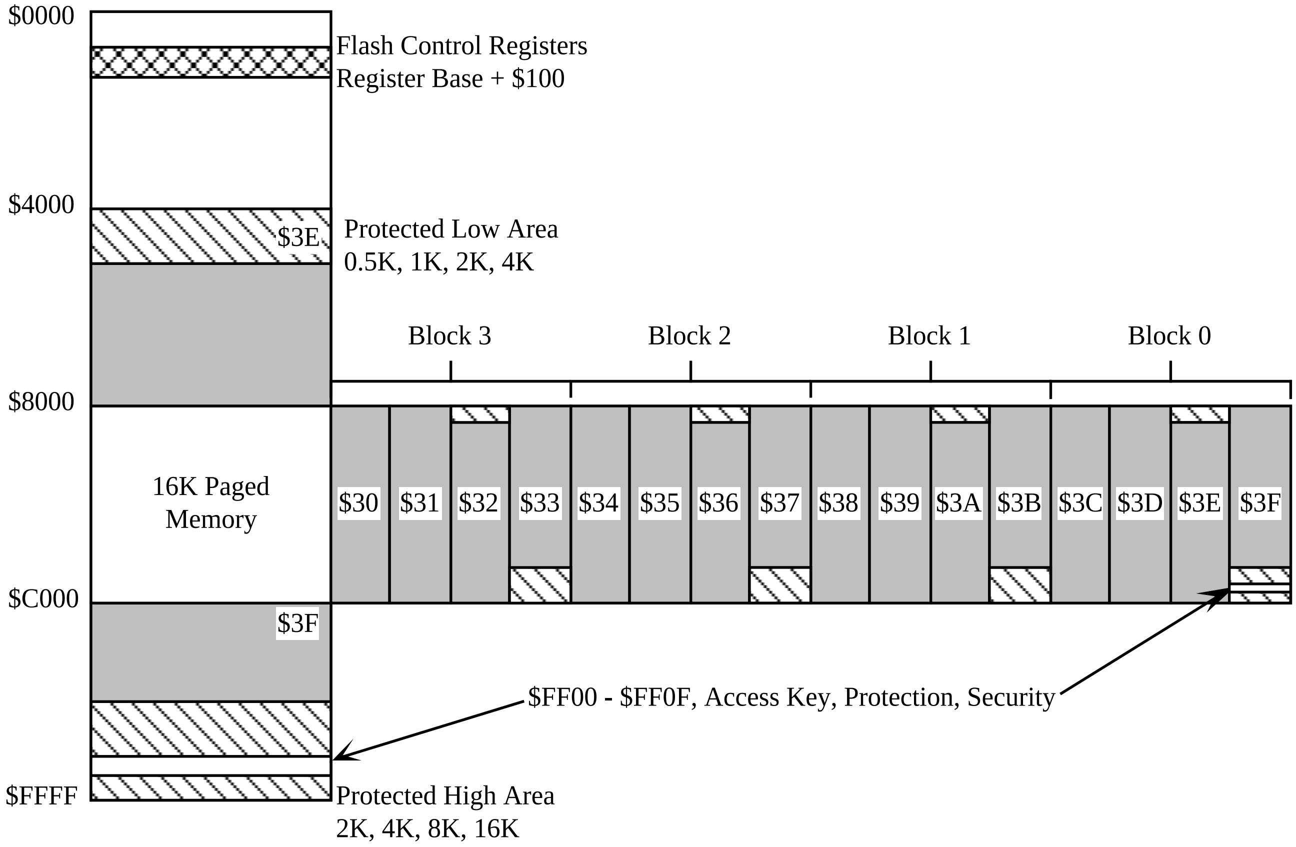

Figure 1. MC9S12DP256 Memory Map

Overview of the MC9S12DP256's FLASH

The MC9S12DP256's 256 K of on-chip FLASH memory is composed of four 65,536 byte blocks. Each block is arranged as 32,768 16-bit words and may be read as bytes, words, or misaligned words. Access time is one bus cycle for bytes and aligned words reads and two bus cycles for misaligned word reads. Write operations for program and erase operations can be performed only as an aligned word. Each 64-K block is organized in 1024 rows of 32 words. An erase sector contains 8 rows or 512 bytes. Erase operations may be performed on a sector as small as 512 bytes or on the entire 65,536-byte block. An erased word reads $FFFF and a programmed word reads $0000.

The programming voltage required to program and erase the FLASH is generated internally by on-chip charge pumps. Program and erase operations are performed by a command driven interface from the microcontroller using an internal state machine. The completion of a program or erase operation is signaled by the setting of the CCIF flag and may optionally generate an interrupt. All FLASH blocks can be programmed or erased at the same time; however, it is not possible to read from a FLASH block while it is being erased or programmed.

Each 64-K block contains hardware interlocks which protect data from accidental corruption. As shown in **Figure 1**, the upper 32 K of block zero can be accessed through the 16-Kbyte PPAGE window or at two fixed address 16-K address ranges. One protected area is located in the upper address area of the fixed page address range from $C000–$FFFF and is normally used for bootloader code. Another area is located in the lower portion of the fixed page address range from $4000–$7FFF. Additional protected memory areas are present in the three remaining 64-K FLASH blocks; however, they are only accessible through the 16-K PPAGE window.

FLASH Control Registers

The control and status registers for all four FLASH blocks occupy 16 bytes in the input/output (I/O) register area. To accommodate the four FLASH blocks while occupying a minimum of register address space, the FLASH control register address range is divided into two sections. The first four registers, as shown in **Figure 2**, apply to all four memory blocks. The remaining 12 bytes of the register space have duplicate sets of registers, one for each FLASH bank. The active register bank is selected by the BKSEL bits in the unbanked FLASH configuration register (FCNFG). Note that only three of the banked registers contain usable status and control bits; the remaining nine registers are reserved for factory testing or are unused.

	Bit 7	6	5	4	3	2	1	Bit 0	
FCLKDIV	FDIVLD	PRDIV8	FDIV5	FDIV4	FDIV3	FDIV2	FDIV1	FDIV0	$x100
FSEC	KEYEN	NV6	NV5	NV4	NV3	NV2	SEC01	SEC00	$x101
Reserved	0	0	0	0	0	0	0	0	$x102
FCNFG	CBEIE	CCIE	KEYACC	0	0	0	BKSEL1	BKSEL1	$X103
Unbanked									
Banked									
FPROT	FPOPEN	F	FPHDIS	FPHS1	FPHS0	FPLDIS	FPLS1	FPLS0	$X104
FSTAT	CBEIF	CCIF	PVIOL	ACCERR	0	BLANK	0	0	$X105
FCMD	0	ERASE	PROG	0	0	ERVER	0	MASS	$X106
Reserved	0	0	0	0	0	0	0	0	$X107– $x10F

Figure 2. FLASH Status and Control Registers

FLASH Protection

The protected areas of each FLASH block are controlled by four bytes of FLASH memory residing in the fixed page memory area from $FF0A–$FF0D. During the microcontroller reset sequence, each of the four banked FLASH protection registers (FPROT) is loaded from values programmed into these memory locations. As shown in **Figure 3**, location $FF0A controls protection for block three, $FF0B controls protection for block two, $FF0C controls protection for block one, and $FF0D controls protection for block zero.

The values loaded into each FPROT register determine whether the entire block or just subsections are protected from being accidentally erased or programmed. As mentioned previously, each 64-K block can have two protected areas. One of these areas, known as the lower protected block, grows from the middle of the 64-K block upward. The other, known as the upper protected block, grows from the top of the 64-K block downward. In general, the upper protected area of FLASH block zero is used to hold bootloader code since it contains the reset and interrupt vectors. The lower protected area of block zero and the protected areas of the other FLASH blocks can be used for critical parameters that would not change when program firmware was updated.

The FPOPEN bit in each FPROT register determines whether the entire FLASH block or subsections of it can be programmed or erased. When the FPOPEN bit is erased (1), the remainder of the bits in the register determine the state of protection and the size of each protected block. In its programmed state (0), the entire FLASH block is protected and the state of the remaining bits within the FPROT register is irrelevant.

Address	Description
$FF00–$FF07	Security back door comparison key
$FF08–$FF09	Reserved
$FF0A	Protection byte for FLASH block 3
$FF0B	Protection byte for FLASH block 2
$FF0C	Protection byte for FLASH block 1
$FF0D	Protection byte for FLASH block 0
$FF0E	Reserved
$FF0F	Security byte

Figure 3. FLASH Protection and Security Memory Locations

The FPHDIS and FPLDIS bits determine the protection state of the upper and lower areas within each 64-K block respectively. The erased state of these bits allows erasure and programming of the two protected areas and renders the state of the FPHS[1:0] and FPLS[1:0] bits immaterial. When either of these bits is programmed, the FPHS[1:0] and FPLS[1:0] bits determine the size of the upper and lower protected areas. The tables in **Figure 4** summarize the combinations of the FPHS[1:0] and FPLS[1:0] bits and the size of the protected area selected by each.

FPHS[1:0]	**Protected Size**
0:0	2 K
0:1	4 K
1:0	8 K
1:1	16 K

FPLS[1:0]	**Protected Size**
0:0	512 bytes
0:1	1 K
1:0	2 K
1:1	4 K

Figure 4. FLASH Protection Select Bits

The FLASH protection registers are loaded during the reset sequence from address $FF0D for FLASH block 0, $FF0C for FLASH block 1, $FF0B for FLASH block 2 and $FF0A for FLASH block 3. This is indicated by the "F" in the reset row of the register diagram in the MC9S12DP256 data book. This register determines whether a whole block or subsections of a block are protected against accidental program or erase. Each FLASH block can have two protected areas, one starting from relative address $8000 (called lower) toward higher addresses and the other growing downward from $FFFF (called higher). While the later is mainly targeted to hold the bootloader code since it covers the vector space (FLASH 0), the other area may be used to keep critical parameters. Trying to alter any of the protected areas will result in a protect violation error, and bit PVIOL will be set in the FLASH status register FSTAT.

NOTE: *A mass or bulk erase of the full 64-Kbyte block is only possible when the FPLDIS and FPHDIS bits are in the erased state.*

FLASH Security

The security of a microcontroller's program and data memories has long been a concern of companies for one main reason. Because of the considerable time and money that is invested in the development of proprietary algorithms and firmware, it is extremely desirable to keep the firmware and associated data from prying eyes. This was an especially difficult problem for earlier M68HC12 Family members as the background debug module (BDM) interface provided easy, uninhibited access to the FLASH and EEPROM contents using a 2-wire connection. Later revisions of the original D Family parts provided a method that allowed a customer’s firmware to disable the BDM interface (BDM lockout) once the part had been placed in the circuit and programmed. While this prevents the FLASH and EEPROM from being easily accessed in-circuit, it does not prevent a D Family part from being removed from the circuit and placed in expanded mode so the FLASH and EEPROM can be read.

The security features of the MC9S12DP256 have been greatly enhanced. While no security feature can be 100 percent guaranteed to prevent access to an MCU’s internal resources, the MC9S12DP256’s security mechanism makes it extremely difficult to access the FLASH or EEPROM contents. Once the security mechanism has been enabled, access to the FLASH and EEPROM either through the BDM or the expanded bus is inhibited. Gaining access to either of these resources may be accomplished only by erasing the contents of the FLASH and EEPROM or through a built-in back door mechanism. While having a back door mechanism may seem to be a weakness of the security mechanism, the target application must specifically support this feature for it to operate.

Erasing the FLASH or EEPROM can be accomplished using one of two methods. The first method requires resetting the target MCU in special single-chip mode and using the BDM interface. When a secured device is reset in special single-chip mode, a special BDM security ROM becomes active. The program in this small ROM performs a blank check of the FLASH and EEPROM memories. If both memory spaces are erased, the BDM firmware temporarily disables device security, allowing full BDM functionally. However, if the FLASH or EEPROM are not blank, security remains active and only the BDM hardware commands remain functional. In this mode, the BDM commands are restricted to reading and writing the I/O register space. Because all other BDM commands and on-chip resources are disabled, the contents of the FLASH and EEPROM remain protected. This functionality is adequate to manipulate the FLASH and EEPROM control registers to erase their contents.

NOTE: *Use of the BDM interface to erase the FLASH and EEPROM memories is not present in the initial mask set (0K36N) of the MC9S12DP256. Great care must be exercised to ensure that the microcontroller is not programmed in a secure state unless the back door mechanism is supported by the target firmware.*

The second method requires the microcontroller to be connected to external memory devices and reset in expanded mode where a program can be executed from the external memory to erase the FLASH and EEPROM. This method may be preferred before parts are placed in a target system.

As shown in **Figure 5**, the security mechanism is controlled by the two least significant bits in the security byte. Because the only unsecured combination is when SEC1 has a value of 1 and SEC0 has a value of 0, the microcontroller will remain secured even after the FLASH and EEPROM are erased, since the erased state of the security byte is $FF. As previously explained, even though the device is secured after being erased, the part may be reset in special single-chip mode, allowing manipulation of the microcontroller via the BDM interface. However, after erasing the FLASH and EEPROM, the microcontroller can be placed in the unsecured state by programming the security byte with a value of $FE. Note that because the FLASH must be programmed one aligned word at a time and because the security byte resides at an odd address ($FF0F), the word at $FF0E must be programmed with a value of $FFFE.

SEC[1:0]	Security State
0:0	Secured
0:1	Secured
1:0	Unsecured
1:1	Secured

Figure 5. Security Bits

Utilizing the FLASH Security Back Door

In normal single-chip or normal expanded operating modes, the security mechanism may be temporarily disabled only through the use of the back door key access feature. Because the back door mechanism requires support by the target firmware, it is impossible for the back door mechanism to be used to defeat device security unless the capability is designed into the target application. To disable security, the firmware must have access to the 64-bit value stored in the security back door comparison key located in FLASH memory from $FF00–$FF07. If operating in single-chip mode, the key would typically be provided to the firmware through one of the on-chip serial ports. In addition, back door security bypass must be enabled by leaving the most significant bit of the Security byte at $FF0F erased. To disable the back door security bypass feature, this bit should be programmed to zero.

Once the application receives the 64-bit key, it must set the KEYACC bit in the FCNFG register. After setting the KEYACC bit, the firmware must write the received 64-bit key to the security back door comparison key memory locations ($FF00–$FF07) as four 16-bit words, in sequential order. Finally, the KEYACC bit must be cleared. If all four 16-bit words written to the comparison key memory area matched the corresponding values stored in FLASH, the MCU will be unsecured by forcing the SEC[1:0] bits in the FSEC register to the unsecured state. Note that this operation only temporarily disables the device security. The next time the MCU is reset, the SEC[1:0] bits will be loaded from the security byte at $FF0F

FLASH Program and Erase Overview

All FLASH program and erase timings are handled by a hardware state machine, freeing the CPU to perform other tasks during these operations. The timebase for the state machine is derived from the oscillator clock via a programmable down counter. Program and erase operations are accomplished by writing values to the FCMD register. Four commands are recognized in the current implementation and are summarized in **Figure 6**.

Command	Operation	Description
$20	Memory program	Program 1 aligned word, 2 bytes
$40	Sector erase	Erase a 512-byte sector
$41	Mass erase	Erase a 64-Kbyte block
$05	Erase verify	Verify erasure of a 64-Kbyte block
Other	Illegal	Generate an access error

Figure 6. FLASH Program and Erase Commands

The command register and the associated address and data registers are implemented as a 2-stage first in, first out (FIFO) command buffer. This configuration allows a new command to be issued while the hardware state machine completes the previously issued command. The main reason for this design is to decrease programming time. Without the 2-stage FIFO command buffer, the programing voltage would have to be removed from the FLASH array at the end of each program command to avoid exceeding the high voltage active time, t_{HV}, specification. Applying and removing the programming voltage after each program command would double the time required to program an aligned word. If program commands are continuously available to the state machine, it will keep high voltage applied to the array if the program command operates on the same 64-byte row. If the command in the second stage of the FIFO buffer has changed, the address is not within the same 64-byte row or the command buffer is empty, the high voltage will be removed and reapplied with a new command if required.

