes listed above may be required.

6.8.3 Configure QuadSPI module

The Kinetis Bootloader is able to access external SPI devices via the QuadSPI module, but only after the QuadSPI module is configured. There are 2 ways to configure the QuadSPI module:

- Configure QuadSPI module at runtime
- Configure QuadSPI module at start-up

Table 6-5. Configuring the QuadSPI module

| Configure QuadSPI at | Procedure | Clock updates during QuadSPI module configuration |
|----------------------|---|--|
| runtime | <ol style="list-style-type: none"> 1. Use a WriteMemory command to program the QCB to either a region of RAM or internal flash. 2. Use the ConfigQuadSPI command to configure the QuadSPI module with the QCB that was programmed before. 3. After the above operations, the QuadSPI module has been set to an expected mode specified by the QCB, so the Kinetis bootloader is now able to access all connected SPI flash devices. | <p>If QuadSPI module is configured at runtime: The System Core clock will not be updated if the QuadSPI module is configured at runtime; only QUADSPI_MCR [SCLKCFG] is updated according to sclk_freq field within the QCB. In this case, the clock source for QuadSPI module is MCGFLL (QUADSPI0_SOCCR [QSPISRC] equals 1).</p> |
| start-up | <p>The steps of configuring QuadSPI at startup is based on the runtime procedure, if the QCB is not present at address 0 of the 1st external SPI flash device.</p> <ol style="list-style-type: none"> 1. Configure the QuadSPI module at runtime (procedure above). 2. Erase the 1st sector of the 1st connected external SPI flash device using the FlashEraseRegion command. 3. Program the QCB to address 0 of the 1st connected external SPI flash device using the WriteMemory command. <p>NOTE: For some types of SPI flash devices (like Spansion Hyperflash) which do not support basic reads (0x03) with 24-bit addresses, an alternative is available: for this step, program the QCB to internal flash, set the "qspiConfigBlockPointer" in the BCA to the start address of QCB, and program the BCA to 0x3c0.</p> <ol style="list-style-type: none"> 4. Update BOOTSRC_SEL field (bits [7:6]) in FOPTregister at the address 0x40D to "0b'10", which means "boot from ROM with QuadSPI configured". 5. Reset the target. 6. After start-up, ROM code reads the QCB from address 0 of the external SPI flash and then configures the QuadSPI according to the QCB. 7. Now, the Kinetis Bootloader is able to access all connected SPI flash devices. <p>The QuadSPI module will be configured automatically out of reset, if the QCB is already present and the BOOTSRC_SEL field (bits [7:6]) in FOPTregister at the address 0x40D equals to "0'b10".</p> | <p>If QuadSPI module is configured at start-up: The System Core clock will be updated to 72/96 MHz, if the QuadSPI module is configured at start-up. In this case, the clock source of the QuadSPI module switches to MCGFLL. The corresponding registers are updated with the values listed in the table <i>Register value updates when the QuadSPI module is configured at start-up</i>.</p> <p>NOTE: For K80/1/2, the core clock is updated to 96 MHz. For KL81/2, the core clock is updated to 72 MHz.</p> |

NOTE

The user application boot from QuadSPI in XIP mode should not change the QuadSPI source clock from what ROM has configured (as shown in the previous table); otherwise a hard fault may occur. However, the QuadSPI source clocks (listed in

the next table) can be changed successfully, if the application avoids shutting down the QSPI clock during clock switching; for example, if the clock switch-related codes are relocated in either internal flash or SRAM.

6.8.4 Access external SPI flash devices using QuadSPI module

The Kinetis Bootloader supports access to external SPI flash devices using the following commands:

- **Flash-erase-all:** This command can erase all SPI flash devices defined in the QCB. For example, if “flash-erase-all 1”, the 1 represents the source of the erasure command is QuadSPI memory.
- **Flash-erase-region:** This command can erase a specified range of flash within connected SPI flash devices. For example “flash-erase-region 0x68000000 0x10000”.
- **Write-memory:** The Kinetis Bootloader calls the Write-memory command to program specified data to a given region of connected SPI flash devices. For example, “write-memory 0x68001000 led_demo.bin”.
- **Read-memory:** The Kinetis Bootloader calls the Read-memory command to read data from a given region of connected SPI flash devices. For example, “read-memory 0x68000000 1024 temp.bin”.

These commands return error codes.

Table 6-6. Status Error Codes for accessing QuadSPI memory

| Error Code | Value | Description |
|---------------------------------|-------|---|
| kStatus_Success | 0 | Operation succeeded without error |
| kStatus_QspiFlashSizeError | 400 | Size of external SPI flash is invalid |
| kStatus_QspiFlashAlignmentError | 401 | Start Address for program is not page-aligned |
| kStatus_QspiFlashAddressError | 402 | The address is invalid |
| kStatus_QspiFlashCommandFailure | 403 | The operation failed |
| kStatus_QspiNotConfigured | 405 | QSPI module is not successfully configured |
| kStatus_QspiFlashUnkownProperty | 404 | Unknown QSPI property |
| kStatus_QspiCommandNotSupported | 406 | The command is not supported under certain modes |
| kStatus_QspiCommandTimeout | 407 | The time that the external SPI device is busy more than the timeout value (timeout_milliseconds). |
| kStatus_QspiWriteFailure | 408 | QSPI module cannot perform a program command at the current clock frequency |
| kStatus_QspiModuleBusy | 409 | QSPI module is busy, or caused by incorrect configuration of QCB |

6.8.5 Boot directly from QuadSPI

The Kinetis Bootloader supports booting directly from QuadSPI. To boot directly from QuadSPI, the following conditions must be met:

- The bootFlags field in BCA is set to 0xFE, which means "boot directly from QuadSPI".
- The BOOTSRC_SEL field (bits [7:6]) in the FOPT register at address 0x40D is set to "0'b10", which means "boot from ROM with QuadSPI configured".
- User application is valid.
- QuadSPI configuration block (QCB) is valid
- CRC check passed if the CRC check feature is enabled.

6.8.6 Example QCB

Here is an example QCB for the MX25U3235F device on TWR-K80F150M, FRDM-K82F, TWR-KL82Z72M, and FRDM-KL82Z. See the *Kinetis Bootloader QuadSPI User's Guide* (document KBLQSPIUG) for more details.

```
const qspi_config_t qspi_config_block = {
    .tag = kQspiConfigTag,                // Fixed value, do not change
    .version = { .version = kQspiVersionTag }, // Fixed value, do not change
    .lengthInBytes = 512,                // Fixed value, do not change
    .sflash_A1_size = 0x400000,          // 4MB
    .sclk_freq = kQspiSerialClockFreq_High, // High frequency, in K82-256, it means
96MHz/1 = 96MHz
    .sflash_type = kQspiFlashPad_Quad,    // SPI Flash devices work under quad-pad
mode
    .sflash_port = kQspiPort_EnableBothPorts, // Both QSPI0A and QSPI0B are enabled.
    .busy_bit_offset = 0,                // Busy offset is 0
    .ddr_mode_enable = 0,                // disable DDR mode
    .dqs_enable = 0,                    // Disable DQS feature
    .parallel_mode_enable = 0,           // QuadSPI module work under serial mode
    .pagesize = 256,                    // Page Size : 256 bytes
    .sectorsize = 0x1000,                // Sector Size: 4KB
    .device_mode_config_en = 1,          // Enable quad mode for SPI flash
    .device_cmd = 0x40,                  // Enable quad mode via set bit 6 in
status register to 1
    .write_cmd_ipcr = 0x05000000U,       // IPCR indicating seq id for Quad Mode
Enable (5<<24)
    .ips_command_second_divider = 3,     // Set second divider for QSPI serial clock
to 3
    .look_up_table =
    {
        // Seq0 : Quad Read (maximum supported freq: 104MHz)
        /*
        CMD:          0xEB - Quad Read, Single pad
        ADDR:         0x18 - 24bit address, Quad pads
        DUMMY:        0x06 - 6 clock cycles, Quad pads
        READ:         0x80 - Read 128 bytes, Quad pads
        JUMP_ON_CS:   0
        */
        [0] = 0x0A1804EB, [1] = 0x1E800E06, [2] = 0x2400,

        // Seq1: Write Enable (maximum supported freq: 104MHz)
        /*
```

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```
CMD:      0x06 - Write Enable, Single pad
*/
[4] = 0x406,

// Seq2: Erase All (maximum supported freq: 104MHz)
/*
CMD:      0x60 - Erase All chip, Single pad
*/
[8] = 0x460,

//Seq3: Read Status (maximum supported freq: 104MHz)
/*
CMD:      0x05 - Read Status, single pad
READ:     0x01 - Read 1 byte
*/
[12] = 0x1c010405,

// Seq4: 4 I/O Page Program (maximum supported freq: 104MHz)
/*
CMD:      0x38 - 4 I/O Page Program, Single pad
ADDR:     0x18 - 24bit address, Quad pad
WRITE:    0x40 - Write 64 bytes at one pass, Quad pad
*/
[16] = 0x0A180438, [17] = 0x2240,
      // Seq5: Write status register to enable quad mode
/*
CMD:      0x01 - Write Status Register, single pad
WRITE:    0x01 - Write 1 byte of data, single pad
*/
[20] = 0x20010401,

// Seq7: Erase Sector
/*
CMD:      0x20 - Sector Erase, single pad
ADDR:     0x18 - 24 bit address, single pad
*/
[28] = 0x08180420,

// Seq8: Dummy
/*
CMD:      0 - Dummy command, used to force SPI flash to exit continuous
read mode.
          unnecessary here because the continuous read mode is not enabled.
*/
[32] = 0,

};
```

Chapter 7

Peripheral interfaces

7.1 Introduction

The block diagram shows connections between components in the architecture of the peripheral interface.

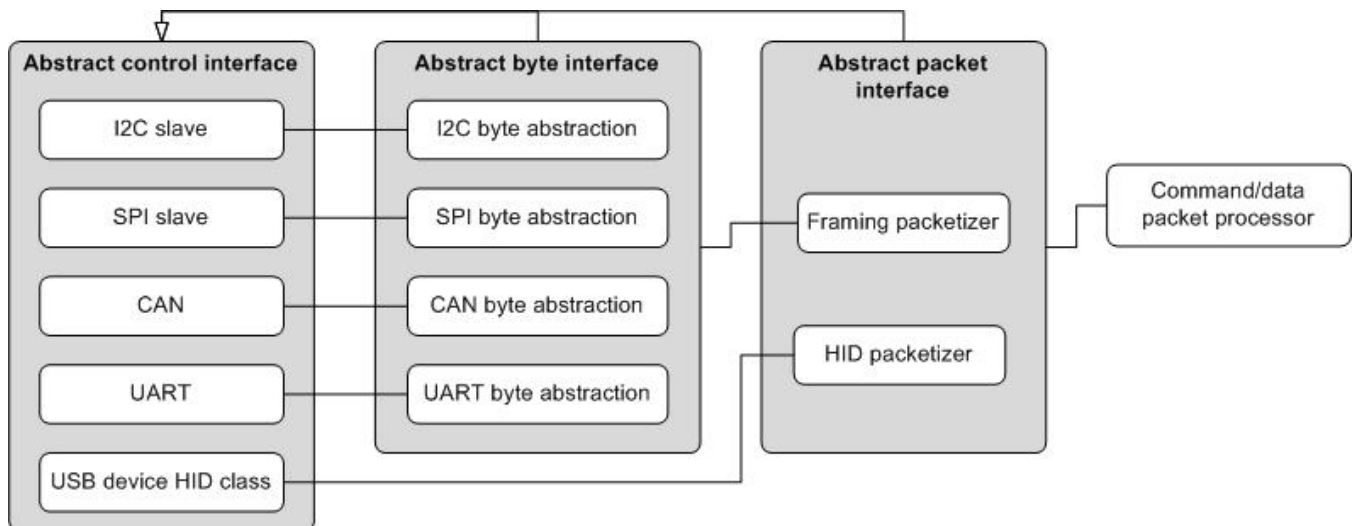


Figure 7-1. Components peripheral interface

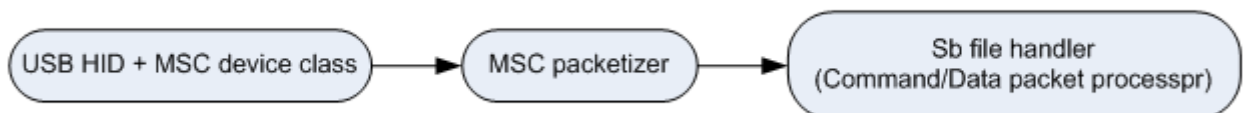


Figure 7-2. USB/MSC Peripheral interface

In this diagram, the byte and packet interfaces are shown to inherit from the control interface.

All peripheral drivers implement an abstract interface built on top of the driver's internal interface. The outermost abstract interface is a packet-level interface. It returns the payload of packets to the caller. Drivers which use framing packets have another abstract interface layer that operates at the byte level. The abstract interfaces allow the higher layers to use exactly the same code regardless which peripheral is being used.

The abstract packet interface feeds into the command and data packet processor. This component interprets the packets returned by the lower layer as command or data packets.

7.2 Abstract control interface

This control interface provides a common method to initialize and shutdown peripheral drivers. It also provides the means to perform the active peripheral detection. No data transfer functionality is provided by this interface. That is handled by the interfaces that inherit the control interface.

The main reason this interface is separated out from the byte and packet interfaces is to show the commonality between the two. It also allows the driver to provide a single control interface structure definition that can be easily shared.

```
struct PeripheralDescriptor {
    /*! @brief Bit mask identifying the peripheral type.
    */
    /*! See #_peripheral_types for a list of valid bits.
    */
    uint32_t typeMask;

    /*! @brief The instance number of the peripheral.
    */
    uint32_t instance;

    /*! @brief Configure pinmux setting for the peripheral.
    */
    void (*pinmuxConfig)(uint32_t instance, pinmux_type_t pinmux);

    /*! @brief Control interface for the peripheral.
    */
    const peripheral_control_interface_t * controlInterface;

    /*! @brief Byte-level interface for the peripheral.
    */
    /*! May be NULL because not all peripherals support this interface.
    */
    const peripheral_byte_interface_t * byteInterface;

    /*! @brief Packet level interface for the peripheral.
    */
    const peripheral_packet_interface_t * packetInterface;
};

struct PeripheralControlInterface
{
    bool (*pollForActivity)(const PeripheralDescriptor * self);
    status_t (*init)(const PeripheralDescriptor * self, BootloaderInitInfo * info);
    void (*shutdown)(const PeripheralDescriptor * self);
};
```

```

void (*pump)(const peripheral_descriptor_t *self);
}

```

Table 7-1. Abstract control interface

| Interface | Description |
|-------------------|---|
| pollForActivity() | Check whether communications has started. |
| init() | Fully initialize the driver. |
| shutdown() | Shutdown the fully initialized driver. |
| pump | Provide execution time to driver. |

7.3 Abstract byte interface

This interface exists to give the framing packetizer, which is explained in the later section, a common interface for the peripherals that use framing packets.

The abstract byte interface inherits the abstract control interface.

```

struct PeripheralByteInterface
{
    status_t (*init)(const peripheral_descriptor_t * self);
    status_t (*write)(const peripheral_descriptor_t * self, const uint8_t *buffer, uint32_t
byteCount);
};

```

Table 7-2. Abstract byte interface

| Interface | Description |
|-----------|--------------------------------------|
| init() | Initialize the interface. |
| write() | Write the requested number of bytes. |

NOTE

The byte interface has no read() member. Interface reads are performed in an interrupt handler at the packet level.

7.4 Abstract packet interface

The abstract packet interface inherits the abstract control interface.

```

status_t (*init)(const peripheral_descriptor_t *self);
status_t (*readPacket)(const peripheral_descriptor_t *self,
uint8_t **packet,
uint32_t *packetLength,
packet_type_t packetType);
status_t (*writePacket)(const peripheral_descriptor_t *self,

```

```

        const uint8_t *packet,
        uint32_t byteCount,
        packet_type_t packetType);
void (*abortDataPhase)(const peripheral_descriptor_t *self);
status_t (*finalize)(const peripheral_descriptor_t *self);
uint32_t (*getMaxPacketSize)(const peripheral_descriptor_t *self);
void (*byteReceivedCallback)(uint8_t byte);

```

Table 7-3. Abstract packet interface

| Interface | Description |
|----------------------|--|
| init() | Initialize the peripheral. |
| readPacket() | Read a full packet from the peripheral. |
| writePacket() | Send a complete packet out the peripheral. |
| abortDataPhase() | Abort receiving of data packets. |
| finalize() | Shut down the peripheral when done with use. |
| getMaxPacketSize | Returns the current maximum packet size. |
| byteReceivedCallback | Notification of received byte. |

7.5 Framing packetizer

The framing packetizer processes framing packets received via the byte interface with which it talks. It builds and validates a framing packet as it reads bytes. And it constructs outgoing framing packets as needed to add flow control information and command or data packets. The framing packet also supports data phase abort.

7.6 USB HID packetizer

The USB HID packetizer implements the abstract packet interface for USB HID, taking advantage of the USB's inherent flow control and error detection capabilities. The USB HID packetizer provides a link layer that supports variable length packets and data phase abort.

7.7 USB HID packetizer

The USB HID packetizer implements the abstract packet interface for USB HID, taking advantage of the USB's inherent flow control and error detection capabilities.

The below image shows the USB MSC command/data/status flow chart:

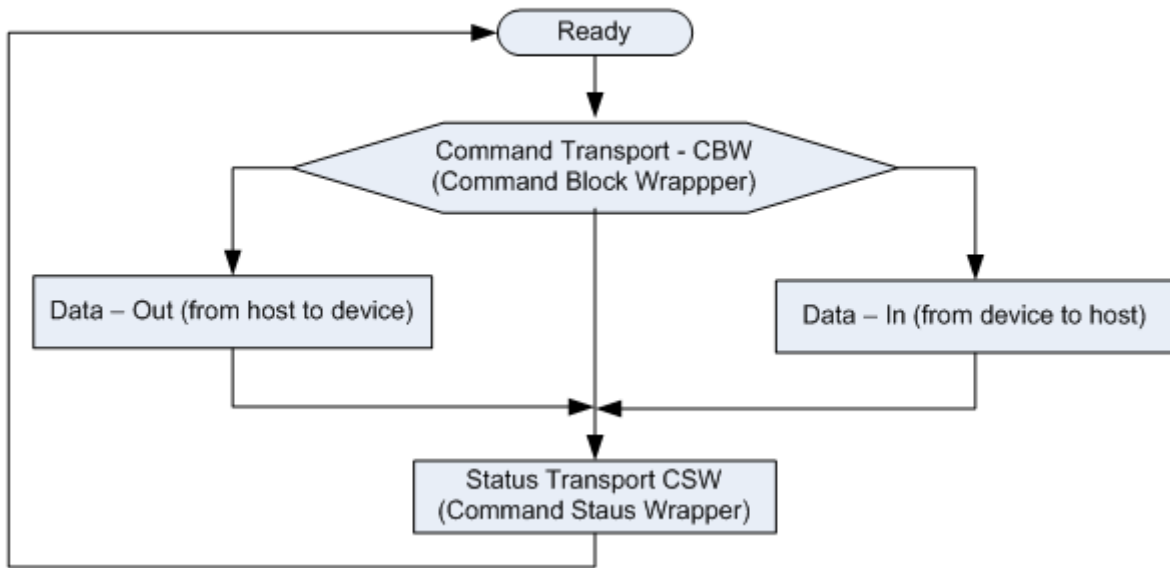


Figure 7-3. USB MSC status flow chart

- The CBW begins on a packet boundary, and ends as a short packet. Exactly 31 bytes are transferred.
- The CSW begins on a packet boundary, and ends as a short packet. Exactly 13 bytes are transferred.
- The data packet begins on a packet boundary, and ends as a short packet. Exactly 64 bytes are transferred.

7.8 Command/data processor

This component reads complete packets from the abstract packet interface, and interprets them as either command packets or data packets. The actual handling of each command is done by command handlers called by the command processor. The command handler tells the command processor whether a data phase is expected and how much data it is expected to receive.

If the command/data processor receives a unexpected command or data packet, it ignores it. In this instance, the communications link resynchronizes upon reception of the next valid command.

Chapter 8

Memory interface

8.1 Abstract interface

The bootloader uses a common, abstract interface to implement the memory read/write/fill commands. This is to keep the command layer from having to know the details of the memory map and special routines.

This shared memory interface structure is used for both the high-level abstract interface, as well as low-level entries in the memory map.

