NEC

Application Note

78K0/Kx2

8-Bit Single-Chip Microcontrollers

Flash Memory Programming (Programmer)

μPD78F0500
μPD78F0501
μPD78F0502
μPD78F0503
μPD78F0503D
μPD78F0511
μPD78F0512
μPD78F0513
μPD78F0513D
μPD78F0514
μPD78F0515
μPD78F0515D
μPD78F0521
μPD78F0522
μPD78F0523
μPD78F0524
μPD78F0525
μPD78F0526
μPD78F0527
μPD78F0527D
μPD78F0531
μPD78F0532
μPD78F0533
μPD78F0534
μPD78F0535
μPD78F0536
μPD78F0537
μPD78F0537D
μPD78F0544
μPD78F0545
μPD78F0546
μPD78F0547
μPD78F0547D

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[MEMO]

NOTES FOR CMOS DEVICES

① VOLTAGE APPLICATION WAVEFORM AT INPUT PIN

Waveform distortion due to input noise or a reflected wave may cause malfunction. If the input of the CMOS device stays in the area between V_{IL} (MAX) and V_{IH} (MIN) due to noise, etc., the device may malfunction. Take care to prevent chattering noise from entering the device when the input level is fixed, and also in the transition period when the input level passes through the area between V_{IL} (MAX) and V_{IH} (MIN).

② HANDLING OF UNUSED INPUT PINS

Unconnected CMOS device inputs can be cause of malfunction. If an input pin is unconnected, it is possible that an internal input level may be generated due to noise, etc., causing malfunction. CMOS devices behave differently than Bipolar or NMOS devices. Input levels of CMOS devices must be fixed high or low by using pull-up or pull-down circuitry. Each unused pin should be connected to V_{DD} or GND via a resistor if there is a possibility that it will be an output pin. All handling related to unused pins must be judged separately for each device and according to related specifications governing the device.

③ PRECAUTION AGAINST ESD

A strong electric field, when exposed to a MOS device, can cause destruction of the gate oxide and ultimately degrade the device operation. Steps must be taken to stop generation of static electricity as much as possible, and quickly dissipate it when it has occurred. Environmental control must be adequate. When it is dry, a humidifier should be used. It is recommended to avoid using insulators that easily build up static electricity. Semiconductor devices must be stored and transported in an anti-static container, static shielding bag or conductive material. All test and measurement tools including work benches and floors should be grounded. The operator should be grounded using a wrist strap. Semiconductor devices must not be touched with bare hands. Similar precautions need to be taken for PW boards with mounted semiconductor devices.

④ STATUS BEFORE INITIALIZATION

Power-on does not necessarily define the initial status of a MOS device. Immediately after the power source is turned ON, devices with reset functions have not yet been initialized. Hence, power-on does not guarantee output pin levels, I/O settings or contents of registers. A device is not initialized until the reset signal is received. A reset operation must be executed immediately after power-on for devices with reset functions.

⑤ POWER ON/OFF SEQUENCE

In the case of a device that uses different power supplies for the internal operation and external interface, as a rule, switch on the external power supply after switching on the internal power supply. When switching the power supply off, as a rule, switch off the external power supply and then the internal power supply. Use of the reverse power on/off sequences may result in the application of an overvoltage to the internal elements of the device, causing malfunction and degradation of internal elements due to the passage of an abnormal current.

The correct power on/off sequence must be judged separately for each device and according to related specifications governing the device.

⑥ INPUT OF SIGNAL DURING POWER OFF STATE

Do not input signals or an I/O pull-up power supply while the device is not powered. The current injection that results from input of such a signal or I/O pull-up power supply may cause malfunction and the abnormal current that passes in the device at this time may cause degradation of internal elements.

Input of signals during the power off state must be judged separately for each device and according to related specifications governing the device.

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INTRODUCTION

Target Readers

This application note is intended for users who understand the functions of the 78K0/Kx2 and who will use this product to design application systems.

Purpose

The purpose of this application note is to help users understand how to develop dedicated flash memory programmers for rewriting the internal flash memory of the 78K0/Kx2.

The sample programs and circuit diagrams shown in this document are for reference only and are not intended for use in actual design-ins.

Therefore, these sample programs must be used at the user's own risk. Correct operation is not guaranteed if these sample programs are used.

Organization

This manual consists of the following main sections.

- Flash memory programming
- Programmer operating environment
- Basic programmer operation
- Command/data frame format
- Description of command processing
- UART communication mode
- 3-wire serial I/O communication mode (CSI)
- Flash memory programming parameter characteristics

How to Read This Manual

It is assumed that the reader of this manual has general knowledge in the fields of electrical engineering, logic circuits, and microcontrollers.

- To gain a general understanding of functions:
  → Read this manual in the order of the **CONTENTS**. The mark "<R>" shows major revised points. The revised points can be easily searched by copying an "<R>" in the PDF file and specifying it in the "Find what:" field.
- To learn more about the 78K0/Kx2's hardware functions:
  → See the user's manual of each 78K0/Kx2 product.

Conventions

Data significance:	Higher digits on the left and lower digits on the right
Active low representation:	$\overline{\text{xxx}}$ (overscore over pin or signal name)
Note:	Footnote for item marked with **Note** in the text
Caution:	Information requiring particular attention
Remark:	Supplementary information
Numeral representation:	Binary.....xxxx or xxxxB
	Decimal.....xxxx
	Hexadecimal .....xxxxH

Related Documents The related documents indicated in this publication may include preliminary versions. However, preliminary versions are not marked as such.

Device-related documents

Document Name	Document Number
78K0/KB2 User's Manual	U17328E
78K0/KC2 User's Manual	U17336E
78K0/KD2 User's Manual	U17312E
78K0/KE2 User's Manual	U17260E
78K0/KF2 User's Manual	U17397E
78K/0 Series Instructions User's Manual	U12326E

Caution The related documents listed above are subject to change without notice. Be sure to use the latest version of each document when designing.

CONTENTS

CHAPTER 1 FLASH MEMORY PROGRAMMING

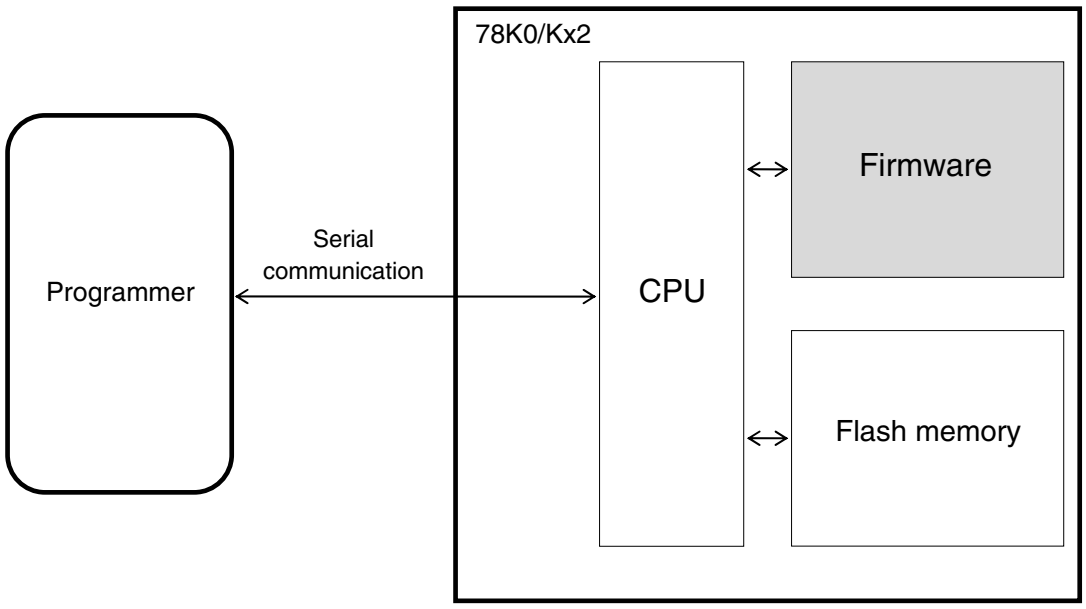
To rewrite the contents of the internal flash memory of the 78K0/Kx2, a dedicated flash memory programmer (hereafter referred to as the “programmer”) is usually used.

This Application Note explains how to develop a dedicated programmer.

1.1 Overview

The 78K0/Kx2 incorporates firmware that controls flash memory programming. The programming to the internal flash memory is performed by transmitting/receiving commands between the programmer and the 78K0/Kx2 via serial communication.

Figure 1-1. System Outline of Flash Memory Programming in 78K0/Kx2



1.2 System Configuration

Examples of the system configuration for programming the flash memory are illustrated in Figure 1-2.

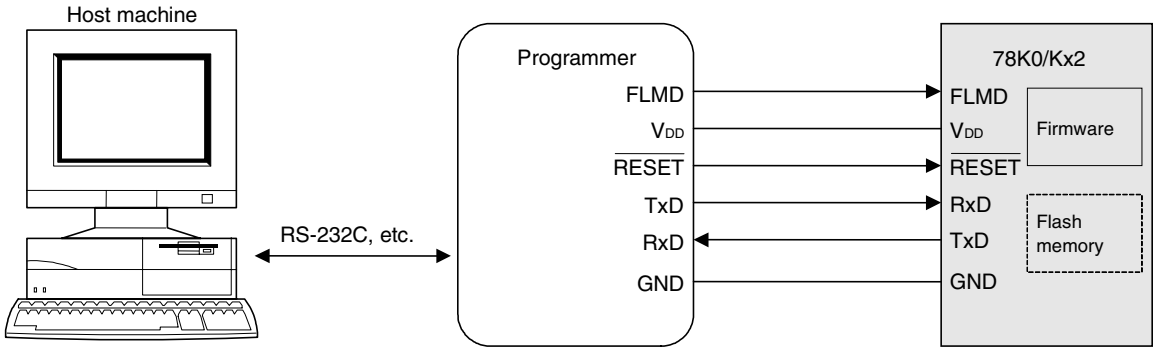
These figures illustrate how to program the flash memory with the programmer, under control of a host machine.

Depending on how the programmer is connected, the programmer can be used in a standalone mode without using the host machine, if a user program has been downloaded to the programmer in advance.

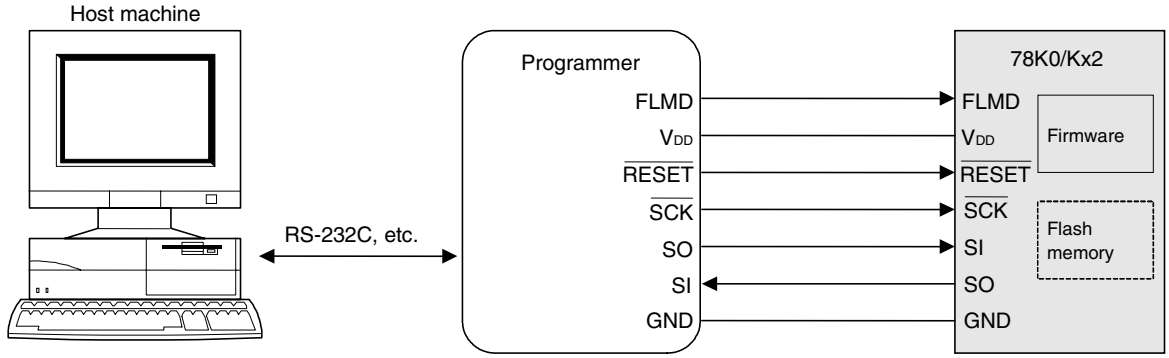
For example, NEC Electronics' flash memory programmer PG-FP4 can execute programming either by using the GUI software with a host machine connected or by itself (standalone).

Figure 1-2. System Configuration Examples

(1) UART communication mode (LSB-first transfer)



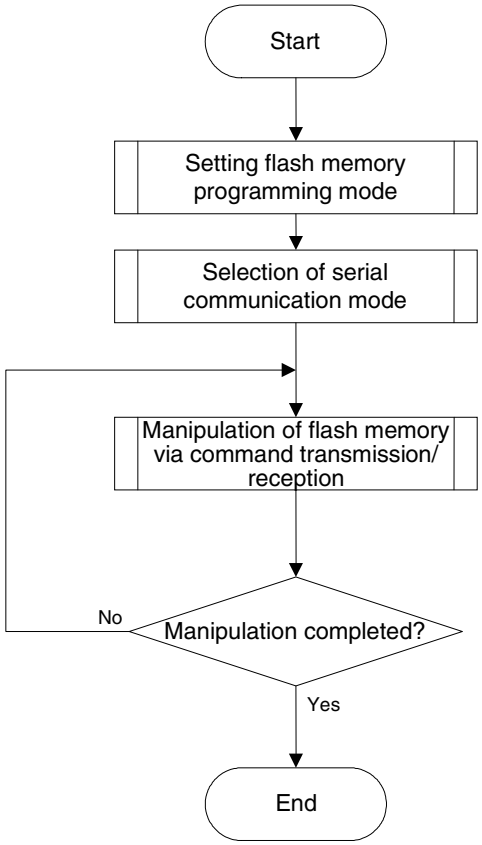
(2) 3-wire serial I/O communication mode (CSI) (MSB-first transfer)



1.3 Programming Overview

To rewrite the contents of the flash memory with the programmer, the 78K0/Kx2 must first be set to the flash memory programming mode. After that, select the mode for communication between the programmer and the 78K0/Kx2, transmit commands from the programmer via serial communication, and then rewrite the flash memory. The flowchart of programming is illustrated in Figure 1-3.

Figure 1-3. Programming Flowchart



1.3.1 Setting flash memory programming mode

Supply a specific voltage to the flash memory programming mode setting pin (FLMD0) in the 78K0/Kx2 and release a reset; the flash memory programming mode is then set.

1.3.2 Selecting serial communication mode

To select a serial communication mode, generate pulses by changing the voltage at the flash memory programming mode setting pin (FLMD0) between the V_{DD} voltage and GND voltage in the flash memory programming mode, and determine the communication mode according to the pulse count.

1.3.3 Manipulating flash memory via command transmission/reception

The flash memory incorporated in the 78K0/Kx2 has functions to rewrite the flash memory contents. The flash memory manipulating functions shown in Table 1-1 are available.

Table 1-1. Outline of Flash Memory Functions

Function	Outline
Erase	Erases the flash memory contents.
Write	Writes data to the flash memory.
Verify	Compares the flash memory contents with data for verify.
Acquisition of information	Reads information related to the flash memory.

To control these functions, the programmer transmits commands to the 78K0/Kx2 via serial communication. The 78K0/Kx2 returns the response status for the commands. The programming to the flash memory is performed by repeating these series of serial communications.

1.4 Information Specific to 78K0/Kx2

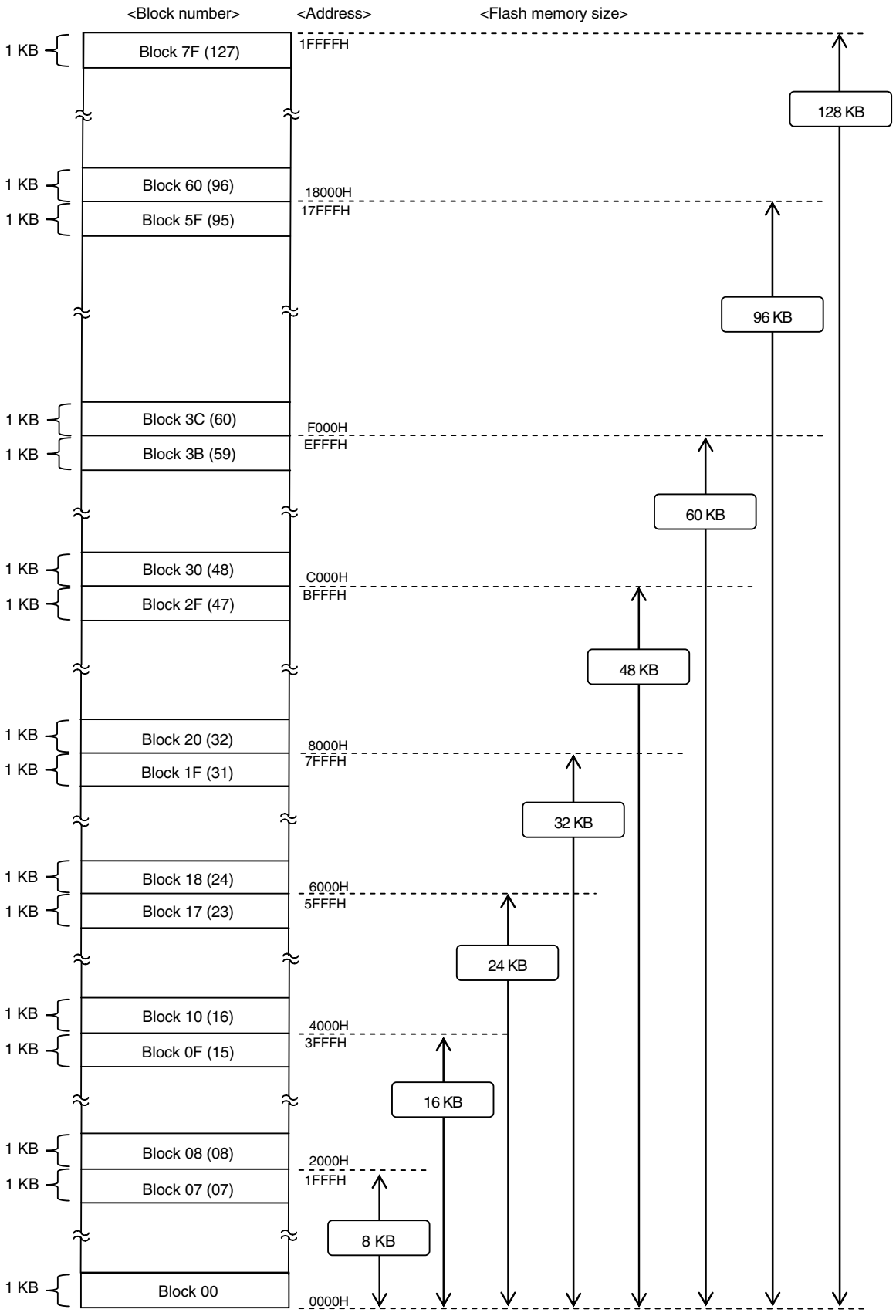
The programmer must manage product-specific information (such as a device name and memory information).