To aid the development of a multitasking environment where the CPU can perform other tasks while performing program and erase operations, the FLASH module control registers provide the ability to generate interrupts when a command completes or the command buffer is empty. When the command buffers empty interrupt enable (CBEIE) bit is set, an interrupt is generated whenever the command buffers empty interrupt flag (CBEIF) is set. When the command complete interrupt enable (CCIE) bit is set, an interrupt is generated when the command complete interrupt flag (CCIF) is set. Note that the CCIF flag is set at the completion of each command while the CBEIF is set when both stages of the FIFO are empty.

NOTE: *Because the interrupt vectors are located in FLASH block zero, memory locations in block zero cannot be erased or programmed when utilizing FLASH interrupts in a target application.*

FLASH Erasure

As previously discussed, each 64-K block is organized in 1024 rows of 32 words. An erase sector contains 8 rows or 512 bytes. Erase operations may be performed on a sector as small as 512 bytes or on the entire 65,536 byte block. An erased word reads $FFFF and a programmed word reads $0000. Program and erase operations are very similar, differing only in the command written to the FCMD register and the data written to the FLASH memory array. The FLASH state machine erase and verify command operation is depicted in the flowchart of Figure 7.

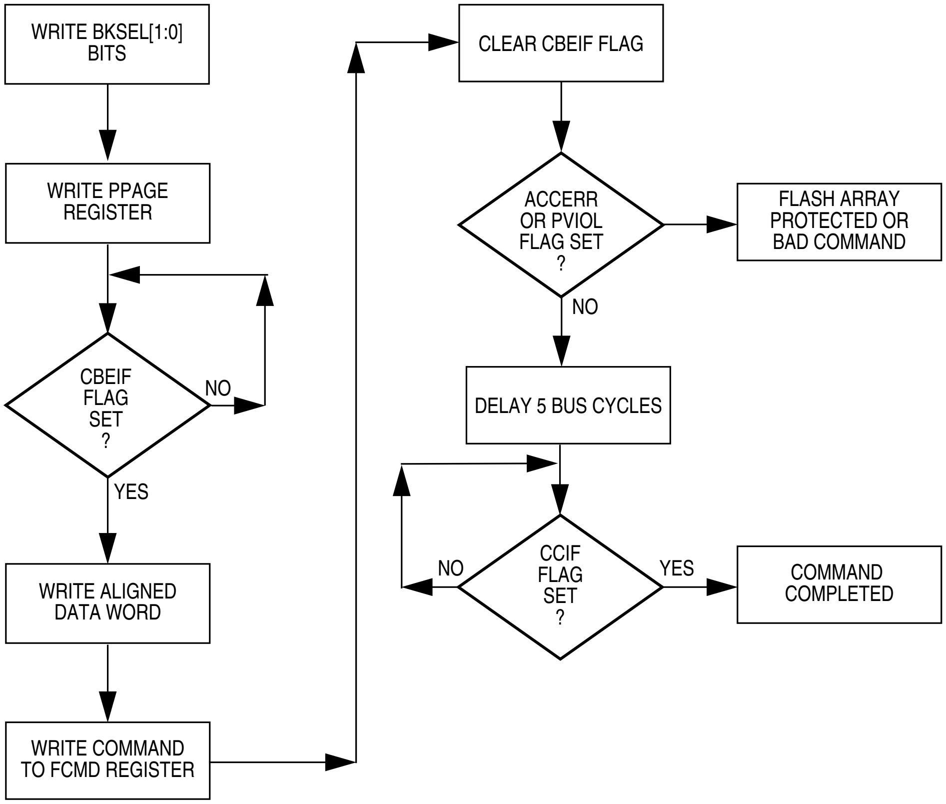

Figure 7. Erase and Verify Flowchart

Before beginning either an erase or program operation, it is necessary to write a value to the FCLKDIV register. The value written to the FCLKDIV register programs a down counter used to divide the oscillator clock, producing a 150-kHz to 200-kHz clock source used to drive the FLASH memory's state machine. The most significant bit of the FCLKDIV register, when set, indicates that the register has been initialized. If FDIVLD is clear, it indicates that the register has not been written to since the part was last reset. Attempting to erase or program the FLASH without initializing the FCLKDIV register will result in an access error and the command will not be executed.

A combination of the PRDIV8 and FDIV[5:0] bits is used to divide the oscillator clock to the 150-kHz to 200-kHz range required by the FLASH's state machine. The PRDIV8 bit is used to control a 3-bit prescaler. When set, the oscillator clock will be divided by eight before being fed to the 6-bit programmable down counter. Note that if the oscillator clock is greater than 12.8 MHz, the PRDIV8 bit must be set to obtain a proper state machine clock source using the FDIV[5:0] bits. The formulas for determining the proper value for the FDIV[5:0] bits are shown in **Figure 8**.

```
if (OSCCLK > 12.8 MHz)
 PRDIV8 = 1
else
 PRDIV8 = 0

if (PRDIV 8 == 1)
 CLK = OSCCLK / 8
else
 CLK = OSCCLK

FCLKDIV[5:0] = INT((CLK / 1000) / 200)

FCLK = CLK / (FCLKDIV[5:0] + 1)
```

Figure 8. FCLKDIV Formulas

In the formulas, OSCCLK represents the reference frequency present at the EXTAL pin, NOT the bus frequency or the PLL output. The INT function always rounds toward zero and FCLK represents the frequency of the clock signal that drives the FLASH's state machine.

NOTE: *Erasing or programming the FLASH with an oscillator clock less than 500 kHz should be avoided. Setting FCLKDIV such that the state machine clock is less than 150 kHz can destroy the FLASH due to high voltage over stress. Setting FCLKDIV such that the state machine clock is greater than 200 kHz can result in improperly programmed memory locations.*

After initializing the FCLKDIV register with the proper value, the PPAGE register and the BKSEL[1:0] bits must be initialized. The PPAGE register must be written with a value that places the correct 16-K memory block in the PPAGE window that contains the memory area to be erased. If a mass (bulk) erase operation is performed on one of the 64-K blocks, the PPAGE register may be written with any one of the four PPAGE values associated with a 64-K block. Note that when performing a mass or sector erase in the address range of one of the two fixed pages, \$4000–\$7FFF or \$C000–\$FFFF, the value of the PPAGE register is unimportant.

The BKSEL[1:0] bits, located in the FCNFG register, are used to select the banked status and control registers associated with the 64-K FLASH block in which the erase operation is to be performed. As shown in **Figure 1**, the value of the FLASH block number decreases with increasing PPAGE values. Closely examining **Figure 1** reveals that the correct value for the BKSEL[1:0] bits is the one’s complement of the PPAGE[3:2] register bits. Even though the flowchart shows the block select bits being written before the PPAGE register, these registers may be written in reverse order. This makes the code implementation straight forward since the value of the block select bits may be easily derived from the value written to the PPAGE register.

After initializing the PPAGE register and the block select bits, the command buffer empty interrupt flag (CBEIF) bit should be checked to ensure that the address, data and command buffers are empty. If the CBEIF bit is set, the buffers are empty and a program or erase command sequence can be started. The next three steps in the flowchart must be strictly adhered to. Any intermediate writes to the FLASH control and status registers or reads of the FLASH block on which the operation is being performed will cause the access error (ACCERR) flag to be set and the operation will be immediately terminated. For a mass erase operation, the address of the aligned data word may be any valid address in the 64-K block. For a sector erase, only the upper seven address bits are significant, the lower eight bits are ignored. For all erase operations, the data written to the FLASH block is ignored.

After writing a program or erase command to the FCMD register, the CBEIF bit must be written with a value of 1 to clear the CBEIF bit and initiate the command. After clearing the CBEIF bit, the ACCERR and PVIOL bits should be checked to ensure that the command sequence was valid. If either of these bits is set, it indicates that an erroneous command sequence was issued and the command sequence will be immediately terminated. Note that if either or both of the ACCERR and PVIOL bits are set, they must be cleared by writing a 1 to each flag’s associated bit position before another command sequence can be initiated. Five bus cycles after the CBEIF bit is cleared, the CCIF flag will be cleared by the state machine indicating that the command was successfully begun. If a previous command has not been issued, the CBEIF bit will become set, indicating that the address, data, and command buffers are available to begin a new command sequence.

Once the erase command has completed, erasure of the sector or block should be verified to ensure that all locations contain $FF. When erasing a 512-byte sector, each byte or word must be checked for an erased condition using software. Fortunately, however, the state machine has a verify command built into the hardware to perform an erase verify on the contents of any of the 64-K blocks. The command sequence used to perform an erase verify is identical to that of performing an erase command except that the erase verify command ($05) is written to the FCMD register and the block select bits and the PPAGE register need not be rewritten. If all locations in a 64-K block are erased, a successful erase verify will cause the BLANK bit in the FSTAT register to be set. Note that the BLANK bit must be cleared by writing a 1 to its associated bit position before the next erase verify command is issued.

FLASH Programming

As mentioned in the previous section, the erase and program operations follow a nearly identical flow. There are, however, some minor changes to the flow that can improve the efficiency of the programming process. To take advantage of the decreased programming time provided by the 2-stage FIFO command buffer, it must be kept full with programming commands. As the flowchart in **Figure 9** shows, rather than waiting for each programming command to complete, a new programming command is issued as soon as the CBIEF flag is set. This allows the programming voltage to remain applied to the array as long as the next aligned word address remains within the same 64-byte row. Therefore, to minimize programming times, blocks of data to be programmed into the FLASH array should begin on a 64-byte boundary and be a multiple of 64 bytes.

Verification of programmed data should be performed only after a block of data has been programmed and all programming commands have completed. Performing a read operation on the FLASH array while a programming command is executing will cause the ACCERR flag to be set and all current and pending commands are terminated.

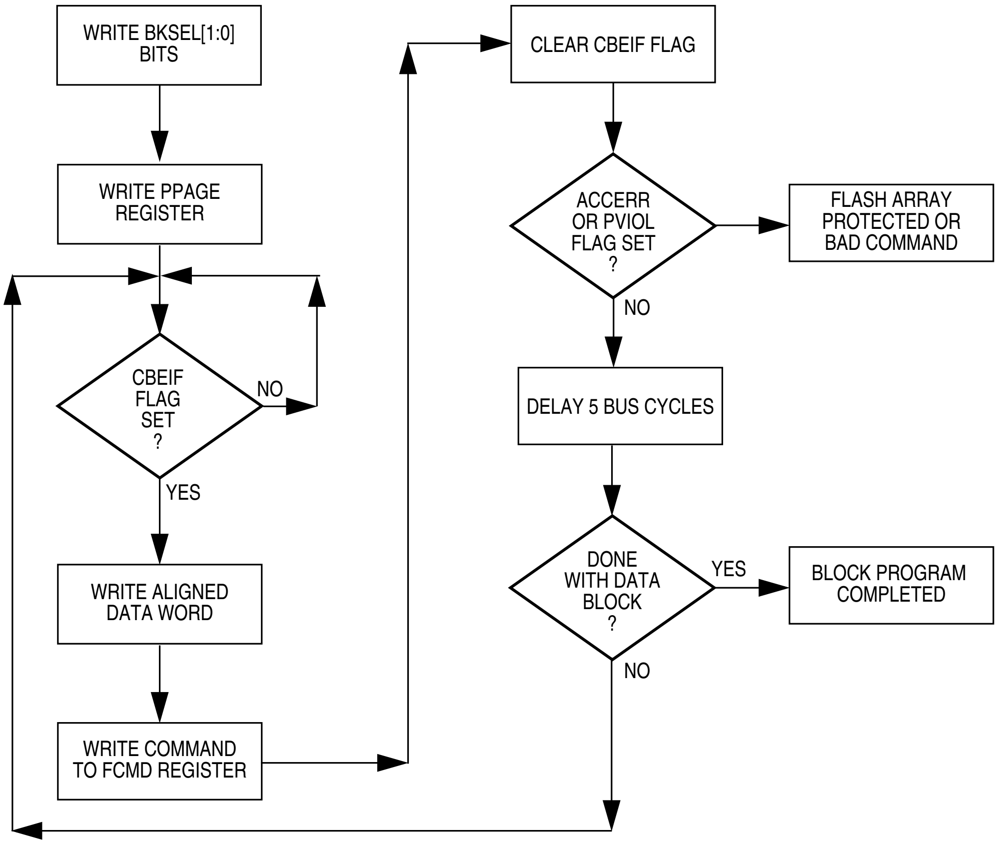

Figure 9. Programming Flowchart

General FLASH Serial Bootloader Requirements

A program such as the FLASH serial bootloader has two important requirements. First, it must have minimal impact on the final product's software performance. Second, it should add little or no cost to the hardware design. Because the MC9S12DP256 includes a variety of on-chip communications modules, five CAN modules, one J1850 module, two SCI ports, and three SPI modules, no additional external hardware should be required. Designs incorporating a CAN or J1850 network connection could easily incorporate the existing connection into the bootloader to download the new FLASH data. For applications not utilizing a network connection in the basic design, one of the two SCI ports can be used. In many systems, the SCI may be a part of the hardware design since it is often used as a diagnostic port. If an RS232 level translator is not included as part of the system design, a small adapter board can be constructed containing the level translator and RS232 connector. This board can then be used by service personnel to update the system firmware. Using such an adapter board prevents the cost of the level translator and connector from being added to each system. In addition to the SCI port, a single input pin is required to notify the serial bootloader startup code to execute the bootloader code or jump to the system application program.

As mentioned previously, because the MC9S12DP256's interrupt and reset vectors reside in the protected bootblock, they cannot be changed without erasing the bootblock itself. Even though it is possible to erase and reprogram the bootblock, it is inadvisable to do so. If anything goes wrong during the process of reprogramming the bootblock, it would be impossible to recover from the situation without the use of BDM programming hardware. For this reason, a bootloader should include support for a secondary interrupt and reset vector table located just below the protected bootblock area. Each entry in the secondary interrupt table should consist of a 2-byte address mirroring the primary interrupt and reset vector table. The secondary interrupt and reset vector table is utilized by having each vector point to a single JMP instruction that uses the CPU12's indexed-indirect program counter relative addressing mode. This form of the JMP instruction uses four bytes of memory and requires just six CPU clock cycles to execute. For systems operating at the maximum bus speed of 25.0 MHz, six bus cycles adds only 240 ns to the interrupt latency. In most applications, this small amount of additional time will not affect the overall performance of the system.

Bootloader S-Record Format

The S-record object file format was designed to allow binary object code and/or data to be represented in printable ASCII hexadecimal format allowing easy transportation between computer systems and development tools. For M68HC12 Family members supporting less than 64 Kbytes of address space, S1 records, which contain a 16-bit address, are sufficient to specify the location in the device's memory space where code and/or data are to be loaded. The load address contained in the S1 record generally corresponds directly to the address of on-chip or off-chip memory device. For M68HC12 devices that support an address space greater than 64 Kbytes, S1 records are not sufficient.

Because the M68HC12 Family is a 16-bit microcontroller with a 16-bit program counter, it cannot directly address a total of more than 64 Kbytes of memory. To enable the M68HC12 Family to address more than 64 Kbytes of program memory, a paging mechanism was designed into the architecture. Program memory space expansion provides a window of 16-Kbyte pages that are located from $8000–$BFFF. An 8-bit paging register, called the PPAGE register, provides access to a maximum of 256, 16-Kbyte pages or 4 megabytes of program memory. While there may never be any devices that contain this much on-chip memory, the MC68HC812A4 is capable of addressing this much external memory. In addition, the MC9S12DP256 contains 256 Kbytes of on-chip FLASH residing in a 1MB address space.

While many high-level debuggers are capable of directly loading linked, absolute binary object files into a target system's memory, the bootloader does not have that ability. The bootloader is only capable of loading object files that are represented in the S-record format. Because S1 records only contain a 16-bit address, they are inadequate to specify a load address for a memory space greater than 64 Kbytes. S2 records, which contain a 24-bit load address, were originally defined for loading object files into the memory space of the M68000 Family. It would seem that S2 records would provide the necessary load address information required for M68HC12 object files. However, as those who are familiar with the M68000 Family know, the M68000 has a linear (non-paged) address space. Thus, development tools, such as non-volatile memory device programmers, interpret the 24-bit address as a simple linear address when placing program data into memory devices.