```
struct MemoryInterface
{
    status_t (*init)(void);
    status_t (*read)(uint32_t address, uint32_t length, uint8_t * buffer);
    status_t (*write)(uint32_t address, uint32_t length, const uint8_t * buffer);
    status_t (*fill)(uint32_t address, uint32_t length, uint32_t pattern);
    status_t (*flush)(void);
    status_t (*erase)(uint32_t address, uint32_t length)
}
```

The global bootloader context contains a pointer to the high-level abstract memory interface, which is one of the MemoryInterface structures. The internal implementation of this abstract interface uses a memory map table, referenced from the global bootloader context that describes the various regions of memory that are accessible and provides region-specific operations.

The high-level functions are implemented to iterate over the memory map entries until it finds the entry for the specified address range. Read and write operations are not permitted to cross region boundaries, and an error is returned if such an attempt is made.

The BootloaderContext::memoryMap member is set to an array of these structures:

```
struct MemoryMapEntry
{
    uint32_t startAddress;
    uint32_t endAddress;
    bool isExecutable;
    const MemoryInterface * interface;
};
```

This array must be terminated with an entry with all fields set to zero.

The same MemoryInterface structure is also used to hold the memory-type-specific operations.

Note that the MemoryMapEntry::endAddress field must be set to the address of the last byte of the region, because a <= comparison is used.

During bootloader startup, the memory map is copied into RAM and modified to match the actual sizes of flash and RAM on the chip.

8.2 Flash driver interface

The flash driver uses the common memory interface to simplify the interaction with flash. It takes care of high level features such as read back verification, flash protection awareness, and so on. The flash memory functions map to the interface functions as so:

```
const memory_region_interface_t g_flashMemoryInterface = {
    .read = &flash_mem_read,
    .write = &flash_mem_write,
    .fill = &flash_mem_fill,
    .flush = NULL,
    .erase = flash_mem_erase
};
```

Bootloader startup code is responsible for initializing the flash memory.

| API | Description |
|-------------------|---|
| flash_mem_read() | Performs a normal memory read if the specified region isn't protected from reading. |
| flash_mem_write() | Calls the low-level flash_program() API. Also performs program verification if enabled with the Set Property command. |
| flash_mem_fill() | Performs intelligent fill operations on flash memory ranges. If the fill patterns are all 1's, special action is taken. If the range is a whole number of sectors, then those sectors are erased rather than filled. Any part of an all-1's fill that is not sector-aligned and -sized is ignored (the assumption being that it has been erased to 1's already). Fills for patterns other than all 1's call into flash_program(). |
| flash_mem_erase() | Calls the low-level flash_erase() API. Also performs erasure verification if enabled with the Set Property command (Enabled by default). |

All flash_mem_read(), flash_mem_write(), flash_mem_fill(), and flash_mem_erase() check the flash protection status for the sectors being read or programmed or erased and return an appropriate error if the operation is not allowed.

8.3 Low-level flash driver

The low-level flash driver (LLFD) handles erase and write operations on a word basis. It cannot perform writes of less than a full word.

The bootloader startup code is responsible for initializing and shutting down the LLFD.

```

status_t FLASH_Init(flash_config_t *config);
status_t FLASH_EraseAll(flash_config_t *config, uint32_t key);
status_t FLASH_Erase(flash_config_t *config, uint32_t start, uint32_t lengthInBytes,
uint32_t key);
status_t FLASH_Program(flash_config_t *config, uint32_t start, uint32_t *src, uint32_t
lengthInBytes);
status_t FLASH_GetSecurityState(flash_config_t *config, flash_security_state_t *state);
status_t FLASH_SecurityBypass(flash_config_t *config, const uint8_t *backdoorKey);
status_t FLASH_VerifyEraseAll(flash_config_t *config, flash_margin_value_t margin);
status_t FLASH_VerifyErase(flash_config_t *config, uint32_t start, uint32_t lengthInBytes,
flash_margin_value_t margin);
status_t FLASH_VerifyProgram(flash_config_t *config,
uint32_t start,
uint32_t lengthInBytes,
const uint32_t *expectedData,
flash_margin_value_t margin,
uint32_t *failedAddress,
uint32_t *failedData);
status_t FLASH_GetProperty(flash_config_t *config, flash_property_tag_t whichProperty,
uint32_t *value);
status_t FLASH_ProgramOnce(flash_config_t *config, uint32_t index, uint32_t *src, uint32_t
lengthInBytes);
status_t FLASH_ReadOnce(flash_config_t *config, uint32_t index, uint32_t *dst, uint32_t
lengthInBytes);
status_t FLASH_ReadResource(
flash_config_t *config, uint32_t start, uint32_t *dst, uint32_t lengthInBytes,
flash_read_resource_option_t option);

```


Chapter 9

Kinetis Flash Driver API

9.1 Introduction

The main purpose of these APIs is to simplify the use of flash driver APIs exported from Kinetis bootloader ROM. With APIs, the user does not need to care about the differences among various version of flash drivers.

A set of parameters are required to ensure all APIs work properly.

This section describes how to use each flash driver API provided in the Kinetis flash driver API tree.

For all flash driver APIs require the driver parameter.

9.2 Flash Driver Entry Point

The Kinetis ROM bootloader provides a flash driver API tree entry (flashDriver) that a user application can use to get the entry of the whole flash API set supported by the bootloader.

NOTE

The flashloader and flash-resident bootloader do not support this feature.

To get the address of the entry point, the user application reads the word containing the pointer to the bootloader API tree at offset 0x1C of the bootloader's vector table. The vector table is placed at the base of the bootloader's address range.

The bootloader API tree is a structure that contains pointers to other structures, which have the function and data address for the bootloader. The Flash driver API tree entry is always the fifth word of the API tree.

The prototype of the entry point is:

```
flash_driver_interface_t flashDriver;
```

There are three versions of the flash driver API among different targets with ROM bootloader. See the following table for more details.

Table 9-1. Different versions of the flash driver

| Flash driver API version | Supported targets |
|--------------------------|---|
| V1.0 | KL03Z4, KL43Z4, KL33Z4, KL27Z4, KL17Z4 |
| V1.1 | KL27Z644, KL17Z644 |
| V1.2 | KL13Z644, KL33Z644, K80F256, K81F256, K82F256, KL81Z7, KL82Z7, KL28Z7 |

There are minor differences in the flash driver interface among the above three versions. See the definitions below for details.

```
typedef union BootloaderVersion
{
    struct
    {
        uint32_t bugfix: 8;    //!< bugfix version [7:0]
        uint32_t minor: 8;    //!< minor version [15:8]
        uint32_t major: 8;    //!< major version [23:16]
        uint32_t name: 8;     //!< name [31:24]
    } B;
    uint32_t version;        //!< combined version numbers
} standard_version_t;

//! @brief Interface for the flash driver.
typedef struct FlashDriverInterface
{
    #if !defined(FLASH_API_TREE_1_0)
        standard_version_t version;    //!< flash driver API version number.
    #endif

    status_t (*flash_init)(flash_config_t *config);

    #if defined(FLASH_API_TREE_1_0)
        status_t (*flash_erase_all)(flash_config_t *config);
        status_t (*flash_erase_all_unsecure)(flash_config_t *config);
        status_t (*flash_erase)(flash_config_t *config, uint32_t start, uint32_t
            lengthInBytes);
    #else
        status_t (*flash_erase_all)(flash_config_t *config, uint32_t key);
        status_t (*flash_erase_all_unsecure)(flash_config_t *config, uint32_t key);
        status_t (*flash_erase)(flash_config_t *config, uint32_t start, uint32_t
            lengthInBytes, uint32_t key);
    #endif

    status_t (*flash_program)(flash_config_t *config, uint32_t start, uint32_t
        *src, uint32_t lengthInBytes);
    status_t (*flash_get_security_state)(flash_config_t *config,
        flash_security_state_t *state);
    status_t (*flash_security_bypass)(flash_config_t *config, const uint8_t
        *backdoorKey);
    status_t (*flash_verify_erase_all)(flash_config_t *config,
        flash_margin_value_t margin);
}
```



```

        status_t (*flash_verify_erase)(flash_config_t
*config,
                                uint32_t start,
                                uint32_t
lengthInBytes,
                                flash_margin_value_t margin);
        status_t (*flash_verify_program)(flash_config_t
*config,
                                uint32_t
start,
                                uint32_t
lengthInBytes,
                                const uint32_t
*expectedData,
                                flash_margin_value_t
margin,
                                uint32_t
*failedAddress,
                                uint32_t *failedData);
        status_t (*flash_get_property)(flash_config_t *config, flash_property_tag_t
whichProperty, uint32_t *value);

#ifdef FLASH_API_TREE_1_0
        status_t (*flash_register_callback)(flash_config_t *config,
flash_callback_t callback);
        status_t (*flash_program_once)(flash_config_t *config, uint32_t index,
uint32_t *src, uint32_t lengthInBytes);
        status_t (*flash_read_once)(flash_config_t *config, uint32_t index, uint32_t *dst,
uint32_t lengthInBytes);
        status_t (*flash_read_resource)(flash_config_t
*config,
                                uint32_t start,
                                uint32_t *dst,
                                uint32_t
lengthInBytes,
                                flash_read_resource_option_t option);
#endif
flash_driver_interface_t;

```

Example code to receive the enter pointer address from the ROM and access the flash driver API:

```

flash_config_t flashContext;
const flash_driver_interface_t *s_flashInterface;
s_flashInterface = (const flash_driver_interface_t *)*(uint32_t**)
0x1c00001c [4];s_flashInstance->flash_init(&flashContext);

```

The details for usage of each API are mentioned in the following sections. Example codes are also provided along with the Kinetis_Bootloader_1.2 or Kinetis_Bootloader_2.0 release package.

9.3 Flash driver data structures

9.3.1 flash_config_t

The `flash_config_t` data structure is a required argument for all flash driver API functions. `flash_config_t` can be initialized by calling `FLASH_Init`. For other functions, an initialized instance of this data structure should be passed as an argument.

Table 9-2. flash_driver_t data structure

| Offset | Size | Field | Description |
|--------|------|--------------------------|---|
| 0 | 4 | PFlashBlockBase | Base address of the first PFlash block |
| 4 | 4 | PFlashTotalSize | Size of all combined PFlash blocks |
| 8 | 4 | PFlashBlockCount | Number of PFlash blocks |
| 12 | 4 | PFlashSectorSize | Size (in bytes) of sector of PFlash |
| 16 | 4 | PFlashCallback | Pointer to a callback function used to do extra operations during erasure (for example, service watchdog) |
| 20 | 4 | PFlashAccessSegmentSize | Size of FAC access segment |
| 24 | 4 | PFlashAccessSegmentCount | Count of FAC access segment |

9.4 Flash driver API

This section describes each function supported in the flash driver API.

9.4.1 FLASH_Init

Checks and initializes the flash module for the other flash API functions.

NOTE

FLASH_Init must be always called before calling other API functions.

Prototype:

```
status_t FLASH_Init(flash_config_t *config);
```

Table 9-3. Parameters

| Parameter | Description |
|-----------|---|
| config | Config Pointer to storage for the driver runtime state. |

Table 9-4. Possible status response

| Value | Constant | Description |
|-------|-------------------------|-----------------|
| 4 | kStatus_InvalidArgument | Config is NULL. |

Table continues on the next page...

Table 9-4. Possible status response (continued)

| Value | Constant | Description |
|-------|-------------------------|---|
| 100 | kStatus_FLASH_SizeError | Returned flash is incorrect. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

```
flash_config_t flashInstance;
status_t status = FLASH_Init(&flashInstance);
```

9.4.2 FLASH_EraseAll

Erases the entire flash array.

Prototype:

```
status_t FLASH_EraseAll(flash_config_t *config, uint32_t key);
```

Table 9-5. Parameters

| Parameter | Description |
|-----------|--|
| config | Config pointer to storage for the driver runtime state. |
| key | Key used to validate erase operation. Must be set to 0x6B65666B. |

Table 9-6. Possible status response

| Value | Constants | Description |
|-------|-----------------------------------|--|
| 4 | kStatus_InvalidArgument | Config is NULL. |
| 103 | kStatus_FLASH_AccessError | Command is not available under current mode/ security. |
| 104 | kStatus_FLASH_ProtectionViolation | Any region of the program flash memory is protected. |
| 107 | kStatus_FLASH_EraseKeyError | Key is incorrect. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

```
status_t status = FLASH_EraseAll(&flashInstance, kFLASH_ApiEraseKey);
```

9.4.3 FLASH_EraseAllUnsecure

Erases the entire flash (including protected sectors) and restores flash to unsecured mode.

Prototype:

```
status_t FLASH_EraseAllUnsecure(flash_config_t *config, uint32_t key);
```

Table 9-7. Parameters

| Parameter | Description |
|-----------|--|
| Config | Config pointer to storage for the driver runtime state. |
| Key | Key used to validate erase operation. Must be set to 0x6B65666B. |

Table 9-8. Possible Status Response

| Value | Constant | Description |
|-------|-----------------------------|---|
| 4 | kStatus_InvalidArgument | Config is NULL. |
| 103 | kStatus_FLASH_AccessError | Command is not available under current mode/security. |
| 107 | kStatus_FLASH_EraseKeyError | Key is incorrect. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

```
status_t status = FLASH_EraseAllUnsecure(&flashInstance, kFLASH_ApiEraseKey);
```

9.4.4 FLASH_Erase

Erases expected flash sectors specified by parameters. For Kinetis devices, the minimum erase unit is one sector.

Prototype:

```
status_t FLASH_Erase(flash_config_t *config, uint32_t start, uint32_t lengthInBytes, uint32_t key);
```

Table 9-9. Parameters

| Parameters | Description |
|---------------|--|
| Config | Config pointer to storage for the driver runtime state. |
| Start | The start address of the desired flash memory to be erased. The start address does not need to be sector aligned, but must be word-aligned. |
| lengthInBytes | The length, given in bytes (not words or long words) to be erased. Must be word-aligned. |
| Key | Key is used to validate erase operation. Must be set to 0x6B65666B. |

Table 9-10. Possible status response

| Value | Constant | Description |
|-------|-----------------------------------|---|
| 4 | kStatus_InvalidArgument | Config is NULL. |
| 100 | kStatus_FLASH_AlignmentError | Start or lengthInBytes; is not long word-aligned. |
| 102 | kStatus_FLASH_AddressError | The range to be erased is not a valid flash range. |
| 103 | kStatus_FLASH_AccessError | Command is not available under current mode/security. |
| 104 | kStatus_FLASH_ProtectionViolation | The selected program flash sector is protected. |
| 107 | kStatus_FLASH_EraseKeyError | Key is incorrect. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

```
status_t status = FLASH_Erase (&flashInstance, 0x800, 1024, kFLASH_ApiEraseKey);
```

9.4.5 FLASH_Program

Programs the flash memory with data at locations that are passed in using parameters.

Prototype:

```
status_t FLASH_Program(flash_config_t *config, uint32_t start, uint32_t *src, uint32_t lengthInBytes);
```

Table 9-11. Parameters

| Parameter | Description |
|---------------|--|
| Config | Config pointer to storage for the driver runtime state. |
| Start | The start address of the desired flash memory to be erased. The start address does not need to be sector-aligned, but the start address must be word-aligned. |
| src | Pointer to the source buffer of data that is to be programmed into flash. |
| lengthInBytes | The length in bytes (not words or long words) to be erased; the length must also be word-aligned. |

Table 9-12. Possible status response

| Value | Constant | Description |
|-------|------------------------------|---|
| 4 | kStatus_InvalidArgument | Config or src is NULL. |
| 101 | kStatus_FLASH_AlignmentError | Start or lengthInBytes is not longword aligned. |
| 102 | kStatus_FLASH_AddressError | The range to be programmed is invalid. |

Table continues on the next page...

Table 9-12. Possible status response (continued)

| Value | Constant | Description |
|-------|-----------------------------------|---|
| 103 | kStatus_FLASH_AccessError | Command is not available under current mode/security. |
| 104 | kStatus_FLASH_ProtectionViolation | The selected program flash address is protected. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

```
uint32_t m_content[] = {0x01234567, 0x89abcdef};
status_t status = FLASH_Program (&flashInstance, 0x800, &m_content[0], sizeof(m_content));
```

NOTE

Before calling `flash_program`, make sure that the region to be programmed is empty and is not protected.

9.4.6 FLASH_GetSecurityState

Retrieves the current flash security status, including the security enabling state and the backdoor key enabling state.

Prototype:

```
status_t FLASH_GetSecurityState(flash_config_t *config, flash_security_state_t *state);
```

Table 9-13. Parameters

| Parameters | Description | | | | | | | | | |
|--------------------------------------|---|---|---|--------------------------------|-------------------------------------|---|--|--------------------------------------|---|---|
| Config | Config pointer to storage for the driver runtime state. | | | | | | | | | |
| State | Pointer to the value returned for the current security status code: Table 9-14. Returned value | | | | | | | | | |
| | <table border="1"> <tbody> <tr> <td>kFLASH_SecurityStateNotSecure</td> <td>0</td> <td>Flash is under unsecured mode.</td> </tr> <tr> <td>kFLASH_SecurityStateBackdoorEnabled</td> <td>1</td> <td>Flash is under secured mode and Backdoor is enabled.</td> </tr> <tr> <td>kFLASH_SecurityStateBackdoorDisabled</td> <td>2</td> <td>Flash is under secured mode and Backdoor is disabled.</td> </tr> </tbody> </table> | kFLASH_SecurityStateNotSecure | 0 | Flash is under unsecured mode. | kFLASH_SecurityStateBackdoorEnabled | 1 | Flash is under secured mode and Backdoor is enabled. | kFLASH_SecurityStateBackdoorDisabled | 2 | Flash is under secured mode and Backdoor is disabled. |
| kFLASH_SecurityStateNotSecure | 0 | Flash is under unsecured mode. | | | | | | | | |
| kFLASH_SecurityStateBackdoorEnabled | 1 | Flash is under secured mode and Backdoor is enabled. | | | | | | | | |
| kFLASH_SecurityStateBackdoorDisabled | 2 | Flash is under secured mode and Backdoor is disabled. | | | | | | | | |

Table 9-15. Possible status response

| Value | Constant | Description |
|-------|-------------------------|---|
| 4 | kStatus_InvalidArgument | Config or state is NULL. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

```
flash_security_state_t state;
status_t status = FLASH_GetSecurityState (&flashInstance, &state);
```

9.4.7 FLASH_SecurityBypass

Allows the user to bypass security with a backdoor key. If the MCU is in a secured state, then the FLASH_SecurityBypass function unsecures the MCU, by comparing the provided backdoor key with keys in the Flash Configuration Field.

Prototype:

```
status_t FLASH_SecurityBypass(flash_config_t *config, const uint8_t *backdoorKey);
```

Table 9-16. Parameters

| Parameter | Description |
|-------------|---|
| Config | Config pointer to storage for the driver runtime state. |
| backdoorKey | Pointer to the user buffer containing the backdoor key. |

Table 9-17. Possible status response

| Value | Constant | Description |
|-------|---------------------------|--|
| 4 | kStatus_InvalidArgument | Config or backdoorKey is NULL. |
| 103 | kStatus_FLASH_AccessError | The following condition causes this return value: <ol style="list-style-type: none"> 1. An incorrect backdoor key is supplied 2. Backdoor key access has not been enabled. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

Assume that the flash range from 0x400 to 0x40c contains the following content after the last reset, which means that the backdoor key is valid and the backdoor key access has been enabled.