Table 1-2 shows the flash memory size of the 78K0/Kx2 and Figure 1-4 shows the configuration of the flash memory.

Table 1-2. Flash Memory Size of 78K0/Kx2

Device Name		Flash Memory Size
78K0/KB2	μPD78F0500	8 KB
	μPD78F0501	16 KB
	μPD78F0502	24 KB
	μPD78F0503, 78F0503D	32 KB
78K0/KC2	μPD78F0511	16 KB
	μPD78F0512	24 KB
	μPD78F0513, 78F0513D	32 KB
	μPD78F0514	48 KB
	μPD78F0515, 78F0515D	60 KB
78K0/KD2	μPD78F0521	16 KB
	μPD78F0522	24 KB
	μPD78F0523	32 KB
	μPD78F0524	48 KB
	μPD78F0525	60 KB
	μPD78F0526	96 KB
	μPD78F0527, 78F0527D	128 KB
78K0/KE2	μPD78F0531	16 KB
	μPD78F0532	24 KB
	μPD78F0533	32 KB
	μPD78F0534	48 KB
	μPD78F0535	60 KB
	μPD78F0536	96 KB
	μPD78F0537, 78F0537D	128 KB
78K0/KF2	μPD78F0544	48 KB
	μPD78F0545	60 KB
	μPD78F0546	96 KB
	μPD78F0547, 78F0547D	128 KB

Figure 1-4. Flash Memory Configuration



Remark Each block consists of 1 KB (this figure only illustrates some parts of entire blocks in the flash memory).

CHAPTER 2 PROGRAMMER OPERATING ENVIRONMENT

2.1 Programmer Control Pins

Table 2-1 lists the pins that the programmer must control to implement the programmer function in the user system. See the following pages for details on each pin.

Table 2-1. Pin Description

Programmer			78K0/Kx2	Mode for Communication with Target	
Signal Name	I/O	Pin Function	Pin Name	CSI	UART
FLMD0	Output	Output of signal level to set programming mode and output of pulse to select communication mode	FLMD0	○	○
V_{DD}	Output	V_{DD} voltage generation/monitoring	V_{DD} EV_{DD} AV_{REF}	△	△
GND	–	Ground	V_{SS} EV_{SS} AV_{SS}	○	○
CLK	Output	Operating clock output to 78K0/Kx2	EXCLK	×Note 1	△Note 2
$\overline{\text{RESET}}$	Output	Programming mode switching trigger	$\overline{\text{RESET}}$	○	○
SO	Output	Command transmission to 78K0/Kx2	SI10	○	×
SI	Input	Response status and data reception from 78K0/Kx2	SO10	○	×
$\overline{\text{SCK}}$	Output	Serial clock supply to 78K0/Kx2	$\overline{\text{SCK10}}$	○	×
TxD	Output	Command transmission to 78K0/Kx2	RxD6	×	○
RxD	Input	Response status and data reception from 78K0/Kx2	TxD6	×	○

Notes 1. The 78K0/Kx2 operates with the internal high-speed oscillation clock (f_{RH}) when CSI10 is used.

2. When UART6 is used, the X1 clock (f_X) or external main system clock (f_{EXCLK}) is required.
When using the clock output from the flash programmer, connect CLK of the programmer with EXCLK.

Cautions 1. When a resonator is used, pull P31/INTP2 down.

2. When a resonator is not used, pull P31/INTP2 down, and pull X1 down or leave it open.

Remark ○: Be sure to connect the pin.
×: The pin does not have to be connected.
△: The pin does not have to be connected if the signal is generated on the target board.

For the voltage of the pins controlled by the programmer, refer to the user's manual of the device that is subject to flash memory programming.

2.2 Details of control pins

2.2.1 Flash memory programming mode setting pin (FLMD0)

The FLMD0 pin is used to control the operating mode of the 78K0/Kx2. The 78K0/Kx2 operates in flash memory programming mode when a specific voltage is supplied to this pin and a reset is released.

The mode for the serial communication between the programmer and the 78K0/Kx2 is determined by controlling the voltage at the FLMD0 pin between V_{DD} and GND and outputting pulses, after reset. Refer to Table 2-3 for the relationship between the FLMD0 pulse counts and communication modes.

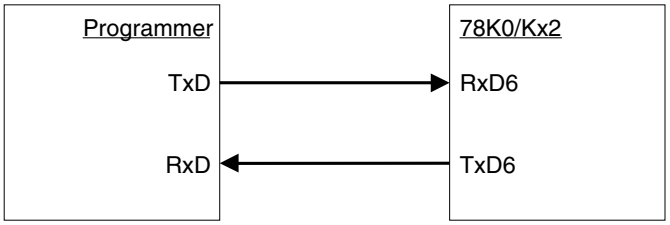
2.2.2 Serial interface pins (TxD, RxD, SI, SO, $\overline{SCK}$)

The serial interface pins are used to transfer the flash memory writing commands between the programmer and the 78K0/Kx2.

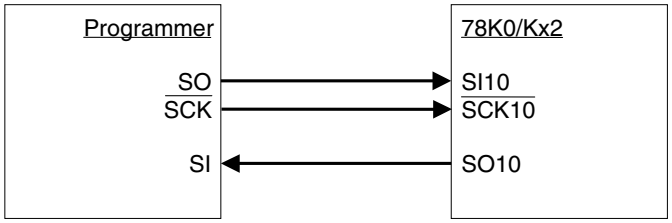
With the 78K0/Kx2, the communication mode can be selected from UART and CSI. The following figures illustrate the connection of pins used in each communication mode.

Figure 2-1. Serial Interface Pins

(1) UART communication mode



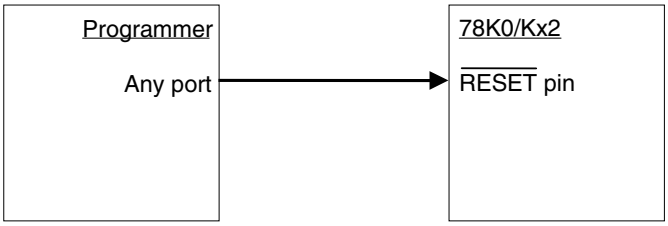
(2) 3-wire serial I/O communication mode (CSI)



2.2.3 Reset control pin ($\overline{\text{RESET}}$)

The reset control pin is used to control the system reset for the 78K0/Kx2 from the programmer. The flash memory programming mode can be selected when a specific voltage is supplied to the FLMD0 pin and a reset is released.

Figure 2-2. Reset Control Pin

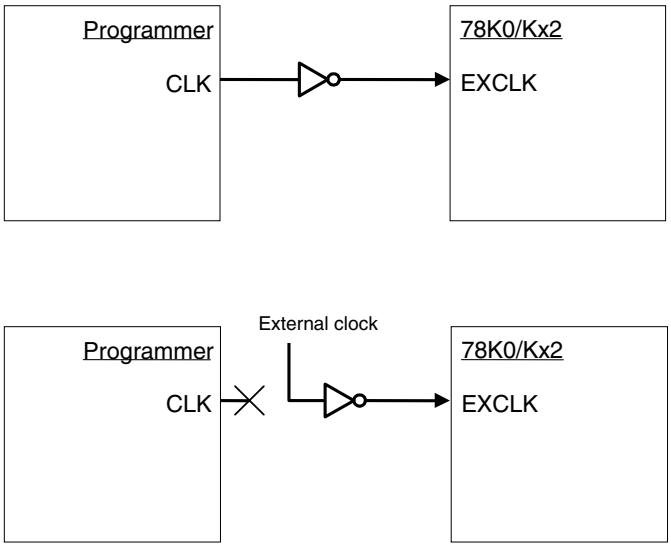


2.2.4 Clock control pin (CLK)

The clock control pin is used only when the clock is supplied from the programmer to the 78K0/Kx2. Connection of this pin is not necessary when it is not necessary to supply the operating clock to the 78K0/Kx2 from the programmer.

(1) UART communication mode

Figure 2-3. Clock Control Pin



(2) 3-wire serial I/O communication mode (CSI)

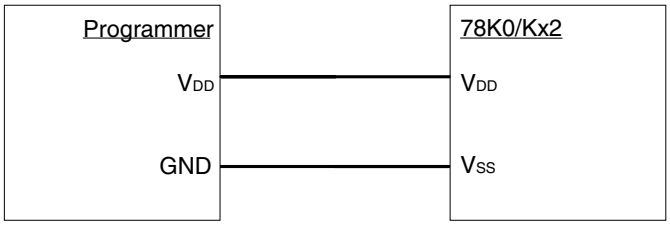
The 78K0/Kx2 operates with the internal high-speed oscillation clock (f_{RH}).

2.2.5 V_{DD}/GND control pins

The V_{DD} control pin is used to supply power to the 78K0/Kx2 from the programmer. Connection of this pin is not necessary when it is not necessary to supply power to the 78K0/Kx2 from the programmer. However, this pin must be connected regardless of whether the power is supplied from the programmer when the dedicated programmer is used, because the dedicated programmer monitors the power supply status of the 78K0/Kx2.

The GND control pin must be connected to V_{SS} of the 78K0/Kx2 regardless of whether the power is supplied from the programmer.

Figure 2-4. V_{DD}/GND Control Pin



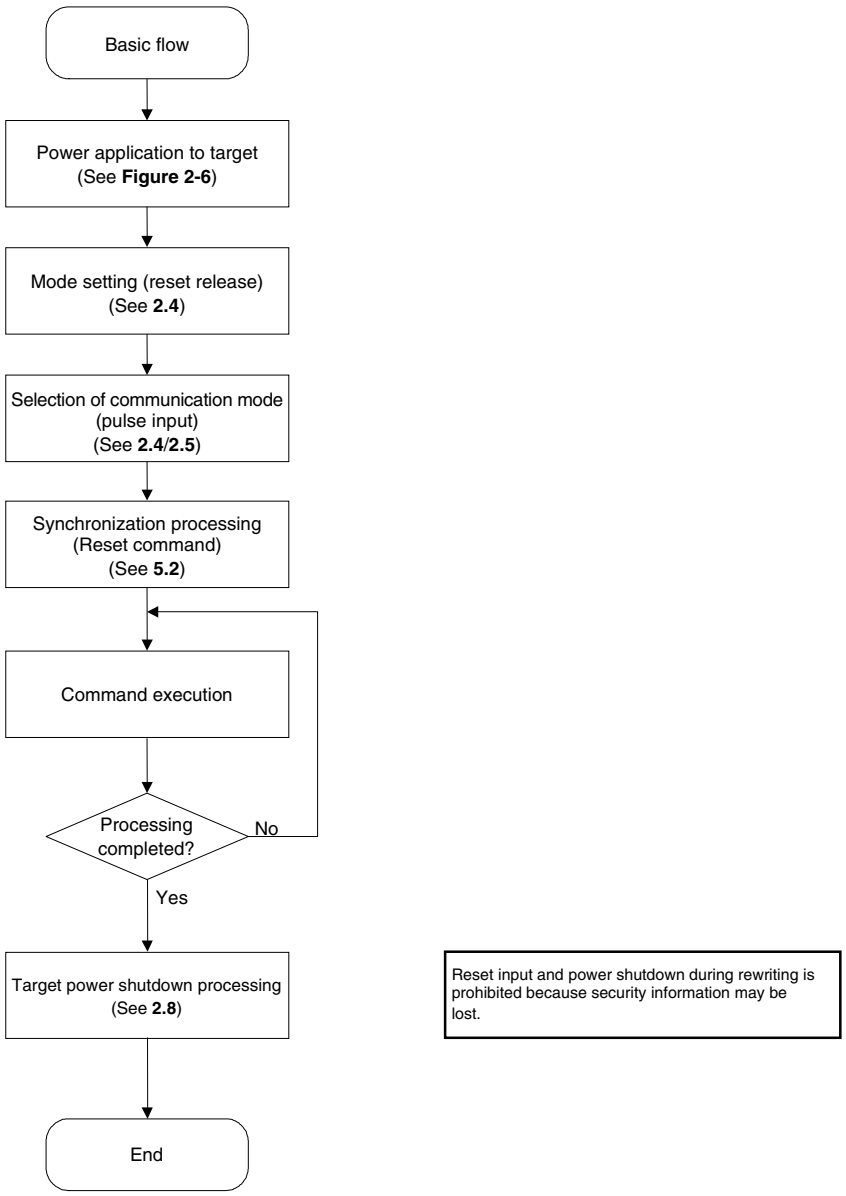
2.2.6 Other pins

For the connection of the pins that are not connected to the programmer, refer to the chapter describing the flash memory in the user's manual of each device.

2.3 Basic Flowchart

The following illustrates the basic flowchart for performing flash memory rewriting with the programmer.

<R> **Figure 2-5. Basic Flowchart for Flash Memory Rewrite Processing**

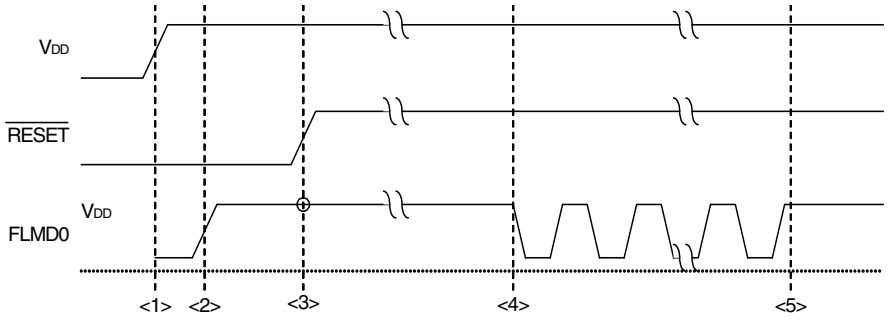


2.4 Setting Flash Memory Programming Mode

To rewrite the contents of the flash memory with the programmer, the 78K0/Kx2 must first be set to the flash memory programming mode by supplying a specific voltage to the flash memory programming mode setting pin (FLMD0) in the 78K0/Kx2, then releasing a reset.

The following illustrates a timing chart for setting the flash memory programming mode and selecting the communication mode.

Figure 2-6. Setting Flash Memory Programming Mode and Selecting Communication Mode



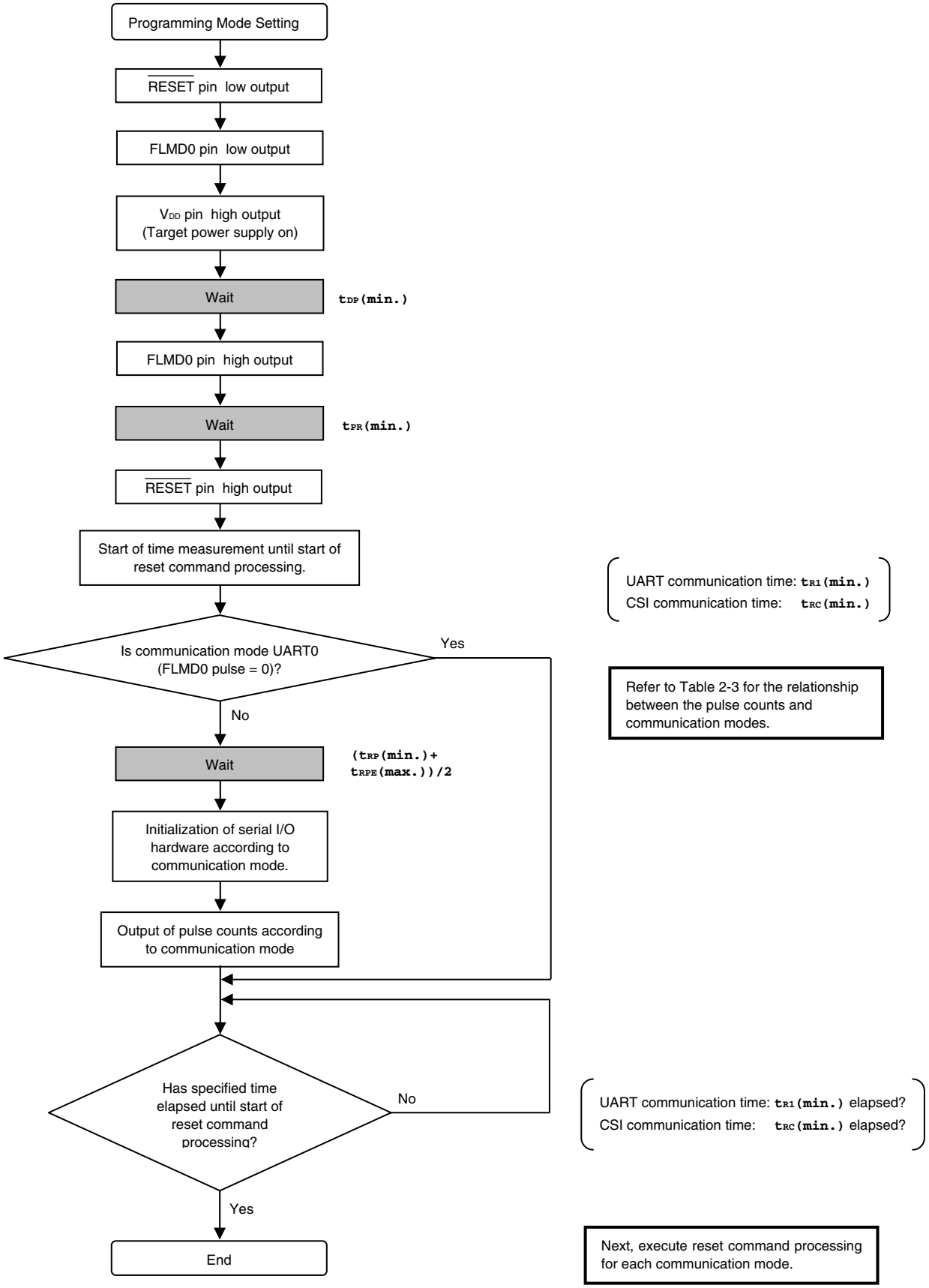
<1>: Power application (V_{DD})
<2>: FLMD0 = high level
<3>: Reset release (mode setting)
<4>: Pulse output starts
<5>: Pulse output ends

The relationship between the setting of the FLMD0 pin after reset release and the operating mode is shown below.

