

Flash_UserInformation

1. Operation Outline

User information area of flash is rewritten.

The operation is checked by a live watch function of the debugger and a display on the terminal emulator.

2. Board setting

Connect the terminal on the evaluation board as follows.

CN5	1-2	CN4	29-30
	3-4		

3. Each Setting

<u>Switch</u>	: PV1	S7
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<u>UART</u>	: UT0RXD(PE2)
	: UT0TXDA(PE3)

Serial port setting

Baud rate	: 115200(bps)
Data	: 8(bit)
Parity	: None
Stop	: 1(bit)
Flow control	: None

3. Basic Operation

The IAR Embedded Workbench has the "live watch" function and the Keil μ Vision has the "watch" function. These functions are called "Watch", in this document.

1. "GetUserInfoData" is registered to the watch. Program is executed.

Following character strings are displayed on the terminal emulator.

```
*****  
FLASH User Information Area Write Example  
*****  
Please press the S7
```

2. When pushing the S7, the following processes are executed.

The FLASH control functions such as write and erase commands are transferred to RAM.

RAM transferring.

Erasing the user information area.

Erasing.

The test data "Toshiba TMPM4G9 User Information Example" is wrote to the user information area.

writing.

When the Completion of writing, the following character strings are displayed on the terminal emulator.

```
Finished.  
check a variable GetUserInfoData.
```

3. When "Finished. check a variable GetUserInfoData" is output to the terminal emulator, it should be confirmed that "Toshiba TMPM4G9 User Information Example" is written to the prameter "GetUserInfoData" of the "Watch".

4. Note

Multiple push-downs of a switch are not supported.