```
0x11 0x22 0x33 0x44 0x55 0x66 0x77 0x88 0xff 0xff 0xff 0xbf
```

```
uint8_t backdoorKey[] = {0x11, 0x22, 0x33, 0x44, 0x55, 0x66, 0x77, 0x88};
status_t status = FLASH_SecurityBypass (&flashInstance, & backdoorKey[0]);
```

9.4.8 FLASH_VerifyEraseAll

Checks if the entire flash has been erased to the specified read margin level.

To verify if the entire flash has been fully erased (after executing an FLASH_EraseAll), call FLASH_VerifyEraseAll.

Prototype:

```
status_t FLASH_VerifyEraseAll(flash_config_t *config, flash_margin_value_t margin);
```

Table 9-18. Parameters

| Parameter | Description |
|-----------|---|
| Config | Config pointer to storage for the driver runtime state. |
| Margin1 | Read margin choice: <ul style="list-style-type: none"> • kFLASH_MarginValueNormal 0 • kFLASH_MarginValueUser 1 • kFLASH_MarginValueFactory 2 |

Table 9-19. Possible status response

| Value | Constant | Description |
|-------|------------------------------|---|
| 4 | kStatus_InvalidArgument | Config or backdoorKey is NULL. |
| 103 | kStatus_FLASH_AccessError | An invalid margin choice is specified. |
| 105 | kStatus_FLASH_CommandFailure | The entire flash is not fully erased. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

Assume that flash_erase_all has been successfully executed.

```
status_t status = flash_verify_erase_all (&flashInstance, kFLASH_MarginValueUser);
```

NOTE

For the choice of margin, see the FTFA chapter in the reference manual for detailed information.

9.4.9 FLASH_VerifyErase

Verifies the erasure of the desired flash area at a specified margin level. This function checks the appropriate number of flash sectors based on the desired start address and length, to see if the flash has been erased at the specified read margin level.

FLASH_VerifyErase is often called after successfully performing the FLASH_Erase API.

Prototype:


```
status_t FLASH_VerifyErase(flash_config_t *config, uint32_t start, uint32_t lengthInBytes,
flash_margin_value_t margin);
```

Table 9-20. Parameters

| Parameter | Description |
|---------------|--|
| Config | Config pointer to storage for the driver runtime state. |
| Start | The start address of the desired flash memory to be verified. |
| lengthInBytes | The length, given in bytes (not words or long words) to be verified. Must be word-aligned. |
| margin | Read margin choice as follows: kFLASH_MarginValueNormal 0 kFLASH_MarginValueUser 1 kFLASH_MarginValueFactory 2 |

Table 9-21. Possible status response

| Value | Constant | Description |
|-------|------------------------------|---|
| 4 | kStatus_InvalidArgument | Config or backdoorKey is NULL. |
| 101 | kStatus_FLASH_AlignmentError | Start or lengthInBytes is not longword aligned. |
| 102 | kStatus_FLASH_AddressError | The range to be verified is not a valid flash range. |
| 103 | kStatus_FlashAccessError | The following situation causes this response: <ol style="list-style-type: none"> 1. Command is not available under current mode/security 2. An invalid margin code is provided 3. The requested number of bytes is 0 4. The requested sector crosses a flash block boundary |
| 105 | kStatus_FLASH_CommandFailure | The flash range to be verified is not fully erased. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

Assume that flash region from 0x800 to 0xc00 has been successfully erased.

```
status_t status = FLASH_VerifyErase(&flashInstance, 0x800, 1024, kFLASH_MarginValueUser);
```

NOTE

For the choice of margin, see the FTFA chapter in the reference manual for detailed information.

9.4.10 FLASH_VerifyProgram

Verifies the data programmed in the flash memory (using the Flash Program Check Command), and compares it with expected data for a given flash area (as determined by the start address and length).

FLASH_VerifyProgram is often called after successfully doing FLASH_Program().

Prototype:

```
status_t FLASH_VerifyProgram(flash_config_t *config,
                             uint32_t start,
                             uint32_t lengthInBytes,
                             const uint32_t *expectedData,
                             flash_margin_value_t margin,
                             uint32_t *failedAddress,
                             uint32_t *failedData);
```

Table 9-22. Parameters

| Parameter | Description |
|---------------|---|
| Config | Config pointer to storage for the driver runtime state. |
| Start | The start address of the desired flash memory to be verified. |
| LengthInBytes | The length, given in bytes (not words or long-words) to be verified. Must be word-aligned. |
| ExpectedData | Pointer to the expected data that is to be verified against. |
| Margin | Read margin choice as follows: kFLASH_MarginValueUser 1 kFLASH_MarginValueFactory 2 |
| FailedAddress | Pointer to returned failing address. |
| FailedData | Pointer to return failing data. Some derivatives do not include failed data as part of the FCCOBx registers. In this instance, 0x00s are returned upon failure. |

Table 9-23. Possible status response

| Value | Contents | Description |
|-------|------------------------------|--|
| 4 | kStatus_InvalidArgument | Config or expectedData is NULL. |
| 101 | kStatus_FlashAlignmentError | Start or lengthInBytes is not longword-aligned. |
| 102 | kStatus_FLASH_AddressError | The range to be verified is invalid. |
| 103 | kStatus_FLASH_AccessError | The following situation causes this response: <ol style="list-style-type: none"> 1. Command is not available under current mode/security. 2. An invalid margin code is supplied. |
| 105 | kStatus_FLASH_CommandFailure | Either of the margin reads does not match the expected data. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

Assume that flash region from 0x800 to 0x807 is successfully programmed with:

0x01 0x23 0x45 0x67 0x89 0xab 0xcd 0xef

```
uint8_t expectedData[] = {0x01, 0x23, 0x45, 0x67, 0x89, 0xab, 0xcd, 0xef };
status_t status = FLASH_VerifyProgram (&flashInstance, 0x800, 8,
&expectedData[0], kFlashMargin_User, NULL, NULL);
```

NOTE

For the choice of margin, see the FTFA chapter in the reference manual for detailed information.

9.4.11 FLASH_GetProperty

Returns the desired flash property, which includes base address, sector size, and other options.

Prototype:

```
status_t flash_get_property(flash_driver_t * driver, flash_property_t whichProperty, uint32_t
* value);
```

Table 9-24. Parameters

| Parameter | Description | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---------------------------------|-------|-------------|---------------------------------|---|-----------------------|--------------------------------|---|----------------------|------------------------------------|---|------------------------|---------------------------------|---|------------------------|--|---|----------------------|---|---|-----------------------|------------------------|----|---------------------------------|
| Config | Config pointer to storage for the driver runtime state. | | | | | | | | | | | | | | | | | | | | | | | | |
| whichProperty | The desired property from the list of properties. Table 9-25. Properties | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th>Definition</th> <th>Value</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>kFLASH_PropertyPflashSectorSize</td> <td>0</td> <td>Get Flash Sector size</td> </tr> <tr> <td>kFLASH_PropertyPflashTotalSize</td> <td>1</td> <td>Get total flash size</td> </tr> <tr> <td>kFLASH_PropertyPflashBlockBaseAddr</td> <td>4</td> <td>Get flash base address</td> </tr> <tr> <td>kFLASH_PropertyPflashFacSupport</td> <td>5</td> <td>Get FAC support status</td> </tr> <tr> <td>kFLASH_PropertyPflashAccessSegmentSize</td> <td>6</td> <td>Get FAC segment size</td> </tr> <tr> <td>kFLASH_PropertyPflashAccessSegmentCount</td> <td>7</td> <td>Get FAC segment count</td> </tr> <tr> <td>kFLASH_PropertyVersion</td> <td>32</td> <td>Get version of Flash Driver API</td> </tr> </tbody> </table> | Definition | Value | Description | kFLASH_PropertyPflashSectorSize | 0 | Get Flash Sector size | kFLASH_PropertyPflashTotalSize | 1 | Get total flash size | kFLASH_PropertyPflashBlockBaseAddr | 4 | Get flash base address | kFLASH_PropertyPflashFacSupport | 5 | Get FAC support status | kFLASH_PropertyPflashAccessSegmentSize | 6 | Get FAC segment size | kFLASH_PropertyPflashAccessSegmentCount | 7 | Get FAC segment count | kFLASH_PropertyVersion | 32 | Get version of Flash Driver API |
| Definition | Value | Description | | | | | | | | | | | | | | | | | | | | | | | |
| kFLASH_PropertyPflashSectorSize | 0 | Get Flash Sector size | | | | | | | | | | | | | | | | | | | | | | | |
| kFLASH_PropertyPflashTotalSize | 1 | Get total flash size | | | | | | | | | | | | | | | | | | | | | | | |
| kFLASH_PropertyPflashBlockBaseAddr | 4 | Get flash base address | | | | | | | | | | | | | | | | | | | | | | | |
| kFLASH_PropertyPflashFacSupport | 5 | Get FAC support status | | | | | | | | | | | | | | | | | | | | | | | |
| kFLASH_PropertyPflashAccessSegmentSize | 6 | Get FAC segment size | | | | | | | | | | | | | | | | | | | | | | | |
| kFLASH_PropertyPflashAccessSegmentCount | 7 | Get FAC segment count | | | | | | | | | | | | | | | | | | | | | | | |
| kFLASH_PropertyVersion | 32 | Get version of Flash Driver API | | | | | | | | | | | | | | | | | | | | | | | |
| Value | Pointer to the value returned for the desired flash property. | | | | | | | | | | | | | | | | | | | | | | | | |

Table 9-26. Possible status response

| Value | Constant | Description |
|-------|-------------------------------|---|
| 4 | kStatus_InvalidArgument | Config or value is invalid. |
| 106 | kStatus_FLASH_UnknownProperty | Invalid property is supplied. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

```
uint32_t propertyValue;
status_t status = FLASH_GetProperty (&flashInstance, kFLASH_PropertyPflashSectorSize,
&propertyValue);
```

9.4.12 FLASH_ProgramOnce

Programs a certain Program Once Field with the expected data for a given IFR region (as determined by the index and length).

- For each Program Once Field, FLASH_ProgramOnce can only allowed to be called once; otherwise, an error code is returned.
- For targets which do not support FLASH_ProgramOnce, the value of the FLASH_ProgramOnce pointer is 0.

Prototype

```
status_t flash_program_once (flash_driver_t * driver, uint32_t index, uint32_t *src, uint32_t
lengthInBytes);
```

Table 9-27. Parameters

| Parameter | Description |
|---------------|--|
| Config | Config pointer to storage for the driver runtime state. |
| Index | Index for a certain Program Once Field. |
| src | Pointer to the source buffer of data that is to be programmed into the Program Once Field. |
| Lengthinbytes | The length, in bytes (not words or long words) to be programmed. Must be word-aligned. |

Table 9-28. Possible status response

| Value | Constant | Description |
|-------|-----------------------------------|---|
| 4 | kStatus_InvalidArgument | Config or src is NULL. |
| 101 | kStatus_FLASH_AlignmentError | index or lengthInBytes is invalid. |
| 103 | kStatus_FLASH_AddressError | The following situation causes this response: <ol style="list-style-type: none"> 1. Command is not available under current mode/security. 2. An invalid index is supplied. 3. The requested Program Once field has already been programmed to a non-FFFF value. 4. The requested sector crosses a flash block boundary. |
| 115 | kStatus_FLASH_CommandNotSupported | This function is not supported. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

Assume the Program Once Field has not been programmed before.

```
uint32_t expectedData = 0x78563412;

status_t status = FLASH_ProgramOnce(&flashInstance, 0, &expectedData, 4);
```

NOTE

For the choice of index and length, see the FTFA chapter in RM for detailed information.

9.4.13 FLASH_ReadOnce

Reads a certain flash Program Once Field according to parameters passed by index and length.

For targets that do not support FLASH_ReadOnce, the value of the FLASH_ReadOnce pointer is 0.

Prototype:

```
status_t flash_read_once (flash_driver_t * driver, uint32_t index, uint32_t *dst, uint32_t lengthInBytes);
```

Table 9-29. Parameters

| Parameter | Description |
|---------------|---|
| Config | Config pointer to storage for the driver runtime state. |
| Index | Index for a certain Program Once Field. |
| dst | Pointer to the destination buffer of data that stores data reads from the Program Once Field. |
| LengthInBytes | The length, in bytes (not words or long words) to be read. Must be word-aligned. |

Table 9-30. Possible status response

| Value | Constant | Description |
|-------|-----------------------------------|--|
| 4 | kStatus_InvalidArgument | Config or dst is NULL. |
| 101 | kStatus_FlashAlignmentError | Index or lengthInBytes is invalid. |
| 103 | kStatus_FLASH_AddressError | The following situation causes this response: <ol style="list-style-type: none"> 1. Command is not available under current mode/security. 2. An invalid index is supplied. |
| 115 | kStatus_FLASH_CommandNotSupported | This function is not supported. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

Flash driver API

```
uint32_t temp;  
    status_t status = FLASH_ReadOnce(&flashInstance, 0, &temp, 4);
```

NOTE

For the choice of index and length, see the FTFA chapter in RM for detailed information.

9.4.14 FLASH_ReadResource

Reads certain regions of IFR determined by the start address, length, and option.

For targets that do not support FLASH_ReadResource, the value of the FLASH_ReadResource pointer is 0.

Prototype:

```
status_t FLASH_ReadResource(  
    flash_config_t *config, uint32_t start, uint32_t *dst, uint32_t lengthInBytes,  
    flash_read_resource_option_t option);
```

Table 9-31. Parameters

| Parameter | Description |
|---------------|--|
| Config | Config pointer to storage for the driver runtime state. |
| Start | Index for a certain Program Once Field. |
| dst | Pointer to the destination buffer of data that stores data reads from IFR. |
| Lengthinbytes | The length, in bytes (not words or long words), to be read. Must be word-aligned. |
| Option | The resource option which indicates the area that needs be read back. <ul style="list-style-type: none">• 0 IFR• 1 Version ID of the flash module |

Table 9-32. Possible status response

| Value | Constant | Description |
|-------|-----------------------------------|---|
| 4 | kStatus_InvalidArgument | Config or dst is NULL. |
| 101 | kStatus_FLASH_AlignmentError | Start, lengthInBytes, or option is invalid. |
| 103 | kStatus_FLASH_AccessError | The following situation causes this response: <ol style="list-style-type: none">1. Command is not available under current mode/security.2. An invalid index is supplied.3. An invalid resource option.4. Address is out-of-range for the targeted resource.5. Address is not long word aligned. |
| 115 | kStatus_FLASH_CommandNotSupported | This function is not supported. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

```
uint32_t temp[256];
status_t status = FLASH_ReadResource(&flashInstance, 0, &temp[0], 256, 0);
```

NOTE

See the FTFA chapter in RM for detailed information regarding the start, length, and option choices.

9.4.15 FLASH_SetCallback

Registers expected callback functions into the flash driver, for example, like a function for servicing a watchdog.

Prototype:

```
status_t FLASH_SetCallback(flash_config_t *config, flash_callback_t callback);
```

Table 9-33. Parameters

| Parameter | Description |
|-----------|--|
| Config | Config pointer to storage for the driver runtime state. |
| Callback | A pointer points to a function that is called during erasure. A use for this function is to service the watchdog during an erase operation. |

Table 9-34. Possible status response

| Value | Constant | Description |
|-------|-----------------------------------|---|
| 4 | kStatus_InvalidArgument | Config or dst is NULL. |
| 115 | kStatus_FLASH_CommandNotSupported | This function is not supported. |
| 0 | kStatus_Success | This function has performed successfully. |

Example:

Assume that there is a function.