Table 2-2. Relationship Between FLMD0 Pin Setting After Reset Release and Operating Mode

FLMD0	Operating Mode
Low (GND)	Normal operating mode
High (V_{DD})	Flash memory programming mode

<R> 2.4.1 Mode Setting Flowchart



<R> 2.4.2 Sample program

The following shows a sample program for mode setting processing.

```
/************************************************************/
/*                                                          */
/* connect to Flash device                                  */
/*                                                          */
/************************************************************/
void
fl_con_dev(void)
{
extern  void  init_fl_uart(void);
extern  void  init_fl_csi(void);

        int   n;
        int   pulse;

        SRMK0 = true;
        UARTE0 = false;

        switch (fl_if){
          default:
                              pulse = PULSE_UART; break;
          case    FLIF_UART:  pulse = UseEXCLK ? PULSE_UART_EX : PULSE_UART; break;
          case    FLIF_CSI:   pulse = PULSE_CSI; break;

        }

        pFL_RES    = low;           // RESET = low
        pmFL_FLMD0 = PM_OUT;        // FLMD0 = output mode
        pFL_FLMD0  = low;
        FL_VDD_HI();                // VDD = high

        fl_wait(tDP);               // wait

        pFL_FLMD0  = hi;            // FLMD0 = high
        fl_wait(tPR);               // wait

        pFL_RES    = hi;            // RESET = high
        start_flto(fl_if == FLIF_CSI ? tRC : tR1);     // start "tRC" wait timer
        fl_wait((tRP+tRPE)/2);

        if (fl_if == FLIF_UART){
          init_fl_uart();           // Initialize UART h.w.(for Flash device control)
          UARTE0 = true;
          SRIF0 = false;
          SRMK0 = false;
        }
        else{
          init_fl_csi();            // Initialize CSI h.w.
        }

        for (n = 0; n < pulse; n++){// pulse output

          pFL_FLMD0 = low;
          fl_wait(tPW);
```

```
            pFL_FLMD0 = hi;
            fl_wait(tPW);
          }
          while(!check_flto())        // timeout tRC ?
                 ;                    // no

          // start RESET command proc.

}
```

2.5 Selecting Serial Communication Mode

The communication mode is determined by inputting a pulse to the FLMD0 pin in the 78K0/Kx2 after reset release to set the flash memory programming mode.

The high- and low-levels of the FLMD0 pulse are V_{DD} and GND, respectively.

The following table shows the relationship between the number of FLMD0 pulses (pulse counts) and communication modes that can be selected with the 78K0/Kx2.

Table 2-3. Relationship Between FLMD0 Pluse Counts and Communication Modes

Communication Mode	FLMD0 Pulse Counts	Port Used for Communication
UART (UART6)	0 (when X1 clock (f_X) is used)	TxD6 (P13), RxD6 (P14)
	3 (when external main system clock (f_{EXCLK}) is used)	
3-wire serial I/O (CSI10)	8	SO10 (P12), SI10 (P11), $\overline{SCK10}$ (P10)
Setting prohibited	Others	–

2.6 UART Communication Mode

The RxD and TxD pins are used for UART communication. The communication conditions are as shown below.

Table 2-4. UART Communication Conditions

Item	Description
Baud rate	Communication is performed at 9,600 bps until the Oscillating Frequency Set command is transmitted. After the status frame is received, the communication rate is switched to 115,200 bps. After that, the communication rate is fixed to 115,200 bps.
Parity bit	None
Data length	8 bits (LSB first)
Stop bit	1 bit

The programmer always operates as the master device during CSI communication, so the programmer must check whether the processing by the 78K0/Kx2, such as writing or erasing, is normally completed. On the other hand, the status of the master and slave is occasionally exchanged during UART communication, so communication at the optimum timing is possible.

Caution Set the same baud rate to the master and slave devices when performing UART communication.

2.7 3-Wire Serial I/O Communication Mode (CSI)

The $\overline{SCK}$, SO and SI pins are used for CSI communication. The programmer always operates as the master device, so communication may not be performed normally if data is transmitted via the $\overline{SCK}$ pin while the 78K0/Kx2 is not ready for transmission/reception.

The communication data format is MSB-first, in 8-bit units. Keep the clock frequency 2.5 MHz or lower.

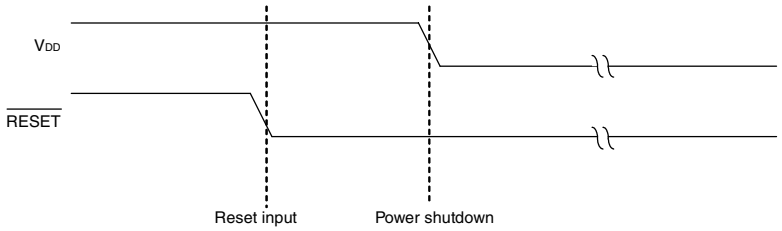
2.8 Shutting Down Target Power Supply

After each command execution is completed, shut down the power supply to the target after setting the $\overline{RESET}$ pin to low level, as shown below.

Set other pins to Hi-Z when shutting down the power supply to the target.

Caution Shutting down the power supply and inputting a reset during command processing are prohibited.

Figure 2-7. Timing for Terminating Flash Memory Programming Mode



2.9 Manipulation of Flash Memory

The flash memory incorporated in the 78K0/Kx2 has functions to manipulate the flash memory, as listed in Table 2-5. The programmer transmits commands to control these functions to the 78K0/Kx2, and checks the response status sent from the 78K0/Kx2, to manipulate the flash memory.

Table 2-5. List of Flash Memory Manipulating Functions

Classification	Function Name	Description
Erase	Chip erase	Erases the entire flash memory area. Clears the security flag.
	Block erase	Erases a specified block in the flash memory.
Write	Write	Writes data to a specified area in the flash memory.
Verify	Verify	Compares data acquired from a specified address in the flash memory with data transmitted from the programmer, on the 78K0/Kx2 side.
Blank check	Block blank check	Checks the erase status of a specified area in the flash memory.
Information acquisition	Silicon signature acquisition	Acquires writing protocol information.
	Version acquisition	Acquires version information of the 78K0/Kx2 and firmware.
	Status acquisition	Acquires the current operating status.
	Checksum acquisition	Acquires checksum data of a specified area.
Security	Security setting	Sets security information.
Other	Reset	Detects synchronization in communication.

2.10 Command List

The commands used by the programmer and their functions are listed below.

Table 2-6. List of Commands Transmitted from Programmer to 78K0/Kx2

Command Number	Command Name	Function
70H	Status	Acquires the current operating status (status data).
00H	Reset	Detects synchronization in communication.
90H	Oscillating Frequency Set	Specifies the oscillation frequency of the 78K0/Kx2.
20H	Chip Erase	Erases the entire flash memory area.
22H	Block Erase	Erases a specified area in the flash memory.
40H	Programming	Writes data to a specified area in the flash memory.
13H	Verify	Compares the contents in a specified area in the flash memory with data transmitted from the programmer.
32H	Block Blank Check	Checks the erase status of a specified block in the flash memory.
C0H	Silicon Signature	Acquires 78K0/Kx2 information (part number, flash memory configuration, etc.).
C5H	Version Get	Acquires version information of the 78K0/Kx2 and firmware.
B0H	Checksum	Acquires checksum data of a specified area.
A0H	Security Set	Sets security information.

2.11 Status List

The following table lists the status codes the programmer receives from the 78K0/Kx2.

Table 2-7. Status Code List

Status Code	Status	Description
04H	Command number error	Error returned if a command not supported is received
05H	Parameter error	Error returned if command information (parameter) is invalid
06H	Normal acknowledgment (ACK)	Normal acknowledgment
07H	Checksum error	Error returned if data in a frame transmitted from the programmer is abnormal
0FH	Verify error	Error returned if a verify error has occurred upon verifying data transmitted from the programmer
10H	Protect error	Error returned if an attempt is made to execute processing that is prohibited by the Security Set command
15H	Negative acknowledgment (NACK)	Negative acknowledgment
1AH	MRG10 error	Erase verify error
1BH	MRG11 error	Internal verify error or blank check error during data write
1CH	Write error	Write error
20H	Read error	Error returned when reading of security information failed
FFH	Processing in progress (BUSY)	Busy response[Note]

Note During CSI communication, 1-byte “FFH” may be transmitted, as well as “FFH” as the data frame format.

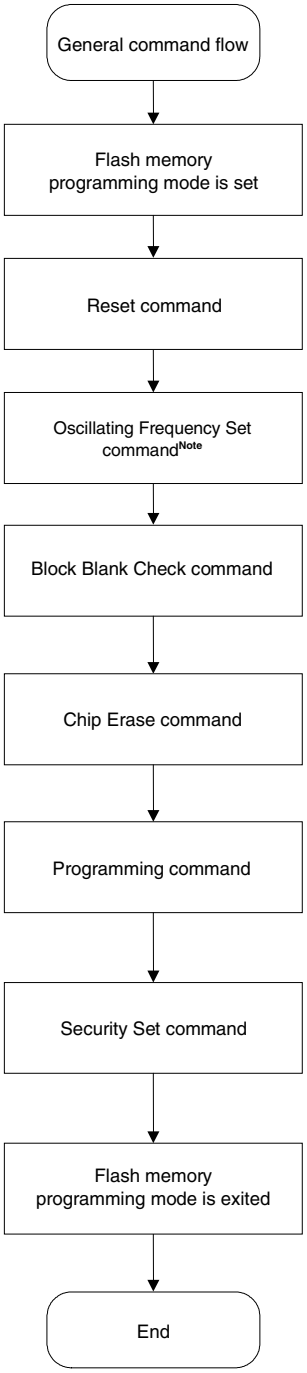
Reception of a checksum error or NACK is treated as an immediate abnormal end in this manual. When a dedicated programmer is developed, however, the processing may be retried without problem from the wait immediately before transmission of the command that results a checksum error or NACK. In this event, limiting the retry count is recommended for preventing infinite repetition of the retry operation.

Although not listed in the above table, if a time-out error (BUSY time-out or time-out in data frame reception during UART communication) occurs, it is recommended to shutdown the power supply to the 78K0/Kx2 (refer to **2.8 Shutting Down Target Power Supply**) and then connect the power supply again.

CHAPTER 3 BASIC PROGRAMMER OPERATION

Figure 3-1 illustrates the general command execution flow when flash memory rewriting is performed with the programmer.

Figure 3-1. General Command Execution Flow at Flash Memory Rewriting



Note In the 78K0/Kx2, execution of this command is not necessary when writing to the flash memory during CSI communication mode.

Remark The Verify command and Checksum command can also be supported.

CHAPTER 4 COMMAND/DATA FRAME FORMAT

The programmer uses the command frame to transmit commands to the 78K0/Kx2. The 78K0/Kx2 uses the data frame to transmit write data or verify data to the programmer. A header, footer, data length information, and checksum are appended to each frame to enhance the reliability of the transferred data.

The following shows the format of a command frame and data frame.

Figure 4-1. Command Frame Format

SOH (1 byte)	LEN (1 byte)	COM (1 byte)	Command information (variable length) (Max. 255 bytes)	SUM (1 byte)	ETX (1 byte)

Figure 4-2. Data Frame Format

STX (1 byte)	LEN (1 byte)	Data (variable length) (Max. 256 bytes)	SUM (1 byte)	ETX or ETB (1 byte)

Table 4-1. Description of Symbols in Each Frame

Symbol	Value	Description
SOH	01H	Command frame header
STX	02H	Data frame header
LEN	–	Data length information (00H indicates 256). Command frame: COM + command information length Data frame: Data field length
COM	–	Command number
SUM	–	Checksum data for a frame Obtained by sequentially subtracting all of calculation target data from the initial value (00H) in 1-byte units (borrow is ignored). The calculation targets are as follows. Command frame: LEN + COM + all of command information Data frame: LEN + all of data
ETB	17H	Footer of data frame other than the last frame
ETX	03H	Command frame footer, or footer of last data frame

The following shows examples of calculating the checksum (SUM) for a frame.

[Command frame]

No command information is included in the following example of a Status command frame, so LEN and COM are targets of checksum calculation.

SOH	LEN	COM	SUM	ETX
01H	01H	70H	Checksum	03H
	Checksum calculation targets			

For this command frame, checksum data is obtained as follows.

00H (initial value) – 01H (LEN) – 70H (COM) = 8FH (Borrow ignored. Lower 8 bits only.)

The command frame finally transmitted is as follows.

SOH	LEN	COM	SUM	ETX
01H	01H	70H	8FH	03H

[Data frame]

To transmit a data frame as shown below, LEN and D1 to D4 are targets of checksum calculation.

STX	LEN	D1	D2	D3	D4	SUM	ETX
02H	04H	FFH	80H	40H	22H	Checksum	03H
	checksum calculation targets						

For this data frame, checksum data is obtained as follows.

00H (initial value) – 04H (LEN) – FFH (D1) – 80H (D2) – 40H (D3) – 22H (D4)
= 1BH (Borrow ignored. Lower 8 bits only.)

The data frame finally transmitted is as follows.

STX	LEN	D1	D2	D3	D4	SUM	ETX
02H	04H	FFH	80H	40H	22H	1BH	03H

When a data frame is received, the checksum data is calculated in the same manner, and the obtained value is used to detect a checksum error by judging whether the value is the same as that stored in the SUM field of the receive data. When a data frame as shown below is received, for example, a checksum error is detected.

STX	LEN	D1	D2	D3	D4	SUM	ETX
02H	04H	FFH	80H	40H	22H	1AH	03H

↑ Should be 1BH, if normal

4.1 Command Frame Transmission Processing

Read the following chapters for details on flowcharts of command processing to transmit command frames, for each communication mode.

- For the UART communication mode, read **6.1 Flowchart of Command Frame Transmission Processing**.
- For the 3-wire serial I/O communication mode (CSI), read **7.1 Flowchart of Command Frame Transmission Processing**.

4.2 Data Frame Transmission Processing

The write data frame (user program), verify data frame (user program), and security data frame (security flag) are transmitted as a data frame.

Read the following chapters for details on flowcharts of command processing to transmit data frames, for each communication mode.

- For the UART communication mode, read **6.2 Flowchart of Data Frame Transmission Processing**.
- For the 3-wire serial I/O communication mode (CSI), read **7.2 Flowchart of Data Frame Transmission Processing**.

4.3 Data Frame Reception Processing

The status frame, silicon signature data frame, version data frame, and checksum data frame are received as a data frame.

Read the following chapters for details on flowcharts of command processing to receive data frames, for each communication mode.

- For the UART communication mode, read **6.3 Flowchart of Data Frame Reception Processing**.
- For the 3-wire serial I/O communication mode (CSI), read **7.3 Flowchart of Data Frame Reception Processing**.

CHAPTER 5 DESCRIPTION OF COMMAND PROCESSING

5.1 Status Command

5.1.1 Description

This command is used to check the operation status of the 78K0/Kx2 after issuance of each command such as write or erase.

After the Status command is issued, if the Status command frame cannot be received normally in the 78K0/Kx2 due to problems based on communication or the like, the status setting will not performed in the 78K0/Kx2. As a result, a busy response (FFH), not the status frame, may be received. In such a case, retry the Status command.

5.1.2 Command frame and status frame

Figure 5-1 shows the format of a command frame for the Status command, and Figure 5-2 shows the status frame for the command.

Figure 5-1. Status Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	SUM	ETX
01H	01H	70H (Status)	Checksum	03H

Figure 5-2. Status Frame for Status Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data			SUM	ETX
02H	n	ST1	…	STn	Checksum	03H

Remarks 1. ST1 to STn: Status #1 to Status #n

2. The length of a status frame varies according to each command (such as write or erase) to be transmitted to the 78K0/Kx2.

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- The Status command is not used in the UART communication mode.
- For the 3-wire serial I/O communication mode (CSI), read **7.4 Status Command**.

Caution After each command such as write or erase is transmitted in UART communication, the 78K0/Kx2 automatically returns the status frame within a specified time. The Status command is therefore not used.

If the Status command is transmitted in UART communication, the Command Number Error is returned.

5.2 Reset Command

5.2.1 Description

This command is used to check the establishment of communication between the programmer and the 78K0/Kx2 after the communication mode is set.

When UART is selected as the mode for communication with the 78K0/Kx2, the same baud rate must be set in the programmer and 78K0/Kx2. However, the 78K0/Kx2 cannot detect its own baud rate generation clock (f_X or f_{EXCLK}) frequency so the baud rate cannot be set. It makes detection of the baud rate generation clock frequency in the 78K0/Kx2 possible by sending “00H” twice at 9,600 bps from the programmer, measuring the low-level width of “00H”, and then calculating the average of two sent signals. The baud rate can consequently be set, which enables synchronous detection in communication.

5.2.2 Command frame and status frame

Figure 5-3 shows the format of a command frame for the Reset command, and Figure 5-4 shows the status frame for the command.

Figure 5-3. Reset Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	SUM	ETX
01H	01H	00H (Reset)	Checksum	03H

Figure 5-4. Status Frame for Reset Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	1	ST1	Checksum	03H

Remark ST1: Synchronization detection result

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- For the UART communication mode, read **6.4 Reset Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.5 Reset Command**.