Because the M68HC12 memory space expansion is based on 16-Kbyte pages, there is not a direct one-to-one mapping of the 24-bit linear address contained in the S2 record to the 16-Kbyte program memory expansion space. Instead of defining a new S-record type or utilizing an existing S-record type in a non-standard manner, the bootloader's program FLASH command views the MC9S12DP256's memory space as a simple linear array of memory that begins at an address of $C0000. This is the same format in which S-records would need to be presented to a stand alone non-volatile memory device programmer.

The MC9S12DP256 implements six bits of the PPAGE register which gives it a 1MB program memory address space that is accessed through the PPAGE window at addresses $8000–$BFFF. The lower 768-K portion of the address space, accessed with PPAGE values $00–$2F, are reserved for external memory when the part is operated in expanded mode. The upper 256 K of the address space, accessed with PPAGE values $30–$3F, is occupied by the on-chip FLASH memory. The mapping between the linear address contained in the S-record and the 16-Kbyte page viewable through the PPAGE is shown in **Figure 10**.

The generation of S-records that meet these requirements is the responsibility of the linker and/or S-record generation utility provided by the compiler/assembler vendor. Cosmic Software's linker and S-record generation utility is capable of producing properly formatted S-records that can be used by the bootloader. Other vendor's tools may or may not posses this capability. For those compilers and assemblers that produce "banked" S-records, an S-record conversion utility, SRecCvt.exe, is available on the Web that can be used to convert "banked" S-records to the linear S-record format required by the serial bootloader.

NOTE: *The bootloader is limited to receiving S-records containing a maximum of 64 bytes in the code/data field. If an S-record containing more than 64 bytes in the code/data field is received, an error message will be displayed.*

PPAGE Value	S-Record Address Range	Memory Type
$00–$2F	$00000–$BFFFF	Off-chip memory
$30	$C0000–$C3FFF	On-chip FLASH
$31	$C4000–$C7FFF	On-chip FLASH
$32	$C8000–$CBFFF	On-chip FLASH
$33	$CC000–$CFFFF	On-chip FLASH
$34	$D0000–$D3FFF	On-chip FLASH
$35	$D4000–$D7FFF	On-chip FLASH
$36	$D8000–$DBFFF	On-chip FLASH
$37	$DC000–$DFFFF	On-chip FLASH
$38	$E0000–$E3FFF	On-chip FLASH
$39	$E4000–$E7FFF	On-chip FLASH
$3A	$E8000–$EBFFF	On-chip FLASH
$3B	$EC000–$EFFFF	On-chip FLASH
$3C	$F0000–$F3FFF	On-chip FLASH
$3D	$F4000–$F7FFF	On-chip FLASH
$3E	$F8000–$FBFFF	On-chip FLASH
$3F	$FC000–$FFFFF	On-chip FLASH

Figure 10. MC9S12DP256 PPAGE to S-Record Address Mapping

The conversion of the linear S-record load address to a PPAGE number and a PPAGE window address can be performed by the two formulas shown in **Figure 11**. In the first formula, `PageNum` is the value written to the `PPAGE` register, `PPAGEWinSize` is the size of the PPAGE window which is $4000. In the second formula, `PPAGEWinAddr` is the address within the PPAGE window where the S-record code/data is to be loaded. `PPAGEWinStart` is the beginning address of the PPAGE window which is $8000.

```
pageNum = SRecLoadAddr / PPAGEWinSize;

PPAGEWinAddr = (SRecLoadAddr % PPAGEWinSize) + PPAGEWinStart;
```

Figure 11. PPAGE Number and Window Address Formulas

Using the S-Record Bootloader

The S-record bootloader presented in this application note utilizes the on-chip SCI for communications with a host computer and does not require any special programming software on the host.

The bootloader presented in this application note can be used to erase and reprogram all but the upper 4 K of on-chip FLASH memory. The bootloader program utilizes the on-chip SCI for communications and does not require any special programming software on the host computer. The only host software required is a simple terminal program that is capable of communicating at 9600 to 115,200 baud and supports XOn/XOff handshaking.

Invoking the bootloader causes the prompt shown in **Figure 12** to be displayed on the host terminal's screen. The lowercase ASCII characters a through c comprise the three valid bootloader commands. These three lowercase characters were selected, rather than the ASCII characters 1 through 3, to prevent accidental command execution. If a problem occurs while programming the FLASH, an error message is displayed, and the bootloader will redisplay its prompt and wait for a command entry from the operator. Because the host computer will continue sending the S-record file, each character of the S-record file would be interpreted as an operator command entry. Since S-records contain all of the ASCII numeric characters, it is highly likely that one of them would be understood as a valid command.

```
MC9S12DP256Bootloader

a) Erase Flash
b) Program Flash
c) Set Baud Rate
?
```

Figure 12. Serial Bootloader Prompt

Erase FLASH Command

Selecting the erase function by typing a lowercase a on the terminal will cause a bulk erase of all four 64-K FLASH arrays except for the 4-k boot block in the upper 64-K array where the S-record bootloader resides. After the erase operation is completed, a verify operation is performed to ensure that all locations were properly erased. If the erase operation is successful, the bootloader's prompt is redisplayed.

If any locations were found to contain a value other than $FF, an error message is displayed on the screen and the bootloader's prompt is redisplayed. If the MC9S12DP256 device will not erase after one or two attempts, the device may be damaged.

Program FLASH Command

To increase the efficiency of the programming process, the S-record bootloader uses interrupt driven, buffered serial I/O in conjunction with XOn/XOff software handshaking to control the S-record data flow from the host computer. This allows the bootloader to continue receiving S-record data from the host computer while the data from the previously received S-record is programmed into the FLASH.

NOTE: *The terminal program must support XOn/XOff handshaking to properly reprogram the MC9S12DP256's FLASH memory.*

Typing a lowercase b on the terminal causes the bootloader to enter the programming mode, waiting for S-records to be sent from the host computer. The bootloader will continue to receive and process S-records until it receives an S8 or S9 end of file record. If the object file being sent to the bootloader does not contain an S8 or S9 record, the bootloader will not return its prompt and will continue to wait for the end of file record. Pressing the system's reset switch will cause the bootloader to return to its prompt.

If a FLASH memory location will not program properly, an error message is displayed on the terminal screen and the bootloader's prompt is redisplayed. If the MC9S12DP256 device will not program after one or two attempts, the device may be damaged or an S-record with a load address outside the range of the available on-chip FLASH may have been received. The S-record data must have load addresses in the range $C0000–$FFFFF. This address range represents the upper 256 Kbytes of the 1-MB address space of the MC9S12DP256.

Set Baud Rate Command

While the default communications rate of the bootloader is 9600 baud, this speed is much too slow if the majority of the MC9S12DP256's FLASH is to be programmed; however, it provides the best compatibility for initial communications with most terminal programs. The set baud rate command allows the bootloader communication rate to be set to one of four standard baud rates. Using a baud rate of 57,600 allows the entire 256 K of FLASH to be programmed in just under two minutes.

Typing a lowercase `c` on the terminal causes the prompt shown in **Figure 13** to be displayed on the host terminal's screen. Entering a number 1 through 4 on the keyboard will select the associated baud rate and issue a secondary prompt indicating that the terminal baud rate should be changed. After changing the terminal baud rate, pressing the enter or return key will return to the main bootloader prompt. The selected baud rate will remain set until the target system is reset.

```
1) 9600
2) 38400
3) 57600
4) 115200
? 3
Change Terminal BR, Press Return
```

Figure 13. Change Baud Rate Prompt

Bootloader Software

The software implementing the serial FLASH bootloader, shown in **Code Listing**, consists of seven basic parts: startup code, bootloader control loop, programming and erase code, serial communications routines, an S-record loader and a secondary interrupt vector jump table. The code is written in a position independent manner so that the generated object code will execute properly from any address.

Startup Code

The bootloader startup code implements several setup and initialization tasks.

The first action performed by the startup code checks the state of pin 6 on port M. If a logic 1 is present, the `JMP` instruction will continue execution at the address stored in the reset vector of the secondary vector table. If a logic 0 is present at pin 6 of port M, execution continues at the label `Boot` where the COP watchdog timer is disabled.

After the watchdog timer is disabled, the bootloader copies itself into the upper 4 K of the on-chip RAM. Execution of the bootloader code from RAM is necessary so the portion of FLASH block zero not occupied by the bootloader can be erased and programmed. Notice that only the code between the labels `BootStart` and `BootLoadEnd` is copied into RAM. This does not include the secondary vector jump table or the primary interrupt vector addresses since neither is required by the bootloader. After the copy operation is complete, the RAM is relocated to overlay the upper 12 K of FLASH memory between $D000 and $FFFF. Writes to the `INITRM` register do not go into effect until one bus clock after the write cycle occurs. This means that the RAM cannot be accessed at the new address until after this one clock delay. Normally, the store instruction would simply be followed with a NOP instruction to ensure that no unintended operations occurred. However, in this case because the RAM is being moved into the same address space where the CPU is executing, a CPU free cycle must follow the write cycle.

NOTE: *To understand why the store instruction must use extended addressing and must be aligned to an even byte boundary, it is necessary to examine the cycle-by-cycle execution detail of the store instruction.*

The `STAB` instruction using extended addressing requires three clock cycles when executed from internal MCU memory. These three clock cycles consist of a `P` cycle, a `w` cycle and an `O` cycle (`PwO`). The `P` cycle is a program word access cycle where program information is fetched as an aligned 16-bit word. The `w` cycle is the 8-bit data write. Finally, the `O` cycle is an optional cycle that is used to adjust instruction alignment in the instruction queue. An `O` cycle can be a free cycle (`f`) or a program word access cycle (`P`). When the first byte of an instruction with an odd number of bytes is misaligned (at an odd address), the `O` cycle becomes a `P` cycle to maintain queue order. If the first byte is aligned (at an even address), the `O` cycle is an `f` cycle. Consequently, if the first byte of the `STAB` instruction using extended addressing is aligned to an even byte boundary, the `O` cycle will be an `f` cycle. This will then provide the cycle of delay required while the RAM is overlaying the FLASH. Because the default address of the `INITRM` register is in the direct page addressing range, most assemblers will use direct rather than extended addressing. The greater than character (>) appearing as the first character in the operand field of the STAB instruction is used to force extended addressing. Note that some assemblers may not recognize this modifier character.

The main reason for relocating the RAM, rather than executing the bootloader at the RAM's default address, is to allow the SCI0 interrupt vector to be changed. Because the on-chip RAM has a higher priority in the memory decoding logic than the on-chip FLASH, overlaying the FLASH with the on-chip RAM causes the RAM to be accessed rather than the FLASH. Due to the fact that the bootloader's communications routines utilize the SCI in a buffered, interrupt driven mode, the SCI0 interrupt vector must be initialized to point to the bootloader's SCI interrupt service routine.

After relocating the on-chip RAM, the startup code initializes the PLL and engages it as the bus clock. The values for the `REFDV` and `SYNR` registers are calculated by the assembler based on values of the oscillator frequency (`OscClk`), final bus frequency (`fEclock`), and the desired reference frequency (`RefClock`). In this case, the final bus frequency is specified to be 24.0 MHz. Because this is an integer multiple of the oscillator frequency, the oscillator frequency can be used as the reference clock for the PLL. This results in a value of zero being written to the `REFDV` register. To obtain a bus clock of 24 MHz, the reference frequency must be multiplied by three. The value written to the `SYNR` register multiplies the reference clock by `SYNR+1` to generate the bus clock. Therefore, a value of two is written to the `SYNR` register to obtain a 24-MHz bus clock. Note that the four `NOP` instructions following the STAB instruction work around a bug in the `0K36N` mask set. This errata manifested itself in the `LOCK` bit not being cleared until several bus cycles after a write to the `SYNR` register had occurred. Also note that a 24-MHz bus clock was chosen to support a baud rate of 115,200.

The final actions performed by the startup code initialize the `FCLKDIV` register and call the `SCIInit` subroutine. The value written to the `FCLKDIV` register is calculated by the assembler and is based on the MC9S12DP256's oscillator frequency, not the bus frequency. The `SCIInit` subroutine initializes the SCI0 hardware and associated data structures needed to support buffered, interrupt driven communications. It accepts a single parameter in the D accumulator that is used to set the initial baud rate.

Bootloader Control Loop

After the startup code has completed its task, a sign-on message is displayed and the bootloader enters its main control loop. At the start of the loop, the X index register is loaded with the address of the bootloader prompt and the subroutine `PromptResp` is called. The `PromptResp` subroutine is used to display a null terminated ($00) character string and then waits for a single character response from the operator. Upon receipt of a character, the `PromptResp` subroutine returns and a range check is performed on the received character to ensure it is a valid command. If the received character is not a valid command, the entry is ignored and the prompt is redisplayed.

If the received character is one of the three valid commands, its ASCII value is used as an index into a table of offsets. However, before being used as an offset, the upper four bits of the ASCII value must be removed. Next, one must be subtracted from the remaining value because the first entry in the table is at an offset of zero. The result of the subtraction must then be multiplied by two because each entry in the table consists of two bytes. Next the LEAX instruction is used in conjunction with program counter relative (PCR) indexed addressing to load the address of the command table into the X index register in a position independent manner. Because the B accumulator contains an offset to the proper entry in the command table, the LDD instruction uses B accumulator offset indexed addressing to retrieve the entry from the table.

Examining the command table at label `CmdTable`, it can be seen that the table does not contain the absolute address of the command to execute. Rather each table entry contains an offset from the beginning of the table to the start of the command. This offset, when added to the base address of the table contained in the X index register, produces the absolute address of the first instruction of the requested command. Using offsets in the command table in conjunction with calculating the beginning of the table in a position independent manner, allows a computed GOTO to be performed in a position independent manner. Finally, the `JSR` instruction uses accumulator offset indexed addressing to calculate the address of the command and calls the command as a subroutine.

Upon return from the command, the value of the global variable `ErrorFlag` is examined. If it contains a value of zero, the command completed without any errors. In this case, the code branches back to the top of the command loop where the bootloader prompt is redisplayed. If, however, an error occurred during command execution, the value in `ErrorFlag` is used as an index into a table of offsets to null terminated error strings. Calculation of the absolute address of the error string is performed in much the same manner as the calculation of the absolute address of the command. After displaying the error message, the code branches back to the top of the command loop where the bootloader prompt is redisplayed.

Program Command Code

The firmware required to implement the FLASH programming command consists of two subroutines. The first subroutine, `ProgFlash`, is called through the command table. This subroutine coordinates the activities required by the `ProgFBlock` subroutine which performs the actual programming of the FLASH memory. The `ProgFlash` subroutine begins by calling the `GetSRecord` subroutine which is used to receive a single S-record from the host computer. Having received an valid S-record, the subroutine performs several checks to ensure that the S-record meets the programming requirements of the MC9S12DP256. Because the MC9S12DP256’s FLASH may only be programmed an align word at a time, both the code/data field length and the load address must be even numbers. If either value is odd, an error code is stored in the `ErrorFlag` global variable and the FLASH programming operation is terminated.

Next, the received S-record type is checked. Reception of an S8 or S9 S-record terminates the program FLASH command returning to the bootloader's control loop where the prompt is redisplayed. S0 records, designated as header records, do not contain any program or data and are simply ignored. Because the linear S-record addresses for the MC9S12DP256 begin at $C0000 as shown in **Figure 10**, only S2 S-records may be used to program the on-chip FLASH. Because the `GetSRecord` subroutine is capable of receiving S0, S1, S2, S8 and S9 S-records, the program FLASH command is terminated and an error code is returned in the `ErrorFlag` global variable if an S1 record is received.

After checking the received S-record type, a range check is performed on the S-record load address to ensure it is within the range of the on-chip FLASH minus the size of the 4 K protected area containing the bootloader. When performing the range check, the load address is first checked against `SRecLow`, the lowest valid S-record address for the on-chip FLASH. However, when checking against the upper limit, `SRecHi`, the number of code/data bytes contained in the S-record must be added to the load address before the comparison is performed. This ensures that even though the initial load address is less than the upper limit, none of the S-record code/data falls outside the upper limit.

Finally, the `ProgFlash` subroutine uses the S-record load address to calculate the PPAGE number and PPAGE window address using the formulas in **Figure 11**. After initializing the `PPAGE` register, the PPAGE value is used to calculate a value for the block select bits. Closely examining the PPAGE values and the block numbers as shown in **Figure 1**, it can be determined that the block number for any of the PPAGE values corresponds to the one's complement of bits two and three of the block's corresponding PPAGE value. After writing the proper value to the block select bits in the `FCNFG` register, the `ProgFBlock` subroutine is called to program the received S-record data into the FLASH. If no errors occurred during the programming operation, the code branches to the label `FSendPace` where an ASCII asterisk character is sent to the host computer to indicate that S-record data was successfully programmed into the FLASH.