```
void led_toggle(void).
status_t status = FLASH_SetCallback(&flashInstance, led_toggle);
```

9.5 Integrate Wrapped Flash Driver API to actual projects

There are three steps required to integrate Wrapped Flash Driver API (WFDA) to actual projects.

9.5.1 Add fsl_flash.h and fsl_flash_api_tree.c to corresponding project

The directory which contains fsl_flash.h should be added to include path. This image provides an example.

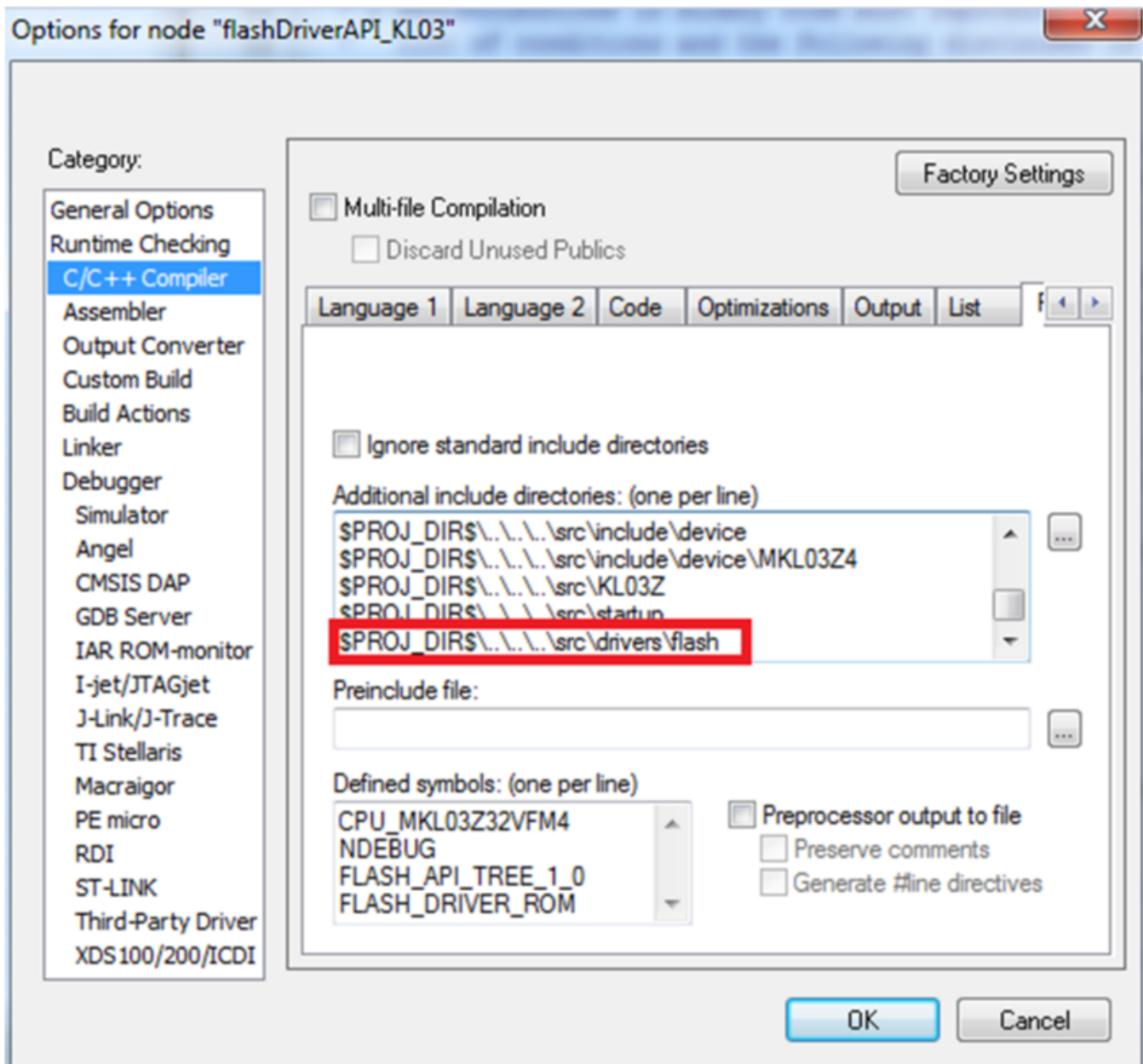


Figure 9-1. Include flash.h path

Fsl_flash_driver_api.c. should be added to the project as well. This image provides an example.

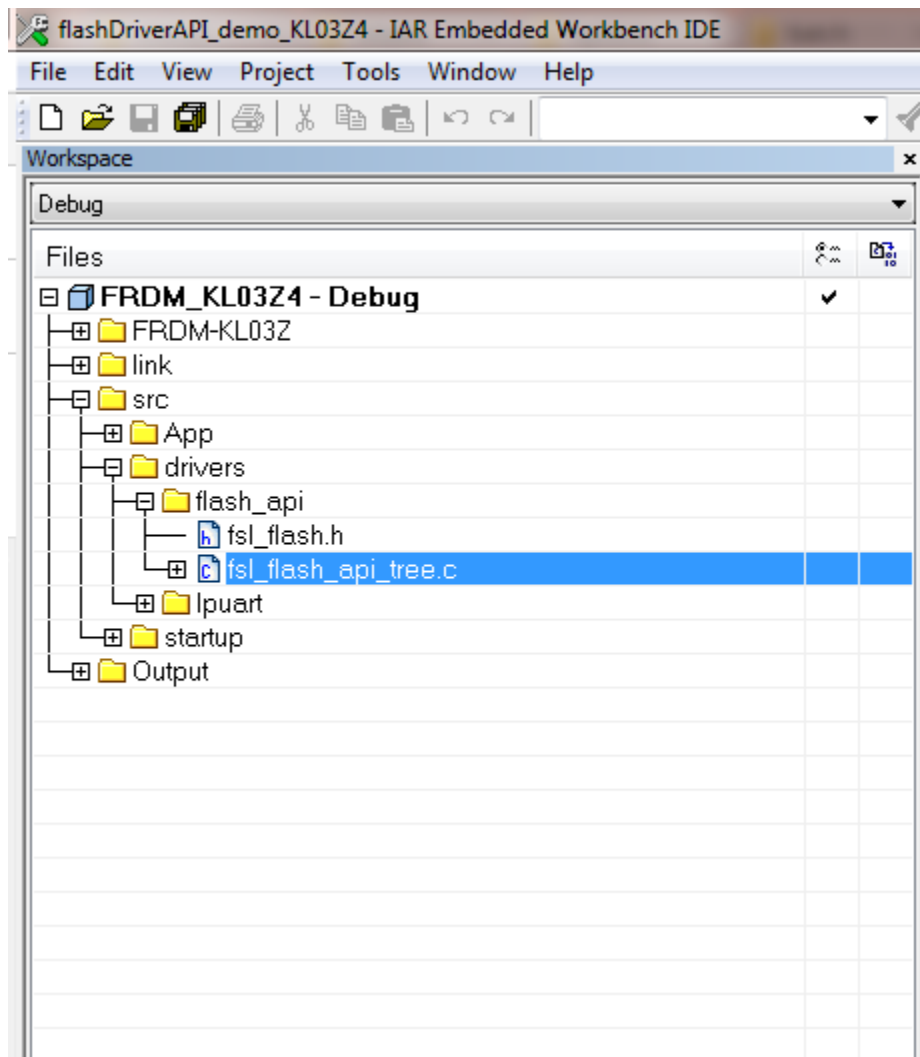


Figure 9-2. Add fsl_flash_drive_api.c to project

9.5.2 Include fsl_flash.h to corresponding files before calling WFDI

For detailed information, see the demos for KL03, KL43, and KL27. Both fsl_flash.h and fsl_flash_api_tree.c are attached in the demos.

Chapter 10

Kinetis bootloader porting

10.1 Introduction

This chapter discusses the steps required to port the Kinetis bootloader to an unsupported Kinetis MCU. Each step of the porting process is discussed in detail in the following sections.

10.2 Choosing a starting point

The first step is to download the latest bootloader release. Updates for the bootloader are released multiple times per year, so having the latest package is important for finding the best starting point for your port. To find the most recent bootloader release, www.nxp.com/KBOOT.

The easiest way to port the bootloader is to choose a supported target that is the closest match to the desired target MCU.

NOTE

Just because a supported device has a similar part number to the desired target MCU, it may not necessarily be the best starting point. To determine the best match, reference the data sheet and reference manual for all of the supported Kinetis devices.

10.3 Preliminary porting tasks

All references to paths in the rest of this chapter are relative to the root of the extracted Kinetis bootloader package. The container folder is named `FSL_Kinetis_Bootloader_<version>`. Before modifying source code, the following tasks should be performed.

10.3.1 Download device header files

The most manual process in porting the bootloader to a new target is editing the device header files. This process is very time consuming and error prone, so NXP provides CMSIS-compatible packages for all Kinetis devices that contain bootloader-compatible device header files. These packages can be found on the product page for the MCU.

NOTE

It is not recommended to proceed with a port if a package does not yet exist for the desired target MCU.

In the downloaded package, locate the folder with the header files. The folder is named after the MCU (for example, “MK64F12”) and contains a unique header file for each peripheral in addition to `system_<device>.h` files. Copy the entire folder into the `/src/platform/devices` folder of the bootloader tree.

10.3.2 Copy the closest match

Copy the folder of the MCU that most closely matches the target MCU in the `/targets` folder of the bootloader source tree. Rename it to coincide with the target MCU part number.

Once the files are copied, browse the newly created folder. Rename all files that have reference to the device from which they were copied. The following files need to be renamed:

- `clock_config_<old_device>.c` → `clock_config_<new_device>.c`
- `hardware_init_<old_device>.c` → `hardware_init_<new_device>.c`
- `memory_map_<old_device>.c` → `memory_map_<new_device>.c`
- `peripherals_<old_device>.c` → `peripherals_<new_device>.c`

The following files should be copied from their location in `/src/platform/devices/<device>` to the new `/targets/<device>/src/startup` folder:

- `system_<device>.c`

- system_<device>.h
- <tool chain>/startup_<device>.s

10.3.3 Provide device startup file (vector table)

A device-specific startup file is a key piece to the port. The bootloader may not function correctly without the correct vector table. A startup file from the closest match MCU can be used as a template, but it is strongly recommended that the file be thoroughly checked before using it in the port due to differences in interrupt vector mappings between Kinetis devices.

The startup file should be created and placed into the `/targets/<device>/src/startup/<tool chain>` folder. Startup files are always assembly (*.s) and are named `startup_<device>.s`.

NOTE

The 16-byte Flash Configuration Field should be carefully set in the bootloader image. The Flash Configuration Field is placed at the offset 0x400 in the bootloader image. The field is documented in the SOC reference manual under a the subsection "Flash Configuration Field" of the "Flash Memory Module" chapter. To change the default 16-byte value for the field in the template `startup_<device>.s` file of the bootloader project, the following steps are needed:

1. Open the `startup_<device>.s` file in a text editor.
2. Locate the symbol where Flash Configuration Field is specified. The symbol name is "`__FlashConfig`". The 16-byte Flash Configuration Field data is enclosed with `__FlashConfig` and `__FlashConfig_End` symbols in the `startup_<device>.s` file
3. Change the 16-byte value to the desired data. For example set the flash security byte, enable or disable backdoor access key, specify the 8-byte backdoor key, and so on.
4. Once the field is updated, save the `startup_<device>.s` file and close the text editor.

10.3.4 Clean up the IAR project

This example uses the IAR tool chain for the new project. Other supported tool chains can be used in a similar manner.

Preliminary porting tasks

The folder copy performed in step 1.2.2 copies more than just source code files. Inside of the newly created `/targets/<device>` folder, locate the IAR workspace file (bootloader.eww) and open it. This image shows an example of what a workspace looks like and the files that need to be touched.

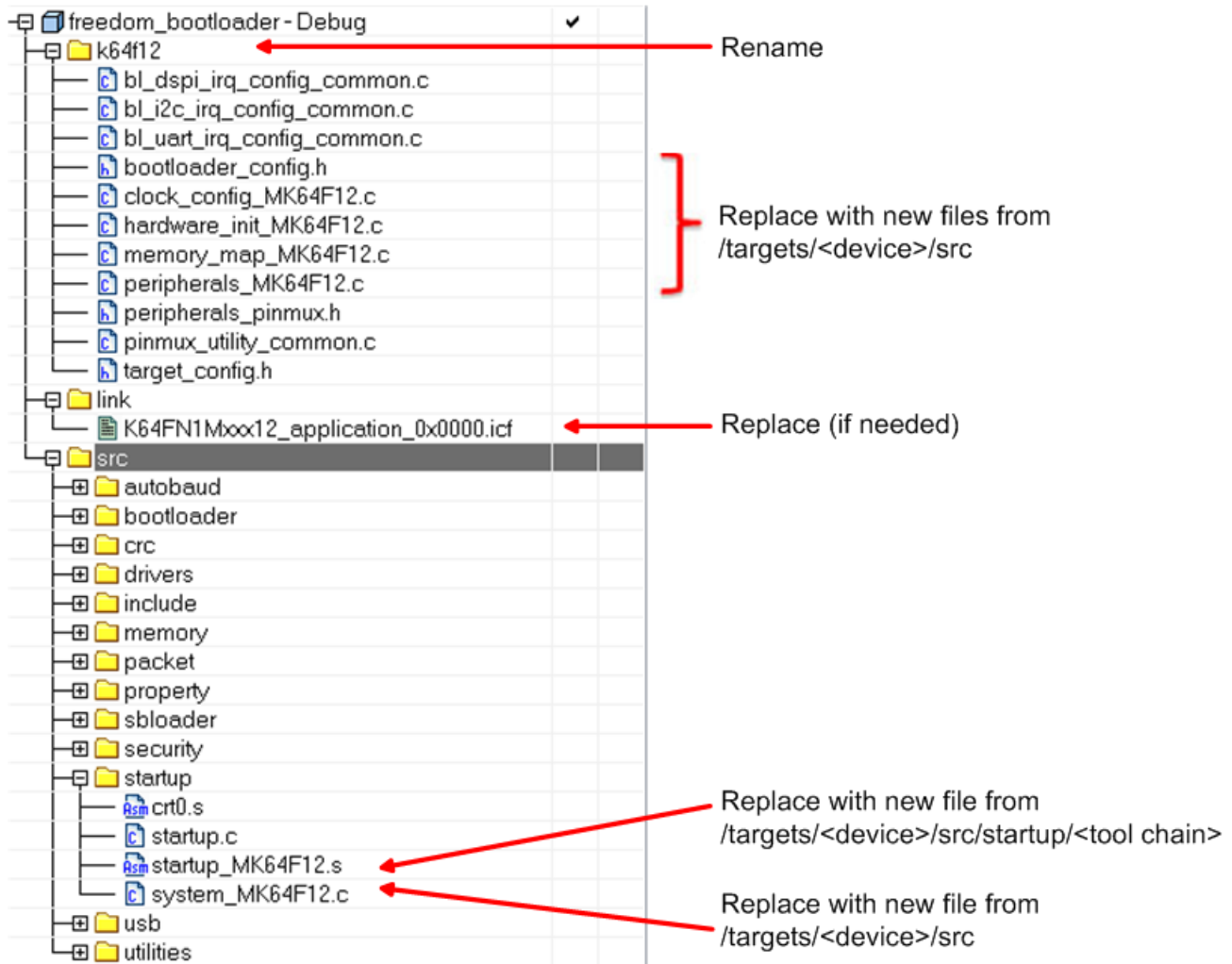


Figure 10-1. IAR workspace

Once changes have been made, update the project to reference the target MCU. This can be found in the project options.

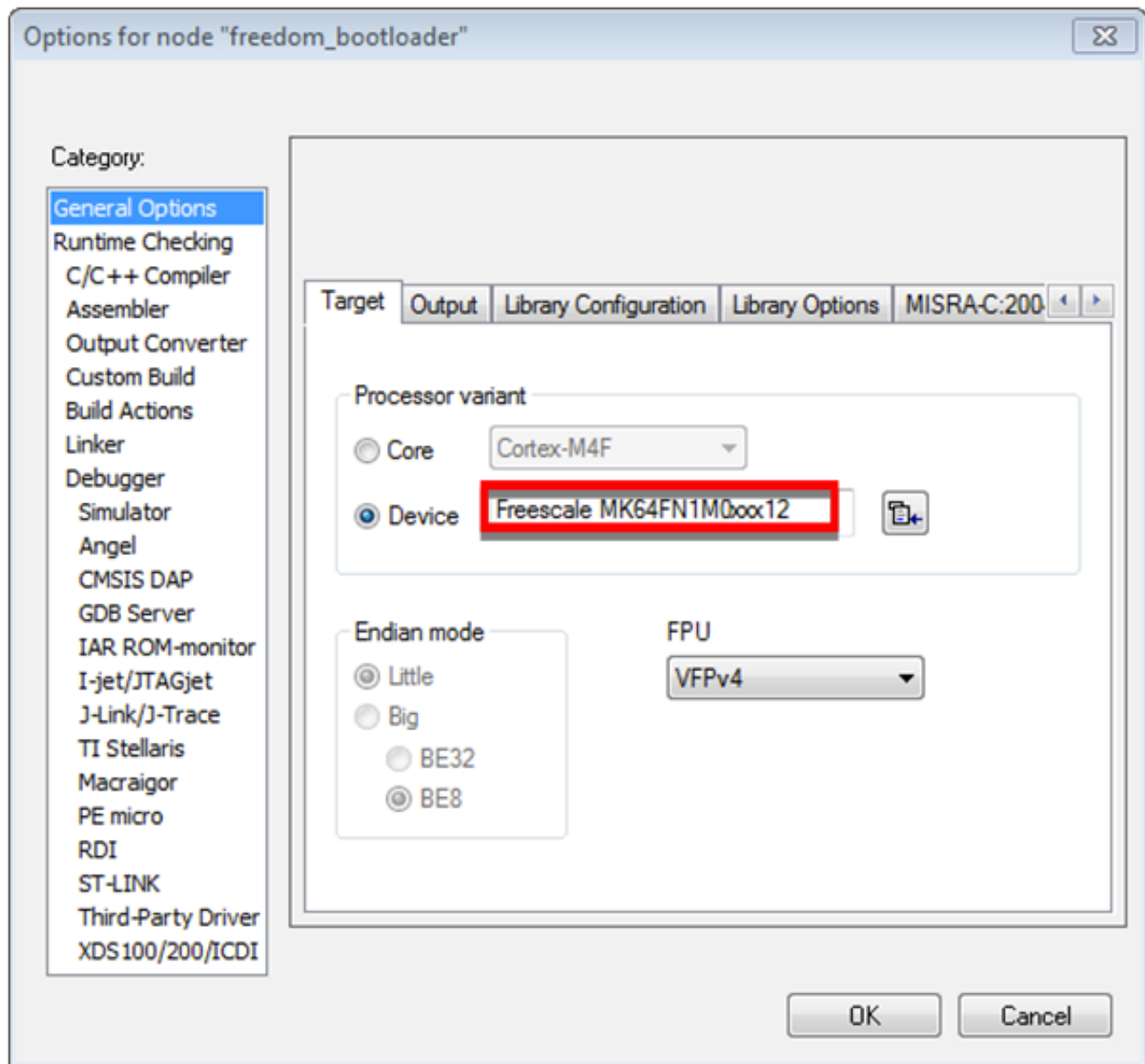


Figure 10-2. Project options

10.3.5 Bootloader peripherals

There is a C/C++ preprocessor define that is used by the bootloader source to configure the bootloader based on the target MCU. This define must be updated to reference the correct set of device-specific header files.

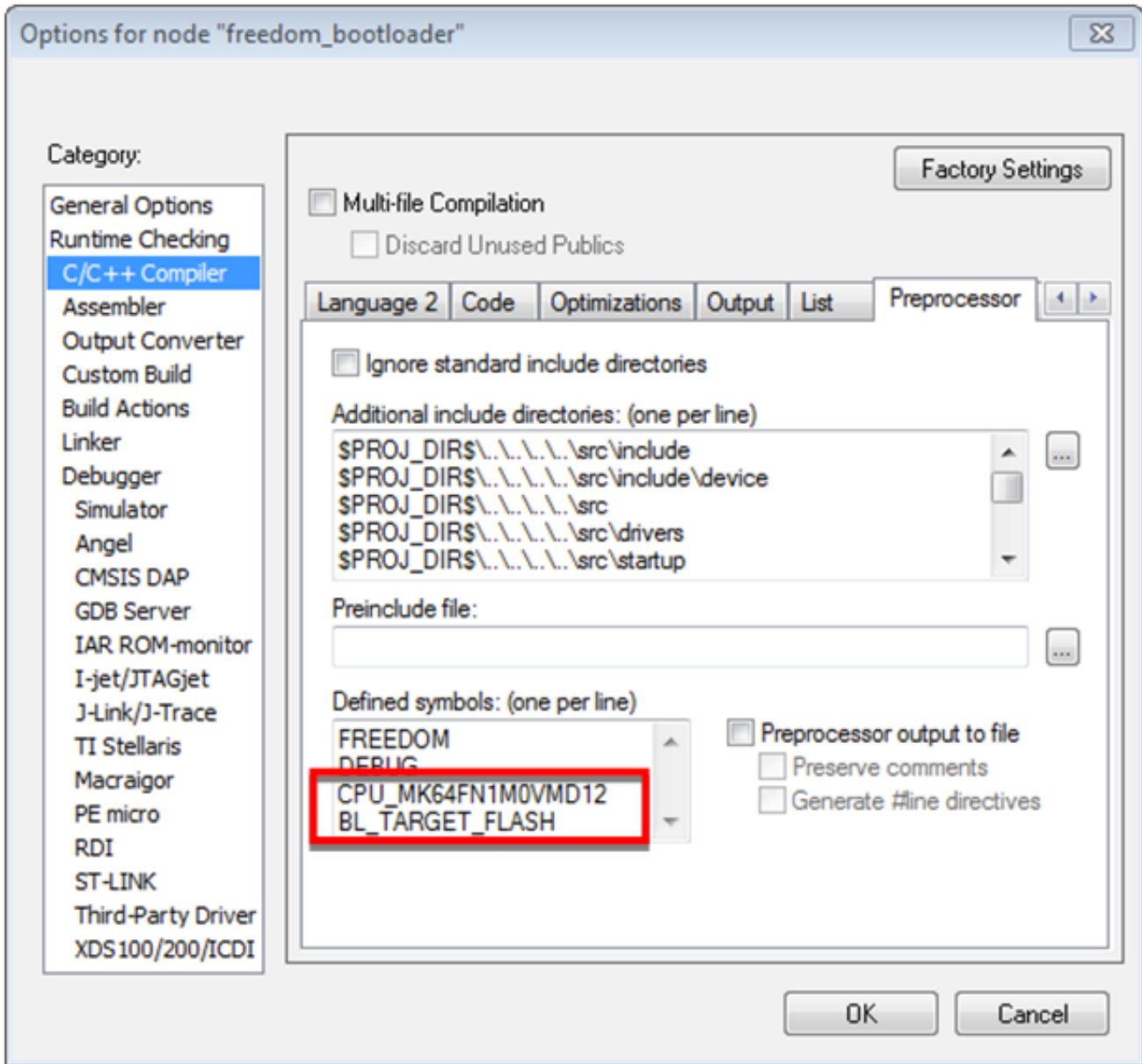


Figure 10-3. Options for node "freedom_bootloader"

The linker file needs to be replaced if the memory configuration of the target MCU differs from the closest match. This is done in the linker settings, which is also part of the project options.

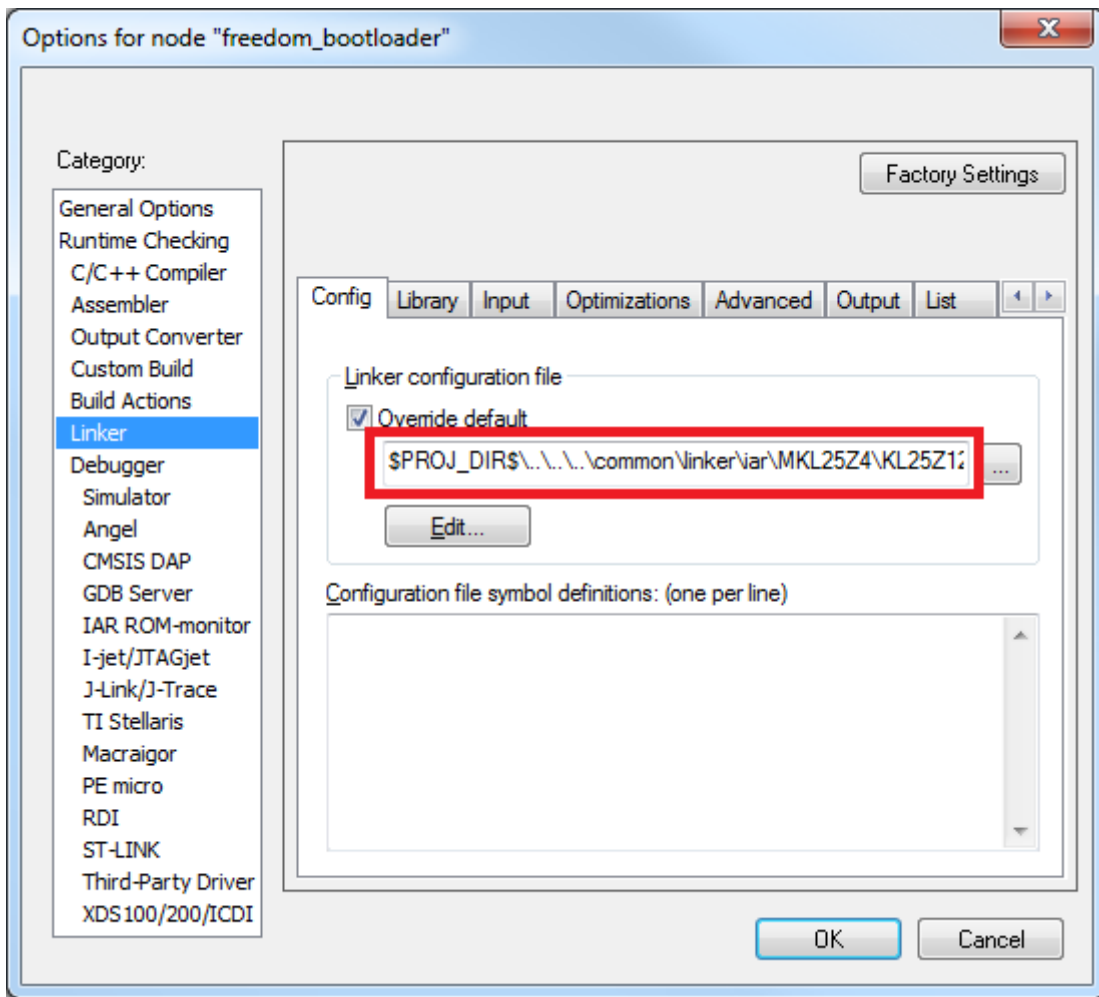


Figure 10-4. Porting guide change linker file

10.4 Primary porting tasks

Actual porting work can begin when the basic file structure and source files are in place. This section describes which files need to be modified and how to modify them.

10.4.1 Bootloader peripherals

There are two steps required to enable and configure the desired peripherals on the target MCU:

- Choosing which peripherals can be used by the bootloader.
- Configuring the hardware at a low level to enable access to those peripherals.

10.4.1.1 Supported peripherals

The bootloader uses the `peripherals_<device>.c` file to define which peripheral interfaces are active in the bootloader. The source file itself includes a single table, `g_peripherals[]`, that contains active peripheral information and pointers to configuration structures. This file is found in `/targets/<device>/src`.

It's important to only place configurations for peripherals that are present on the target MCU. Otherwise, the processor generates fault conditions when trying to initialize a peripheral that is not physically present.

In terms of the content of each entry in the `g_peripherals[]` table, it is recommended to reuse existing entries and only modify the `.instance` member. For example, starting with the following UART0 member, it can be changed to UART1 by simply changing `.instance` from "0" to "1".