5.3 Baud Rate Set Command

The 78K0/Kx2 does not support the Baud Rate Set command.

With the 78K0/Kx2, UART communication is performed at 9,600 bps until the Oscillating Frequency Set command is transmitted.

After the status frame is received, the communication rate is switched to 115,200 bps. After that, the communication rate is fixed to 115,200 bps.

5.4 Oscillating Frequency Set Command

5.4.1 Description

This command is used to specify the frequency of f_X or f_{EXCLK} during UART communication.

The 78K0/Kx2 uses the frequency data in the received packet to realize the baud rate of 115,200 bps.

Execution of this command is not necessary during CSI communication (if execution of this command is required during CSI communication according to the programmer specifications, set the frequency to 8 MHz).

Caution With the 78K0/Kx2, UART communication is performed at 9,600 bps until the Oscillating Frequency Set command is transmitted.
After the status frame is received, the communication rate is switched to 115,200 bps. After that, the communication rate is fixed to 115,200 bps.

5.4.2 Command frame and status frame

Figure 5-5 shows the format of a command frame for the Oscillating Frequency Set command, and Figure 5-6 shows the status frame for the command.

Figure 5-5. Oscillating Frequency Set Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	Command Information				SUM	ETX
01H	05H	90H (Oscillating Frequency Set)	D01	D02	D03	D04	Checksum	03H

Remark D01 to D04: Oscillation frequency = $(D01 \times 0.1 + D02 \times 0.01 + D03 \times 0.001) \times 10^{D04}$ (Unit: kHz)
Settings can be made from 10 kHz to 100 MHz, but set the value according to the specifications of each device when actually transmitting the command. D01 to D03 hold unpacked BCDs, and D04 holds a signed integer.

Setting example: To set 6 MHz
D01 = 06H
D02 = 00H
D03 = 00H
D04 = 04H
Oscillation frequency = $6 \times 0.1 \times 10^4$ = 6,000 kHz = 6 MHz

Setting example: To set 10 MHz
D01 = 01H
D02 = 00H
D03 = 00H
D04 = 05H
Oscillation frequency = $1 \times 0.1 \times 10^5$ = 10,000 kHz = 10 MHz

Figure 5-6. Status Frame for Oscillating Frequency Set Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1	Checksum	03H

Remark ST1: Oscillation frequency setting result

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- For the UART communication mode, read **6.5 Oscillating Frequency Set Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.6 Oscillating Frequency Set Command**.

5.5 Chip Erase Command

5.5.1 Description

This command is used to erase the entire contents of the flash memory. In addition, all of the information that is set by security setting processing can be initialized by chip erase processing, as long as erasure is not prohibited by the security setting (see **5.13 Security Set Command**).

5.5.2 Command frame and status frame

Figure 5-7 shows the format of a command frame for the Chip Erase command, and Figure 5-8 shows the status frame for the command.

Figure 5-7. Chip Erase Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	SUM	ETX
01H	01H	20H (Chip Erase)	Checksum	03H

Figure 5-8. Status Frame for Chip Erase Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1	Checksum	03H

Remark ST1: Chip erase result

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- For the UART communication mode, read **6.6 Chip Erase Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.7 Chip Erase Command**.

5.6 Block Erase Command

5.6.1 Description

This command is used to erase the contents of blocks with the specified number in the flash memory, as long as erasure is not prohibited by the security setting (see **5.13 Security Set Command**).

5.6.2 Command frame and status frame

Figure 5-9 shows the format of a command frame for the Block Erase command, and Figure 5-10 shows the status frame for the command.

Figure 5-9. Block Erase Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	Command Information						SUM	ETX
01H	07H	22H (Block Erase)	SAH	SAM	SAL	EAH	EAM	EAL	Checksum	03H

Remark SAH, SAM, SAL: Block erase start address (start address of any block)
SAH: Start address, high (bits 23 to 16)
SAM: Start address, middle (bits 15 to 8)
SAL: Start address, low (bits 7 to 0)
EAH, EAM, EAL: Block erase end address (last address of any block)
EAH: End address, high (bits 23 to 16)
EAM: End address, middle (bits 15 to 8)
EAL: End address, low (bits 7 to 0)

Figure 5-12. Status Frame for Block Erase Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1	Checksum	03H

Remark ST1: Block erase result

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- For the UART communication mode, read **6.7 Block Erase Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.8 Block Erase Command**.

5.7 Programming Command

5.7.1 Description

This command is used to transmit data by the number of written bytes after the write start address and the write end address are transmitted. This command then writes the user program to the flash memory and verifies it internally.

The write start/end address can be set only in the block start/end address units.

If both of the status frames (ST1 and ST2) after the last data transmission indicate ACK, the 78K0/Kx2 firmware automatically executes internal verify. Therefore, the Status command for this internal verify must be transmitted.

5.7.2 Command frame and status frame

Figure 5-11 shows the format of a command frame for the Programming command, and Figure 5-12 shows the status frame for the command.

Figure 5-11. Programming Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	Command Information						SUM	ETX
01H	07H	40H (Programming)	SAH	SAM	SAL	EAH	EAM	EAL	Checksum	03H

Remark SAH, SAM, SAL: Write start addresses
EAH, EAM, EAL: Write end addresses

Figure 5-12. Status Frame for Programming Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1 (a)	Checksum	03H

Remark ST1 (a): Command reception result

5.7.3 Data frame and status frame

Figure 5-13 shows the format of a frame that includes data to be written, and Figure 5-14 shows the status frame for the data.

Figure 5-13. Data Frame to Be Written (from Programmer to 78K0/Kx2)

STX	LEN	Data	SUM	ETX/ETB
02H	00H to FFH (00H = 256)	Write Data	Checksum	03H/17H

Remark Write Data: User program to be written

Figure 5-14. Status Frame for Data Frame (from 78K0/Kx2 to Programmer)

STX	LEN	Data		SUM	ETX
02H	02H	ST1 (b)	ST2 (b)	Checksum	03H

Remark ST1 (b): Data reception check result
ST2 (b): Write result

5.7.4 Completion of transferring all data and status frame

Figure 5-15 shows the status frame after transfer of all data is completed.

Figure 5-15. Status Frame After Completion of Transferring All Data (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1 (c)	Checksum	03H

Remark ST1 (c): Internal verify result

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- For the UART communication mode, read **6.8 Programming Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.9 Programming Command**.

5.8 Verify Command

5.8.1 Description

This command is used to compare the data transmitted from the programmer with the data read from the 78K0/Kx2 (read level) in the specified address range, and check whether they match.

The verify start/end address can be set only in the block start/end address units.

5.8.2 Command frame and status frame

Figure 5-16 shows the format of a command frame for the Verify command, and Figure 5-17 shows the status frame for the command.

Figure 5-16. Verify Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	Command Information						SUM	ETX
01H	07H	13H (Verify)	SAH	SAM	SAL	EAH	EAM	EAL	Checksum	03H

Remark SAH, SAM, SAL: Verify start addresses
EAH, EAM, EAL: Verify end addresses

Figure 5-17. Status Frame for Verify Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1 (a)	Checksum	03H

Remark ST1 (a): Command reception result

5.8.3 Data frame and status frame

Figure 5-18 shows the format of a frame that includes data to be verified, and Figure 5-19 shows the status frame for the data.

Figure 5-18. Data Frame of Data to Be Verified (from Programmer to 78K0/Kx2)

STX	LEN	Data	SUM	ETX/ETB
02H	00H to FFH (00H = 256)	Verify data	Checksum	03H/17H

Remark Verify Data: User program to be verified

Figure 5-19. Status Frame for Data Frame (from 78K0/Kx2 to Programmer)

STX	LEN	Data		SUM	ETX
02H	02H	ST1 (b)	ST2 (b)	Checksum	03H

Remark ST1 (b): Data reception check result
ST2 (b): Verify result[Note]

Note Even if a verify error occurs in the specified address range, ACK is always returned as the verify result. The status of all verify errors are reflected in the verify result for the last data. Therefore, the occurrence of verify errors can be checked only when all the verify processing for the specified address range is completed.

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- For the UART communication mode, read **6.9 Verify Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.10 Verify Command**.

5.9 Block Blank Check Command

5.9.1 Description

This command is used to check if a block in the flash memory, with a specified block number, is blank (erased state).

A block can be specified with the start address of the blank check start block and the last address of the blank check end block. Successive multiple blocks can be specified.

5.9.2 Command frame and status frame

Figure 5-20 shows the format of a command frame for the Block Blank Check command, and Figure 5-21 shows the status frame for the command.

Figure 5-20. Block Blank Check Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	Command Information						SUM	ETX
01H	07H	32H (Block Blank Check)	SAH	SAM	SAL	EAH	EAM	EAL	Checksum	03H

Remark SAH, SAM, SAL: Block blank check start address (start address of any block)
SAH: Start address, high (bits 23 to 16)
SAM: Start address, middle (bits 15 to 8)
SAL: Start address, low (bits 7 to 0)
EAH, EAM, EAL: Block blank check end address (last address of any block)
EAH: End address, high (bits 23 to 16)
EAM: End address, middle (bits 15 to 8)
EAL: End address, low (bits 7 to 0)

Figure 5-21. Status Frame for Block Blank Check Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1	Checksum	03H

Remark ST1: Block blank check result

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- For the UART communication mode, read **6.10 Block Blank Check Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.11 Block Blank Check Command**.

5.10 Silicon Signature Command

5.10.1 Description

This command is used to read the write protocol information (silicon signature) of the device.

If the programmer supports a programming protocol that is not supported in the 78K0/Kx2, for example, execute this command to select an appropriate protocol in accordance with the values of the second and third bytes.

5.10.2 Command frame and status frame

Figure 5-22 shows the format of a command frame for the Silicon Signature command, and Figure 5-23 shows the status frame for the command.

Figure 5-22. Silicon Signature Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	SUM	ETX
01H	01H	C0H (Silicon Signature)	Checksum	03H

Figure 5-23. Status Frame for Silicon Signature Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1	Checksum	03H

Remark ST1: Command reception result

5.10.3 Silicon signature data frame

Figure 5-24 shows the format of a frame that includes silicon signature data.

Figure 5-24. Silicon Signature Data Frame (from 78K0/Kx2 to Programmer)

STX	LEN	Data								SUM	ETX
02H	n	VEN	MET	MSC	DEC	END	DEV	SCF	BOT	Checksum	03H

Remarks 1. n (LEN): Data length
VEN: Vendor code (NEC: 10H)
MET: Extension code
MSC: Function code
DEC: Device extension code
END: Internal flash memory last address
DEV: Device name (μPDxx)
SCF: Security flag information
BOT: Boot block number (fixed to 03H)

2. For the vendor code (VEN), extension code (MET), function code (MSC), device extension code (DEC), internal flash memory last address (END), device name (DEV) and security flag information (SCF), the lower 7 bits are used as data entity, and the highest bit is used as an odd parity. The following shows an example.

Table 5-1. Example of Silicon Signature Data (In Case of μPD78F0522 (78K0/KD2))

Field	Contents	Length (Byte)	Example of Silicon Signature Data[Note 1]	Actual Value	Parity
VEN	Vendor code (NEC)	1	10H (00010000B)	10H	Added
MET	Extension code (fixed in 78K0/Kx2)	1	7FH (01111111B)	7FH	Added
MSC	Function information (fixed in 78K0/Kx2)	1	04H (00000100B)	04H	Added
DEC	Device extension code (fixed in 78K0/Kx2)	1	7CH (01111100B)	07H	Added
END	Internal flash memory last address (extracted from the lower bytes)	3	7FH (01111111B)	005FFFH	Added[Note 2]
			BFH (11011111B)		
			01H (00000001B)		
DEV	Device name	10	C4H (11000100B = 'D')	'D'	Added
			37H (00110111B = '7')	'7'	
			38H (00111000B = '8')	'8'	
			46H (01000110B = 'F')	'F'	
			B0H (10110000B = '0')	'0'	
			B5H (10110101B = '5')	'5'	
			32H (00110010B = '2')	'2'	
			32H (00110010B = '2')	'2'	
			20H (00100000B = ' ')	' '	
			20H (00100000B = ' ')	' '	
SCF	Security flag information	1	Any	Any	Added[Note 3]
BOT	Boot block number (fixed)	1	03H (00000011B)	03H	Not added

Notes 1. 0 and 1 are odd parities (the values to adjust the number of "1" to be the odd number in a byte)

2. The parity calculation for the END field is performed as follows (when the last address is 005FFFH)

<1> The END field is divided in 7-bit units from the lower digit (the higher 3 bits are discarded).

```
 0    0          5    F          F    F
00000000       01011111       11111111
                   ↓
   ~~000~~ 0000001 0111111 1111111
```

<2> The odd parity bit is appended to the highest bit.

```
  p0000001 p01111111 p1111111 (p = odd parity bit)
= 0000001 10111111 01111111
= 01 BF 7F
```

<3> The order of the higher, middle, and lower bytes is reversed, as follows.
7F BF 01

The following shows the procedure to translate the values in the END field that has been sent from the microcontroller to the actual address.

<1> The order of the higher, middle, and lower bytes is reversed, as follows.

```
7F BF 01
   ↓
01 BF 7F
```

<2> Checks that the number of “1” is odd in each byte (this can be performed at another timing).

<3> The parity bit is removed and a 3-bit 0 is added to the highest bit.

```
01 BF 7F
   ↓
00000001 10111111 01111111
   ↓
0000001   0111111 1111111
   ↓
000 0000001 0111111 1111111
```

<4> The values are translated into groups in 8-bit units.

```
000000001011111111111111
   ↓
00000000 01011111 11111111
   ↓
=   0   0    5   F    F   F
```

If “7F BF 01” is given to the END field, the actual last address is consequently 005FFFH.

Note 3. When security flag information is set using the Security Set command, the highest bit is fixed to “1”. If the security flag information is read using the Silicon Signature command, however, the highest bit is the odd parity.

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- For the UART communication mode, read **6.11 Silicon Signature Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.12 Silicon Signature Command**.

5.10.4 78K0/Kx2 silicon signature list

Table 5-2. 78K0/Kx2 Silicon Signature Data List

Item	Description	Length (Bytes)	Data (Hex)
Vendor code	NEC	1	10
Extension code	Extension code	1	7F
Function code	Function information	1	04
Device information	Device information	1	7C
Internal flash memory last address	(7-bit data + odd parity bit) × 3	3	**Note 1**
Device name (μPDxx)	78F0500 78F0501/78F0511/78F0521/78F0531 78F0502/78F0512/78F0522/78F0532 78F0503/78F0513/78F0523/78F0533 78F0503D/78F0513D 78F0514/78F0524/78F0534/78F0544 78F0515/78F0525/78F0535/78F0545 78F0515D 78F0526/78F0536/78F0546 78F0527/78F0537/78F0547 78F0527D/78F0537D/78F0547D	10	**Note 2**
Security flag information	Security flag information	1	Any
Boot block number	The last block number of the boot cluster that is currently selected	1	03

Notes 1. List of internal flash memory last addresses

Item	Description	Length (Bytes)	Data (Hex)
Internal flash memory last address	8 KB (1FFFH)	3	7FBF80
	16 KB (3FFFH)		7F7F80
	24 KB (5FFFH)		7FBF01
	32 KB (7FFFH)		7F7F01
	48 KB (BFFFH)		7F7F02
	60 KB (EFFFH)		7FDF83
	96 KB (17FFFH)		7F7F85
	128 KB (1FFFFH)		7F7F07

2. The device names are listed below.

Device name list (1/7)

Item	Description	Length (Bytes)	Actual Value
Device name	D78F0500	10	C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B0 = ‘0’ B0 = ‘0’ 20 = ‘ ‘ 20 = ‘ ‘

Device name list (2/7)

Item	Description	Length (Bytes)	Actual Value
Device name	D78F0501	10	C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B0 = ‘0’ 31 = ‘1’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0511		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 31 = ‘1’ 31 = ‘1’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0521		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 32 = ‘2’ 31 = ‘1’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0531		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B3 = ‘3’ 31 = ‘1’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0502		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B0 = ‘0’ 32 = ‘2’ 20 = ‘ ‘ 20 = ‘ ‘

Device name list (3/7)

Item	Description	Length (Bytes)	Actual Value
Device name	D78F0512	10	C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 31 = ‘1’ 32 = ‘2’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0522		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 32 = ‘2’ 32 = ‘2’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0532		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B3 = ‘3’ 32 = ‘2’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0503 D78F0503D		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B0 = ‘0’ B3 = ‘3’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0513 D78F0513D		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 31 = ‘1’ B3 = ‘3’ 20 = ‘ ‘ 20 = ‘ ‘

Device name list (4/7)

Item	Description	Length (Bytes)	Actual Value
Device name	D78F0523	10	C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 32 = ‘2’ B3 = ‘3’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0533		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B3 = ‘3’ B3 = ‘3’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0514		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 31 = ‘1’ 34 = ‘4’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0524		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 32 = ‘2’ 34 = ‘4’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0534		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B3 = ‘3’ 34 = ‘4’ 20 = ‘ ‘ 20 = ‘ ‘

Device name list (5/7)

Item	Description	Length (Bytes)	Actual Value
Device name	D78F0544	10	C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 34 = ‘4’ 34 = ‘4’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0515 D78F0515D		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 31 = ‘1’ B5 = ‘5’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0525		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 32 = ‘2’ B5 = ‘5’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0535		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B3 = ‘3’ B5 = ‘5’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0545		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 34 = ‘4’ B5 = ‘5’ 20 = ‘ ‘ 20 = ‘ ‘

Device name list (6/7)

Item	Description	Length (Bytes)	Actual Value
Device name	D78F0526	10	C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 32 = ‘2’ B6 = ‘6’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0536		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B3 = ‘3’ B6 = ‘6’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0546		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 34 = ‘4’ B6 = ‘6’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0527 D78F0527D		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 32 = ‘2’ 37 = ‘7’ 20 = ‘ ‘ 20 = ‘ ‘
	D78F0537 D78F0537D		C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ B3 = ‘3’ 37 = ‘7’ 20 = ‘ ‘ 20 = ‘ ‘

Device name list (7/7)

Item	Description	Length (Bytes)	Actual Value
Device name	D78F0547 D78F0547D	10	C4 = ‘D’ 37 = ‘7’ 38 = ‘8’ 46 = ‘F’ B0 = ‘0’ B5 = ‘5’ 34 = ‘4’ 37 = ‘7’ 20 = ‘ ‘ 20 = ‘ ‘

5.11 Version Get Command

5.11.1 Description

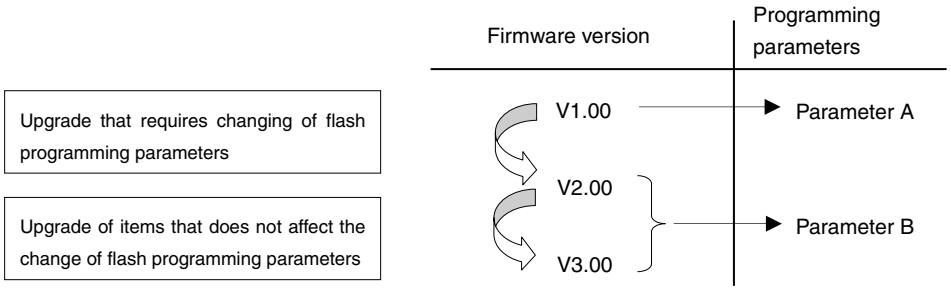
This command is used to acquire information on the 78K0/Kx2 device version and firmware version.