The `ProgFBlock` subroutine performs the task of programming the received S-record data into the on-chip FLASH. While the subroutine generally follows the flowchart in **Figure 9**, some operations have been rearranged to improve the efficiency of the implementation. The first two steps in the flowchart, writing the `PPAGE` register and block select bits, are performed in the `ProgFlash` subroutine. Note that the order of these two operations is not important. Because the value for the block select bits is derived from the PPAGE value, the `ProgFlash` subroutine writes the `PPAGE` register value first.

The third operation in the flowchart checks the state of the `CBEIF` bit to ensure that the command buffer is empty and ready to accept a new command. This check is not made at the beginning of the `ProgFBlock` subroutine because the bit is known to be set when the subroutine completes execution. This condition is inferred by the fact that the `CCIF` flag is set before the programmed data from the previously received S-record is verified.

The `ProgFBlock` subroutine begins by retrieving the S-record code/data field length, dividing the value by two and placing the result on the stack. The code/data field length is divided by two because the FLASH is programmed a word at a time. Next, the X and Y index registers are initialized to point to the FLASH and S-record data respectively. Note that the X index register is loaded with the value in the `PPAGEAddr` global variable. This value, calculated using the second formula in **Figure 11**, will always point within the PPAGE window. After initializing the pointers, the programming loop is entered at label `ProgLoop`. Note that within the programming loop there are no instructions that directly correspond to the five bus cycle delay before checking the state of the `CBEIF` flag after issuing the program command. Instead, the five bus cycle delay is inherent in the three instructions (`LDAB`, `BITB`, `BNE`) used to check the state of the `ACCERR` and `PVIOL` status bits. This loop follows the remainder of the flowchart in **Figure 9**, issuing a new programming command each time the `CBEIF` flag is set until all of the count in the local variable `NumWords` is zero.

Before verifying that all of the FLASH locations programmed properly, the firmware must wait until the CCIF flag is set, indicating that all issued programming commands have completed. Failure to observe this constraint before performing a read operation on the FLASH will result in the setting of the ACCERR bit and any pending programming commands will be terminated. The verification process begins by reinitializing the `DataBytes` local variable and the X and Y index register pointers. If any of the programmed words do not match the S-record data, a “not equal” condition (Z bit in the CCR equal to 0) is returned.

Erase Command Code

The code comprising the FLASH erase command is not nearly as simple as the programming code; it consists of five subroutines. The reason for the additional complexity surrounds the method that must be used to erase a FLASH block containing protected areas. When a 64-K block has a portion of its contents protected from being erased or programmed, the FLASH’s mass erase command cannot be used. Instead, the unprotected areas must be erased one 512-byte sector at a time. Because the time required to erase a sector is 20 ms versus 100 ms for the mass erase operation, erasure of a 64-K block with protected areas requires much longer. In this case where the bootloader resides in a 4-K protected area of block zero, 120 sector erase operations must be performed. Not counting the time required to verify each sector erasure, the sector erase operations require 2.4 seconds (20 ms * 120 sectors).

The FLASH erase command begins with the subroutine `EraseFlash`, called through the command table. This subroutine coordinates the activities of the other four subroutines. It begins by performing a mass erase and verify on three of the 64-K FLASH blocks. After all three of the 64-K FLASH blocks have been successfully erased, the `EraseBlk0` subroutine is called to perform a sector by sector erase of the unprotected portion of FLASH block zero.

The `EraseBlk0` subroutine begins by allocating and initializing the local variable `PPAGECnt`. The initialized value of three is the number of 16-K PPAGE windows that will be completely erased a sector at a time. The PPAGE register is initialized with a value passed in the B accumulator from the `EraseFlash` subroutine. This value, $3C, places the lower 16 K of FLASH block zero into the PPAGE window. The block select bits are initialized to zero. After loading the X index register with the address of the start of the PPAGE window and the B accumulator with the number of sectors to erase, the `EraseSectors` subroutine is called. In addition to erasing the requested number of sectors, the `VerfSector` subroutine is called to verify the erasure. Note that the `VerfSector` subroutine verifies the erasure a word at a time because the erase verify command built into the FLASH state machine will only operate on a 64-K block. After `EraseBlk0` performs the erasure of the lower 48 K of FLASH block zero, the lower 24 sectors ($8000–$EFFF) of the upper 16 K of block zero are erased.

Set Baud Rate Command Code

The code comprising the set baud rate command is relatively simple. The subroutine begins by displaying the baud rate change prompt and then waiting for the operator to enter a baud rate selection. A range check is performed on the entered character; if an invalid character is entered, the prompt is redisplayed. If the selection is valid, the upper four bits are masked off, one is subtracted from the lower four bits, and the result is divided by two. The result is used as an index into the `BaudTable` to retrieve the proper `SCI0BD` register value for the selected baud rate.

Before switching to the newly selected baud rate, a message is displayed prompting the operator to change the host terminal's baud rate. However, before the `SCI0BD` register is written with the new value, the firmware must wait until the last character of the message is shifted from the SCI0 transmit shift register. Once the last character of the message is sent, the `SCI0BD` register is written with the new value and the `getchar` subroutine is called to wait for an indication from the operator that the host terminal baud rate has been changed. Finally, a carriage return/line feed is sent to the terminal before returning to the bootloader control loop.

S-Record Loader Code

The `GetSRecord` subroutine is used to receive a single S-record from the host computer. `GetSRecord` begins by allocating space on the stack for two local variables and initializing the X index register. The `SRecBytes` variable is used to hold the converted value of the S-record length field. This value includes the number of bytes contained in the load address field, the length of the code/data field, and the length of the checksum field. The variable `CheckSum` is used to contain the calculated checksum value as the S-record is received. The X index register is initialized to point to the beginning of the 24-bit global variable, `LoadAddr`, where the received S-record's address is stored. Note also that the most significant byte of `LoadAddr` is cleared in case an S1 record is received.

After the initializations, a search is begun for the character pairs S0, S1, S2, S8, or S9 which indicate the start of a valid S-record. Once a valid start of record is found, the number of bytes in the load address plus one is stored in the global variable `DataBytes`. This value is subsequently subtracted from the received S-record length byte to produce a result representing the code/data field length. Before receiving the S-record length byte, the second character of the start of record pair is stored in the global `RecType`. After receiving the S-record length byte, the value is saved in the local variable `SRecBytes`. This value is also used to initialize `CheckSum` which is used to calculate a checksum value as the S-record is received.

The loop beginning at the label `RcvData` receives the remainder of the S-record including the load address, the code/data field, and the checksum. Note that because each received byte is stored in successive memory locations, the global variables `LoadAddr` and `SRecData` must remain in the order they are declared. As each data byte and the checksum is received, it is added into the calculated checksum value. Because the received checksum is actually the one's complement of what the calculated checksum should be, adding the two values should produce a result of $FF. incrementing the `CheckSum` variable at the end of the receive loop should produce a result of zero if the checksum and all the S-record fields were received properly. This results in an "equal" condition (CCR Z = 1) being returned if the S-record was properly received and a "not equal" condition (CCR Z = 0) being returned if a problem occurred receiving the S-record.

Operation of the `GetSRecord` subroutine is supported by the three additional subroutines `GetHexByte`, `IsHex,` and `CvtHex`. The `GetHexByte` subroutine retrieves two ASCII hex bytes from the serial port and converts them into a single 8-bit data byte that is returned in the B accumulator. The `IsHex` subroutine is used to check received byte to ensure that it is an ASCII hexadecimal character. If the character in the B accumulator is a non-hexadecimal character, the subroutine returns a "not equal" condition (CCR Z = 0). Otherwise, an "equal" condition (CCR Z = 1) is returned. The `CvtHex` subroutine converts the ASCII hexadecimal character in the B accumulator to a binary value. The result remains in the B accumulator.

Serial Communications Code

The serial communications routines utilize SCI0 to communicate with a host computer. The routines utilize the SCI in an interrupt driven mode, allowing reception of data from the host computer while the bootloader is programming the on-chip FLASH memory. To prevent the possibility of the receive buffer overflowing, the receive routines support XOn/XOff handshaking with the host computer. Because the bootloader does not send large amounts of data to the host computer, XOn/XOff handshaking is not supported by the transmit routines.

To utilize the interrupt driven mode effectively, a circular buffer or queue must be associated with both the transmitter and receiver. The queue acts as an elastic buffer providing a software interface between the received character stream and the MC9S12DP256. In addition to the storage required by the transmit and receive queues, several other pieces of data are required for queue management. The information necessary to manage the queue consists of a way to determine the next available storage location in each queue, the next available location or piece of data in the queue, and a way to determine if a queue is full or empty. Rather than utilize 16-bit pointers to manage the queues, the communications routines employ four 1-byte variables. `RxIn`, `RxOut`, `TxIn,` and `TxOut` are used in conjunction with 8-bit accumulator offset indexed addressing to access data in the transmit and receive queues. In addition, two 1-byte variables, `RxBAvail` and `TxBAvail`, are used to keep track of the number of bytes available in each queue. When the value in each of these variables is equal to the size of the queue, the buffer is empty. When the value is zero, the queue is full. Using a byte for the index does not allow support of queue sizes greater than 255 bytes. However, this should not pose severe restrictions for most applications.

The proper queue size for an application will depend on the expected length of messages transmitted and received. If the selected transmit queue size is too small, the routines essentially will behave the same as the polled SCI example. Once the queue fills, the CPU12 will have to wait until a character is transmitted before the next character can be placed in the queue. If the receive queue is too small, there will be a risk that received characters will be lost if the queue becomes full and CPU12 does not remove some of the data before the next piece of data arrives. Conversely, picking queue sizes larger than necessary does not have a detrimental effect on program performance or loss of data. However, it will consume the valuable on-chip memory unnecessarily. If uncertain on the exact queue size for a particular application, it is best to make it larger than necessary. As shown, the transmit and receive queues do not have to be the same size, and their sizes are not required to be an even power of two.

The `XOffCount` and `XOnCount` constants are used to manage how full and how empty, respectively, the receive queue is allowed to get before the XOff and XOn control characters are sent to the host computer. The value for `XOffCount` should be chosen based on the number of bytes that are expected to be sent from the host after a request has been made for the `TxIRQ` routine to send an XOff to the host. This value, which represents the number of remaining bytes in the receive queue when an XOff should be sent, will depend on the UART characteristics of the host computer. In this case, a value of `XOffCount` would allow up to 10 additional characters to be sent after a request to send the XOff had been posted. This would allow for the host computer UART with an 8-byte FIFO plus the possible 2-character delay in sending the XOFF character if the transmit shift register and the transmit data register were both full.

The value for `XOnCount` should be selected such that the queue will never become empty as long as the host has data to send. Setting the correct value for this constant requires analysis of the rate at which data is removed from the queue by the application and the delay before the host computer begins sending data after receiving an XOn. Because the host's characteristics can vary widely, a value of the receive buffer minus eight was arbitrarily chosen. Note that the value of `XOnCount` represents the number of characters available in the receive queue.

The `SCIInit` subroutine is used to initialize the SCI hardware and the related queue data structures. The baud rate register (`SCI0BD`) value for the desired baud rate is passed to the subroutine in the D accumulator. The queue index values `RxIn`, `RxOut`, `TxIn`, `TxOut`, and the values for `RxBAvail` and `TxBAvail` are not specifically initialized by the subroutine because the initial values are set at the point of their declaration. This technique works in this case because the constant values were copied from the FLASH into RAM. In a situation where the variables were declared with a `ds` (define storage) directive each variable would have to be initialized to its proper value.

When the transmitter and receiver are enabled, notice that only the receive interrupts are enabled. Unlike the receiver interrupts, which may be enabled at all times, the transmit interrupt may be enabled only when the transmit queue contains characters to be sent. Enabling transmit interrupts at initialization would immediately cause a transmitter interrupt even though the transmit queue is empty. This is because the `TDRE` bit is set whenever the SCI transmitter is in an idle state. The final action performed by the `SCIInit` subroutine initializes the SCI0 interrupt vector to point to the SCI interrupt routine, `SCIISR`.

Because each SCI only has a single interrupt vector shared by the transmitter and receiver, a short dispatch routine determines the source of the interrupt and calls either the `RxIRQ` or `TxIRQ`. Note that it is not an arbitrary choice to have the dispatch routine check for receiver interrupts before transmitter interrupts. To avoid the loss of received data, an SCI interrupt dispatch routine should always check the receiver control and status flags before checking those associated with the transmitter. Failure to follow this convention will most likely result in receiver overruns when data is received during message transmissions longer than a couple of bytes.

The receive interrupt service routine, `RxIRQ`, has the responsibility of removing a received byte from the receive data register and placing it in the receive data queue if space is available. In addition, if space available in the queue falls below the value of `XOffCount`, two variables, `SendXOff` and `XOffSent`, are set to a non-zero value and transmitter interrupts are enabled. These actions cause an XOff character to be sent to the host computer the next time a transmit interrupt is generated. `XOffSent` is used by the receive interrupt service routine to ensure that only a single XOff character is sent to the host after the space available in the queue falls below the value of `XOffCount`. `XOffSent` is also used by the `getchar` subroutine to determine if an XOn should be sent after each character is removed from the queue. Finally, notice that if the queue becomes full, the received byte is simply discarded.

The transmit interrupt service routine, `TxIRQ`, has the responsibility of removing a byte from the transmit data queue and sending it to the host computer. Before sending a character from the transmit queue, `SendXOff` is checked. If it contains a non-zero value, an XOff character is immediately sent to the host. Sending the XOff character before sending data that may be in the transmit queue ensures data flow from the host is stopped before the receive queue overflows. Notice that if the queue becomes empty after a character is transmitted, transmitter interrupts are disabled.

The last two major routines rounding out the serial communication code are the `getchar` and `putchar` subroutines. The `getchar` subroutine's main function is to retrieve a single character from the receive queue and return it to the calling routine in the B accumulator. Notice that if the receive queue is empty, the `getchar` subroutine will wait until a character is received from the host. Because this action may not be desirable for some applications, a utility subroutine, `SCIGetBuf`, can be called to determine if any data is in the receive queue. This small subroutine returns, in the B accumulator, a count of the number of data bytes in the receive queue. In addition to managing the receive queue variables each time a character is removed from the queue, the `getchar` subroutine checks the state of `XOffSent` and the number of characters left in the receive queue to determine if an XOn character should be sent to the host computer. If an XOff character was previously sent and the number of characters left in the receive queue is less than `XOnCount`, an XOn character is sent to the host by calling the putchar routine.

The `putchar` subroutine's main function is to place a single character, passed in the B accumulator, into the transmit queue. Once the character is in the queue and the queue variables have been updated, the transmit interrupt enable (TIE) bit is set. If transmitter interrupts were not previously enabled and the transmit data register empty (TDRE) bit is set, setting the TIE bit will cause an SCI interrupt to occur immediately.

Secondary Interrupt Vector Jump Table

Because the reset and interrupt vectors reside in the protected bootblock, a secondary vector table is located just below the protected bootblock area. Each entry in the secondary interrupt table should consist of a 2-byte address mirroring the primary interrupt and reset vector table. The secondary interrupt and reset vector table is utilized by having each vector point to a single JMP instruction that uses the CPU12's indexed-indirect program counter relative addressing mode. This form of the JMP instruction uses four bytes of memory and requires just six CPU clock cycles to execute. The table in **Figure 14** associates each vector source with the secondary interrupt table address.