```
{
    .typeMask = kPeripheralType_UART,
    .instance = 0,
    .pinmuxConfig = uart_pinmux_config,
    .controlInterface = &g_suartControlInterface;
    .byteInterface = &g_suartByteInterface;
    .packetInterface = &g_framingPacketInterface;
}
```

When the table has all required entries, it must be terminated with a null `{ 0 }` entry.

10.4.1.2 Peripheral initialization

Once the desired peripheral configuration has been selected, the low level initialization must be accounted for. The bootloader automatically enables the clock and configures the peripheral, so the only thing required for the port is to tell the bootloader which pins to use for each peripheral. This is handled in the `peripherals_pinmux.h` file in `/targets/<device>/src`. The `hardware_init_<device>.c` file selects the boot pin used by the bootloader, which may need to be changed for the new target MCU.

These files most likely require significant changes to account for the differences between devices when it comes to pin routing. Each function should be checked for correctness and modified as needed.

10.4.1.3 Clock initialization

The Kinetis bootloader typically uses the MCU's default clock configuration. This is done to avoid dependencies on external components and simplify use. In some situations, the default clock configuration cannot be used due to accuracy requirements of supported peripherals. On devices that have on-chip USB and CAN, the default system configuration is not sufficient and the bootloader configures the device to run from the high-precision internal reference clock (IRC) if available. Otherwise, it depends on the external oscillator supply.

The bootloader uses the `clock_config_<device>.c` file in `/targets/<device>` to override the default clock behavior. If the target MCU of the port supports USB, this file can be used. If not, the functions within `clock_config_<device>.c` can be stubbed out or set to whatever the port requires.

10.4.2 Bootloader configuration

The bootloader must be configured in terms of the features it supports and the specific memory map for the target device. Features can be turned on or off by using `#define` statements in the `bootloader_config.h` file in `/targets/<device>/src`. Examples of using these macros can be seen in `bl_command.c` (`g_commandHandlerTable[]` table) in the `/src/bootloader/src` folder. All checks that reference a `BL_*` feature can be turned on or off. Examples of these features are `BL_MIN_PROFILE`, `BL_HAS_MASS_ERASE` and `BL_FEATURE_READ_MEMORY`.

One of the most important bootloader configuration choices is where to set the start address (vector table) of the user application. This is determined by the `BL_APP_VECTOR_TABLE_ADDRESS` define in `bootloader_config.h`. Most bootloader configurations choose to place the user application at address `0xA000` because that accommodates the full featured bootloader image. It's possible to move this start address if the resulting port reduces features (and thus, code size) of the bootloader.

NOTE

Load the Release build of the flash-resident bootloader if you plan to place the user application at `0xA000`. Loading the Debug build requires you to move the application address beyond the end of the bootloader image. This address can be determined from the bootloader map file.

10.4.3 Bootloader memory map configuration

Primary porting tasks

The MCU device memory map and flash configuration must be defined for proper operation of the bootloader. The device memory map is defined in the `g_memoryMap[]` structure of the `memory_map_<device>.c` file, which can be found in `/targets/<device>/src`. An example memory map configuration is shown.

```
memory_map_entry_t g_memoryMap[] = {
    {0x00000000, 0x000fffff, kMemoryIsExecutable, &g_flashMemoryInterface}, // Flash array
    (1024KB)
    {0x1fff0000, 0x2002ffff, kMemoryIsExecutable, &g_normalMemoryInterface}, // SRAM (256KB)
    {0x40000000, 0x4007ffff, kMemoryNotExecutable, &g_deviceMemoryInterface}, // AIPS
peripherals
    {0x400ff000, 0x400fffff, kMemoryNotExecutable, &g_deviceMemoryInterface}, // GPIO
    {0xe0000000, 0xe00fffff, kMemoryNotExecutable, &g_deviceMemoryInterface}, // M4 private
peripherals
    {0} // Terminator
};
```

In addition to the device memory map, the correct SRAM initialization file must be selected according to the target device. This file is split based on ARM[®] Cortex[®]-M4 and Cortex-M0+ based devices, so the likelihood of having to change it is low.

The `sram_init_cm4.c` file is located in `/src/memory/src` and its alternative is `sram_init_cm0plus.c`.

Chapter 11

Creating a custom flash-resident bootloader

11.1 Introduction

In some situations the ROM-based or full-featured flash-resident bootloader cannot meet the requirements of a use application. Examples of such situations include special signaling requirements on IO, peripherals not supported by the bootloader, or the more basic need to have as small of a code footprint as possible (for the flash-resident bootloader). This section discusses how to customize the flash-resident bootloader for a specific use case. The IAR tool chain is used for this example. Other supported tool chains can be similarly configured.

11.2 Where to start

The Kinetis bootloader package comes with various preconfigured projects, including configurations for a flashloader (if applicable for the device) and a flash-resident bootloader. These projects enable all supported features by default, but can easily be modified to suit the needs of a custom application.

The IAR workspace containing these preconfigured options is located in the `<install_dir>/targets/<mcu>` folder, where `<install_dir>` is the folder name of the Kinetis bootloader package once extracted (typically `FSL_Kinetis_Bootloader_<version>`) and `<mcu>` is the family of the MCU target. Inside of this folder there is a `bootloader.eww` file, which is the IAR workspace. The example shows the projects available in the workspace for the K22F512 MCU family. There are configurations for both Tower System and Freescale Freedom platforms, assuming the boards exist for the specific MCU family.

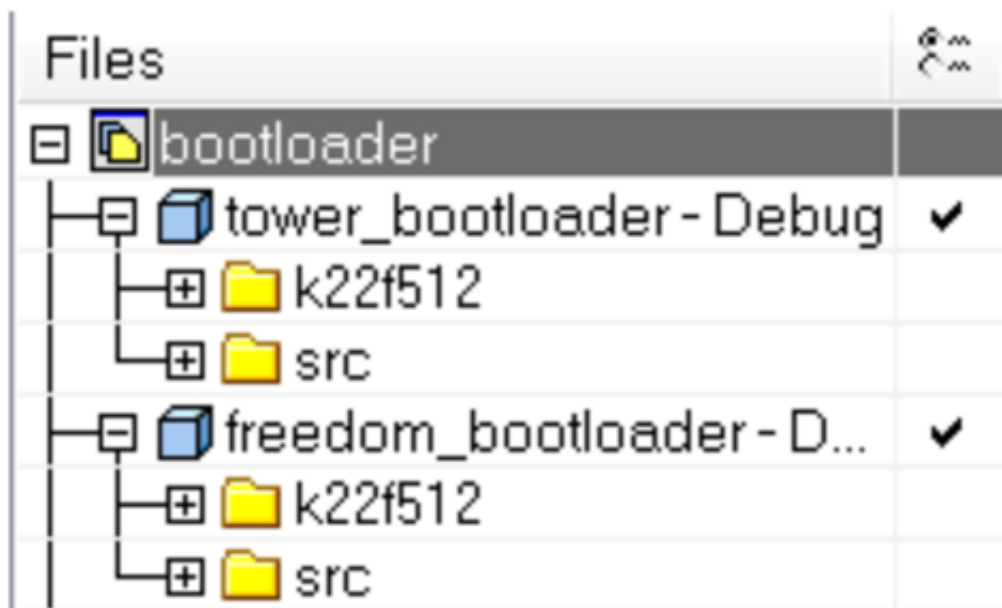


Figure 11-1. Projects available in workspace

Each of the projects in the workspace is configured to support all features of the bootloader. This means every peripheral interface that the MCU supports is enabled. This makes the bootloader very rich in features, but it also has the largest code footprint, which can be considerable on MCUs with smaller flash configurations.

11.3 Flash-resident bootloader source tree

It is important to understand the source tree to understand where modifications are possible. Here is an example of a source tree for one of the bootloader configurations.

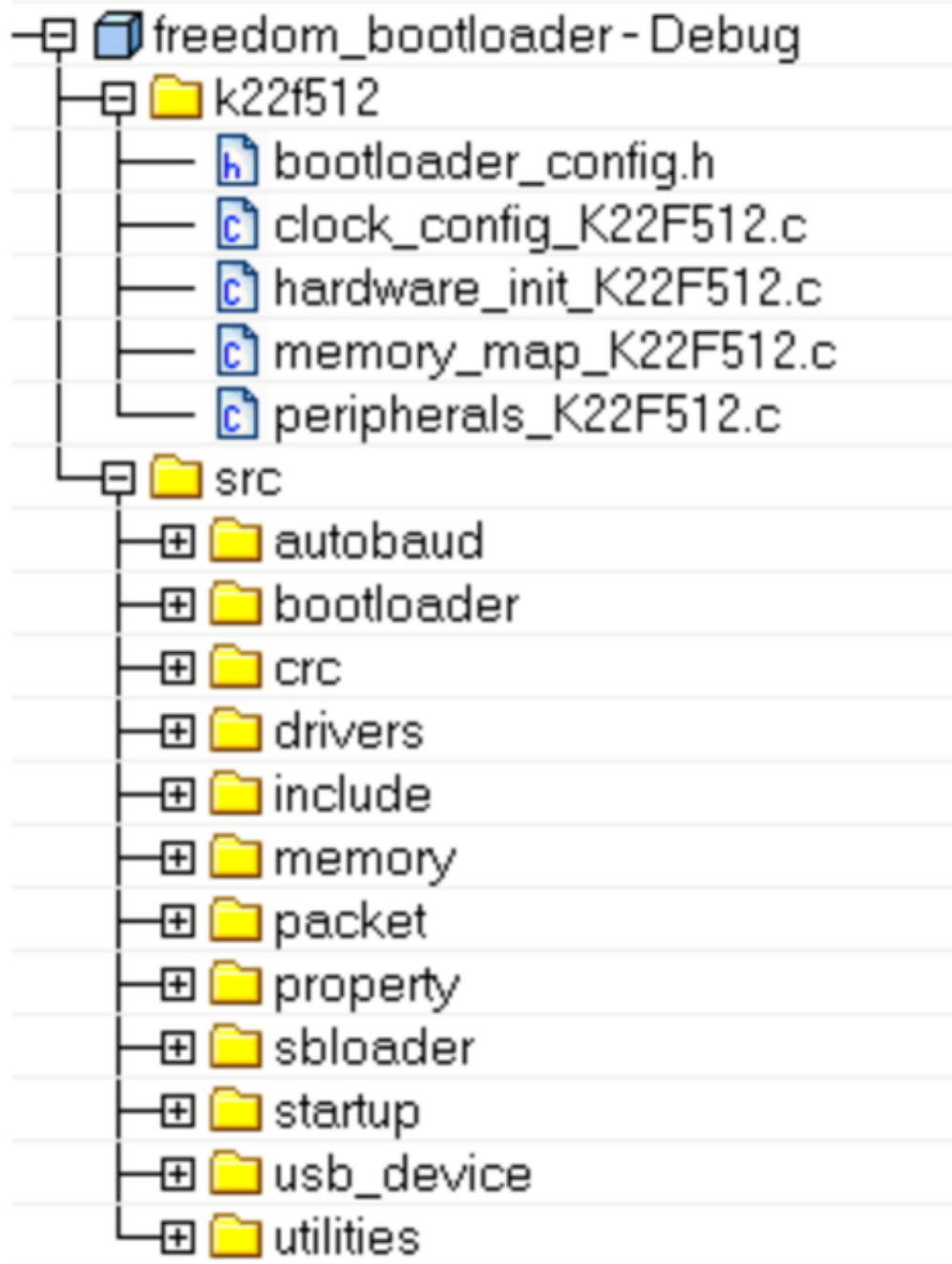


Figure 11-2. Source tree for bootloader configuration

There are two folders in each bootloader project: a MCU-specific folder and a “src” folder. All files in the MCU-specific folder are located in the `<install_dir>/targets/<mcu>/src` folder, and are very specific to the target MCU. The “src” folder is located at the top level of the bootloader tree, and the subfolders in the project correspond to the real folder/file structure on the PC. The files in the “src” folder are the core files of the bootloader, and include everything from peripheral drivers to individual commands.

The bootloader source is separated in a way that creates a clear line between what a user needs to modify and what they do not. Among other things, the files in the MCU-specific folder allow the application to select which peripherals are active as well as how to configure the clock, and are intended to be modified by the user. The files in the “src” folder can be modified, but should only require modification where very specific customization is needed in the bootloader.

11.4 Modifying source files

The files that cover the majority of the customization options needed by applications are located in the MCU-specific folder. These files allow modification to the basic configuration elements of the bootloader application, and are not associated with the core functionality of the bootloader.

In the MCU-specific folder, the source files contain this information:

- **bootloader_config.h** – Bootloader configuration options such as encryption, timeouts, CRC checking, the UART module number and baud rate, and most importantly, the vector table offset for the user application.
- **clock_config_<mcu>.c** – Configures the clock for the MCU. This includes system, bus, etc.
- **hardware_init_<mcu>.c** – Enables and configures peripherals used by the application. This includes pin muxing, peripheral initialization, and the pin used as a bootloader re-entry (bootstrap) mechanism.
- **memory_map_<mcu>.c** – Contains a table that stores the memory map information for the targeted MCU.
- **peripherals_<mcu>.c** – Contains the table used by the bootloader to check which peripheral interfaces are enabled. This is the file used to disable any unwanted or unused peripheral interfaces.
- **peripherals_pinmux.h** - Contains macros to identify peripheral pin mux, typically specific to a target platform.

11.5 Example

One of the most common customizations performed on the Kinetis bootloader is removing unused or unwanted peripheral interfaces. The default configuration of the bootloader enables multiple interfaces, including UART, SPI, I2C and (on some devices)

USB and CAN. This example will describe how to modify the provided bootloader projects remove the SPI0 interface. The same methodology can be used to select any of the supported interfaces.

11.6 Modifying a peripheral configuration macro

The bootloader `_cfg.h` file is located in `<install_dir>/targets/<mcu>/src`. It contains macros such as:

```
#if !defined(BL_CONFIG_SPI0)
#define BL_CONFIG_SPI0 (1)
#endif
```

To remove an interface, either modify this file to set the macro to (0), or pass the macro define to the toolchain compiler in the project settings. For example:

```
BL_CONFIG_SPI0=0
```

Setting this macro to zero removes the interface from the `g_peripherals` table and prevents related code from linking into the bootloader image.

11.7 How to generate MMCAU functions in binary image

1. Add the MMCAU driver to the project.

Add the MMCAU driver `mmcau_aes_functions.c` to the project. There are only three functions in this driver.