The device version value is fixed to 00H.

Use this command when the programming parameters must be changed in accordance with the 78K0/Kx2 firmware version.

Caution The firmware version may be updated during firmware update that does not affect the change of flash programming parameters (at this time, update of the firmware version is not reported).

Example Firmware version and reprogramming parameters



5.11.2 Command frame and status frame

Figure 5-26 shows the format of a command frame for the Version Get command, and Figure 5-27 shows the status frame for the command.

Figure 5-26. Version Get Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	SUM	ETX
01H	01H	C5H (Version Get)	Checksum	03H

Figure 5-27. Status Frame for Version Get Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1	Checksum	03H

Remark ST1: Command reception result

5.11.3 Version data frame

Figure 5-28 shows the data frame of version data.

Figure 5-28. Version Data Frame (from 78K0/Kx2 to Programmer)

STX	LEN	Data						SUM	ETX
02H	06H	DV1	DV2	DV3	FV1	FV2	FV3	Checksum	03H

Remark DV1: Integer of device version (fixed to 00H)
DV2: First decimal place of device version (fixed to 00H)
DV3: Second decimal place of device version (fixed to 00H)
FV1: Integer of firmware version
FV2: First decimal place of firmware version
FV3: Second decimal place of firmware version

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- For the UART communication mode, read **6.12 Version Get Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.13 Version Get Command**.

5.12 Checksum Command

5.12.1 Description

This command is used to acquire the checksum data in the specified area.

For the checksum calculation start/end address, specify a fixed address in block units (1 KB) starting from the top of the flash memory.

Checksum data is obtained by sequentially subtracting data in the specified address range from the initial value (00H) in 1-byte units.

5.12.2 Command frame and status frame

Figure 5-29 shows the format of a command frame for the Checksum command, and Figure 5-30 shows the status frame for the command.

Figure 5-29. Checksum Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	Command Information						SUM	ETX
01H	07H	B0H (Checksum)	SAH	SAM	SAL	EAH	EAM	EAL	Checksum	03H

Remark SAH, SAM, SAL: Checksum calculation start addresses
EAH, EAM, EAL: Checksum calculation end addresses

Figure 5-30. Status Frame for Checksum Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1	Checksum	03H

Remark ST1: Command reception result

5.12.3 Checksum data frame

Figure 5-31 shows the format of a frame that includes checksum data.

Figure 5-31. Checksum Data Frame (from 78K0/Kx2 to Programmer)

STX	LEN	Data		SUM	ETX
02H	02H	CK1	CK2	Checksum	03H

Remark CK1: Higher 8 bits of checksum data
CK2: Lower 8 bits of checksum data

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

- For the UART communication mode, read **6.13 Checksum Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.14 Checksum Command**.

5.13 Security Set Command

5.13.1 Description

This command is used to perform security settings (enable or disable of write, block erase, chip erase, and boot block rewriting). By performing these settings with this command, rewriting of the flash memory by an unauthorized party can be restricted.

Caution Even after the security setting, additional setting of changing from enable to disable can be performed; however, changing from disable to enable is not possible. If an attempt is made to perform such a setting, a protect error (10H) will occur. If such setting is required, all of the security flags must first be initialized by executing the Chip Erase command (the Block Erase command cannot be used to initialize the security flags).

If chip erase or boot block rewrite has been disabled, however, chip erase itself will be impossible, so the settings cannot be erased from the programmer. Re-confirmation of security setting execution is therefore recommended before disabling chip erase, due to this programmer specification.

5.13.2 Command frame and status frame

Figure 5-32 shows the format of a command frame for the Security Set command, and Figure 5-33 shows the status frame for the command.

The Security Set command frame includes the block number field and page number field but these fields do not have any particular usage, so set these fields to 00H.

Figure 5-32. Security Set Command Frame (from Programmer to 78K0/Kx2)

SOH	LEN	COM	Command Information		SUM	ETX
01H	03H	A0H (Security Set)	00H (fixed)	00H (fixed)	Checksum	03H

Figure 5-33. Status Frame for Security Set Command (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1 (a)	Checksum	03H

Remark ST1 (a): Command reception result

5.13.3 Data frame and status frame

Figure 5-34 shows the format of a security data frame, and Figure 5-35 shows the status frame for the data.

Figure 5-34. Security Data Frame (from Programmer to 78K0/Kx2)

STX	LEN	Data		SUM	ETX
02H	02H	FLG	BOT	Checksum	03H

Remark FLG: Security flag
BOT: Boot cluster last block number (fixed to 03H)

Figure 5-35. Status Frame for Security Data Writing (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1 (b)	Checksum	03H

Remark ST1 (b): Security data write result

5.13.4 Internal verify check and status frame

Figure 5-36 shows the status frame for internal verify check.

Figure 5-36. Status Frame for Internal Verify Check (from 78K0/Kx2 to Programmer)

STX	LEN	Data	SUM	ETX
02H	01H	ST1 (c)	Checksum	03H

Remark ST1 (c): Internal verify result

The following table shows the contents in the security flag field.

Table 5-3. Contents of Security Flag Field

Item	Contents
Bit 7	Fixed to “1”
Bit 6	
Bit 5	
Bit 4	Boot block rewrite disable flag (1: Enables boot block rewrite, 0: Disable boot block rewrite)
Bit 3	Fixed to “1”
Bit 2	Programming disable flag (1: Enables programming, 0: Disable programming)
Bit 1	Block erase disable flag (1: Enables block erase, 0: Disable block erase)
Bit 0	Chip erase disable flag (1: Enables chip erase, 0: Disable chip erase)

The following table shows the relationship between the security flag field settings and the enable/disable status of each operation.

Table 5-4. Security Flag Field and Enable/Disable Status of Each Operation

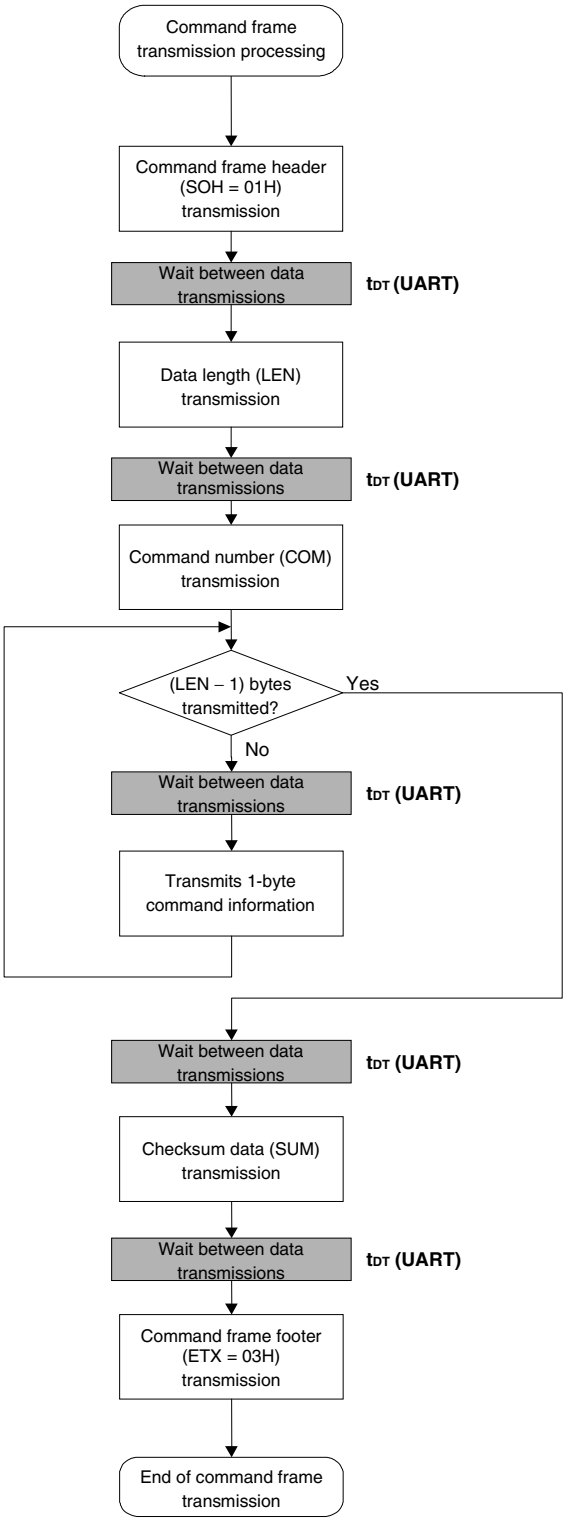
Operating Mode	Flash Memory Programming Mode			Self-Programming Mode
Command / Security Setting Item	Command Operation After Security Setting √: Execution possible, ×: Execution impossible △: Writing and block erase in boot area are impossible			• All commands can be executed regardless of the security setting values • Only retention of security setting values is possible
	Programming	Chip Erase	Block Erase	
Disable programming	×	√	×	
Disable chip erase	√	×	×	
Disable block erase	√	√	×	
Boot block rewrite disable flag	△	×	△	Same condition as that in flash memory programming mode (on-board/off-board programming)

Read the following chapters for details on flowcharts of processing sequences between the programmer and the 78K0/Kx2, flowcharts of command processing, and sample programs for each communication mode.

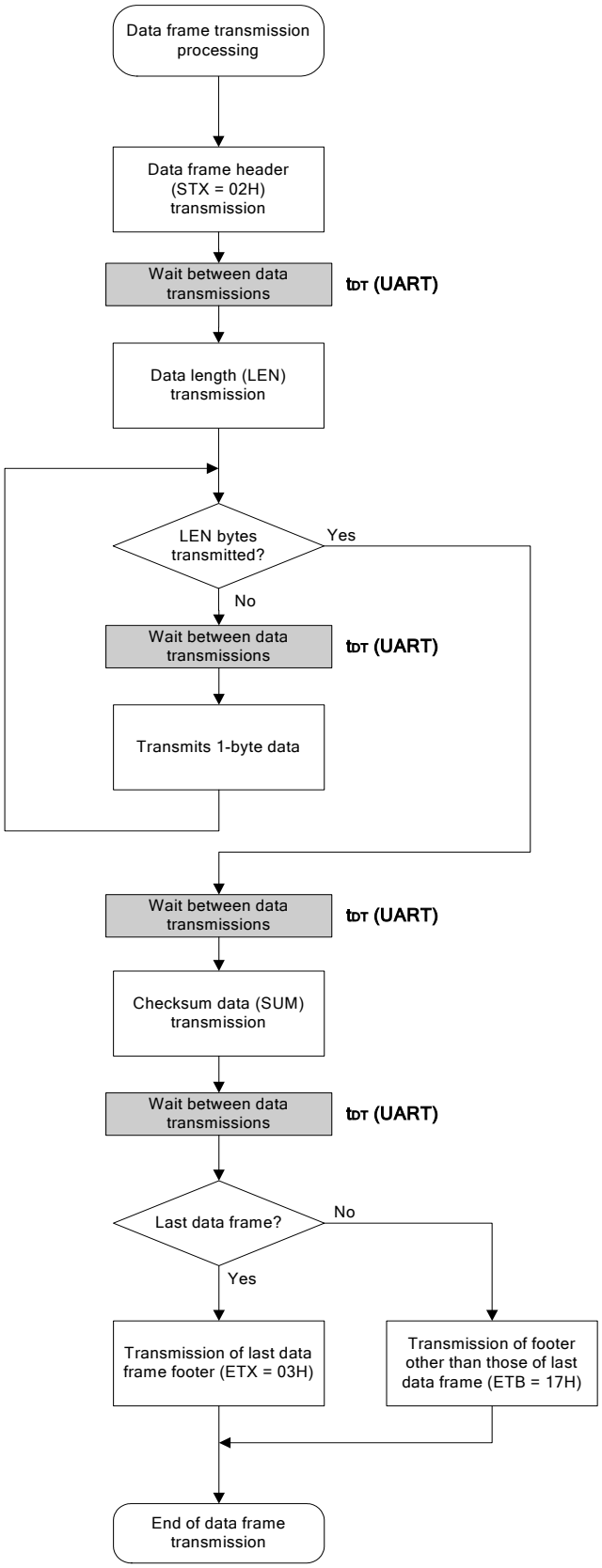
- For the UART communication mode, read **6.14 Security Set Command**.
- For the 3-wire serial I/O communication mode (CSI), read **7.15 Security Set Command**.

CHAPTER 6 UART COMMUNICATION MODE

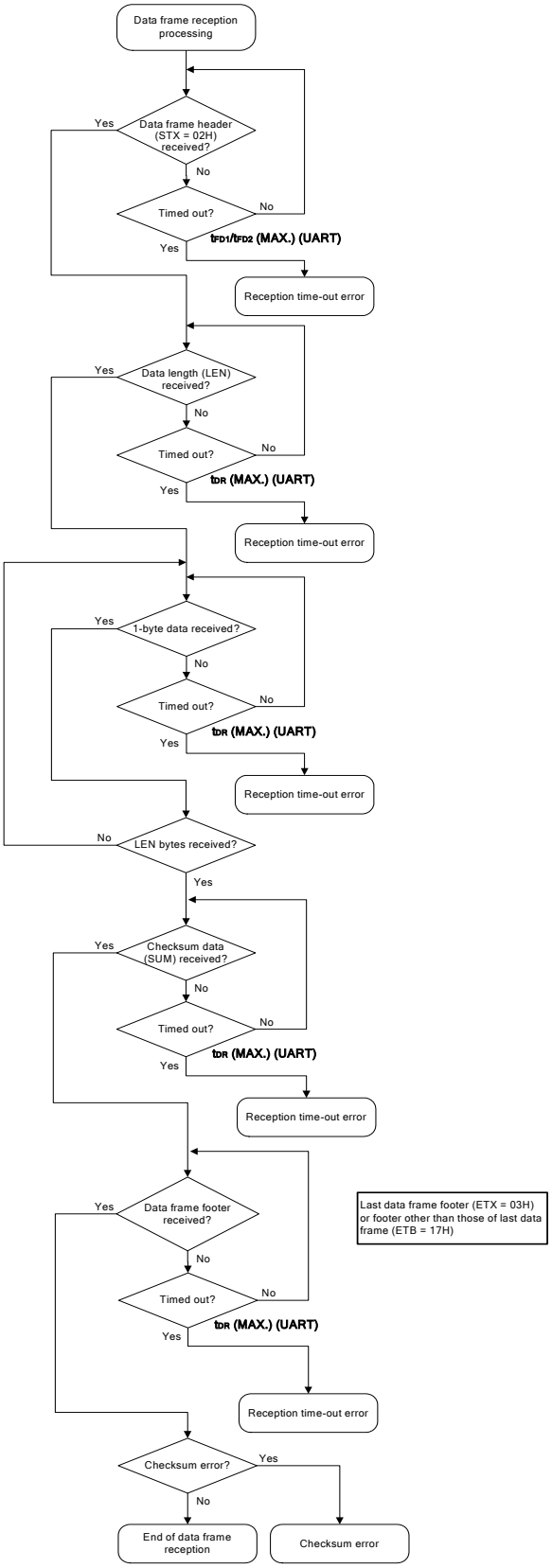
6.1 Command Frame Transmission Processing Flowchart