Interrupt Source	Secondary Vector Address	Interrupt Source	Secondary Vector Address
Reserved $FF80	$EF80	I^{2}C bus	$EFC0
Reserved $FF82	$EF82	DLC	$EFC2
Reserved $FF84	$EF84	SCME	$EFC4
Reserved $FF86	$EF86	CRG lock	$EFC6
Reserved $FF88	$EF88	Pulse accumulator B overflow	$EFC8
Reserved $FF8A	$EF8A	Modulus down counter underflow	$EFCA
PWM emergency shutdown	$EF8C	Port H interrupt	$EFCC
Port P interrupt	$EF8E	Port J interrupt	$EFCE
MSCAN 4 transmit	$EF90	ATD1	$EFD0
MSCAN 4 receive	$EF92	ATD0	$EFD2
MSCAN 4 errors	$EF94	SCII	$EFD4
MSCAN 4 wakeup	$EF96	SCI0	$EFD6
MSCAN 3 transmit	$EF98	SPI0	$EFD8
MSCAN 3 receive	$EF9A	Pulse accumulator A input edge	$EFDA
MSCAN 3 errors	$EF9C	Pulse accumulator A overflow	$EFDC
MSCAN 3 wakeup	$EF9E	Timer overflow	$EFDE
MSCAN 2 transmit	$EFA0	Timer channel 7	$EFE0
MSCAN 2 receive	$EFA2	Timer channel 6	$EFE2
MSCAN 2 errors	$EFA4	Timer channel 5	$EFE4
MSCAN 2 wakeup	$EFA6	Timer channel 4	$EFE6
MSCAN 1 transmit	$EFA8	Timer channel 3	$EFE8
MSCAN 1 receive	$EFAA	Timer channel 2	$EFEA
MSCAN 1 errors	$EFAC	Timer channel 1	$EFEC
MSCAN 1 wakeup	$EFAE	Timer channel 0	$EFEE
MSCAN 0 transmit	$EFB0	Real-time interrupt	$EFF0
MSCAN 0 receive	$EFB2	IRQ	$EFF2
MSCAN 0 errors	$EFB4	XIRQ	$EFF4
MSCAN 0 wakeup	$EFB6	SWI	$EFF6
FLASH	$EFB8	Unimplemented instruction trap	$EFF8
EEPROM	$EFBA	COP failure reset	$EFFA
SPI2	$EFBC	Clock monitor fail reset	$EFFC
SPI1	$EFBE	Reset	$EFFE