```
/*! @brief An initialization function for the decryption peripheral
void mmcau_aes_init(uint32_t *key, uint32_t *keySchedule, uint32_t *rcon);

/*! @brief Encrypts a 16 byte block of data/*!
in and out may use the same address so encrypting in place is supported
void mmcau_aes_encrypt(uint32_t *in, uint32_t *key, uint32_t *keySchedule, uint32_t
*out);

/*! @brief Decrypts a 16 byte block of data/*!
in and out may use the same address so decrypting in place is supported
void mmcau_aes_decrypt(uint32_t *in, uint32_t *key, uint32_t *keySchedule, uint32_t
*out);
```

The following figure shows that the driver has been added to the K80F256 bootloader project

How to generate MMCAU functions in binary image

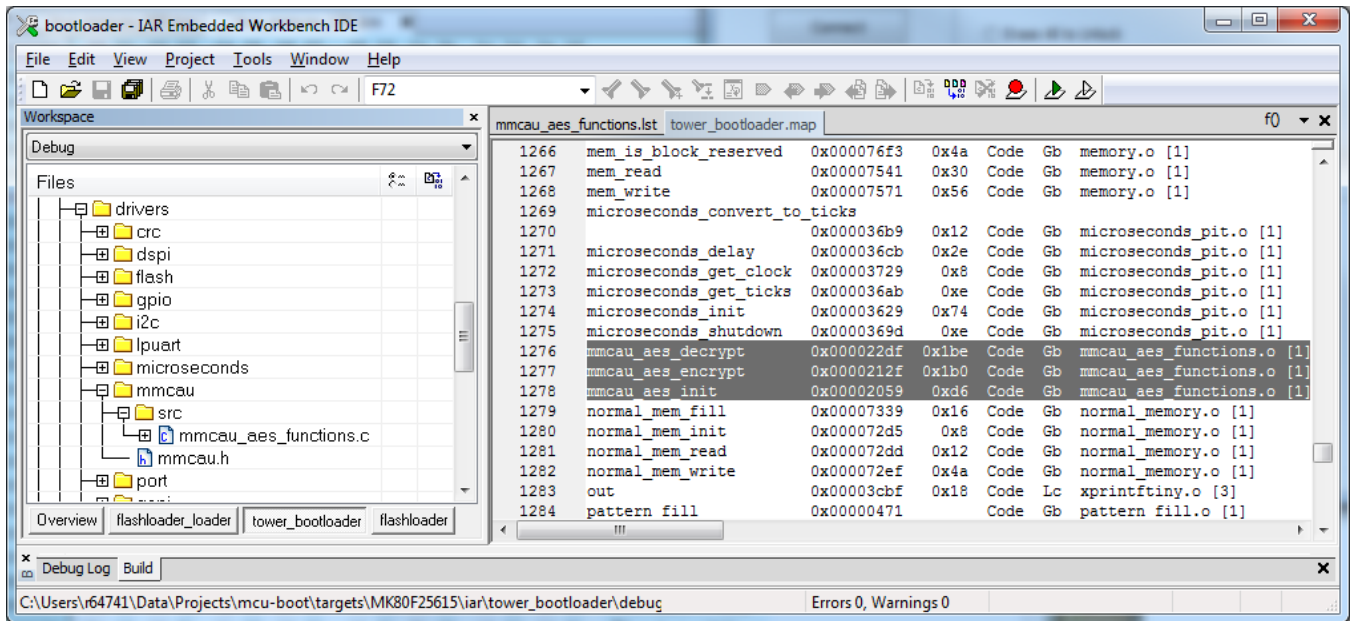


Figure 11-3. Driver added to K80F256F project

2. Change the compile optimization level to low.

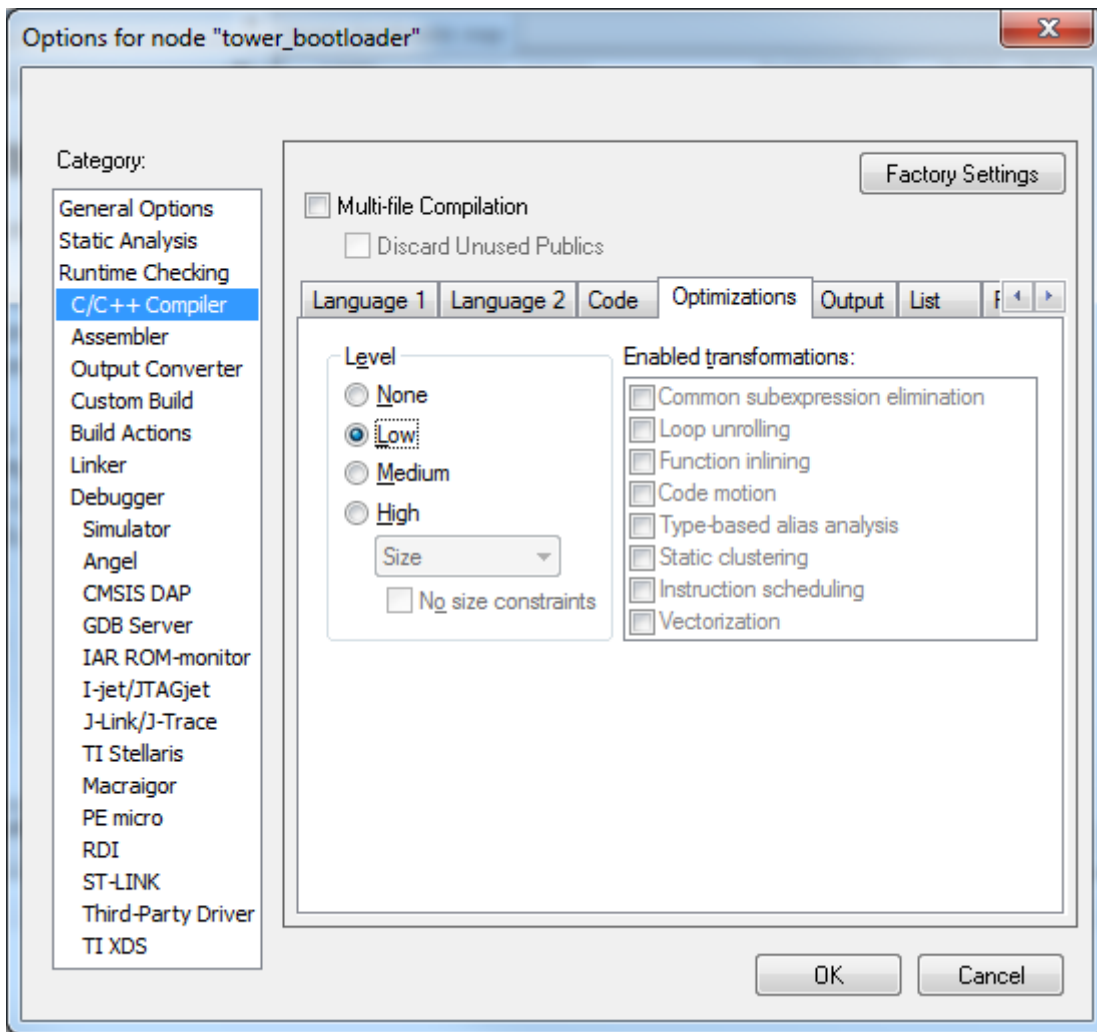


Figure 11-4. Compile optimization level

3. Compile the project and view the map file while generating the binary file for the entire project. The start address and offset of `mmcau_aes_init`, `mmcau_aes_encrypt`, and `mmcau_aes_decrypt` are shown.

How to generate MMCAU functions in binary image

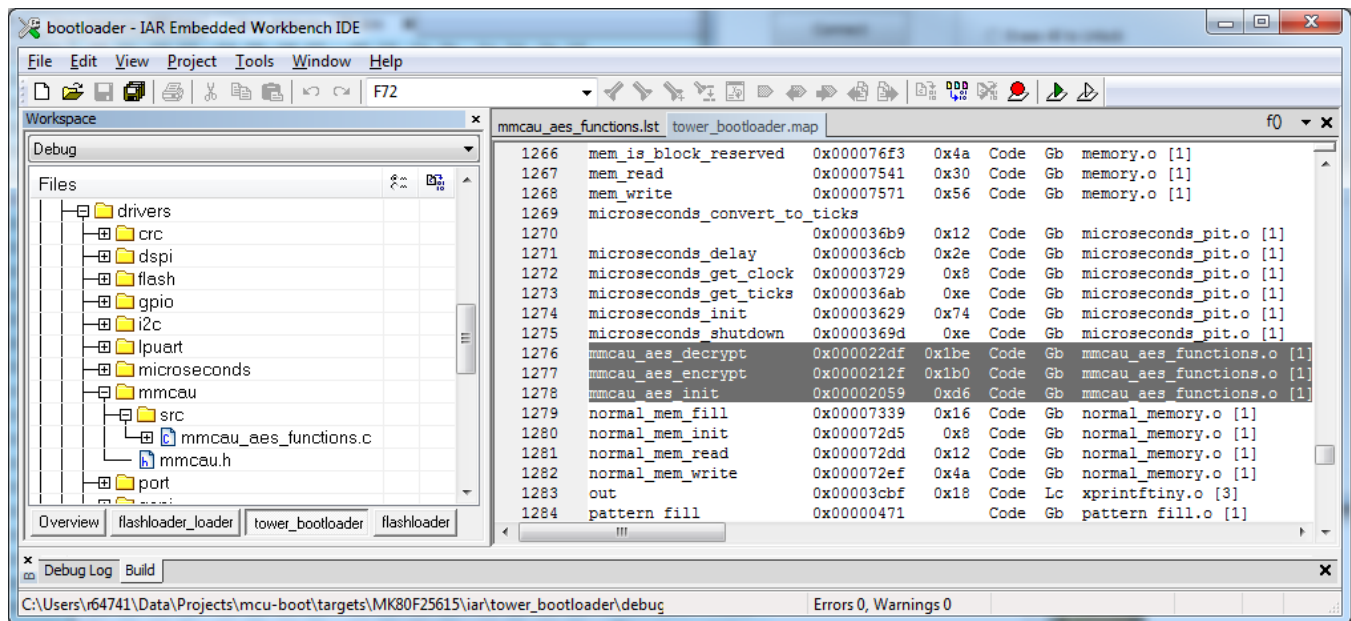


Figure 11-5. Start address MMCAU

4. Open the list file to see the MMCAU algorithm length - $1212 = 0x4BC$.

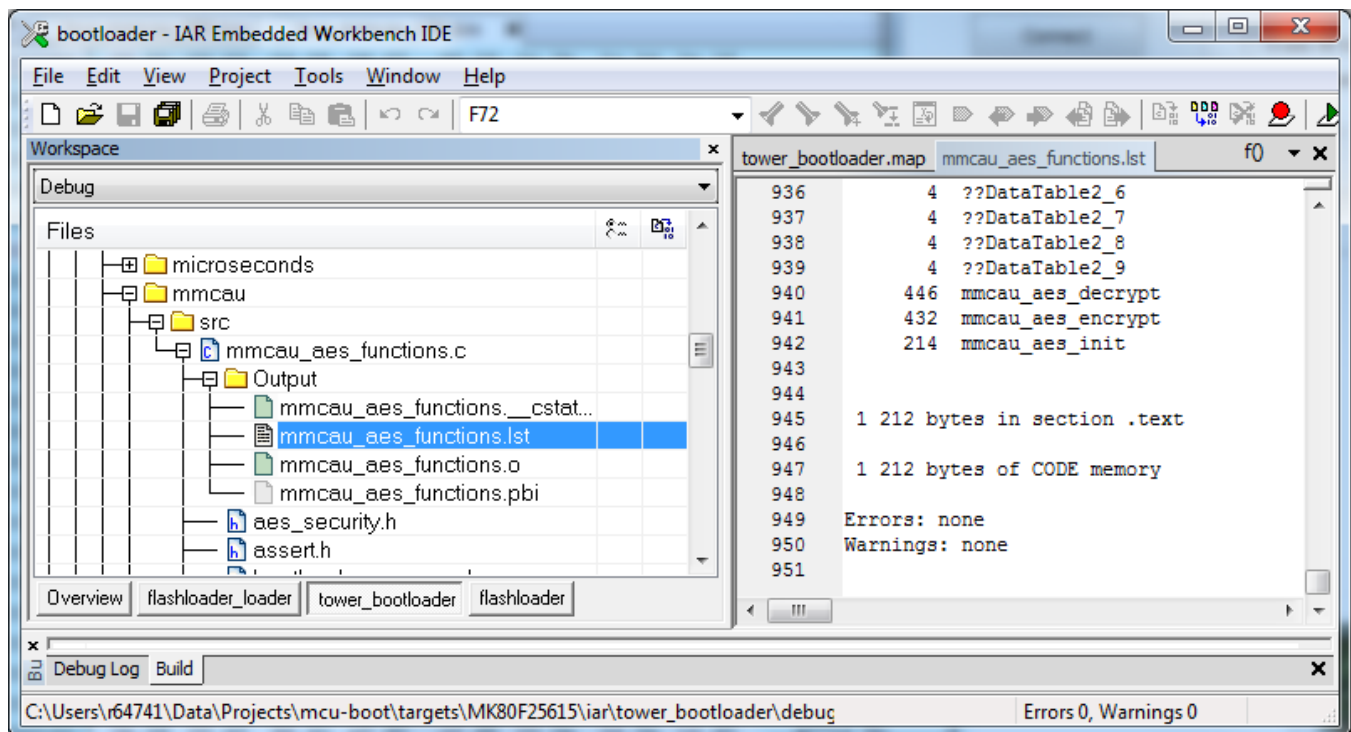


Figure 11-6. MMCAU algorithm length

5. Extract functions from the address of `mmcau_aes_init` ($0x2058$ in this case) by the MMCAU algorithm length ($0x4BC$) and save it. This is the MMCAU algorithm only. See `mmcau_function_cm4.bin`.

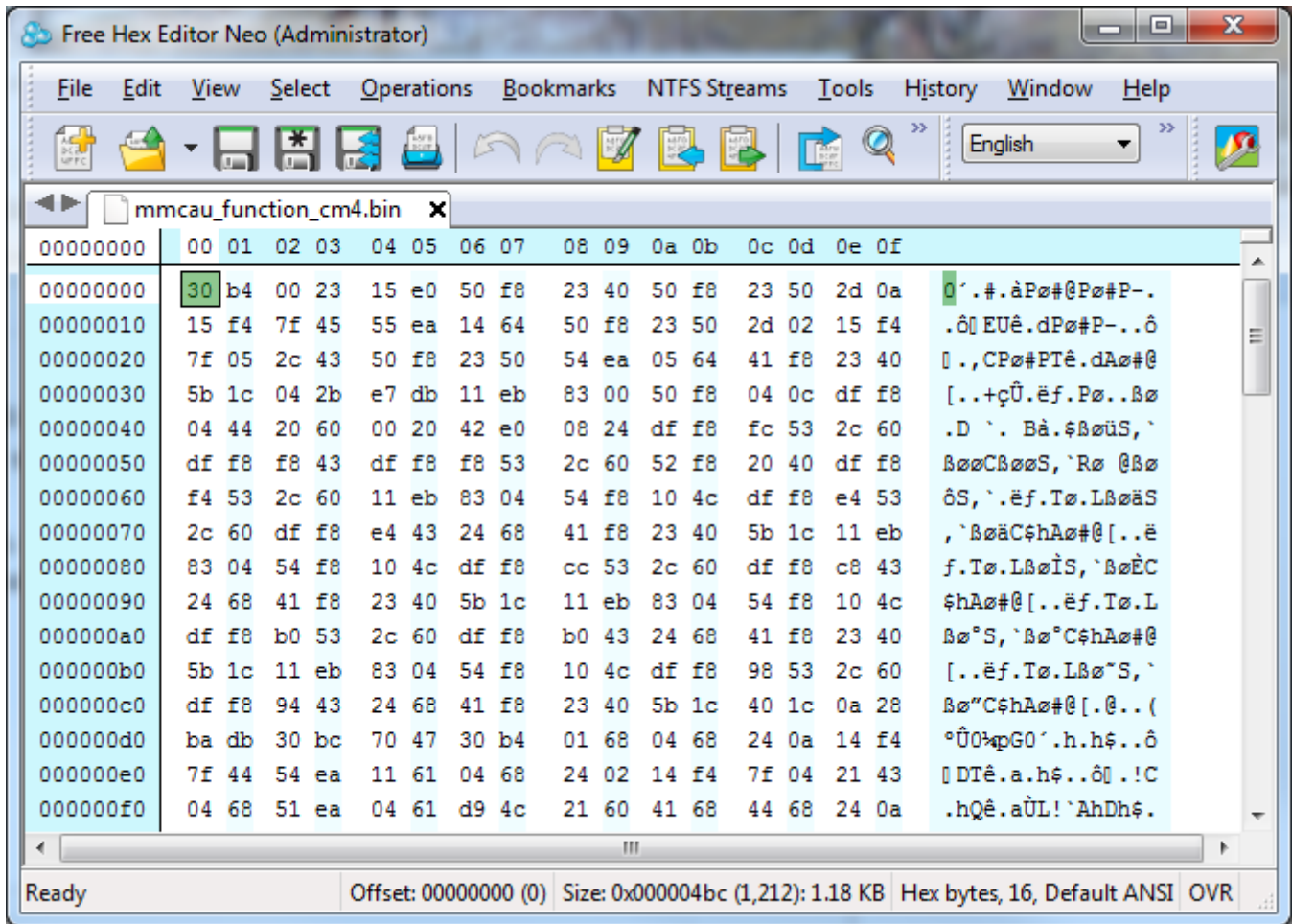


Figure 11-7. mmcau_function_cm4.bin

6. Add the MMCAU algorithm to the Bootloader Configuration Area (BCA).

The MMCAU algorithm can be loaded to any accessible memory, such as RAM or flash. However, you need to update the BCA in order to have a pointer to an MMCAU set-up structure. See `aes_security.h` for the structure definition.