6.2 Data Frame Transmission Processing Flowchart



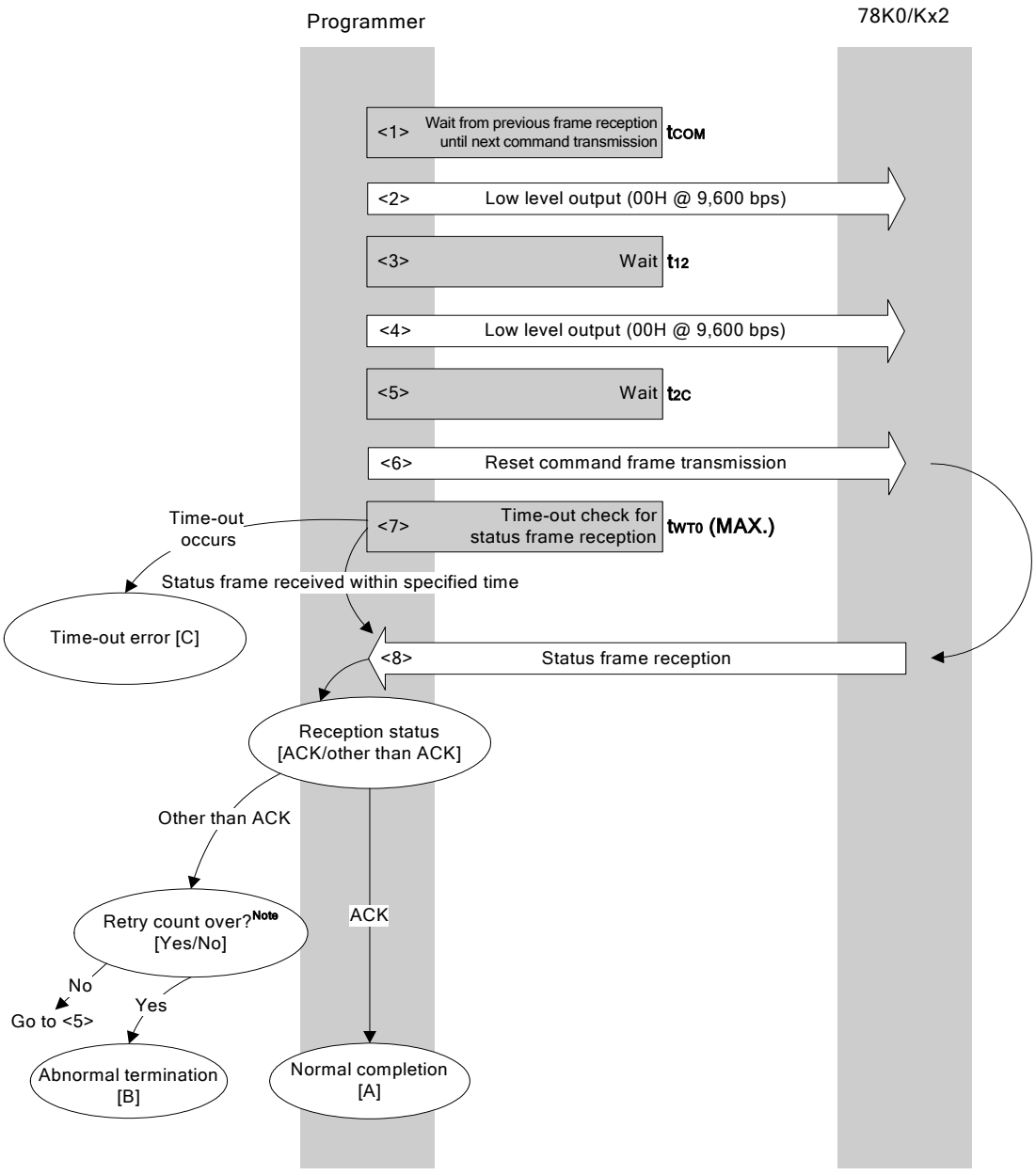
6.3 Data Frame Reception Processing Flowchart



6.4 Reset Command

6.4.1 Processing sequence chart

Reset command processing sequence



Note Do not exceed the retry count for the reset command transmission (up to 16 times).

6.4.2 Description of processing sequence

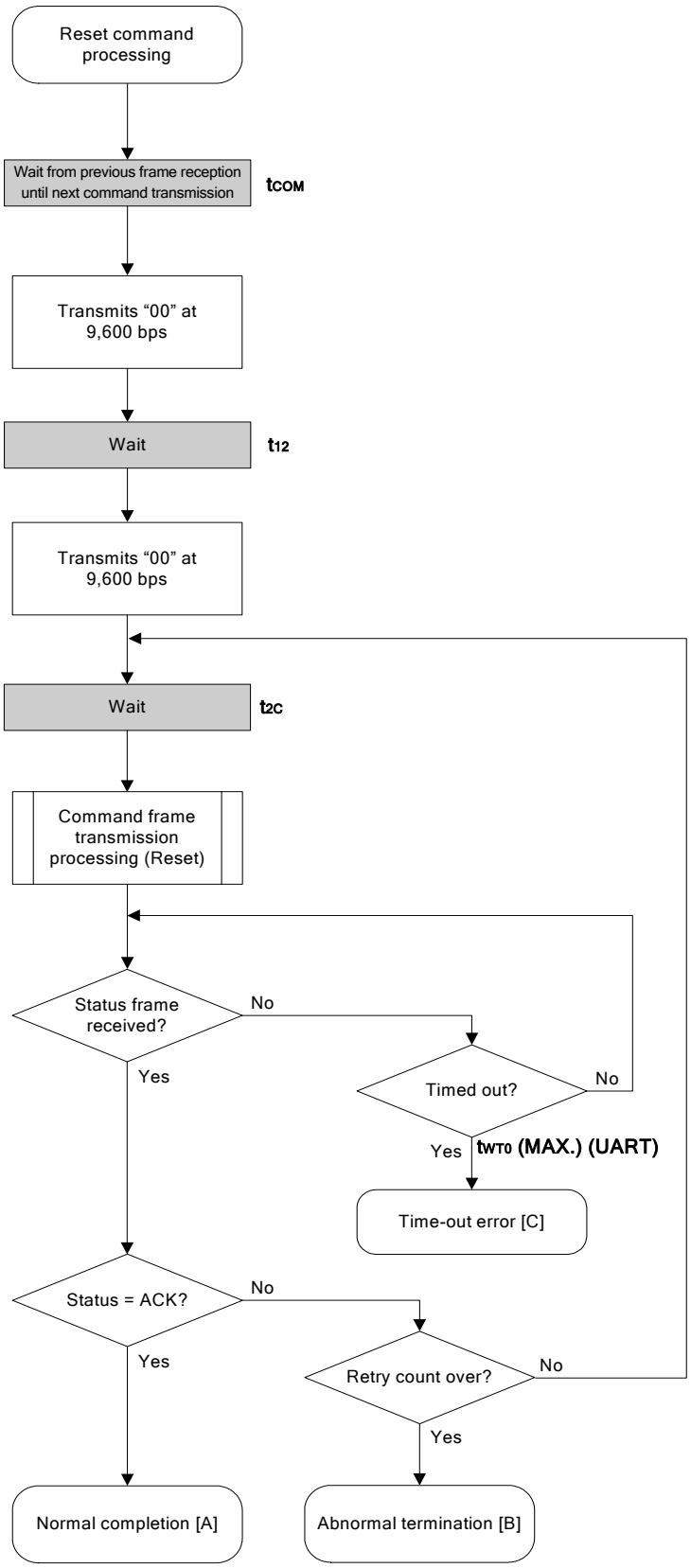
<1> Waits from the previous frame reception until the next command processing starts (wait time t_{COM}).
<2> The low level is output (data 00H is transmitted at 9,600 bps).
<3> Wait state (wait time t_{12}).
<4> The low level is output (data 00H is transmitted at 9,600 bps).
<5> Wait state (wait time t_{2C}).
<6> The Reset command is transmitted by command frame transmission processing.
<7> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT0} (MAX.)).
<8> The status code is checked.

When ST1 = ACK: Normal completion [A]
When ST1 ≠ ACK: The retry count (t_{RS}) is checked.
The sequence is re-executed from <5> if the retry count is not over.
If the retry count is over, the processing ends abnormally [B].

6.4.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and synchronization between the programmer and the 78K0/Kx2 has been established.
Abnormal termination [B]	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame was not received within the specified time.

6.4.4 Flowchart



6.4.5 Sample program

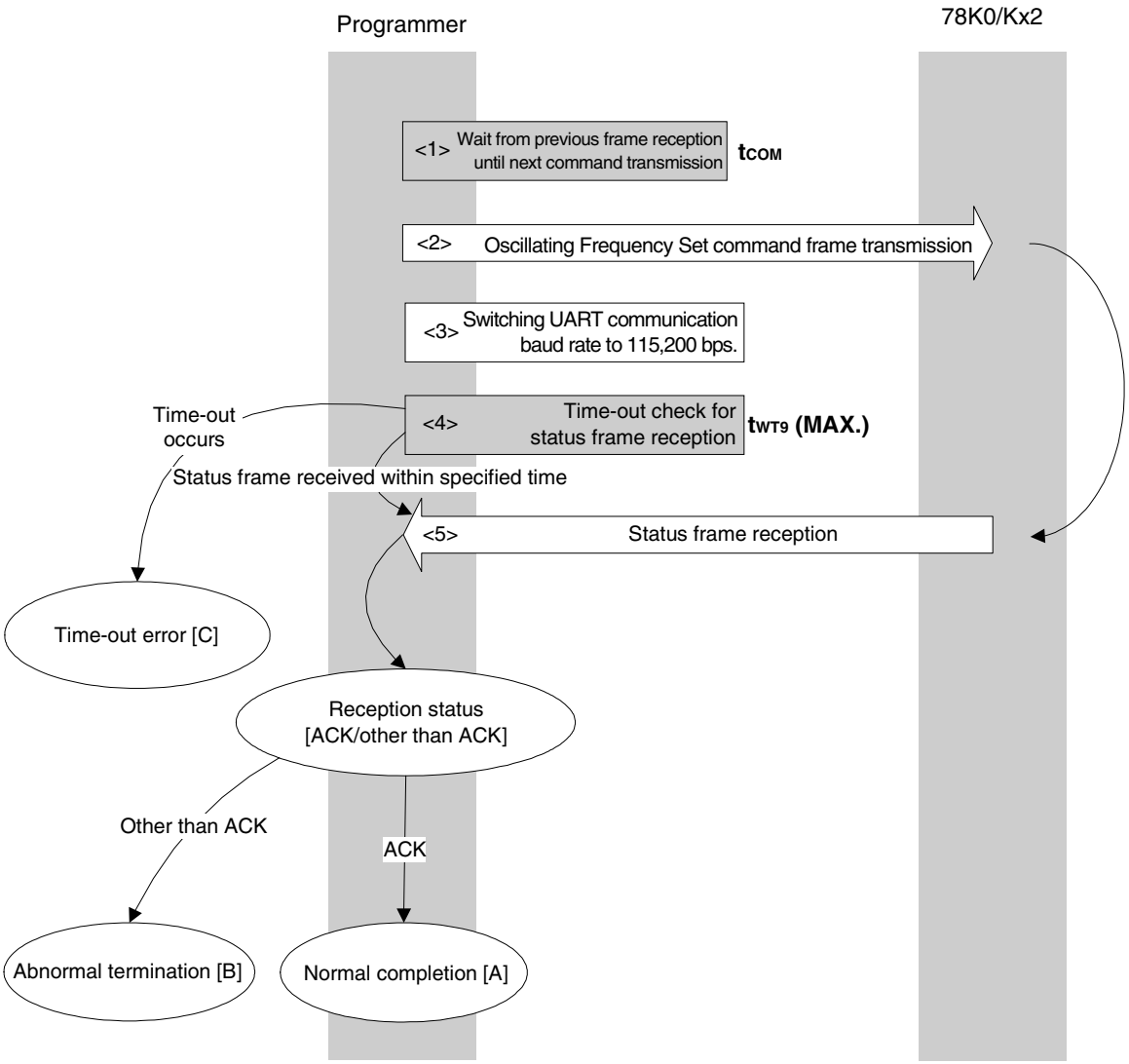
The following shows a sample program for Reset command processing.

```
/************************************************************/
/*                                                          */
/* Reset command                                            */
/*                                                          */
/************************************************************/
/* [r] u16        ... error code                            */
/************************************************************/
u16        fl_ua_reset(void)
{
     u16    rc;
     u32    retry;

     set_uart0_br(BR_9600);     // change to 9600bps

     fl_wait(tCOM);             // wait
     putc_ua(0x00);             // send 0x00 @ 9600bps

     fl_wait(t12);// wait
     putc_ua(0x00);             // send 0x00 @ 9600bps

     for (retry = 0; retry < tRS; retry++){

            fl_wait(t2C);// wait

            put_cmd_ua(FL_COM_RESET, 1, fl_cmd_prm);       // send RESET command

            rc = get_sfrm_ua(fl_ua_sfrm, tWT0_MAX);
            if (rc == FLC_DFTO_ERR)          // t.o. ?
                  break;                     // yes // case [C]

            if (rc == FLC_ACK){              // ACK ?
                  break;                     // yes // case [A]
            }
            else{
                  NOP();
            }
            //continue;                             // case [B] (if exit from loop)
     }
//   switch(rc) {
//
//         case   FLC_NO_ERR:   return rc;    break; // case [A]
//         case   FLC_DFTO_ERR: return rc;    break; // case [C]
//         default:             return rc;    break; // case [B]
//   }
     return rc;
}
```

6.5 Oscillating Frequency Set Command

6.5.1 Processing sequence chart

Oscillating Frequency Set command processing sequence



6.5.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).

<2> The Oscillating Frequency Set command is transmitted by command frame transmission processing.

<3> After the status frame is received, the UART communication rate is switched to 115,200 bps. After that, the communication rate is fixed to 115,200 bps

<4> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT9}(MAX.)).

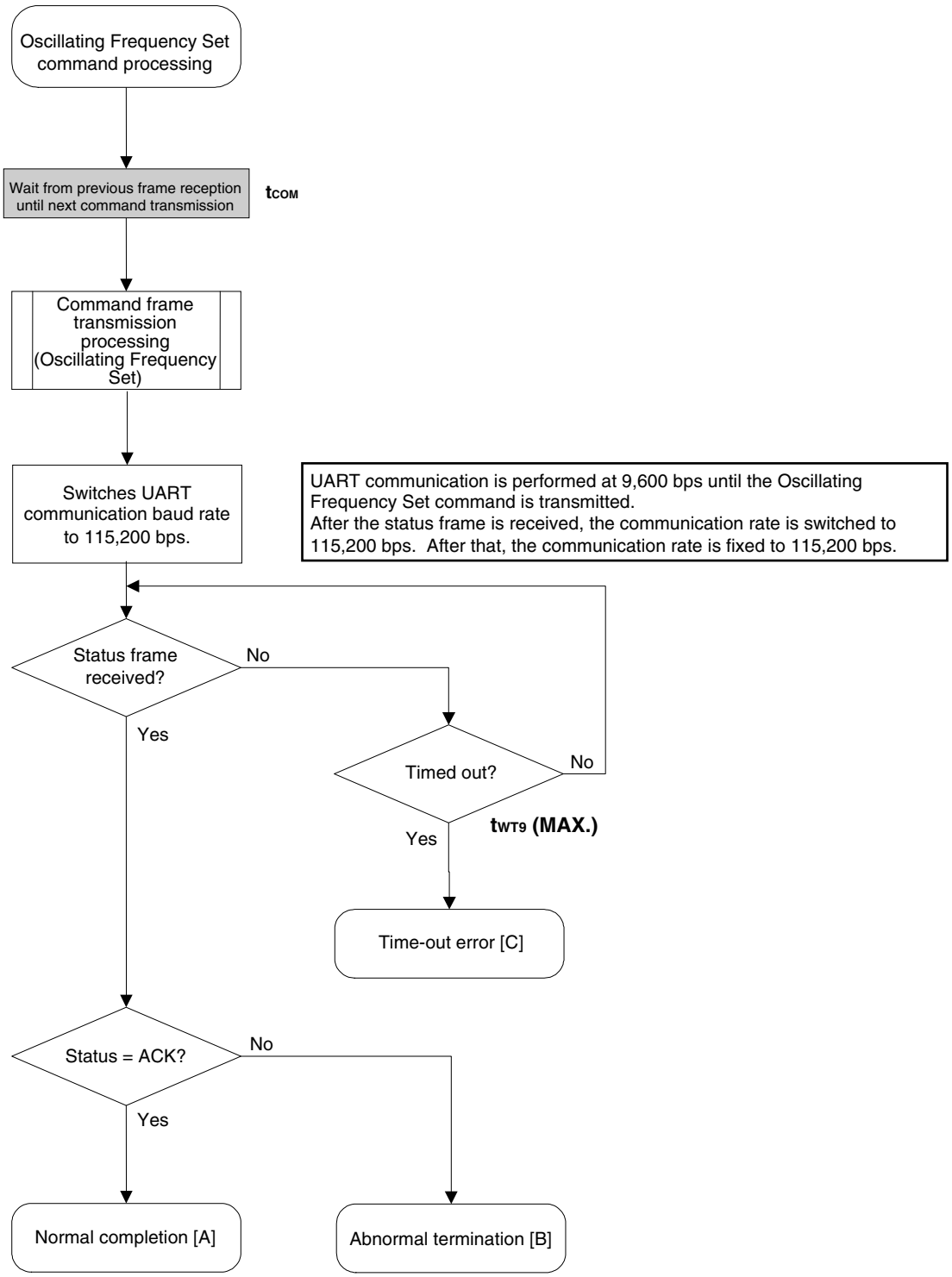
<5> The status code is checked.

When ST1 = ACK: Normal completion [A]
When ST1 ≠ ACK: Abnormal termination [B]

6.5.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and the operating frequency was correctly set to the 78K0/Kx2.
Abnormal termination [B]	Parameter error	05H	The oscillation frequency value is out of range.
	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame was not received within the specified time.