Figure 14. Secondary Vector Table Addresses for a 4-K Bootblock

Code Listing

```
00000000              RegBase:        equ     $0000
                      ;
                                      opt     lis
                      ;
M                     offset:          macro
M                     PCSave:          set    *
M                                      org    $:0
M                                      endm
                      ;
M                     switch:          macro
M                               ifc    '.text',':0'
M                                      org    PCSave
M                                      endif
M                                      endm
                      ;
007A1200              OscClk:         equ     8000000                   ; oscillator clock frequency.
016E3600              fEclock:        equ     24000000                  ; final E-clock frequency (PLL).
007A1200              RefClock:       equ     8000000                   ; reference clock used by the PLL.
00000000              REFDVVal:       equ     (OscClk/RefClock)-1       ; value for the REFDV register.
00000002              SYNRVal:        equ     (fEclock/RefClock)-1      ; value for the SYNR register.
00000000                              if      OscClk>12800000
                      FCLKDIVVal:     equ     (OscClk/200000/8)+FDIV8   ; value for the FCLKDIV register.
                                      else
00000028              FCLKDIVVal:     equ     (OscClk/200000)           ; value for the FCLKDIV register.
                                      endif
                      ;
0000000D              Baud115200:     equ     fEclock/16/115200         ; baud register value for 115,200 baud.
0000001A              Baud57600:      equ     fEclock/16/57600          ; baud register value for 57,600 baud.
00000027              Baud38400:      equ     fEclock/16/38400          ; baud register value for 38,400 baud.
0000009C              Baud9600:       equ     fEclock/16/9600           ; baud register value for 9,600 baud.
                      ;
00008000              FlashStart:     equ     $8000                     ; start address of the flash window.
00001000              BootBlkSize:    equ     4096                      ; Erase protected bootblock size.
00001000              RAMStart:       equ     $1000                     ; default RAM base address.
0000FF80              StackTop:       equ     $ff80                     ; stack location after RAM is moved.
00003000              RAMBoot:        equ     $3000                     ; starting RAM address where the bootloader
                                                                        ; will be copied.
00000200              SectorSize:     equ     512                       ; size of a Flash Sector.
00004000              PPAGESize:      equ     16384                     ; size of the PPAGE window ($8000 - $BFFF).
                      ;
000C0000              SRecLow:        equ     $c0000                    ; lowest S-Record load address accepted
                                                                        ; by the bootloader.
000FF000              SRecHi:         equ     $ff000                    ; highest S-Record load address + 1
                                                                        ; accepted by the bootloader.
                      ;
```

```
00000030              S0RecType:      equ     '0'
00000031              S1RecType:      equ     '1'
00000032              S2RecType:      equ     '2'
00000038              S8RecType:      equ     '8'
00000039              S9RecType:      equ     '9'
                      ;
00000001              FEraseError:    equ     1                         ; Flash failed to erase.
00000002              SRecRngErr:     equ     2                         ; S-Record out of range.
00000003              FlashPrgErr:    equ     3                         ; Flash programming error.
00000004              SRecDataErr:    equ     4                         ; Received S-Record contained an odd number
                                                                        ; of data bytes.
00000005              SRecAddrErr:    equ     5                         ; S-Record Address is odd.
00000006              SRecLenErr:     equ     6                         ; S-Record is too long.
                      ;
                  ;*************************************************************************************************************
                      ;
                      ;
0000F000                              org     $f000
                      ;
                      ;
0000F000 1F02514004   BootStart:      brclr   PTIM,#$40,Boot            ; execute the bootloader?
0000F005 05FBFFF5                     jmp     [Reset-BootBlkSize,pcr]   ; no. jump to the program pointed to by the
                                                                        ; secondary reset vector.
                      ;
0000F009 79003C       Boot:           clr     COPCTL                    ; keep watchdog disabled.
                      ;
0000F00C CFFF80       BootCopy:       lds     #StackTop                 ; initialize the stack pointer
0000F00F CEF000                       ldx     #BootStart                ; point to the start of the Flash bootloader in Flash.
0000F012 CD3000                       ldy     #RAMBoot                  ; point to the start of on-chip RAM.
0000F015 CCF59A                       ldd     #BootLoadEnd              ; calculate the size of the bootloader code.
0000F018 83F000                       subd    #BootStart
0000F01B 180A3070     MoveMore:       movb    1,x+,1,y+                 ; move a byte of the bootloader into RAM.
0000F01F 0434F9                       dbne    d,MoveMore                ; dec byte count, move till done.
                      ;
0000F022 C6C1                         ldab    #$c0+RAMHAL               ; write to the INITRM register to overlay the Flash
                                                                        ; bootblock with RAM.
                      ;
00000000                              if      *&$0001<>0                ; PC currently at an odd byte boundary?
                                      endif
                      ;
0000F024 7B0010                       stab    >INITRM                   ; this instruction MUST use extended addressing an be
                                                                        ; aligned to an even byte boundary.
                      ;
0000F027 C600                         ldab    #REFDVVal                 ; set the REFDV register.
0000F029 5B35                         stab    REFDV
0000F02B C602                         ldab    #SYNRVal                  ; set the SYNR register.
0000F02D 5B34                         stab    SYNR
0000F02F A7                           nop                               ; nops required for bug in initial silicon.
0000F030 A7                           nop
0000F031 A7                           nop
```

```
0000F032 A7                        nop
0000F033 4F3708FC                  brclr   CRGFLG,#LOCK,*          ; wait here till the PLL is locked.
0000F037 4C3980                    bset    CLKSEL,#PLLSEL          ; switch the bus clock to the PLL.
                      ;
0000F03A C628                      ldab    #FCLKDIVVal             ; value for the Flash clock divider register.
0000F03C 7B0100                    stab    FCLKDIV
                      ;
0000F03F CC009C                    ldd     #Baud9600               ; set SCI to 9600 baud.
0000F042 15FA046F                  jsr     SCIInit,pcr             ; go initialize the SCI.
0000F046 10EF                      cli
                      ;
0000F048 1AFA0055                  leax    SignOn,pcr              ; get the bootloader signon message
0000F04C 15FA0422                  jsr     OutStr,pcr              ; send it to the terminal.
0000F050 69FA0546     CmdLoop:     clr     ErrorFlag,pcr           ; clear the global error flag.
0000F054 1AFA0064                  leax    BLPrompt,pcr            ; get the bootloader prompt
0000F058 072A                      bsr     PromptResp              ; go display the prompt & get a 1 character response.
0000F05A C161                      cmpb    #$61                    ; do a range check. less than 'a'?
0000F05C 25F2                      blo     CmdLoop                 ; yes. just re-display the prompt.
0000F05E C163                      cmpb    #$63                    ; greater than 'c'?
0000F060 22EE                      bhi     CmdLoop                 ; yes. just re-display the prompt.
0000F062 C40F                      andb    #$0f                    ; no. mask off the upper nybble.
0000F064 53                       decb                            ; reduce by 1 for indexing into the command offset table.
0000F065 58                        lslb                            ; mult by 2 as each cmd table entry is a 2 byte address.
0000F066 1AFA0031                  leax    CmdTable,pcr            ; point to the command table.
0000F06A ECE5                      ldd     b,x                     ; get offset from the beginning of the table to the cmd.
0000F06C 15E6                      jsr     d,x                     ; execute the command.
0000F06E E6FA0528                  ldab    ErrorFlag,pcr           ; error executing the command?
0000F072 27DC                      beq     CmdLoop                 ; no. go display the prompt, wait for entered command.
0000F074 53                        decb                            ; subtract 1 from the error number for indexing.
0000F075 58                       lslb                            ; mult by 2 because each address in the table is 2 bytes.
0000F076 1AFA00CC                  leax    ErrorTable,pcr          ; yes. point to the error table.
0000F07A ECE5                      ldd     b,x                     ; get offset from the start of the table to the string.
0000F07C 1AE6                      leax    d,x                     ; calc the address of the error string from the table.
0000F07E 15FA03F0                  jsr     OutStr,pcr              ; send error message to the terminal.
0000F082 20CC                      bra     CmdLoop                 ; go display the prompt.
                      ;
                    ;*************************************************************************************************************
                      ;
0000F084 15FA03EA     PromptResp:  jsr     OutStr,pcr              ; send prompt to the terminal.
0000F088 15FA04B8                  jsr     getchar,pcr             ; go get the user's choice.
0000F08C 15FA04E9                  jsr     putchar,pcr             ; echo it.
0000F090 37                        pshb                            ; save it.
0000F091 1AFA0060                  leax    CrLfStr,pcr             ; go to the next line.
0000F095 15FA03D9                  jsr     OutStr,pcr
0000F099 33                        pulb                            ; restore the entered character.
0000F09A 3D                        rts
                      ;
                    ;*************************************************************************************************************
                      ;
```

```
0000F09B 0288         CmdTable:       dc.w    EraseFlash-CmdTable       ; cmd table entry for 'Erase Flash' command.
0000F09D 01A7                         dc.w    ProgFlash-CmdTable        ; cmd table entry for 'Program Flash' command.
0000F09F 0169                         dc.w    SetBaud-CmdTable          ; cmd table entry for 'Set Baud Rate' command.
                      ;
0000F0A1 0D0A4D433953 SignOn:         dc.b    $0d,$0a,"MC9S12DP256 Bootloader",$0d,$0a,0
                      ;
0000F0BC 0D0A61292045 BLPrompt:       dc.b    $0d,$0a,"a) Erase Flash",$0d,$0a
0000F0CE 62292050726F                 dc.b    "b) Program Flash",$0d,$0a
0000F0E0 632920536574                 dc.b    "c) Set Baud Rate",$0d,$0a
0000F0F2 3F2000                       dc.b    "? ",0
                      ;
0000F0F5 0D0A00       CrLfStr:        dc.b    $0d,$0a,0
                      ;
0000F0F8 0D0A31292039 BaudPrompt:     dc.b    $0d,$0a,"1) 9600",$0d,$0a
0000F103 322920333834                 dc.b    "2) 38400",$0d,$0a
0000F10D 332920353736                 dc.b    "3) 57600",$0d,$0a
0000F117 342920313135                 dc.b    "4) 115200",$0d,$0a
0000F122 3F2000                       dc.b    "? ",0
                      ;
0000F125 4368616E6765 BaudChgPrompt:  dc.b    "Change Terminal BR, Press Return",0
                      ;
0000F146 000C         ErrorTable:     dc.w    FNotErasedStr-ErrorTable
0000F148 0021                         dc.w    SRecRngStr-ErrorTable
0000F14A 003B                         dc.w    FlashPrgErrStr-ErrorTable
0000F14C 0057                         dc.w    SRecDataErrStr-ErrorTable
0000F14E 007C                         dc.w    SRecAddrErrStr-ErrorTable
0000F150 0098                         dc.w    SRecLenErrStr-ErrorTable
                      ;
0000F152 0D0A466C6173 FNotErasedStr:  dc.b    $0d,$0a,"Flash Not Erased",$0d,$0a,0
0000F167 0D0A532D5265 SRecRngStr:     dc.b    $0d,$0a,"S-Record out of Range",$0d,$0a,0
0000F181 0D0A466C6173 FlashPrgErrStr: dc.b    $0d,$0a,"Flash Programming Error",$0d,$0a,0
0000F19D 0D0A532D5265 SRecDataErrStr: dc.b    $0d,$0a,"S-Record code/data length is odd",$0d,$0a,0
0000F1C2 0D0A532D5265 SRecAddrErrStr: dc.b    $0d,$0a,"S-Record Address is odd",$0d,$0a,0
0000F1DE 0D0A532D5265 SRecLenErrStr:  dc.b    $0d,$0a,"S-Record Code/Data Field Too Long",$0d,$0a,0
                      ;
                  ;*************************************************************************************************************
                      ;
0000F204              SetBaud:        equ     *
0000F204 1AFAFEF0                     leax    BaudPrompt,pcr            ; get the baud rate change prompt
0000F208 15FAFE78                     jsr     PromptResp,pcr            ; go display the prompt & get a 1 character response.
0000F20C C131                         cmpb    #$31                      ; do a range check. less than '1'?
0000F20E 25F4                         blo     SetBaud                   ; yes. just re-display the prompt.
0000F210 C134                         cmpb    #$34                      ; greater than '4'?
0000F212 22F0                         bhi     SetBaud                   ; yes. just re-display the prompt.
0000F214 C40F                         andb    #$0f                      ; no. mask off the upper nybble.
0000F216 53                           decb                              ; subtract 1 for table indexing.
0000F217 58                           lslb                              ; multiply by 2 because each table entry is 2 bytes.
0000F218 1AFA001E                     leax    BaudTable,pcr             ; point to the start of the table.
0000F21C ECE5                         ldd     b,x                       ; get the SCI0BD value from the table.
0000F21E 3B                           pshd                              ; save the value.
```

```
0000F21F 1AF903                       leax    BaudChgPrompt,pcr         ; prompt the user to change the terminal baud rate.
0000F222 15FA024C                     jsr     OutStr,pcr                ; send it to the terminal.
0000F226 4FCC40FC                     brclr   SCI0SR1,#TC,*             ; wait until the last character is sent until we change
                                                                        ; the baud rate.
0000F22A 3A                           puld                              ; restore the SCI0BD value from the stack.
0000F22B 5CC8                         std     SCI0BD                    ; change the baud rate.
0000F22D 15FA0313                     jsr     getchar,pcr               ; go wait for the user to change the baud rate.
0000F231 1AFAFEC0                     leax    CrLfStr,pcr               ; go to the next line.
0000F235 15FA0239                     jsr     OutStr,pcr
0000F239 3D                           rts                               ; return.
                      ;
0000F23A 009C         BaudTable:      dc.w    Baud9600                  ; SCI0BD value for 9600 baud.
0000F23C 0027                         dc.w    Baud38400                 ; SCI0BD value for 38400 baud.
0000F23E 001A                         dc.w    Baud57600                 ; SCI0BD value for 57600 baud.
0000F240 000D                         dc.w    Baud115200                ; SCI0BD value for 115200 baud.
                      ;
                  ;*************************************************************************************************************
                      ;
0000F242              ProgFlash:      equ     *
0000F242 C630                         ldab    #PVIOL+ACCERR             ; if either the PVIOL or ACCERR bit is set from a
0000F244 7B0105                      stab    FSTAT                     ; previous error, reset them so we can program the Flash.
0000F247 2006                         bra     FSkipFirst                ; don't send the progress character the first time.
0000F249 C62A         FSendPace:      ldab    #'*'                      ; the ascii asterisk is the progress character.
0000F24B 15FA032A                     jsr     putchar,pcr               ; let the user know we've processed an S-Record.
0000F24F 15FA0174     FSkipFirst:     jsr     GetSRecord,pcr            ; go get an S-Record.
0000F253 267D                         bne     ProgDone                  ; non-zero condition means there was an error
0000F255 0FFA03410104                 brclr   DataBytes,pcr,#$01,DataLOK ; is the received S-Record length even?
0000F25B 8604                         ldaa    #SRecDataErr              ; no. report the error.
0000F25D 2073                         bra     ProgDone                  ; stop programming.
0000F25F 0FFA033C0104 DataLOK:        brclr   LoadAddr+2,pcr,#$01,SRecOK ; is the received S-Record address even?
0000F265 8605                         ldaa    #SRecAddrErr              ; no. report the error.
0000F267 2069                         bra     ProgDone                  ; stop programming.
                      ;
0000F269 E6FA032E     SRecOK:         ldab    RecType,pcr               ; check the record type.
0000F26D C131                         cmpb    #S1RecType                ; S1 record received?
0000F26F 2604                         bne     ChckNext                  ; no. check for S0, S2, S8 & S9 records.
0000F271 8602                         ldaa    #SRecRngErr               ; yes. only S2 records w/ load addresses $C0000 - $FEFFF
                                                                        ; allowed.
0000F273 205D                         bra     ProgDone                  ; save error & return.
                      ;
0000F275 C139         ChckNext:       cmpb    #S9RecType                ; was it an S9 record?
0000F277 275D                         beq     ProgRtn                   ; yes. we're done.
0000F279 C138                         cmpb    #S8RecType                ; was it an S8 record?
0000F27B 2759                         beq     ProgRtn                   ; yes. we're done.
0000F27D C130                         cmpb    #S0RecType                ; no. was it an S0 record?
0000F27F 27C8                         beq     FSendPace                 ; yes. just ignore it.
                      ;
0000F281 E6FA031A                     ldab    LoadAddr,pcr              ; was an S2 record. Get high byte of the 24-bit address.
0000F285 C10C                         cmpb    #SRecLow>>16              ; less than $c0000?
0000F287 2404                         bhs     ChkHiLimit                ; no. check the upper limit.
```

```
0000F289 8602         BadSRecRng:     ldaa    #SRecRngErr               ; yes. S-Record out of range.
0000F28B 2045                         bra     ProgDone                  ; save the error code & return.
                      ;
0000F28D E6FA030B     ChkHiLimit:     ldab    DataBytes,pcr             ; get the number of bytes in the S-Record.
0000F291 87                           clra                              ; zero extend it.
0000F292 E3FA030A                     addd    LoadAddr+1,pcr            ; add in the lower 16-bits of the 24-bit address.
0000F296 B745                         tfr     d,x                       ; save rthe result in X.
0000F298 E6FA0303                     ldab    LoadAddr,pcr              ; get the upper 8-bits of the 24-bit address.
0000F29C C900                         adcb    #$00                      ; add in possible carry from lower 16-bits.
0000F29E C10F                         cmpb    #SRecHi>>16               ; greater than $0fxxxx?
0000F2A0 2505                         blo     AddrOK                    ; no. S-Record within range.
0000F2A2 8EF000                       cpx     #SRecHi&$ffff             ; yes. check the lower 16- bits. Out of range?
0000F2A5 22E2                         bhi     BadSRecRng                ; yes. S-Record out of range.
                      ;
0000F2A7 E6FA02F4     AddrOK:         ldab    LoadAddr,pcr              ; get upper 8-bits of 24-bit load address.
0000F2AB B796                         exg     b,y                       ; zero extend b into y for the 32-bit divide
0000F2AD ECFA02EF                     ldd     LoadAddr+1,pcr            ; get the lower 16-bits of 24-bit load address.
0000F2B1 CE4000                       ldx     #PPAGESize                ; divide the load address by the PPAGE window size.
0000F2B4 11                           ediv
0000F2B5 C38000                       addd    #FlashStart               ; add the PPAGE window start address to the remainder
                                                                        ; (this gives the PPAGE window load address).
0000F2B8 B7C6                         exg     d,y                       ; lower byte of the quotent is the PPAGE value.
0000F2BA 5B30                         stab    PPAGE
0000F2BC 54                           lsrb                              ; calculate the value of the block select bits based
0000F2BD 54                           lsrb                              ; on bits 3:2 of the PPAGE register value.
0000F2BE 51                           comb
0000F2BF C403                         andb    #$03                      ; mask off all but the lower 2 bits.
0000F2C1 7B0103                       stab    FCNFG                     ; select the block to erase.
0000F2C4 6DFA02D5                     sty     PPAGEWAddr,pcr            ; save the PPAGE window address.
0000F2C8 15FA000B                     jsr     ProgFBlock,pcr            ; go program the data into Flash.
0000F2CC 1827FF79                     lbeq    FSendPace                 ; zero condition means all went ok.
0000F2D0 8603                         ldaa    #FlashPrgErr
0000F2D2 6AFA02C4     ProgDone:       staa    ErrorFlag,pcr             ; put error code where pod can access it.
0000F2D6 3D         ProgRtn:      rts                           ; if we fall through, we automatically return a non-zero condition.
                      ;
                  ;*************************************************************************************************************
                      ;
0000F2D7                              offset  0
0000F2D7              PCSave:         set     *
00000000                              org     $0
                      ;
00000000              NumWords:       ds      1
00000001              LocalSize:      set     *
                      ;
00000001                              switch  .text
00000001                              ifc     '.text','.text'
0000F2D7                              org     PCSave
                                      endif
                      ;
0000F2D7 E6FA02C1     ProgFBlock:     ldab    DataBytes,pcr             ; get the block size.
```

```
0000F2DB 54                           lsrb                            ; divide the byte count by 2 since we program a word
                                                                      ; at a time.
0000F2DC 37                           pshb                            ; allocate the local.
0000F2DD EEFA02BC                     ldx     PPAGEWAddr,pcr          ; get the PPAGE window Flash address.