```
{
    uint32_t tag; // 'kcau' = 0x
    uint32_t length; // number of bytes to copy, this number will be copied from the
start of aes_init
    uint32_t aes_init_start;
    uint32_t aes_encrypt_start;
    uint32_t aes_decrypt_start;} mmcau_function_info_t;
```

The location offset of the MMCAU algorithm is `x020`. The BCA start is `0x3C0`, and the `mmcau_function_info` address is `0x3E0`. For decryption to work properly, the `mmcau_function_info` must contain valid values for all the fields in this structure. This structure size is 20 bytes (0x14 bytes).

- Tag

The tag field must equal 'kcau'

- Length

It is the total length of all MMCAU AES algorithms. See `mmcau_aes_functions.lst`. It is 1212 bytes (0x4BC).

- `aes_init_start`

Memory location of the `aes_init` function, the address where `mmcau_function_cm4.bin` is to be loaded. This function size is 0xD6.

- `aes_encrypt_start`

Memory location of the `aes_encrypt` function. This function size is 0x1B0.

- `aes_decrypt_start`

Memory location of the `aes_decrypt` function. This function size is 0x1BE.

The below figure contains information for each function.

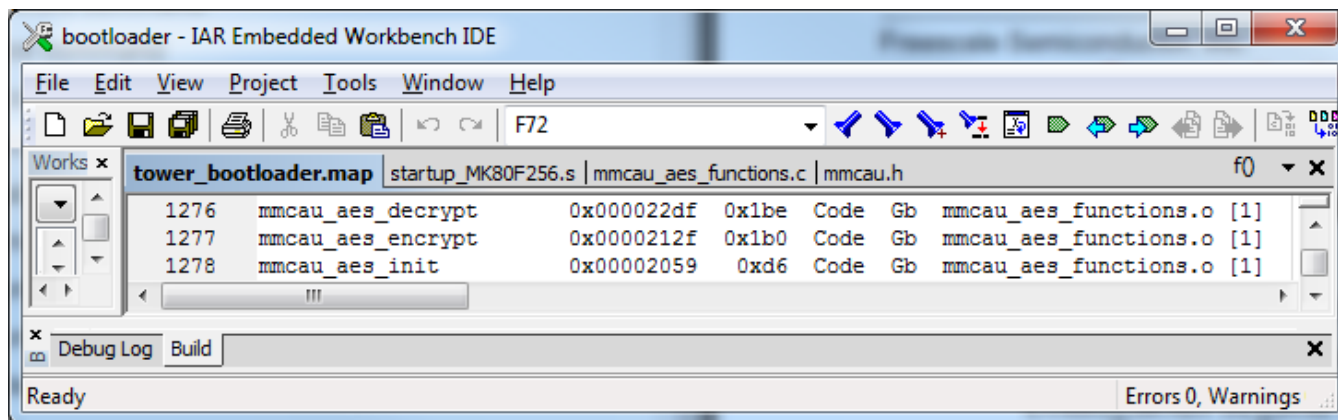


Figure 11-8. Map file

7. Example - Add the MMCAU algorithm after the BCA.

- BCA 0x30 ~ 0x3DF
- MMCAU setup in BCA - 0x3E0, which shows the start of `mmcau_function_info`
- Tag in `mmcau_function_info` (0x410 ~ 0x413)

The values of 0x410 ~ 0x413 are 'kcau'

- Length in `mmcau_function_info` (0x414 ~ 0x417)

The value is 0x000004BC

- `aes_init_start` in `mmcau_function_info` (0x418 ~ 0x41b)

The value is 0x00000424 (0x410 + 0x14 (`mmcau_function_info` structure size))

- `aes_encrypt_start` in `mmcau_function_info` (0x41c ~ 0x41f)

The value is 0x000004fa (0x424 + 0xd6 (mmcau_aes_init function size))

- aes_decrypt_start in mmcau_function_info (0x420 ~ 0x423)

The value is 0x000006aa (0x4fa + 0x1b0 (mmcau_aes_encrypt function size))

- The MMCAU algorithm starts from flash address 0x424

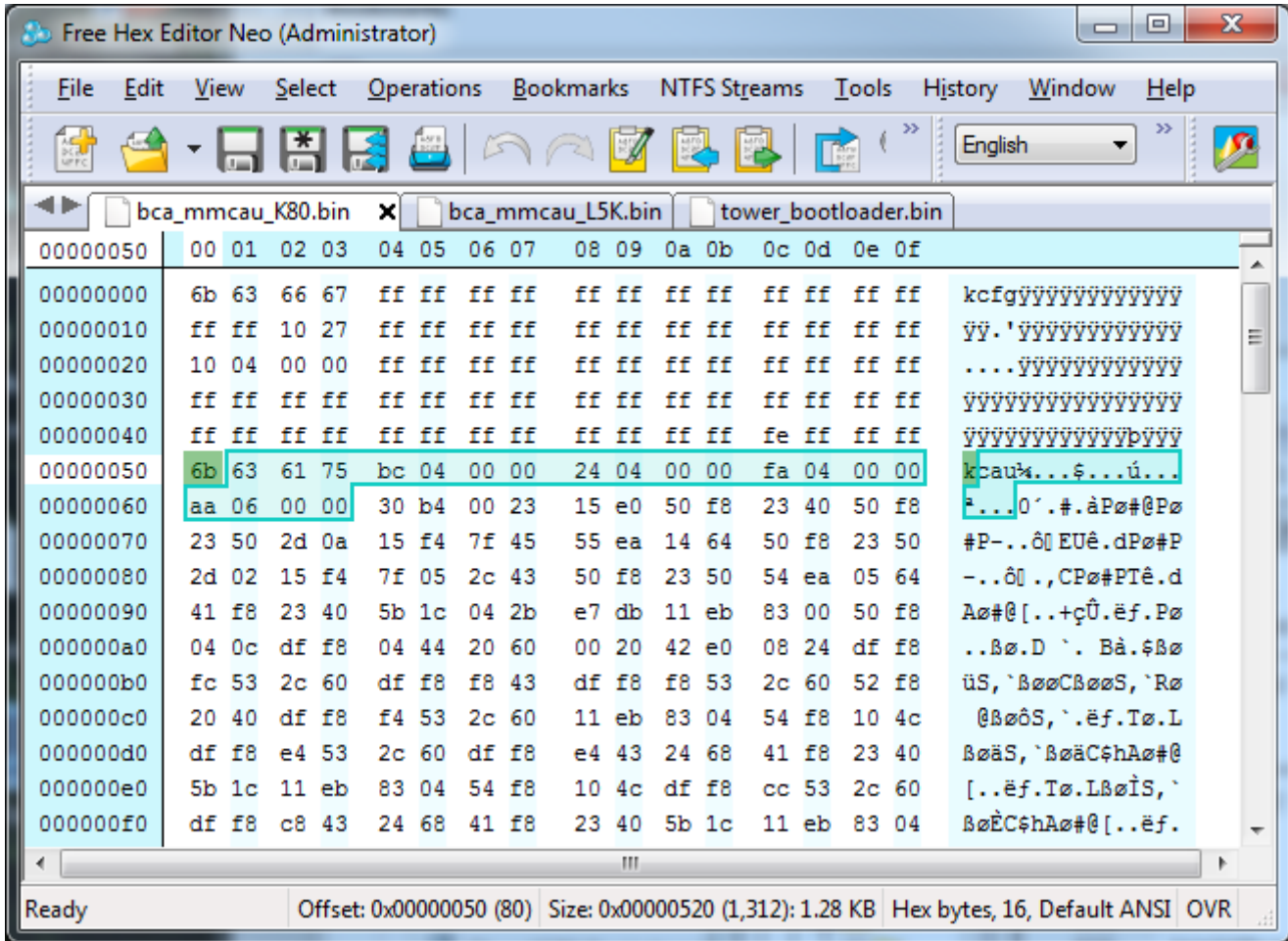


Figure 11-9. MMCAU algorithm after BCA

Chapter 12

Bootloader Reliable Update

12.1 Introduction

Reliable update is an optional but an important feature of Kinetis bootloader. During a firmware update, an unexpected loss of power or device disconnect from the host can happen. This may result in a corrupted image or non-responsive devices. The reliable update feature is designed to solve this problem.

12.2 Functional description

The reliable update works by dividing the device memory into two regions: the main application region and backup application region. Only the backup application region is allowed to be updated by the host. Once the backup region is updated with the new firmware image, the reliable update process needs to be initiated where the Kinetis bootloader checks the validity and integrity of the new application image in the backup region, and copies the new image to the main application region.

12.2.1 Bootloader workflow with reliable update

There are two methods to initiate reliable update process. The first method is to reset the device to enter the bootloader startup process, causing Kinetis bootloader to detect the presence of a valid image in the backup region, and kicking off the reliable update process. The second method is by issuing a reliable-update command from host using BLHOST.EXE while the bootloader is running on the device.

Using the first method, the reliable update process starts before all interfaces are configured. The figure below shows the call to reliable update process during startup flow of the Kinetis bootloader.

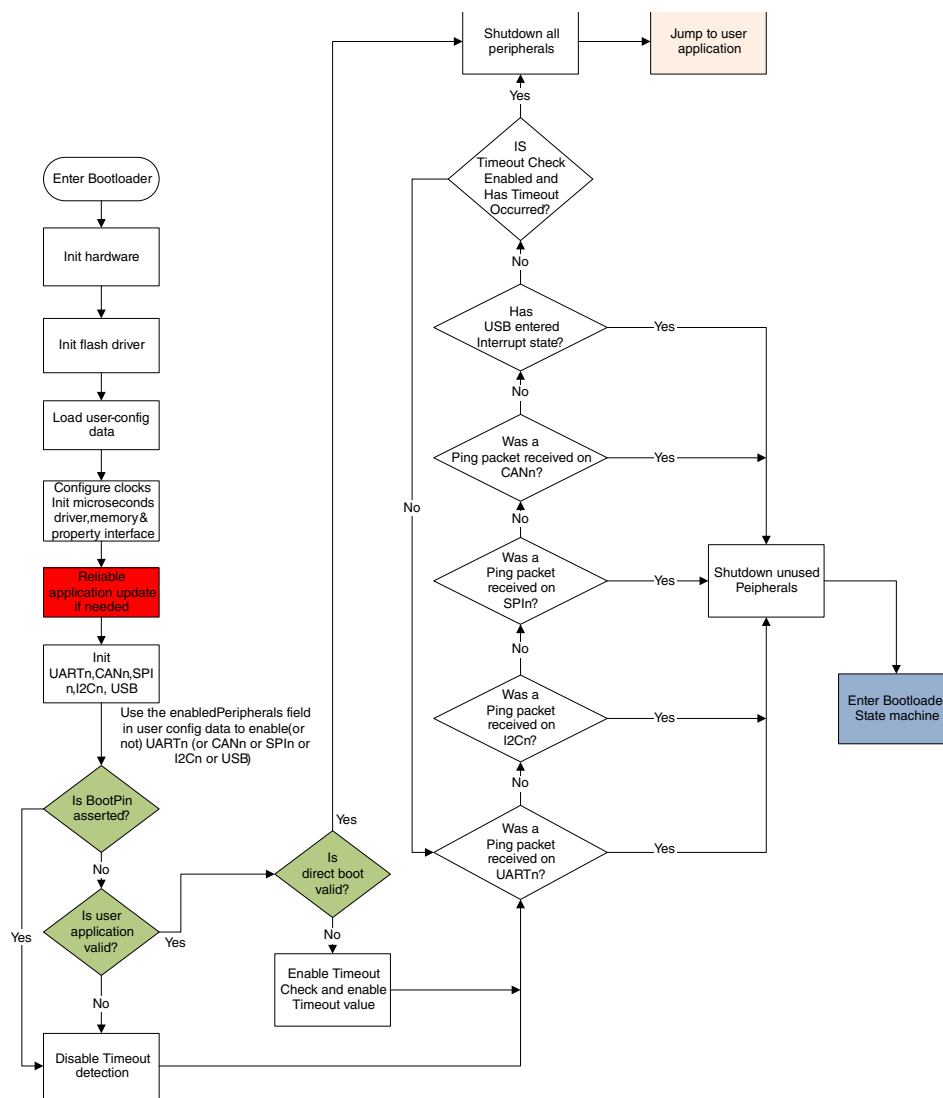


Figure 12-1. Bootloader workflow with reliable update

The second method occurs while the bootloader state machine is running. The reliable update process is triggered when the host sends the reliable update bootloader command..

12.2.2 Reliable update implementation types

There are two kinds of reliable update implementations. They can be classified as either the software version or hardware version. The main differences between software and hardware implementation are listed below:

Table 12-1. Software and hardware implementation

| Item | Software implementation | Hardware implementation |
|--------------------------------------|--|---|
| Applicable device | All Kinetis devices | Devices with flash swap support |
| Device memory distribution | Bootloader + main application + backup application | Main bootloader + main application + backup bootloader + backup application |
| Backup application address | Flexible | Fixed |
| The ability to keep two applications | No | Yes |

The most obvious difference is that software implementation copies the backup application to the main application region, while hardware implementation swaps two half flash blocks to make the backup application become the main application. The detailed differences will be reflected in the chapter titled “Reliable update flow”.

See Section 12.3, “Configuration macros” on how to enable different implementations of the reliable update.

12.2.3 Reliable update flow

This chapter describes in detail both the software and hardware implementation of the reliable update process.

12.2.3.1 Software implementation

For the software implementation, the backup application address is not fixed. Therefore, the application address must be specified. There are two ways for the bootloader to receive the backup application address. If the reliable update process is issued by the host, the bootloader receives the specified application address from the host itself. Otherwise, the bootloader makes use of the predefined application address.

After the reliable update process is started, the first thing for the bootloader is to check the backup application region to determine if the reliable update feature is active by checking:

1. Whether the application pointer in the backup application is valid.
2. Whether the Bootloader Configuration Area is enabled.

Functional description

If above conditions are not met, the bootloader exits the reliable update process immediately. Otherwise, the bootloader continues to validate the integrity of the backup application by checking:

1. Whether the `crcStartAddress` is equal to the start address of the vector table of the application.
2. Whether the `crcByteCount` (considered as the size of backup application) is less than or equal to the maximum allowed backup application size.
3. Whether the calculated CRC checksum is equal to the checksum provided in backup application, given that the above conditions are met.

If the backup application is determined to be valid, the remaining process is described in the following figure.

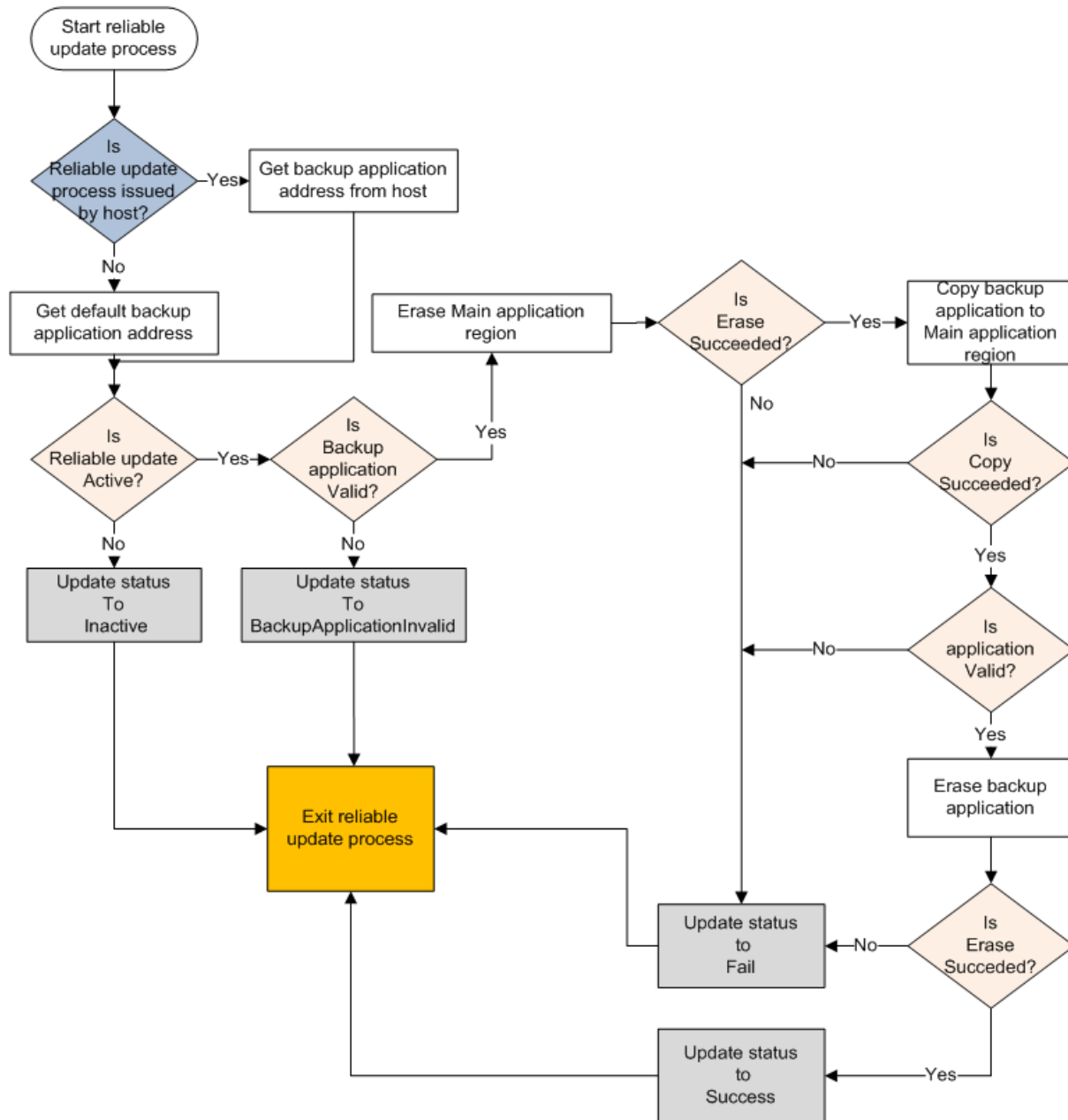


Figure 12-2. Reliable update software implementation workflow

NOTE

Not all details are shown in the above figure.

Once the main application region is updated, the bootloader must erase the backup application region before exiting the reliable update process. This prevents the bootloader to update the main application image on subsequent boots.

12.2.3.2 Hardware implementation

For the hardware implementation, the backup application address is fixed and predefined in the bootloader, but a swap indicator address is required to swap the flash system. There are two ways for the bootloader to get the swap indicator address. If the reliable update process is issued by the host, the bootloader receives the specified swap indicator address from the host itself. Otherwise, the bootloader tries to receive the swap indicator address from the IFR, if the swap system is in the ready state.

The top level behavior of the reliable update process depends on how the bootloader gets the swap indicator address:

- If the reliable update process is issued by the host, the bootloader does the same thing as software implementation until the validity of the backup application is verified.
- If the reliable update process is from the bootloader startup sequence, the bootloader first checks the main application. If the main application is valid, then the bootloader exits the reliable update process immediately, and jumps to the main application. Otherwise, the bootloader receives the swap indicator address from IFR, then continues to validate the integrity of the backup application as the software implementation does.

NOTE

It is expected that the user erases the main application region when reliable update process is intended with the next startup sequence. Otherwise, the reliable update process assumes no update is needed, exits the process, and boots the image from the main application region

If the backup application is valid, see the remaining operations in the following figure.

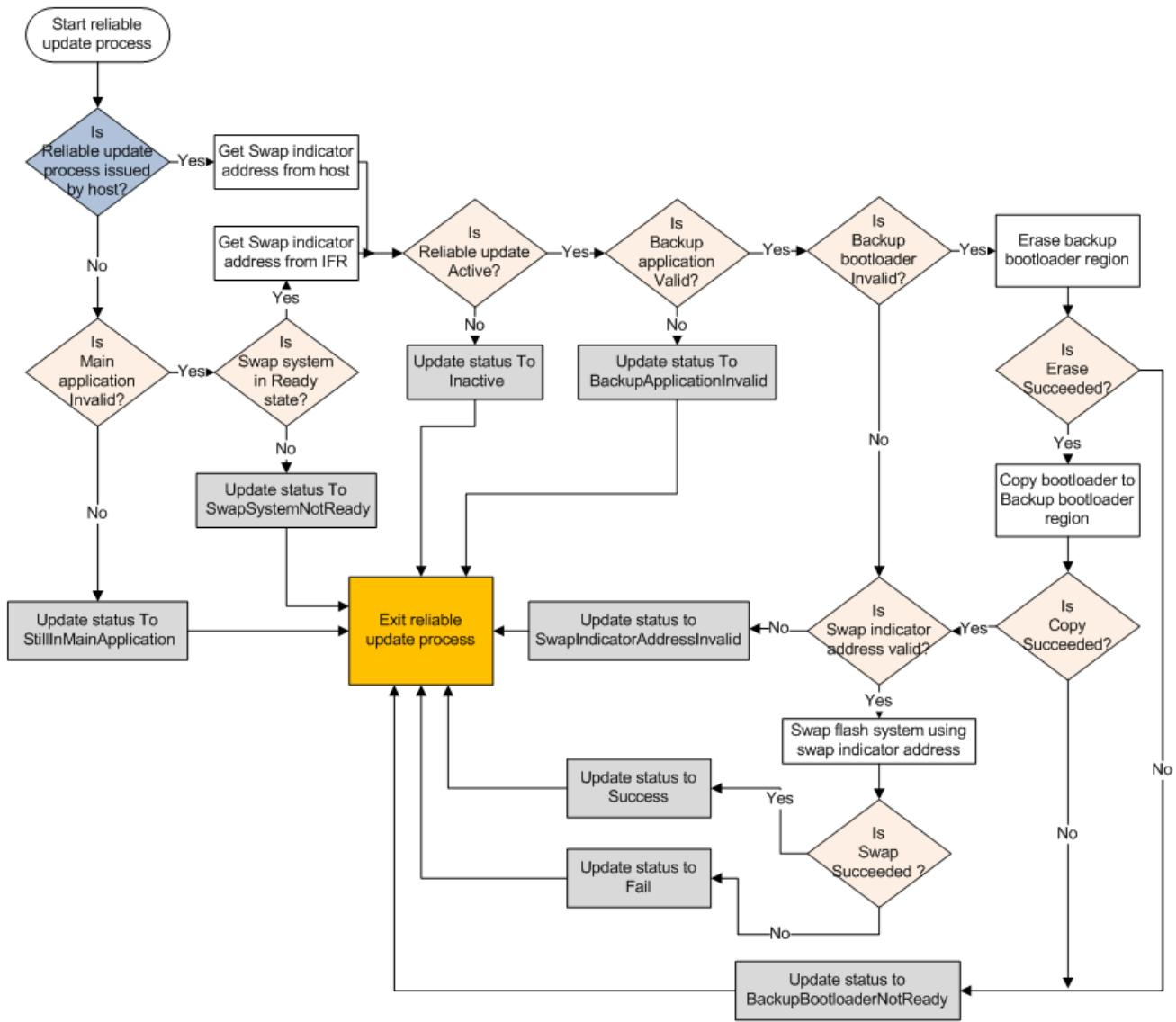


Figure 12-3. Reliable update hardware implementation workflow

NOTE

Not all details are shown in the above figure.

Once the flash system is swapped (upper flash block becomes lower flash block), the bootloader naturally treats the backup application as the main application. In the hardware implementation, after the swap, it is not necessary to erase the image from the backup region.

12.3 Configuration macros

Get property

The configuration macros defined in `bootloader_config.h` are used to enable the reliable update feature. For Kinetis bootloader v2.0.0, the feature is only enabled in the K65 Freedom and Tower flash target builds. All code added for this feature should be enabled only if the macros are defined. Currently, these macros are defined as:

- `BL_FEATURE_RELIABLE_UPDATE` – Used to enable or disable the reliable update feature.
- `BL_FEATURE_HARDWARE_SWAP_UPDATE` – Used to switch the hardware or software implementation of reliable update.
- `BL_BACKUP_APP_START` – Used to define the start address of the backup application if the reliable update feature is enabled.

12.4 Get property

A property has been added to get the state of reliable update. To implement this, a property member called *reliableUpdateStatus* has been added to `propertyStore`. Additionally, eight new status codes have been defined for the reliable update status. See the following table for details.

Table 12-2. Reliable update status error codes

| Status | Value | Description |
|--|-------|--|
| <code>kStatus_ReliableUpdateSuccess</code> | 10600 | Reliable update operation succeeded. |
| <code>kStatus_ReliableUpdateFail</code> | 10601 | Reliable update operation failed. |
| <code>kStatus_ReliableUpdateInactive</code> | 10602 | Reliable update feature is inactive. |
| <code>kStatus_ReliableUpdateBackupApplicationInvalid</code> | 10603 | Backup application is invalid. |
| <code>kStatus_ReliableUpdateStillInMainApplication</code> | 10604 | (For hardware implementation only) The bootloader still jumps to the original main application. |
| <code>kStatus_ReliableUpdateSwapSystemNotReady</code> | 10605 | (For hardware implementation only) Failed to get the swap indicator address from IFR due to the swap system not being ready. |
| <code>kStatus_ReliableUpdateBackupBootloaderNotReady</code> | 10606 | (For hardware implementation only) Failed in copying the main application image to the backup application region. |
| <code>kStatus_ReliableUpdateSwapIndicatorAddressInvalid</code> | 10607 | (For hardware implementation only) Swap indicator address is invalid for the swap system. |