6.5.4 Flowchart



6.5.5 Sample program

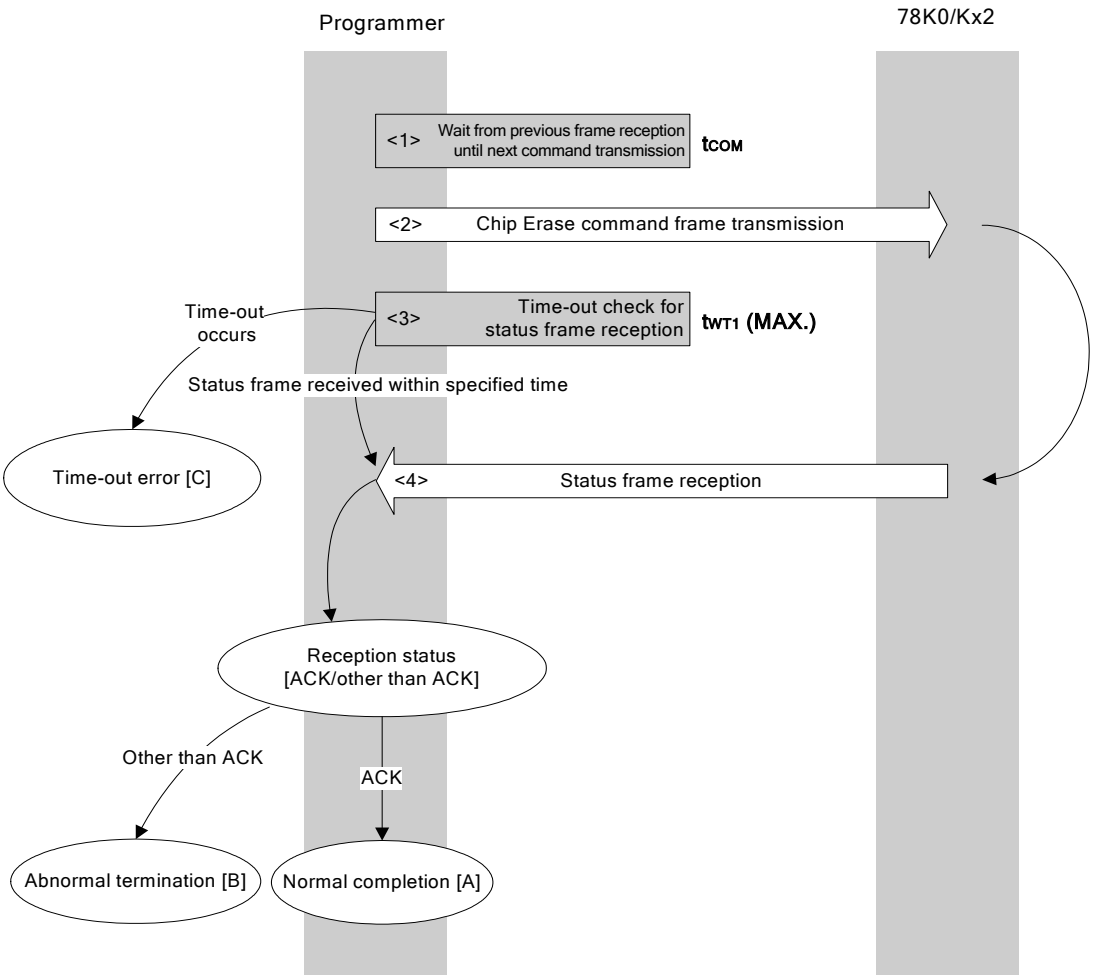
The following shows a sample program for Oscillating Frequency Set command processing.

```
/*************************************************************/
/*                                                           */
/* Set Flash device clock value command                      */
/*                                                           */
/*************************************************************/
/* [i] u8 clk[4]   ... frequency data(D1-D4)                 */
/* [r] u16         ... error code                            */
/*************************************************************/
u16        fl_ua_setclk(u8 clk[])
{
     u16    rc;

     fl_cmd_prm[0] = clk[0];    // "D01"
     fl_cmd_prm[1] = clk[1];    // "D02"
     fl_cmd_prm[2] = clk[2];    // "D03"
     fl_cmd_prm[3] = clk[3];    // "D04"


     fl_wait(tCOM);             // wait before sending command
     put_cmd_ua(FL_COM_SET_OSC_FREQ, 5, fl_cmd_prm);


     set_flbaud(BR_115200);           // change baud-rate
     set_uart0_br(BR_115200);         // change baud-rate (h.w.)


     rc = get_sfrm_ua(fl_ua_sfrm, tWT9_MAX); // get status frame
//   switch(rc) {
//
//         case   FLC_NO_ERR:   return rc;    break; // case [A]
//         case   FLC_DFTO_ERR: return rc;    break; // case [C]
//         default:             return rc;    break; // case [B]
//   }

     return rc;
}
```

6.6 Chip Erase Command

6.6.1 Processing sequence chart

Chip Erase command processing sequence



6.6.2 Description of processing sequence

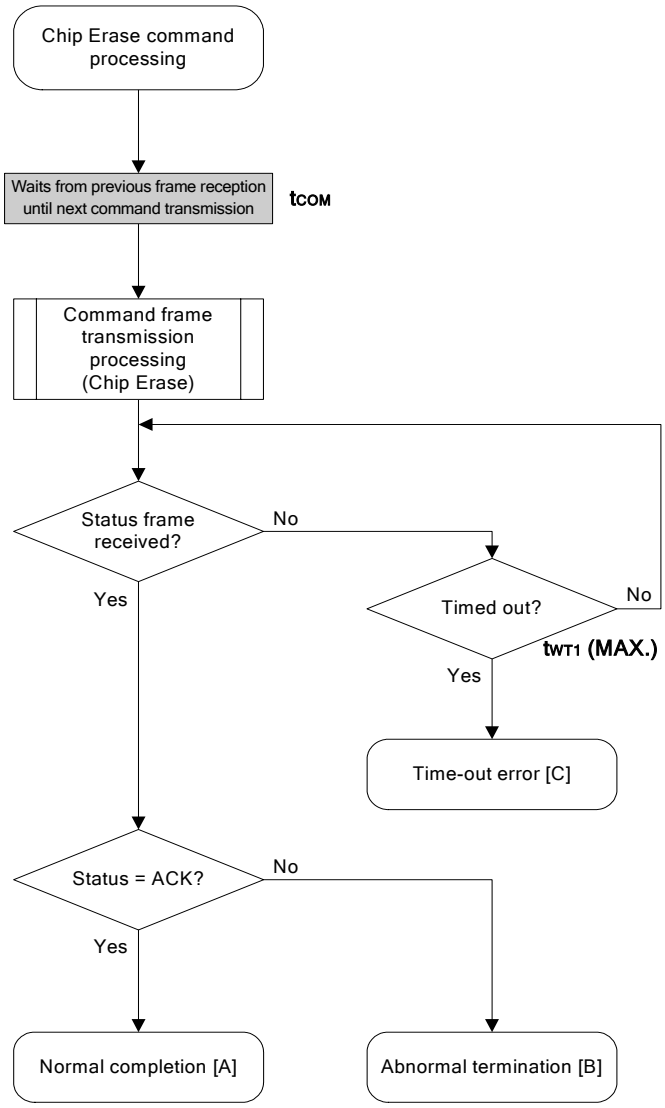
<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Chip Erase command is transmitted by command frame transmission processing.
<3> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT1}(MAX.)).
<4> The status code is checked.

When ST1 = ACK: Normal completion [A]
When ST1 ≠ ACK: Abnormal termination [B]

6.6.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and chip erase was performed normally.
Abnormal termination [B]	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Protect error	10H	Chip erase is prohibited in the security setting.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
	Erase error	1AH	An erase error has occurred.
Time-out error [C]		–	The status frame was not received within the specified time.

6.6.4 Flowchart



6.6.5 Sample program

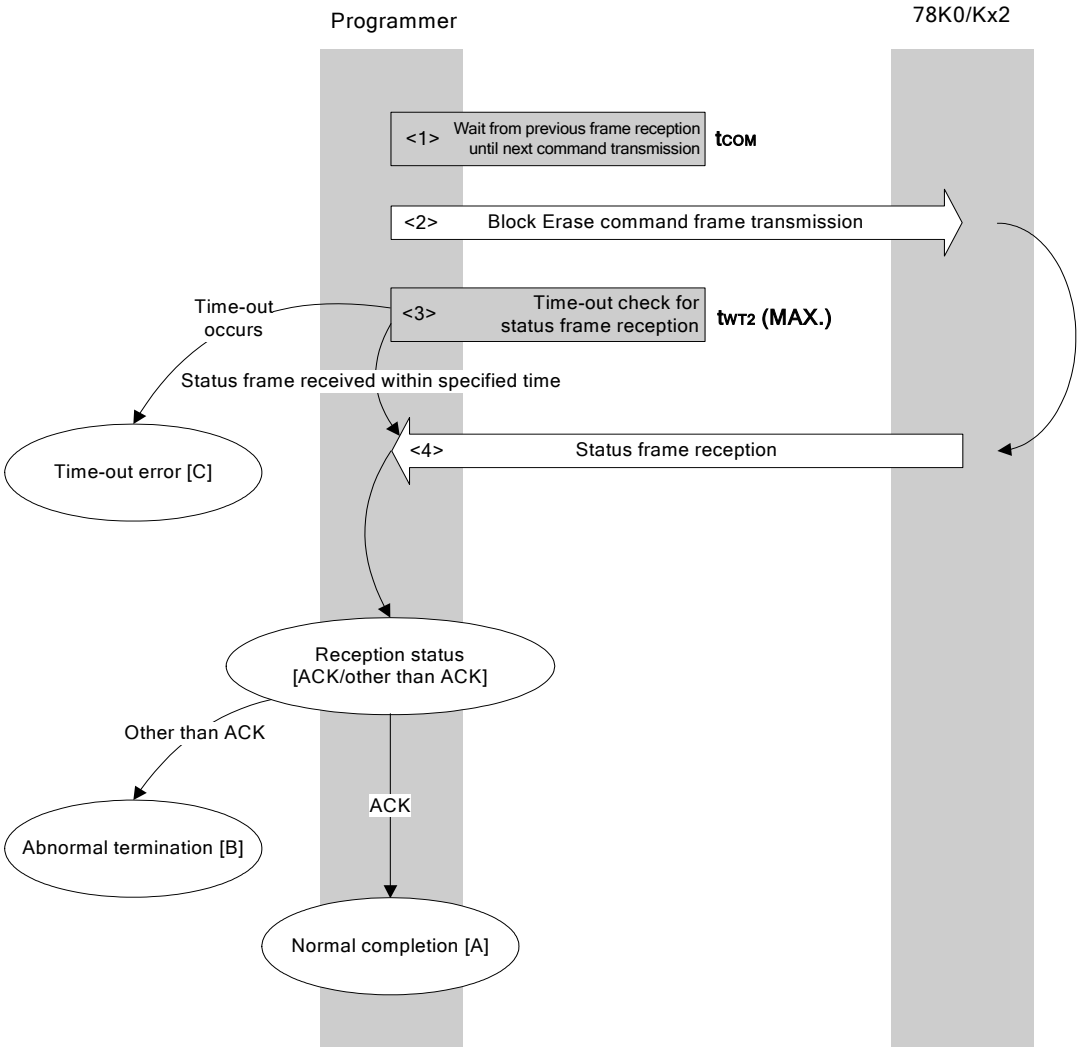
The following shows a sample program for Chip Erase command processing.

```
/*************************************************************/
/*                                                           */
/* Erase all(chip) command                                   */
/*                                                           */
/*************************************************************/
/* [r] u16              ... error code                       */
/*************************************************************/
u16        fl_ua_erase_all(void)
{
     u16    rc;


     fl_wait(tCOM);             // wait before sending command

     put_cmd_ua(FL_COM_ERASE_CHIP, 1, fl_cmd_prm); // send ERASE CHIP command

     rc = get_sfrm_ua(fl_ua_sfrm, tWT1_MAX); // get status frame
//   switch(rc) {
//
//         case   FLC_NO_ERR:   return rc;    break; // case [A]
//         case   FLC_DFTO_ERR: return rc;    break; // case [C]
//         default:             return rc;    break; // case [B]
//   }
     return rc;

}
```

6.7 Block Erase Command

6.7.1 Processing sequence chart

Block Erase command processing sequence



6.7.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).

<2> The Block Erase command is transmitted by command frame transmission processing.

<3> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT2}(MAX.)).

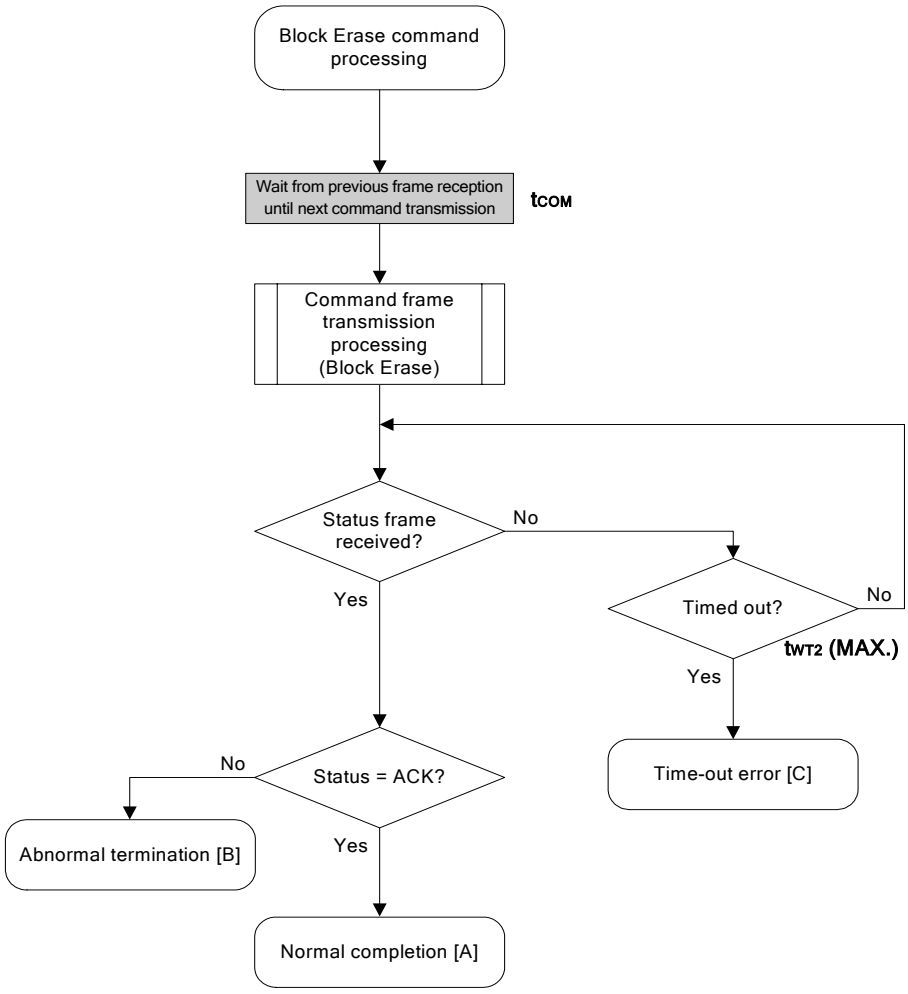
<4> The status code is checked.

When ST1 = ACK: Normal completion [A]
When ST1 ≠ ACK: Abnormal termination [B]

6.7.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and block erase was performed normally.
Abnormal termination [B]	Parameter error	05H	The number of blocks is out of range.
	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Protect error	10H	Write, block erase, or chip erase is prohibited in the security setting.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
	Erase error	1AH	An erase error has occurred.
Time-out error [C]		–	The status frame was not received within the specified time.

6.7.4 Flowchart



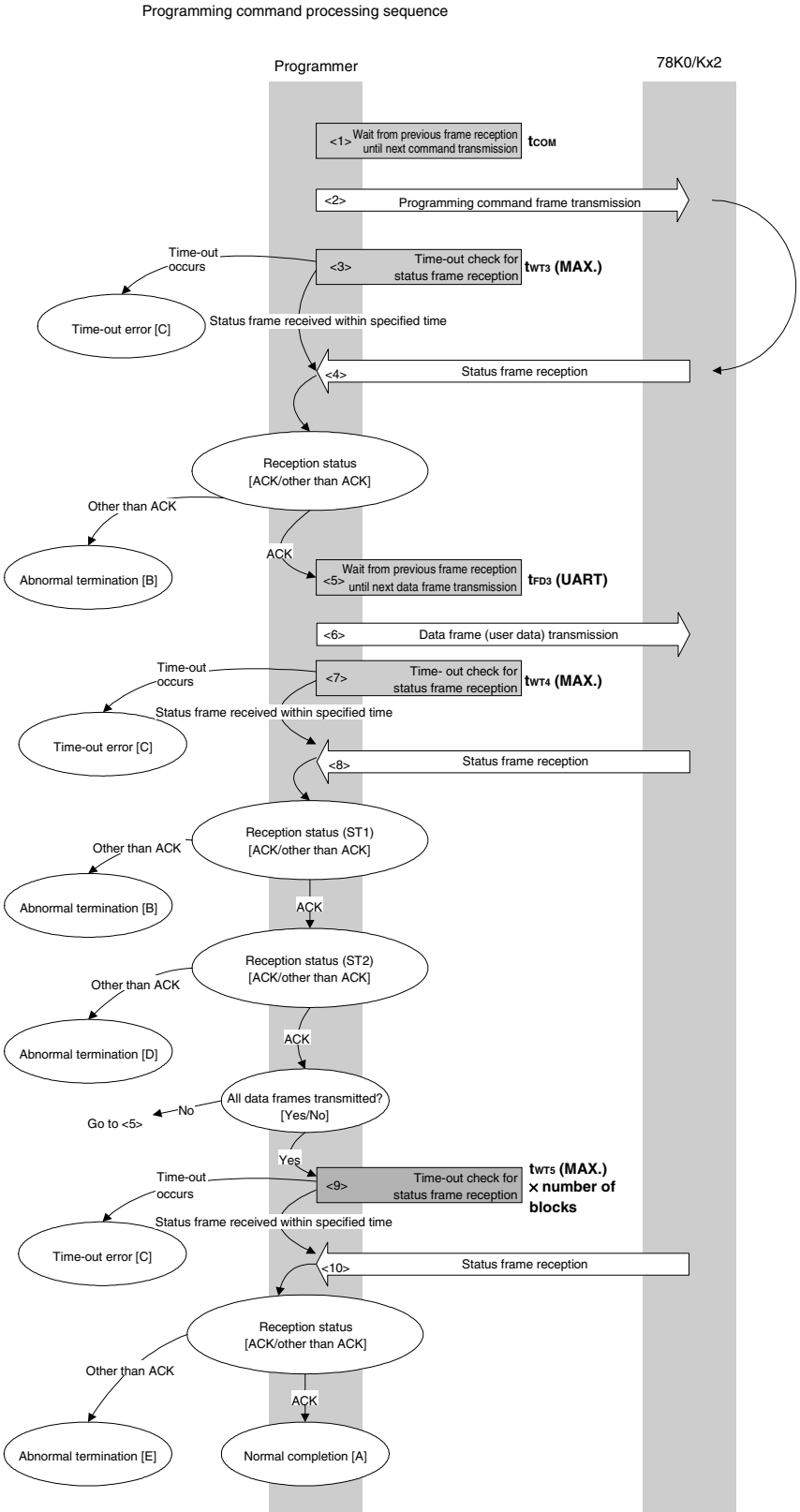
6.7.5 Sample program

The following shows a sample program for Block Erase command processing for one block.

```
/************************************************************/
/*                                                          */
/* Erase block command                                      */
/*                                                          */
/************************************************************/
/* [i] u16 sblk   ... start block to erase (0...255)        */
/* [i] u16 eblk   ... end block to erase   (0...255)        */
/* [r] u16        ... error code                            */
/************************************************************/
u16        fl_ua_erase_blk(u16 sblk, u16 eblk)
{

    u16    rc;
    u32    wt2_max;
    u32    top, bottom;

    top = get_top_addr(sblk);        // get start address of start block
    bottom = get_bottom_addr(eblk);  // get end address of end block

    set_range_prm(fl_cmd_prm, top, bottom); // set SAH/SAM/SAL, EAH/EAM/EAL

    wt2_max = make_wt2_max(sblk, eblk);

    fl_wait(tCOM);             // wait before sending command

    put_cmd_ua(FL_COM_ERASE_BLOCK, 7, fl_cmd_prm); // send ERASE CHIP command

    rc = get_sfrm_ua(fl_ua_sfrm, wt2_max);  // get status frame


//  switch(rc) {
//
//        case   FLC_NO_ERR:   return rc;    break; // case [A]
//        case   FLC_DFTO_ERR: return rc;    break; // case [C]
//        default:             return rc;    break; // case [B]
//  }

    return rc;

}
```

6.8 Programming Command

6.8.1 Processing sequence chart



6.8.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).