0000F2E1 19FA02BD                     leay    SRecData,pcr            ; point to the received S-Record data.
0000F2E5 EC71         ProgLoop:       ldd     2,y+                    ; get a word from the buffer.
0000F2E7 6C31                         std     2,x+                    ; latch the address & data into the Flash
                                                                      ; program/erase buffers.
0000F2E9 C620                         ldab    #PROG                   ; get the program command.
0000F2EB 7B0106                       stab    FCMD                    ; write it to the command register.
0000F2EE C680                         ldab    #CBEIF                  ; start the command by writing a 1 to CBEIF.
0000F2F0 7B0105                       stab    FSTAT
0000F2F3 F60105                       ldab    FSTAT                   ; check to see if there was a problem executing
                                                                      ; the command.
0000F2F6 C530                         bitb    #PVIOL+ACCERR           ; if either the PVIOL or ACCERR bit is set,
0000F2F8 2627                         bne     Return                  ; return.
0000F2FA 1F010580FB                   brclr   FSTAT,#CBEIF,*          ; wait here till the command buffer is empty.
0000F2FF 6380                         dec     NumWords,sp             ; any more words to program?
0000F301 26E2                         bne     ProgLoop                ; yes. continue until done.
0000F303 1F010540FB                   brclr   FSTAT,#CCIF,*           ; no. wait until all commands complete.
                      ;
0000F308 E6FA0290                     ldab    DataBytes,pcr           ; get the block size.
0000F30C 54                           lsrb                            ; divide the byte count by 2 since we verify a
                                                                      ; word at a time.
0000F30D 6B80                         stab    NumWords,sp
0000F30F EEFA028A                     ldx     PPAGEWAddr,pcr          ; get the PPAGE window Flash address.
0000F313 19FA028B                     leay    SRecData,pcr            ; point to the received S-Record data.
0000F317 EC71         VerfLoop:       ldd     2,y+                    ; get a word from the buffer.
0000F319 AC31                         cpd     2,x+                    ; same as the word in Flash?
0000F31B 2604                         bne     Return                  ; no. return w/ an error (!= condition).
0000F31D 6380                         dec     NumWords,sp             ; yes. done comparing all words?
0000F31F 26F6                         bne     VerfLoop                ; no. compare some more.
                      ;
0000F321 33           Return:         pulb                            ; deallocate the local.
0000F322 3D                           rts                             ; return.
                      ;
                      ;
                  ;*************************************************************************************************************
                      ;
0000F323                              offset  0
0000F323              PCSave:         set     *
00000000                              org     $0
                      ;
00000000              BlockCnt:       ds.b    1                       ; number of 64K blocks to erase.
                      ;
00000001              LocalSize:      set     *
                      ;
00000001                              switch  .text
00000001                              ifc     '.text','.text'
0000F323                              org     PCSave
```

```
                                endif
                        ;
0000F323 C603           EraseFlash:     ldab    #$03
0000F325 37                             pshb
0000F326 C630                           ldab    #$30
0000F328 5B30           EraseLoop:      stab    PPAGE                   ; write the PPAGE register to allow writes to the
                                                                        ; proper Flash block.
0000F32A 54                             lsrb                            ; calculate the value of the block select bits based
0000F32B 54                             lsrb                            ; on bits 3:2 of the PPAGE register.
0000F32C 51                             comb
0000F32D C403                           andb    #$03                    ; mask off all but the lower 2 bits.
0000F32F 7B0103                         stab    FCNFG                   ; select the block to erase.
0000F332 CE8000                         ldx     #FlashStart             ; latch address for erase command
0000F335 C641                           ldab    #ERASE+MASS             ; perform a bulk erase.
0000F337 0760                           bsr     EraseCmd
0000F339 2621                           bne     SaveError               ; if CCR Z=0, an error occurred.
0000F33B C605                           ldab    #ERVER+MASS             ; perform an erase verify.
0000F33D 075A                           bsr     EraseCmd
0000F33F 1F010540FB     VerfCmdOK:      brclr   FSTAT,#CCIF,*           ; wait until the command has completed.
0000F344 1E01050404                     brset   FSTAT,#BLANK,Erased     ; flag a not erased error if the BLANK bit did not set.
0000F349 8601                           ldaa    #FEraseError
0000F34B 200F                           bra     SaveError
0000F34D C604           Erased:         ldab    #BLANK                  ; clear the BLANK status bit.
0000F34F 7B0105                         stab    FSTAT
0000F352 D630                           ldab    PPAGE                   ; get the current PPAGE value.
0000F354 CB04                           addb    #$04                    ; add 4 to select the next 64K Flash block.
0000F356 6380                           dec     BlockCnt,sp             ; done with 3 of the 64K blocks?
0000F358 26CE                           bne     EraseLoop               ; no.
0000F35A 0706                           bsr     EraseBlk0               ; block 0 must be erased seperately because it
                                                                        ; contains the bootblock.
0000F35C 6AFA023A       SaveError:      staa    ErrorFlag,pcr           ; put error code where pod can access it.
0000F360 33             FEEDone:        pulb
0000F361 3D                             rts                             ; return.
                        ;
                        ;EraseBlk0 erases Flash block 0 a sector (512 bytes) at a time because the bootblock is protected.
                        ;
0000F362                                offset  0
0000F362                PCSave:         set     *
00000000                                org     $0
                        ;
00000000                PPAGECnt:       ds.b    1                       ; number of 16K PPAGE windows that will be
                                                                        ; completely erased.
                        ;
00000001                LocalSize:      set     *
                        ;
00000001                                switch  .text
00000001                                ifc     '.text','.text'
0000F362                                org     PCSave
                                        endif
                        ;
```

```
0000F362 1808AF03     EraseBlk0:      movb    #3,1,-sp                    ; 3 16K PPAGE windows will be completely erased.
0000F366 5B30                         stab    PPAGE                       ; PPAGE for first 16K page of block 0
                                                                          ; (passed in the B accumulator).
0000F368 790103                       clr     FCNFG                       ; set block select bits to 0.
0000F36B CE8000       EraseBlk0Loop:  ldx     #FlashStart                 ; point to the start of the PPAGE window.
0000F36E C620                         ldab    #PPAGESize/SectorSize       ; number of sectors in a PPAGE window.
0000F370 0712                         bsr     EraseSectors                ; go erase the PPAGE window a sector at a time.
0000F372 260E                         bne     BadBlk0                     ; non-zero value returned in A indiciates a sector
                                                                          ; didn't erase.
0000F374 720030                       inc     PPAGE                       ; go to the next PPAGE.
0000F377 6380                         dec     PPAGECnt,sp                 ; done with all full PPAGE blocks?
0000F379 26F0                         bne     EraseBlk0Loop               ; no. erase more blocks.
0000F37B CE8000                       ldx     #FlashStart                 ; yes. point to the start of the PPAGE window.
0000F37E C618                         ldab    #(PPAGESize-BootBlkSize)/SectorSize ; number of sectors in PPAGE $3F
                                                                          ; minus the bootblock.
0000F380 0702                         bsr     EraseSectors                ; erase all sectors outside the bootblock.
0000F382 33           BadBlk0:        pulb                                ; remove the page count from the stack.
0000F383 3D                           rts

                      ;
                      ;Erases 'b' (accumulator) sectors beginning at address 'x' (index register)
                      ;
0000F384 B796         EraseSectors:   exg     b,y                         ; put the sector count in y.
0000F386 C640         EraseSectLoop:  ldab    #ERASE                      ; perform a sector erase.
0000F388 070F                         bsr     EraseCmd
0000F38A 2701                         beq     DoEraseVerf                 ; if no problem with the erase command, do a verify.
0000F38C 3D           Rtn:            rts                                 ; if problem, return with an error code in a.
0000F38D 0723         DoEraseVerf:    bsr     VerfSector
0000F38F 26FB                         bne     Rtn                         ; if problem, return with an error code in a.
0000F391 1AE20200                     leax    SectorSize,x                ; point to the next sector.
0000F395 0436EE                       dbne    y,EraseSectLoop             ; continue to erase remaining sectors.
0000F398 3D                           rts                                 ; done. return.
                      ;
                      ;Erases a block or sector of Flash
                      ;
0000F399 6C00         EraseCmd:       std     0,x                         ; latch address for erase command.
0000F39B 7B0106                       stab    FCMD
0000F39E C680                         ldab    #CBEIF
0000F3A0 7B0105                       stab    FSTAT                       ; initiate the erase command.
0000F3A3 1F01053003                   brclr   FSTAT,#PVIOL+ACCERR,EraseCmdOK ; continue if the privliage violation &
                                                                          ; Access error flags are clear.
0000F3A8 8601                         ldaa    #FEraseError
0000F3AA 3D                           rts
0000F3AB 1F010540FB   EraseCmdOK:     brclr   FSTAT,#CCIF,*               ; wait until the command has completed.
0000F3B0 87                           clra
0000F3B1 3D                           rts
                      ;
                      ;Verify that a sector was properly erased
                      ;Must verify a word at a time because the built in verify command only works on a block (64K)
                      ;
```

```
0000F3B2 34           VerfSector:     pshx                              ; save the base address of the sector.
0000F3B3 35                           pshy                              ; save the sector count.
0000F3B4 CD0100                       ldy     #SectorSize/2             ; we'll check 2 bytes at a time.
0000F3B7 EC31         VerfSectLoop:   ldd     2,x+                      ; get a byte from the sector.
0000F3B9 048404                       ibeq    d,WordOK
0000F3BC 8601                         ldaa    #FEraseError
0000F3BE 2004                         bra     SectRtn
0000F3C0 0436F4       WordOK:         dbne    y,VerfSectLoop            ; yes. dec the sector word count.
0000F3C3 87                           clra
0000F3C4 31           SectRtn:        puly                              ; restore the sector count.
0000F3C5 30                           pulx                              ; restore the base address of the sector.
0000F3C6 3D                           rts                               ; return.
                      ;
                  ;*************************************************************************************************************
                      ;
0000F3C7                              offset  0
0000F3C7              PCSave:         set     *
00000000                              org     $0
                      ;
00000000              SRecBytes:     ds.b    1                         ; number of bytes in the address, data & checksum fields.
00000001              CheckSum:       ds.b    1                         ; used for calculated checksum.
                      ;
00000002              LocalSize:      set     *
                      ;
00000002                              switch  .text
00000001                              ifc     '.text','.text'
0000F3C7                              org     PCSave
                                      endif
                      ;
0000F3C7              GetSRecord:     equ     *
0000F3C7 1B9E                         leas    -LocalSize,sp             ; allocate stack space for variables.
0000F3C9 1AFA01D2                     leax    LoadAddr,pcr              ; point to the code/data buffer.
0000F3CD 6900                         clr     0,x                       ; clear the upper byte of the 24 bit address
                                                                        ; (in case we receive a 16-bit address).
0000F3CF 15FA0171     LookForSOR:     jsr     getchar,pcr               ; get a character from the receiver.
0000F3D3 C153                         cmpb    #'S'                      ; start-of-record character?
0000F3D5 26F8                         bne     LookForSOR                ; no. go back & get another character.
0000F3D7 15FA0169                    jsr     getchar,pcr               ; yes. we found the start-of-record character (ASCII 'S')
0000F3DB C130                         cmpb    #S0RecType                ; found an S0 (header) record?
0000F3DD 2602                         bne     CheckForS9                ; no. go check for an S9 record.
0000F3DF 200A                         bra     Addr16                    ; yes. go receive the S0 record. (16-bit load address)
                      ;
0000F3E1 C139         CheckForS9:     cmpb    #S9RecType                ; found an S9 (end) record?  (16-bit load address)
0000F3E3 2602                         bne     ChkForS1                  ; no. go check for an S1 record.
0000F3E5 2004                         bra     Addr16                    ; go receive the S9 record.
                      ;
0000F3E7 C131         ChkForS1:       cmpb    #S1RecType                ; found an S1 record? (16-bit load address)
0000F3E9 2609                         bne     ChkForS2                  ; no. false start-of-record character received.
                                                                        ; go check for another.
0000F3EB 08           Addr16:         inx                               ; adjust the storage pointer to compensate for
```

```
                                                                        ; a 2 byte load address.
0000F3EC 8603                         ldaa    #3                        ; 2 address bytes plus the checksum.
0000F3EE 6AFA01AA                     staa    DataBytes,pcr
0000F3F2 2010                         bra     SaveRecType               ; go receive the S9 record.
                      ;
0000F3F4 C132         ChkForS2:       cmpb    #S2RecType                ; S2 record? (24-bit load address)
0000F3F6 2602                         bne     ChkForS8
0000F3F8 2004                         bra     Addr24                    ; go receive the S9 record.
                      ;
0000F3FA C138         ChkForS8:       cmpb    #S8RecType                ; no. s8 record? (24-bit transfer address)
0000F3FC 26D1                         bne     LookForSOR                ; no. go look for next Start of Record.
0000F3FE 8604         Addr24:         ldaa    #4                        ; 3 address bytes plus the checksum.
0000F400 6AFA0198                     staa    DataBytes,pcr
0000F404 6BFA0193     SaveRecType:    stab    RecType,pcr               ; yes. save the record type.
                      ;
0000F408 15FA003E     RcvSRec:        jsr     GetHexByte,pcr            ; get the S-Record length byte.
0000F40C 2626                         bne     BadSRec                   ; return if there was an error.
0000F40E 6B80                         stab    SRecBytes,sp              ; save the total number of S-Record bytes we
                                                                        ; are to receive.
0000F410 6B81                         stab    CheckSum,sp               ; initialize the checksum calculation with the
                                                                        ; data byte count
0000F412 E0FA0186                     subb    DataBytes,pcr             ; subtract the load address & checksum field
                                                                        ; length from the data field count.
0000F416 6BFA0182                     stab    DataBytes,pcr             ; save the code/data field size.
0000F41A C140                         cmpb    #64                       ; is the code/data field <= 64?
0000F41C 2304                         bls     RcvData                   ; yes. it can be received.
0000F41E 8606                         ldaa    #SRecLenErr               ; no. the code/data field  is limited to 64 bytes.
0000F420 2012                         bra     BadSRec                   ; return with the error code in a.
0000F422 15FA0024     RcvData:        jsr     GetHexByte,pcr            ; get an S-Record data byte.
0000F426 260C                         bne     BadSRec                   ; return if there was an error.
0000F428 6B30                         stab    1,x+                      ; save the byte in the data buffer.
0000F42A EB81                         addb    CheckSum,sp               ; add the byte into the checksum.
0000F42C 6B81                         stab    CheckSum,sp               ; save the result.
0000F42E 6380                         dec     SRecBytes,sp              ; received all the S-Record bytes?
0000F430 26F0                         bne     RcvData                   ; no. go get some more.
0000F432 6281                         inc     CheckSum,sp               ; if checksum was ok, the result will be zero.
0000F434 1B82         BadSRec:        leas    LocalSize,sp
0000F436 3D                           rts
                      ;
                  ;***********************************************************************************************************
                      ;
0000F437              IsHex:          equ     *
0000F437 C130                         cmpb    #'0'                      ; less than ascii hex zero?
0000F439 250E                         blo     NotHex                    ; yes. character is not hex. return a non-zero
                                                                        ; ccr indication.
0000F43B C139                         cmpb    #'9'                      ; less than or equal to ascii hex nine?
0000F43D 2308                         bls     IsHex1                    ; yes. character is hex. return a zero ccr indication.
0000F43F C141                         cmpb    #'A'                      ; less than ascii hex 'A'?
0000F441 2506                         blo     NotHex                    ; yes. character is not hex. return a non-zero
                                                                        ; ccr indication.
```

```
0000F443 C146                          cmpb    #'F'                      ; less than or equal to ascii hex 'F'?
0000F445 2202                          bhi     NotHex                    ; yes. character is hex. return a non-zero
                                                                         ; ccr indication.
0000F447 1404         IsHex1:          orcc    #$04                      ; no. return a zero ccr indication.
0000F449 3D           NotHex:          rts
                      ;
                  ;*************************************************************************************************************
                      ;
0000F44A              GetHexByte:      equ     *
0000F44A 15FA00F6                      jsr     getchar,pcr               ; get the upper nybble from the SCI.
0000F44E 07E7                          bsr     IsHex                     ; valid hex character?
0000F450 2701                          beq     OK1                       ; yes. go convert it to binary.
0000F452 3D                            rts                               ; no. return with a non-zero ccr indication.
0000F453 0714         OK1:             bsr     CvtHex                    ; convert the ascii-hex character to binary.
0000F455 8610                          ldaa    #16                       ; shift it to the upper 4-bits.
0000F457 12                            mul
0000F458 37                            pshb                              ; save it on the stack.
0000F459 15FA00E7                      jsr     getchar,pcr               ; get the lower nybble from the SCI.
0000F45D 07D8                          bsr     IsHex                     ; valid hex character?
0000F45F 2702                          beq     OK2                       ; yes. go convert it to binary.
0000F461 33                            pulb                              ; remove saved upper byte from the stack.
0000F462 3D                            rts                               ; no. return with a non-zero ccr indication.
0000F463 0704         OK2:             bsr     CvtHex                    ; convert the ascii-hex character to binary.
0000F465 EBB0                          addb    1,sp+                     ; add it to the upper nybble.
0000F467 87                            clra                              ; simple way to set the Z ccr bit.
0000F468 3D                            rts                               ; return.
                      ;
                  ;*************************************************************************************************************
                      ;
0000F469 C030         CvtHex:          subb    #'0'                      ; subtract ascii '0' from the hex character.
0000F46B C109                          cmpb    #$09                      ; was it a decimal digit?
0000F46D 2302                          bls     CvtHexRtn                 ; yes. ok as is.
0000F46F C007                          subb    #$07                      ; no. it was an ascii hex letter ('A' - 'F').
0000F471 3D           CvtHexRtn:       rts
                      ;
                  ;*************************************************************************************************************
                      ;
0000F472              OutStr:          equ     *                         ; send a null terminated string to the display.
0000F472 E630                          ldab    1,x+                      ; get a character, advance pointer, null?
0000F474 2706                          beq     OutStrDone                ; yes. return.
0000F476 15FA00FF                      jsr     putchar,pcr               ; no. send it out the SCI.
0000F47A 20F6                          bra     OutStr                    ; go get the next character.
0000F47C 3D           OutStrDone:      rts
                      ;
                      ;
                  ;*************************************************************************************************************
                      ;
00000020              RxBufSize:       equ     32                        ; receive queue size.
00000010              TxBufSize:       equ     16                        ; transmit queue size.