Chapter 13

Appendix A: status and error codes

Status and error codes are grouped by component. Each component that defines errors has a group number. This expression is used to construct a status code value.

$$\text{status_code} = (\text{group} * 100) + \text{code}$$

Component group numbers are listed in this table.

Table 13-1. Component group numbers

| Group | Component |
|-------|------------------|
| 0 | Generic errors |
| 1 | Flash driver |
| 4 | QuadSPI driver |
| 5 | OTFAD driver |
| 100 | Bootloader |
| 101 | SB loader |
| 102 | Memory interface |
| 103 | Property store |
| 104 | CRC checker |
| 105 | Packetizer |
| 106 | Reliable update |

The following table lists all of the error and status codes.

Table 13-2. Error and status codes

| Name | Value | Description |
|-------------------------|-------|---|
| kStatus_Success | 0 | Operation succeeded without error. |
| kStatus_Fail | 1 | Operation failed with a generic error. |
| kStatus_ReadOnly | 2 | Property cannot be changed because it is read-only. |
| kStatus_OutOfRange | 3 | Requested value is out of range. |
| kStatus_InvalidArgument | 4 | The requested command's argument is undefined. |
| kStatus_Timeout | 5 | A timeout occurred. |

Table continues on the next page...

Table 13-2. Error and status codes (continued)

| Name | Value | Description |
|----------------------------------|-------|--|
| kStatus_NoTransferInProgress | 6 | The current transfer status is idle. |
| kStatus_FlashSizeError | 100 | Not used. |
| kStatus_FlashAlignmentError | 101 | Address or length does not meet required alignment. |
| kStatus_FlashAddressError | 102 | Address or length is outside addressable memory. |
| kStatus_FlashAccessError | 103 | The FTFA_FSTAT[ACCERR] bit is set. |
| kStatus_FlashProtectionViolation | 104 | The FTFA_FSTAT[FPVIOL] bit is set. |
| kStatus_FlashCommandFailure | 105 | The FTFA_FSTAT[MGSTAT0] bit is set. |
| kStatus_FlashUnknownProperty | 106 | Unknown Flash property. |
| kStatus_FlashEraseKeyError | 107 | Error in erasing the key. |
| kStatus_FlashRegionOnExecuteOnly | 108 | The region is execute only region. |
| kStatus_FlashAPINotSupported | 115 | Unsupported Flash API is called. |
| kStatus_QspiFlashSizeError | 400 | Error in QuadSPI flash size. |
| kStatus_QspiFlashAlignmentError | 401 | Error in QuadSPI flash alignment. |
| kStatus_QspiFlashAddressError | 402 | Error in QuadSPI flash address. |
| kStatus_QspiFlashCommandFailure | 403 | QuadSPI flash command failure. |
| kStatus_QspiFlashUnknownProperty | 404 | Unknown QuadSPI flash property. |
| kStatus_QspiNotConfigured | 405 | QuadSPI not configured. |
| kStatus_QspiCommandNotSupported | 406 | QuadSPI command not supported. |
| kStatus_QspiCommandTimeout | 407 | QuadSPI command timed out. |
| kStatus_QspiWriteFailure | 408 | QuadSPI write failure. |
| kStatusQspiModuleBusy | 409 | QuadSPI module is busy. |
| kStatus_OtfadSecurityViolation | 500 | Security violation in OTFAD module. |
| kStatus_OtfadLogicallyDisabled | 501 | OTFAD module is logically disabled. |
| kStatus_OtfadInvalidKey | 502 | The key is invalid. |
| kStatus_OtfadInvalidKeyBlob | 503 | The Key blob is invalid. |
| kStatus_UnknownCommand | 10000 | The requested command value is undefined. |
| kStatus_SecurityViolation | 10001 | Command is disallowed because flash security is enabled. |
| kStatus_AbortDataPhase | 10002 | Abort the data phase early. |
| kStatus_Ping | 10003 | Internal: Received ping during command phase. |
| kStatus_NoResponse | 10004 | There is no response for the command. |
| kStatus_NoResponseExpected | 10005 | There is no response expected for the command. |
| kStatusRomLdrSectionOverrun | 10100 | ROM SB loader section overrun. |
| kStatusRomLdrSignature | 10101 | ROM SB loader incorrect signature. |
| kStatusRomLdrSectionLength | 10102 | ROM SB loader incorrect section length. |
| kStatusRomLdrUnencryptedOnly | 10103 | ROM SB loader does not support plain text image. |
| kStatusRomLdrEOFReached | 10104 | ROM SB loader EOF reached |
| kStatusRomLdrChecksum | 10105 | ROM SB loader checksum error. |
| kStatusRomLdrCrc32Error | 10106 | ROM SB loader CRC32 error. |
| kStatusRomLdrUnknownCommand | 10107 | ROM SB loader unknown command. |

Table continues on the next page...

Table 13-2. Error and status codes (continued)

| Name | Value | Description |
|---|-------|--|
| kStatusRomLdrIdNotFound | 10108 | ROM SB loader ID not found. |
| kStatusRomLdrDataUnderrun | 10109 | ROM SB loader data underrun. |
| kStatusRomLdrJumpReturned | 10110 | ROM SB loader return from jump command occurred. |
| kStatusRomLdrCallFailed | 10111 | ROM SB loader call command failed. |
| kStatusRomLdrKeyNotFound | 10112 | ROM SB loader key not found. |
| kStatusRomLdrSecureOnly | 10113 | ROM SB loader security state is secured only. |
| kStatusRomLdrResetReturned | 10114 | ROM SB loader return from reset occurred. |
| kStatusMemoryRangeInvalid | 10200 | Memory range conflicts with a protected region. |
| kStatusMemoryReadFailed | 10201 | Failed to read from memory range. |
| kStatusMemoryWriteFailed | 10202 | Failed to write to memory range. |
| kStatus_UnknownProperty | 10300 | The requested property value is undefined. |
| kStatus_ReadOnlyProperty | 10301 | The requested property value cannot be written. |
| kStatus_InvalidPropertyValue | 10302 | The specified property value is invalid. |
| kStatus_AppCrcCheckPassed | 10400 | CRC check passed. |
| kStatus_AppCrcCheckFailed | 10401 | CRC check failed. |
| kStatus_AppCrcCheckInactive | 10402 | CRC checker is not enabled. |
| kStatus_AppCrcCheckInvalid | 10403 | Invalid CRC checker due to blank part of BCA not present. |
| kStatus_AppCrcCheckOutOfRange | 10404 | CRC check is valid but addresses are out of range. |
| kStatus_NoPingResponse | 10500 | Packetizer did not receive any response for the ping packet. |
| kStatus_InvalidPacketType | 10501 | Packet type is invalid. |
| kStatus_InvalidCRC | 10502 | Invalid CRC in the packet. |
| kStatus_NoCommandResponse | 10503 | No response received for the command. |
| kStatus_ReliableUpdateSuccess | 10600 | Reliable update process completed successfully. |
| kStatus_ReliableUpdateFail | 10601 | Reliable update process failed. |
| kStatus_ReliableUpdateInactive | 10602 | Reliable update feature is inactive. |
| kStatus_ReliableUpdateBackupApplicationInvalid | 10603 | Backup application image is invalid. |
| kStatus_ReliableUpdateStillInMainApplication | 10604 | Next boot will still be with Main Application image. |
| kStatus_ReliableUpdateSwapSystemNotReady | 10605 | Cannot swap flash by default because swap system is not ready. |
| kStatus_ReliableUpdateBackupBootloaderNotReady | 10606 | Cannot swap flash because there is no valid backup bootloader image. |
| kStatus_ReliableUpdateSwapIndicatorAddressInvalid | 10607 | Cannot swap flash because provided swap indicator is invalid. |



Chapter 14

Appendix B: GetProperty and SetProperty commands

Properties are the defined units of data that can be accessed with the GetProperty or SetProperty commands. Properties may be read-only or read-write. All read-write properties are 32-bit integers, so they can easily be carried in a command parameter. Not all properties are available on all platforms. If a property is not available, GetProperty and SetProperty return kStatus_UnknownProperty.

The tag values shown in the table below are used with the GetProperty and SetProperty commands to query information about the bootloader.

Table 14-1. Tag values GetProperty and SetProperty

| Name | Writable | Tag value | Size | Description |
|----------------------|----------|-----------|------|---|
| CurrentVersion | no | 0x01 | 4 | The current bootloader version. |
| AvailablePeripherals | no | 0x02 | 4 | The set of peripherals supported on this chip. |
| FlashStartAddress | no | 0x03 | 4 | Start address of program flash. |
| FlashSizeInBytes | no | 0x04 | 4 | Size in bytes of program flash. |
| FlashSectorSize | no | 0x05 | 4 | The size in bytes of one sector of program flash. This is the minimum erase size. |
| FlashBlockCount | no | 0x06 | 4 | Number of blocks in the flash array. |
| AvailableCommands | no | 0x07 | 4 | The set of commands supported by the bootloader. |
| CRCCheckStatus | no | 0x08 | 4 | The status of the application CRC check. |
| Reserved | n/a | 0x09 | n/a | |

Table continues on the next page...

Table 14-1. Tag values GetProperty and SetProperty (continued)

| Name | Writable | Tag value | Size | Description |
|--------------------|----------|-----------|------|---|
| VerifyWrites | yes | 0x0a | 4 | Controls whether the bootloader verifies writes to flash. The VerifyWrites feature is enabled by default. 0 - No verification is done 1 - Enable verification |
| MaxPacketSize | no | 0x0b | 4 | Maximum supported packet size for the currently active peripheral interface. |
| ReservedRegions | no | 0x0c | n | List of memory regions reserved by the bootloader. Returned as value pairs (<start-address-of-region>,<end-address-of-region>). <ul style="list-style-type: none"> If HasDataPhase flag is not set, then the Response packet parameter count indicates number of pairs. If HasDataPhase flag is set, then the second parameter is the number of bytes in the data phase. |
| RAMStartAddress | no | 0x0e | 4 | Start address of RAM. |
| RAMSizeInBytes | no | 0x0f | 4 | Size in bytes of RAM. |
| SystemDeviceId | no | 0x10 | 4 | Value of the Kinetis System Device Identification register. |
| FlashSecurityState | no | 0x11 | 4 | Indicates whether Flash security is enabled. 0 - Flash security is disabled 1 - Flash security is enabled |
| UniqueDeviceId | no | 0x12 | n | Unique device identification, value of Kinetis Unique Identification registers |

Table continues on the next page...

Table 14-1. Tag values GetProperty and SetProperty (continued)

| Name | Writable | Tag value | Size | Description |
|--------------------------|----------|-----------|------|--|
| | | | | (16 for K series devices, 12 for KL series devices) |
| FlashFacSupport | no | 0x13 | 4 | FAC (Flash Access Control) support flag 0 - FAC not supported 1 - FAC supported |
| FlashAccessSegmentSize | no | 0x14 | 4 | The size in bytes of 1 segment of flash. |
| FlashAccessSegmentCount | no | 0x15 | 4 | FAC segment count (The count of flash access segments within the flash model.) |
| FlashReadMargin | yes | 0x16 | 4 | The margin level setting for flash erase and program verify commands. 0=Normal 1=User 2=Factory |
| QspiInitStatus | no | 0x17 | 4 | The result of the QSPI or OTFAD initialization process. 405 - QSPI is not initialized 0 - QSPI is initialized |
| TargetVersion | no | 0x18 | 4 | Target build version number. |
| ExternalMemoryAttributes | no | 0x19 | 24 | List of attributes supported by the specified memory Id (0=Internal Flash, 1=QuadSpi0). See description for the return value in the section ExternalMemoryAttributes Property. |
| ReliableUpdateStatus | - | 0x1a | 4 | Result of last Reliable Update operation. See Table 12-2. |



Chapter 15

Revision history

15.1 Revision History

This table shows the revision history of the document.

Table 15-1. Revision history

| Revision number | Date | Substantive changes |
|-----------------|---------|-----------------------------------|
| 0 | 04/2016 | Kinetis Bootloader v2.0.0 release |

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