

FLASH_USERBOOT

1. Operation Outline

The Flash data are re-written by using the user boot mode.

2. Each Setting

SW : SW4 (PortA2)

LED : LED0 (PortJ0)
: LED1 (PortJ1)
: LED2 (PortJ2)
: LED3 (PortJ3)

External interrupt : INT00 (PortA2)

3. Basic Operation

Data table A and B which have different LED display patterns should be prepared.

At first, the main program starts, and the LED display pattern of Data table (Data A) is executed.

The write process, data A, and data B are stored to the RAM by pushing down the SW4.

Flash areas of Data A and Data B are erased.

Data B stored in RAM is written to the Flash area of Data A, and Data A stored to the RAM is written to the Flash area of Data B.

Execute the LED display pattern of the data table (data B) from the main program.

After that, the same procedures are repeated, and the Data A and Data B is repeated alternately.

4. Note

Multiple push-downs of a switch are not supported.