                      ;
```

```
00000018                XOnCount:       equ     RxBufSize-8             ; number of bytes avail. in the Rx queue
                                                                        ; before an XOn can be sent.
0000000A                XOffCount:      equ     10                      ; number of bytes remaining in the Rx queue
                                                                        ; when an XOff is sent.
                        ;
00000011                XOn:            equ     $11                     ; ASCII DC1
00000013                XOff:           equ     $13                     ; ASCII DC3
                        ;
0000F47D 000000000000 RxBuff:           dcb     RxBufSize,0             ; receive queue.
0000F49D 000000000000 TxBuff:           dcb     TxBufSize,0             ; transmit queue.
0000F4AD 00             RxIn:           dc.b    0                       ; next available location in the Rx queue.
0000F4AE 00             RxOut:          dc.b    0                       ; next character to be removed from the Rx queue.
0000F4AF 00             TxIn:           dc.b    0                       ; next available location in the Tx queue
0000F4B0 00             TxOut:          dc.b    0                       ; next character to be sent from the Tx queue.
0000F4B1 20             RxBAvail:       dc.b    RxBufSize               ; number of bytes left in the Rx queue.
0000F4B2 10             TxBAvail:       dc.b    TxBufSize               ; number of bytes left in the Tx queue.
0000F4B3 00             XOffSent:       dc.b    0                       ; if != 0, an XOff has been sent.
0000F4B4 00             SendXOff:       dc.b    0                       ; request to TX ISR to send an XOff to the host if != 0.

                        ;
                        ;
                    ;*************************************************************************************************************
                        ;
0000F4B5 5CC8           SCIInit:        std     SCI0BD                  ; initialize the baud rate register.
0000F4B7 C62C                           ldab    #TE+RE+RIE              ; get bit mask for Tx, Rx & Rx interrupt.
0000F4B9 5BCB                           stab    SCI0CR2                 ; enable Tx & Rx & Rx interrupts.
0000F4BB 1AFA0004                       leax    SCIISR,pcr              ; setup SCI0 interrupt vector to point to the
0000F4BF 7EFFD6                         stx     SCI0                    ; bootloader's SCI interrupt service routine.
0000F4C2 3D                             rts                             ; done.
                        ;
                    ;*************************************************************************************************************
                        ;
0000F4C3 4FCB2004       SCIISR:         brclr   SCI0CR2,#RIE,ChkRxInts  ; Rx interrupts enabled?
0000F4C7 4ECC2009                       brset   SCI0SR1,#RDRF,RxIRQ     ; yes. if RDRF flag set, service Rx interrupt.
0000F4CB 4FCB8004       ChkRxInts:      brclr   SCI0CR2,#TIE,NoSCIInt   ; Tx interrupts enabled?
0000F4CF 4ECC8035                       brset   SCI0SR1,#TDRE,TxIRQ     ; Yes. if TDRE is set, service Tx interrupt
0000F4D3 0B             NoSCIInt:       rti                             ; return w/o any action.
                        ;
                    ;*************************************************************************************************************
                        ;
0000F4D4 E7F9DC         RxIRQ:          tst     XOffSent,pcr            ; was an XOff previously sent to the host?
0000F4D7 2610                           bne     AlreadySent             ; yes. go place the received char in the Rx queue.
0000F4D9 A6F9D5                         ldaa    RxBAvail,pcr            ; no. get the number of bytes available in the Rx queue.
0000F4DC 810A                           cmpa    #XOffCount              ; more than enough space to receive a FIFO full
                                                                        ; of data from the host?
0000F4DE 2209                           bhi     AlreadySent             ; yes. go place the received byte in the Rx queue.
0000F4E0 72F4B4                         inc     SendXOff                ; set flag so that XOff will be sent by the Tx ISR.
0000F4E3 4CCB80                         bset    SCI0CR2,#TIE            ; enable transmitter interrupts.
0000F4E6 62F9CA                         inc     XOffSent,pcr            ; set the 'XOff Sent' flag
                        ;
```

```
0000F4E9 E7F9C5       AlreadySent:    tst     RxBAvail,pcr              ; any room left in the Rx queue?
0000F4EC 2717                         beq     Buffull                   ; no. just throw the character away.
0000F4EE 63F9C0                       dec     RxBAvail,pcr              ; yes. there'll be one less now.
0000F4F1 1AF989                       leax    RxBuff,pcr                ; point to the physical start of the Rx queue.
0000F4F4 A6F9B6                       ldaa    RxIn,pcr                  ; get the index for the next available queue location.
0000F4F7 D6CF                         ldab    SCI0DRL                   ; get the received character.
0000F4F9 6BE4                         stab    a,x                       ; place it in the queue.
0000F4FB 42                           inca                              ; next available queue location.
0000F4FC 8120                         cmpa    #RxBufSize                ; wrap around to start of queue?
0000F4FE 2501                         blo     NoRxWrap                  ; no. just update the index.
0000F500 87                           clra                              ; yes. start at begining of  queue.
0000F501 6AF9A9       NoRxWrap:       staa    RxIn,pcr                  ; update the next available queue location index.
0000F504 0B                           rti                               ; return from the SCI Rx interrupt.
                      ;
0000F505 D6CF         Buffull:        ldab    SCI0DRL                   ; the queue was full. get character & throw it away.
0000F507 0B                           rti                               ; return.
                      ;
                 ;*************************************************************************************************************
                      ;
0000F508 F7F4B4       TxIRQ:          tst     SendXOff                  ; request to send an XOff.
0000F50B 2712                         beq     NoSendXOff                ; no. go send a character from the Tx queue.
0000F50D 69F9A4                       clr     SendXOff,pcr              ; yes. clear the request flag.
0000F510 C613                         ldab    #XOff                     ; get the XOff character.
0000F512 5BCF                         stab    SCI0DRL                   ; send it.
0000F514 E6F99B                       ldab    TxBAvail,pcr              ; any other characters in the Tx queue?
0000F517 C110                         cmpb    #TxBufSize
0000F519 2622                         bne     TxRTI                     ; yes. just return & let the next interrupt
                                                                        ; send the character.
0000F51B 4DCB80                       bclr    SCI0CR2,#TIE              ; no. disable Tx interrupts.
0000F51E 0B                           rti                               ; return.
                      ;
0000F51F 1AF97B       NoSendXOff:     leax    TxBuff,pcr                ; point to the physical start of the Tx queue.
0000F522 A6F98B                       ldaa    TxOut,pcr                 ; get the index for the next character to send.
0000F525 E6E4                         ldab    a,x                       ; get the data.
0000F527 5BCF                         stab    SCI0DRL                   ; send it.
0000F529 42                           inca                              ; advance to next character to send.
0000F52A 8110                         cmpa    #TxBufSize                ; reached the end of the queue?
0000F52C 2501                         blo     NoTxWrap                  ; no.
0000F52E 87                           clra                              ; yes. wrap to the start.
0000F52F 6AF97E       NoTxWrap:       staa    TxOut,pcr                 ; update the queue index.
0000F532 62F97D                       inc     TxBAvail,pcr              ; one more byte available in the queue.
0000F535 A1F977                       cmpa    TxIn,pcr                  ; TxIn = TxOut?
0000F538 2603                         bne     TxRTI                     ; no. more characters to send.
0000F53A 4DCB80                       bclr    SCI0CR2,#TIE              ; yes. queue is empty turn off TDRE interrupts.
0000F53D 0B           TxRTI:          rti                               ; return.
                      ;
                 ;*************************************************************************************************************
                      ;
0000F53E C620         SCIGetBuf:      ldab    #RxBufSize                ; are there any characters in the Rx queue?
0000F540 E0F96E                       subb    RxBAvail,pcr
```

```
0000F543 3D                           rts                                ; return number available.
                      ;
                  ;************************************************************************************************************
                      ;
0000F544 34           getchar:        pshx                               ; save the registers we'll use.
0000F545 36                           psha
0000F546 C620         RxChk:          ldab    #RxBufSize                 ; any characters available?
0000F548 E0F966                       subb    RxBAvail,pcr
0000F54B 27F9                         beq     RxChk                      ; no. just wait until some are.
0000F54D 1AF92D                       leax    RxBuff,pcr                 ; point to the physical start of the Rx queue.
0000F550 A6F95B                       ldaa    RxOut,pcr                  ; get the index to the next available character
                                                                         ; in the Rx queue.
0000F553 E6E4                         ldab    a,x                        ; get the character.
0000F555 42                           inca                               ; point to the next location in the queue.
0000F556 8120                         cmpa    #RxBufSize                 ; reached the end of the queue?
0000F558 2501                         blo     NogcWrap                   ; no.
0000F55A 87                           clra                               ; yes. wrap to the start.
0000F55B 6AF950       NogcWrap:       staa    RxOut,pcr                  ; update the queue index.
0000F55E 62F950                       inc     RxBAvail,pcr               ; we removed a character from the queue, there's
                                                                         ; 1 more available.
0000F561 E7F94F                       tst     XOffSent,pcr               ; was an XOff character previously sent by the RX ISR?
0000F564 2710                         beq     gcReturn                   ; no. just return.
0000F566 A6F948                      ldaa    RxBAvail,pcr               ; yes. get the number of bytes available in the Rx queue.
0000F569 8118                         cmpa    #XOnCount                  ; enough space available to receive more?
0000F56B 2409                         bhs     gcReturn                   ; no. just return.
0000F56D 37                          pshb                               ; yes. save the character we retrieved from the Rx queue.
0000F56E C611                         ldab    #XOn                       ; send an XOn character to the host.
0000F570 0707                         bsr     putchar
0000F572 69F93E                       clr     XOffSent,pcr               ; clear the XOff flag.
0000F575 33                           pulb                               ; restore the character we retrieved from the Rx queue.
0000F576 32           gcReturn:       pula                               ; restore what we saved.
0000F577 30                           pulx
0000F578 3D                           rts                                ; return.
                      ;
                  ;************************************************************************************************************
                      ;
0000F579 34           putchar:        pshx                               ; save the registers we'll use.
0000F57A 36                           psha
0000F57B E7F934       TxChk:          tst     TxBAvail,pcr               ; Any room left in the Tx queue?
0000F57E 27FB                         beq     TxChk                      ; no. just wait here till it is.
0000F580 1AF91A                       leax    TxBuff,pcr                 ; point to the physical start of the Tx queue.
0000F583 A6F929                       ldaa    TxIn,pcr                   ; get the index to the next available spot.
0000F586 6BE4                         stab    a,x                        ; put the character in.
0000F588 42                           inca                               ; point to the next available spot.
0000F589 8110                         cmpa    #TxBufSize                 ; go past the end of the queue?
0000F58B 2501                         blo     NopcWrap                   ; no.
0000F58D 87                           clra                               ; yes. wrap around to the start.
0000F58E 6AF91E       NopcWrap:       staa    TxIn,pcr                   ; update the queue index
0000F591 63F91E                       dec     TxBAvail,pcr               ; one less byte available in the Tx queue.
0000F594 4CCB80                       bset    SCI0CR2,#TIE               ; enable transmitter interrupts.
```

```
0000F597 32                           pula                              ; restore what we saved.
0000F598 30                           pulx
0000F599 3D                           rts                               ; return
                      ;
                      ;
0000F59A              BootLoadEnd:    equu    *
                      ;
                      ;
                      ;
                      ;Global Variable declarations
                      ;
                      ;
0000F59A              ErrorFlag:      ds.b    1                         ; error code stored by various routines.
0000F59B              RecType:        ds.b    1                         ; received record type. '0' = S0; '1' = S1; '2' = S2;
                                                                        ; '8' = S8; '9' = S9
0000F59C              DataBytes:      ds.b    1                         ; number of data bytes in the S-Record.
0000F59D              PPAGEWAddr:     ds.b    2                         ; PPAGE window address ($8000 - $BFFF)
0000F59F              LoadAddr:       ds.b    3                         ; load address of the S-Record.
0000F5A2              SRecData:       ds.b    65                        ; S-Record data storage. (handle 64-byte S-Records
                                                                        ; + received checksum)
                      ;
                      ;
                  ;*************************************************************************************************************
                      ;
                      ;       This is the jump table that is used to access the secondary interrupt vector table. Each one
                      ;       of the actual interrupt vectors, begining at $ff8c, points to an entry in this table. Each jmp
                      ;       instruction uses indexed indirect program counter relative (pcr) addressing to access the
                      ;       secondary interrupt vector table that is located just below the bootblock.
                      ;
                  ;*************************************************************************************************************
                      ;
0000F5E3 05FBF9A5     JPWMEShutdown:  jmp     [PWMEShutdown-BootBlkSize,pcr]
0000F5E7 05FBF9A3     JPortPInt:      jmp     [PortPInt-BootBlkSize,pcr]
0000F5EB 05FBF9A1     JMSCAN4Tx:      jmp     [MSCAN4Tx-BootBlkSize,pcr]
0000F5EF 05FBF99F     JMSCAN4Rx:      jmp     [MSCAN4Rx-BootBlkSize,pcr]
0000F5F3 05FBF99D     JMSCAN4Errs:    jmp     [MSCAN4Errs-BootBlkSize,pcr]
0000F5F7 05FBF99B     JMSCAN4WakeUp:  jmp     [MSCAN4WakeUp-BootBlkSize,pcr]
0000F5FB 05FBF999     JMSCAN3Tx:      jmp     [MSCAN3Tx-BootBlkSize,pcr]
0000F5FF 05FBF997     JMSCAN3Rx:      jmp     [MSCAN3Rx-BootBlkSize,pcr]
0000F603 05FBF995     JMSCAN3Errs:    jmp     [MSCAN3Errs-BootBlkSize,pcr]
0000F607 05FBF993     JMSCAN3WakeUp:  jmp     [MSCAN3WakeUp-BootBlkSize,pcr]
0000F60B 05FBF991     JMSCAN2Tx:      jmp     [MSCAN2Tx-BootBlkSize,pcr]
0000F60F 05FBF98F     JMSCAN2Rx:      jmp     [MSCAN2Rx-BootBlkSize,pcr]
0000F613 05FBF98D     JMSCAN2Errs:    jmp     [MSCAN2Errs-BootBlkSize,pcr]
0000F617 05FBF98B     JMSCAN2WakeUp:  jmp     [MSCAN2WakeUp-BootBlkSize,pcr]
0000F61B 05FBF989     JMSCAN1Tx:      jmp     [MSCAN1Tx-BootBlkSize,pcr]
0000F61F 05FBF987     JMSCAN1Rx:      jmp     [MSCAN1Rx-BootBlkSize,pcr]
0000F623 05FBF985     JMSCAN1Errs:    jmp     [MSCAN1Errs-BootBlkSize,pcr]
0000F627 05FBF983     JMSCAN1WakeUp:  jmp     [MSCAN1WakeUp-BootBlkSize,pcr]
0000F62B 05FBF981     JMSCAN0Tx:      jmp     [MSCAN0Tx-BootBlkSize,pcr]
```

```
0000F62F 05FBF97F     JMSCAN0Rx:      jmp     [MSCAN0Rx-BootBlkSize,pcr]
0000F633 05FBF97D     JMSCAN0Errs:    jmp     [MSCAN0Errs-BootBlkSize,pcr]
0000F637 05FBF97B     JMSCAN0WakeUp:  jmp     [MSCAN0WakeUp-BootBlkSize,pcr]
0000F63B 05FBF979     JFlash:         jmp     [Flash-BootBlkSize,pcr]
0000F63F 05FBF977     JEEPROM:        jmp     [EEPROM-BootBlkSize,pcr]
0000F643 05FBF975     JSPI2:          jmp     [SPI2-BootBlkSize,pcr]
0000F647 05FBF973     JSPI1:          jmp     [SPI1-BootBlkSize,pcr]
0000F64B 05FBF971     JIICBus:        jmp     [IICBus-BootBlkSize,pcr]
0000F64F 05FBF96F     JDLC:           jmp     [DLC-BootBlkSize,pcr]
0000F653 05FBF96D     JSCME:          jmp     [SCMEVect-BootBlkSize,pcr]
0000F657 05FBF96B     JCRGLock:       jmp     [CRGLock-BootBlkSize,pcr]
0000F65B 05FBF969     JPACCBOv:       jmp     [PACCBOv-BootBlkSize,pcr]
0000F65F 05FBF967     JModDnCtr:      jmp     [ModDnCtr-BootBlkSize,pcr]
0000F663 05FBF965     JPortHInt:      jmp     [PortHInt-BootBlkSize,pcr]
0000F667 05FBF963     JPortJInt:      jmp     [PortJInt-BootBlkSize,pcr]
0000F66B 05FBF961     JATD1:          jmp     [ATD1-BootBlkSize,pcr]
0000F66F 05FBF95F     JATD0:          jmp     [ATD0-BootBlkSize,pcr]
0000F673 05FBF95D     JSCI1:          jmp     [SCI1-BootBlkSize,pcr]
0000F677 05FBF95B     JSCI0:          jmp     [SCI0-BootBlkSize,pcr]
0000F67B 05FBF959     JSPI0:          jmp     [SPI0-BootBlkSize,pcr]
0000F67F 05FBF957     JPACCAEdge:     jmp     [PACCAEdge-BootBlkSize,pcr]
0000F683 05FBF955     JPACCAOv:       jmp     [PACCAOv-BootBlkSize,pcr]
0000F687 05FBF953     JTimerOv:       jmp     [TimerOv-BootBlkSize,pcr]
0000F68B 05FBF951     JTimerCh7:      jmp     [TimerCh7-BootBlkSize,pcr]
0000F68F 05FBF94F     JTimerCh6:      jmp     [TimerCh6-BootBlkSize,pcr]
0000F693 05FBF94D     JTimerCh5:      jmp     [TimerCh5-BootBlkSize,pcr]
0000F697 05FBF94B     JTimerCh4:      jmp     [TimerCh4-BootBlkSize,pcr]
0000F69B 05FBF949     JTimerCh3:      jmp     [TimerCh3-BootBlkSize,pcr]
0000F69F 05FBF947     JTimerCh2:      jmp     [TimerCh2-BootBlkSize,pcr]
0000F6A3 05FBF945     JTimerCh1:      jmp     [TimerCh1-BootBlkSize,pcr]
0000F6A7 05FBF943     JTimerCh0:      jmp     [TimerCh0-BootBlkSize,pcr]
0000F6AB 05FBF941     JRTI:           jmp     [RTI-BootBlkSize,pcr]
0000F6AF 05FBF93F     JIRQ:           jmp     [IRQ-BootBlkSize,pcr]
0000F6B3 05FBF93D     JXIRQ           jmp     [XIRQ-BootBlkSize,pcr]
0000F6B7 05FBF93B     JSWI:           jmp     [SWI-BootBlkSize,pcr]
0000F6BB 05FBF939     JIllop:         jmp     [Illop-BootBlkSize,pcr]
0000F6BF 05FBF937     JCOPFail:       jmp     [COPFail-BootBlkSize,pcr]
0000F6C3 05FBF935     JClockFail:     jmp     [ClockFail-BootBlkSize,pcr]
                      ;
0000FF0D                              org     $ff0d
                      ;
0000FF0D CF                           dc.b    $cf                       ; setup a 4K bootblock in Flash block 0.
                      ;
0000FF0F                              org     $ff0f                     ; location of security byte.
                      ;
0000FF0F FE                           dc.b    $fe                       ; value of security byte for unsecured state.
                      ;
0000FF8C                              org     $ff8c
                      ;
0000FF8C F5E3         PWMEShutdown:   dc.w    JPWMEShutdown
```

```
0000FF8E F5E7          PortPInt:      dc.w    JPortPInt
0000FF90 F5EB          MSCAN4Tx:      dc.w    JMSCAN4Tx
0000FF92 F5EF          MSCAN4Rx:      dc.w    JMSCAN4Rx
0000FF94 F5F3          MSCAN4Errs:    dc.w    JMSCAN4Errs
0000FF96 F5F7          MSCAN4WakeUp:  dc.w    JMSCAN4WakeUp
0000FF98 F5FB          MSCAN3Tx:      dc.w    JMSCAN3Tx
0000FF9A F5FF          MSCAN3Rx:      dc.w    JMSCAN3Rx
0000FF9C F603          MSCAN3Errs:    dc.w    JMSCAN3Errs
0000FF9E F607          MSCAN3WakeUp:  dc.w    JMSCAN3WakeUp
0000FFA0 F60B          MSCAN2Tx:      dc.w    JMSCAN2Tx
0000FFA2 F60F          MSCAN2Rx:      dc.w    JMSCAN2Rx
0000FFA4 F613          MSCAN2Errs:    dc.w    JMSCAN2Errs
0000FFA6 F617          MSCAN2WakeUp:  dc.w    JMSCAN2WakeUp
0000FFA8 F61B          MSCAN1Tx:      dc.w    JMSCAN1Tx
0000FFAA F61F          MSCAN1Rx:      dc.w    JMSCAN1Rx
0000FFAC F623          MSCAN1Errs:    dc.w    JMSCAN1Errs
0000FFAE F627          MSCAN1WakeUp:  dc.w    JMSCAN1WakeUp
0000FFB0 F62B          MSCAN0Tx:      dc.w    JMSCAN0Tx
0000FFB2 F62F          MSCAN0Rx:      dc.w    JMSCAN0Rx
0000FFB4 F633          MSCAN0Errs:    dc.w    JMSCAN0Errs
0000FFB6 F637          MSCAN0WakeUp:  dc.w    JMSCAN0WakeUp
0000FFB8 F63B          Flash:         dc.w    JFlash
0000FFBA F63F          EEPROM:        dc.w    JEEPROM
0000FFBC F643          SPI2:          dc.w    JSPI2
0000FFBE F647          SPI1:          dc.w    JSPI1
0000FFC0 F64B          IICBus:        dc.w    JIICBus
0000FFC2 F64F          DLC:           dc.w    JDLC
0000FFC4 F653          SCMEVect:      dc.w    JSCME
0000FFC6 F657          CRGLock:       dc.w    JCRGLock
0000FFC8 F65B          PACCBOv:       dc.w    JPACCBOv
0000FFCA F65F          ModDnCtr:      dc.w    JModDnCtr
0000FFCC F663          PortHInt:      dc.w    JPortHInt
0000FFCE F667          PortJInt:      dc.w    JPortJInt
0000FFD0 F66B          ATD1:          dc.w    JATD1
0000FFD2 F66F          ATD0:          dc.w    JATD0
0000FFD4 F673          SCI1:          dc.w    JSCI1
0000FFD6 F677          SCI0:          dc.w    JSCI0
0000FFD8 F67B          SPI0:          dc.w    JSPI0
0000FFDA F67F          PACCAEdge:     dc.w    JPACCAEdge
0000FFDC F683          PACCAOv:       dc.w    JPACCAOv
0000FFDE F687          TimerOv:       dc.w    JTimerOv
0000FFE0 F68B          TimerCh7:      dc.w    JTimerCh7
0000FFE2 F68F          TimerCh6:      dc.w    JTimerCh6
0000FFE4 F693          TimerCh5:      dc.w    JTimerCh5
0000FFE6 F697          TimerCh4:      dc.w    JTimerCh4
0000FFE8 F69B          TimerCh3:      dc.w    JTimerCh3
0000FFEA F69F          TimerCh2:      dc.w    JTimerCh2
0000FFEC F6A3          TimerCh1:      dc.w    JTimerCh1
0000FFEE F6A7          TimerCh0:      dc.w    JTimerCh0
0000FFF0 F6AB          RTI:           dc.w    JRTI
```

```
0000FFF2 F6AF         IRQ:            dc.w    JIRQ
0000FFF4 F6B3         XIRQ:           dc.w    JXIRQ
0000FFF6 F6B7         SWI:            dc.w    JSWI
0000FFF8 F6BB         Illop:          dc.w    JIllop
0000FFFA F6BF         COPFail:        dc.w    JCOPFail
0000FFFC F6C3         ClockFail:      dc.w    JClockFail
0000FFFE F000         Reset:          dc.w    BootStart

                   Errors: None
                   Labels: 472
     Last Program Address: $0000FFFF
     Last Storage Address: $FFFFFFFF
            Program Bytes: $000006F4  1780
            Storage Bytes: $0000004E  78
```

Application Note

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