

FLASH_DATA

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

First, the main program starts, and LED0 and LED2 are turned on.

When the SW4 is pushed down, the write operation, erasing of the data flash page (0x30001000-0x30001FFF, 0x30002000-0x30002FFF), and writing to the data flash are executed. Then LED1 and LED3 are turned on. (1)

When the SW4 is pushed down after (1), the write operation, erasing of the data flash block (0x30001000-0x30001FFF, 0x30002000-0x30002FFF), and writing to the data flash are executed. Then, LED0 and LED2 are turned on. (2)

When the SW4 is pushed down after (2), the write operation, erasing of the data flash area (0x30000000-0x30007FFF), and writing to the data flash are executed. Then, LED1 and LED3 are turned on. (3)

Then, if the same processing is repeated, (1) to (3) is also repeated and the light pattern of LEDs is changed.

4. Note

Multiple push-downs of a switch are not supported.