<2> The Programming command is transmitted by command frame transmission processing.

<3> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT3}(MAX.)).

<4> The status code is checked.

When ST1 = ACK: Proceeds to <5>.
When ST1 ≠ ACK: Abnormal termination [B]

<5> Waits from the previous frame reception until the next data frame transmission (wait time t_{FD3}(UART)).

<6> User data is transmitted by data frame transmission processing.

<7> A time-out check is performed from user data transmission until data frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT4}(MAX.)).

<8> The status code (ST1/ST2) is checked (also refer to the processing sequence chart and flowchart).

When ST1 ≠ ACK: Abnormal termination [B]
When ST1 = ACK: The following processing is performed according to the ST2 value.

- When ST2 = ACK: Proceeds to <9> when transmission of all data frames is completed.
  If there still remain data frames to be transmitted, the processing re-executes the sequence from <5>.
- When ST2 ≠ ACK: Abnormal termination [D]

<9> A time-out check is performed until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT5}(MAX.) × number of blocks).

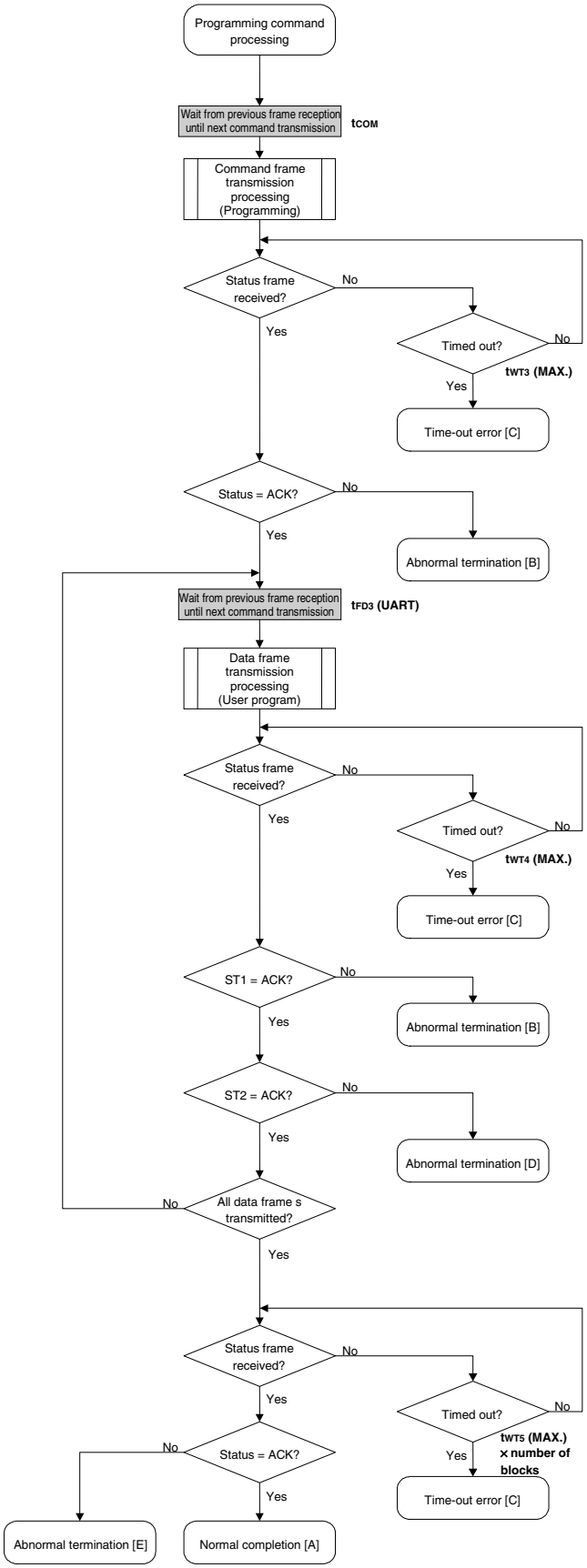
<10> The status code is checked.

When ST1 = ACK: Normal completion [A]
When ST1 ≠ ACK: Abnormal termination [E]

6.8.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and the user data was written normally.
Abnormal termination [B]	Parameter error	05H	The specified start/end address is out of the flash memory range, or is not a multiple of 8.
	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Protect error	10H	Write is prohibited in the security setting.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame was not received within the specified time.
<R> Abnormal termination [D]	Write error	1CH (ST2)	A write error has occurred.
Abnormal termination [E]	MRG11 error	1BH	An internal verify error has occurred.

6.8.4 Flowchart



6.8.5 Sample program

The following shows a sample program for Programming command processing.

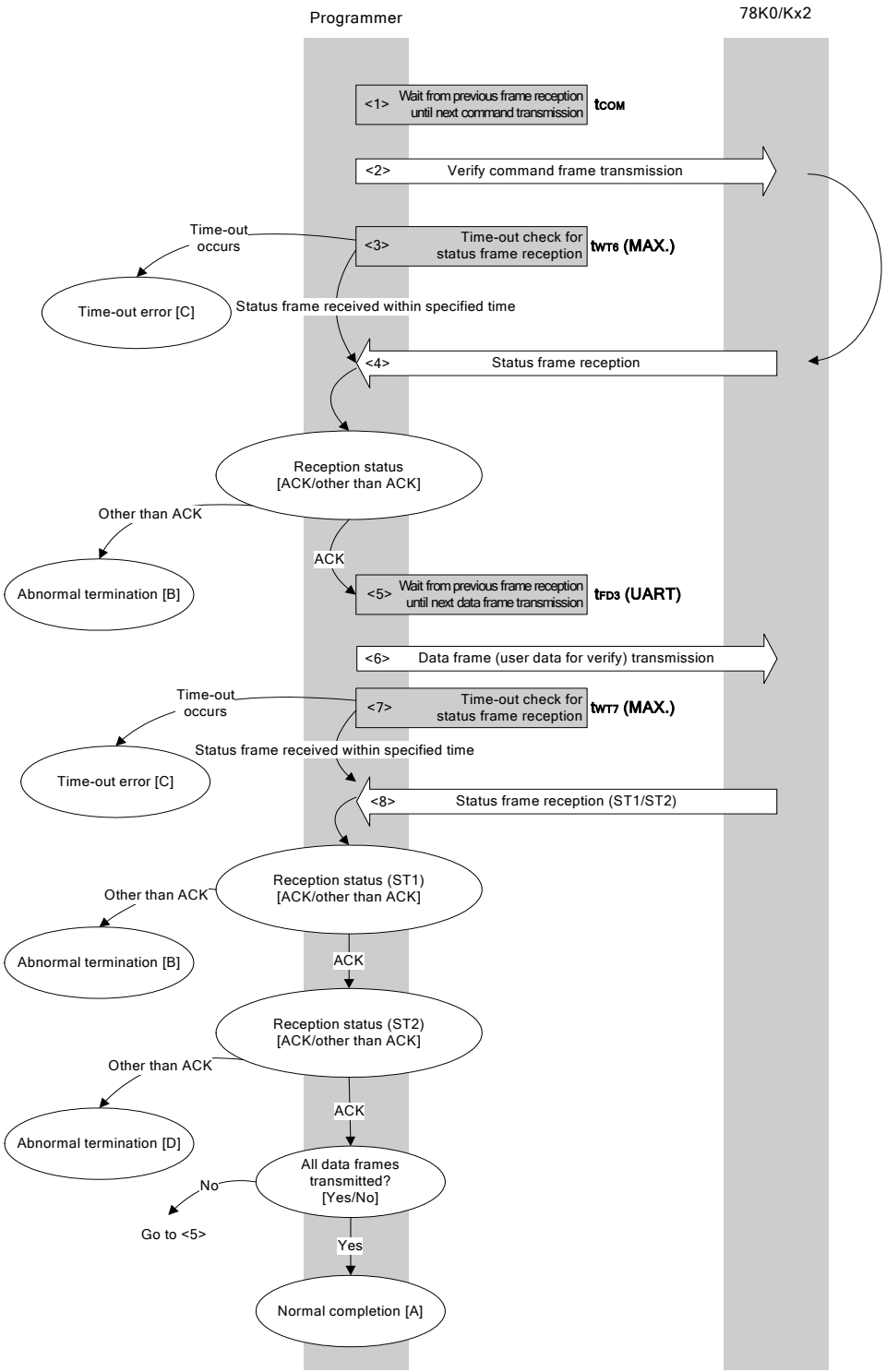
```
/*************************************************************/
/*                                                           */
/* Write command                                             */
/*                                                           */
/*************************************************************/
/* [i] u32 top     ... start address                         */
/* [i] u32 bottom  ... end address                           */
/* [r] u16         ... error code                            */
/*************************************************************/

#define           fl_st2_ua     (fl_ua_sfrm[OFS_STA_PLD+1])

u16  fl_ua_write(u32 top, u32 bottom)
{
     u16    rc;
     u32    send_head, send_size;
     bool   is_end;
     u16    block_num;

     /*********************************************/
     /*      set params                           */
     /*********************************************/
     set_range_prm(fl_cmd_prm, top, bottom); // set SAH/SAM/SAL, EAH/EAM/EAL

     block_num = get_block_num(top, bottom); // get block num

     /*********************************************/
     /*      send command & check status          */
     /*********************************************/
     fl_wait(tCOM);             // wait before sending command

     put_cmd_ua(FL_COM_WRITE, 7, fl_cmd_prm); // send "Programming" command

     rc = get_sfrm_ua(fl_ua_sfrm, tWT3_MAX); // get status frame
     switch(rc) {
           case   FLC_NO_ERR:               break; // continue
     //    case   FLC_DFTO_ERR: return rc;  break; // case [C]
           default:           return rc;    break; // case [B]
     }

     /*********************************************/
     /*      send user data                       */
     /*********************************************/
     send_head = top;
```

```
    while(1){

        // make send data frame
        if ((bottom - send_head) > 256){        // rest size > 256 ?
            is_end = false;                     // yes, not is_end frame
            send_size  = 256;                   // transmit size = 256 byte
        }
        else{
            is_end = true;
            send_size = bottom - send_head + 1; // transmit size = (bottom -
                                                // send_head)+1 byte

        }
        memcpy(fl_txdata_frm, rom_buf+send_head, send_size);  // set data frame
                                                              // payload
        send_head += send_size;

        fl_wait(tFD3_UA);                // wait before sending data frame

        put_dfrm_ua(send_size, fl_txdata_frm, is_end); // send user data

        rc = get_sfrm_ua(fl_ua_sfrm, tWT4_MAX);        // get status frame
        switch(rc) {
            case   FLC_NO_ERR:                 break; // continue
            case   FLC_DFTO_ERR: return rc;    break; // case [C]
            default:             return rc;    break; // case [B]
        }
        if (fl_st2_ua != FLST_ACK){             // ST2 = ACK ?
            rc = decode_status(fl_st2_ua);      // No
            return rc;                          // case [D]
        }
        if (is_end)
            break;

    }
    /*********************************************/
    /*       Check internally verify              */
    /*********************************************/
    rc = get_sfrm_ua(fl_ua_sfrm, (tWT5_MAX * block_num)); // get status frame again
//  switch(rc) {
//      case   FLC_NO_ERR:   return rc;    break; // case [A]
//      case   FLC_DFTO_ERR: return rc;    break; // case [C]
//      default:             return rc;    break; // case [E]
//  }
    return rc;
}
```

6.9 Verify Command

6.9.1 Processing sequence chart

Verify command processing sequence



6.9.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Verify command is transmitted by command frame transmission processing.
<3> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT6}(MAX.)).
<4> The status code is checked.

When ST1 = ACK: Proceeds to <5>.
When ST1 ≠ ACK: Abnormal termination [B]

<5> Waits from the previous frame reception until the next data frame transmission (wait time t_{FD3}(UART)).
<6> User data for verifying is transmitted by data frame transmission processing.
<7> A time-out check is performed from user data transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT7}(MAX.)).
<8> The status code (ST1/ST2) is checked (also refer to the processing sequence chart and flowchart).

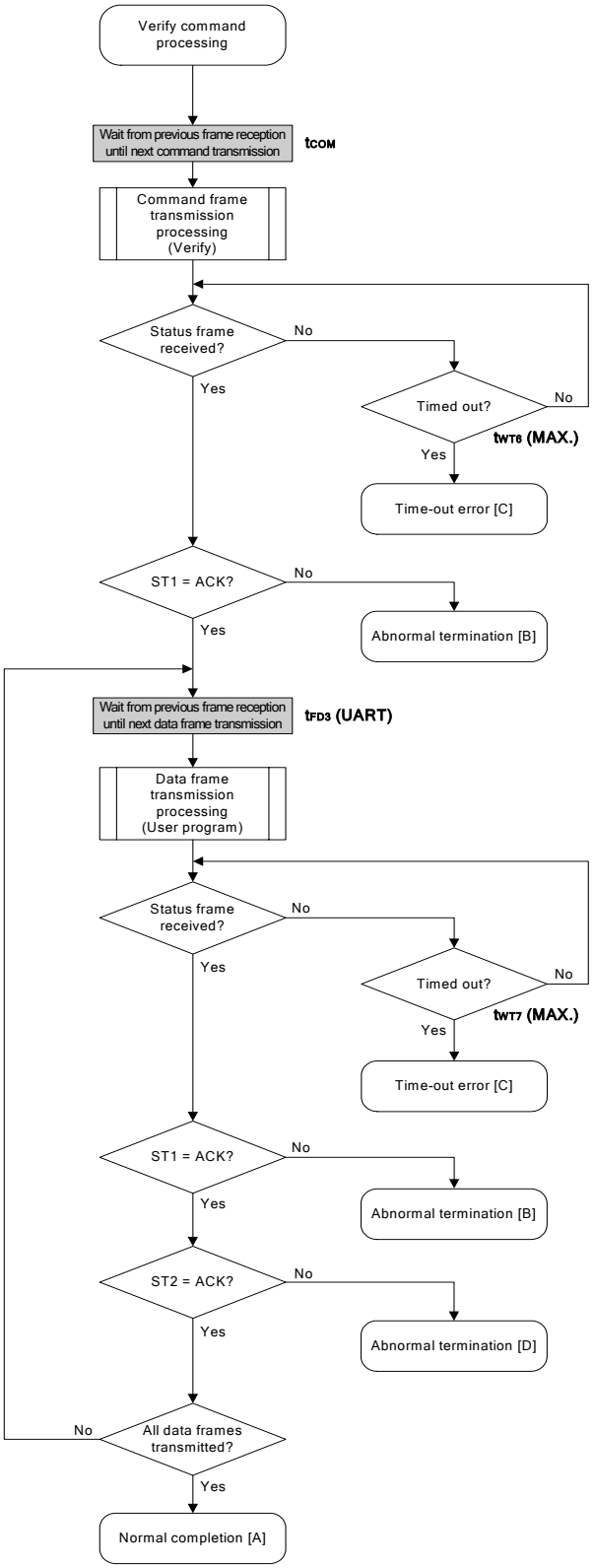
When ST1 ≠ ACK: Abnormal termination [B]
When ST1 = ACK: The following processing is performed according to the ST2 value.
- When ST2 = ACK: If transmission of all data frames is completed, the processing ends normally [A].
If there still remain data frames to be transmitted, the processing re-executes the sequence from <5>.
- When ST2 ≠ ACK: Abnormal termination [D]

6.9.3 Status at processing completion

<R>

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and the verify was completed normally.
Abnormal termination [B]	Parameter error	05H	The specified start/end address is out of the flash memory range.
	Checksum error	07H	The checksum of the transmitted command frame or data frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame was not received within the specified time.
Abnormal termination [D]	Verify error	0FH (ST2)	The verify has failed, or another error has occurred.

6.9.4 Flowchart



6.9.5 Sample program

The following shows a sample program for Verify command processing.

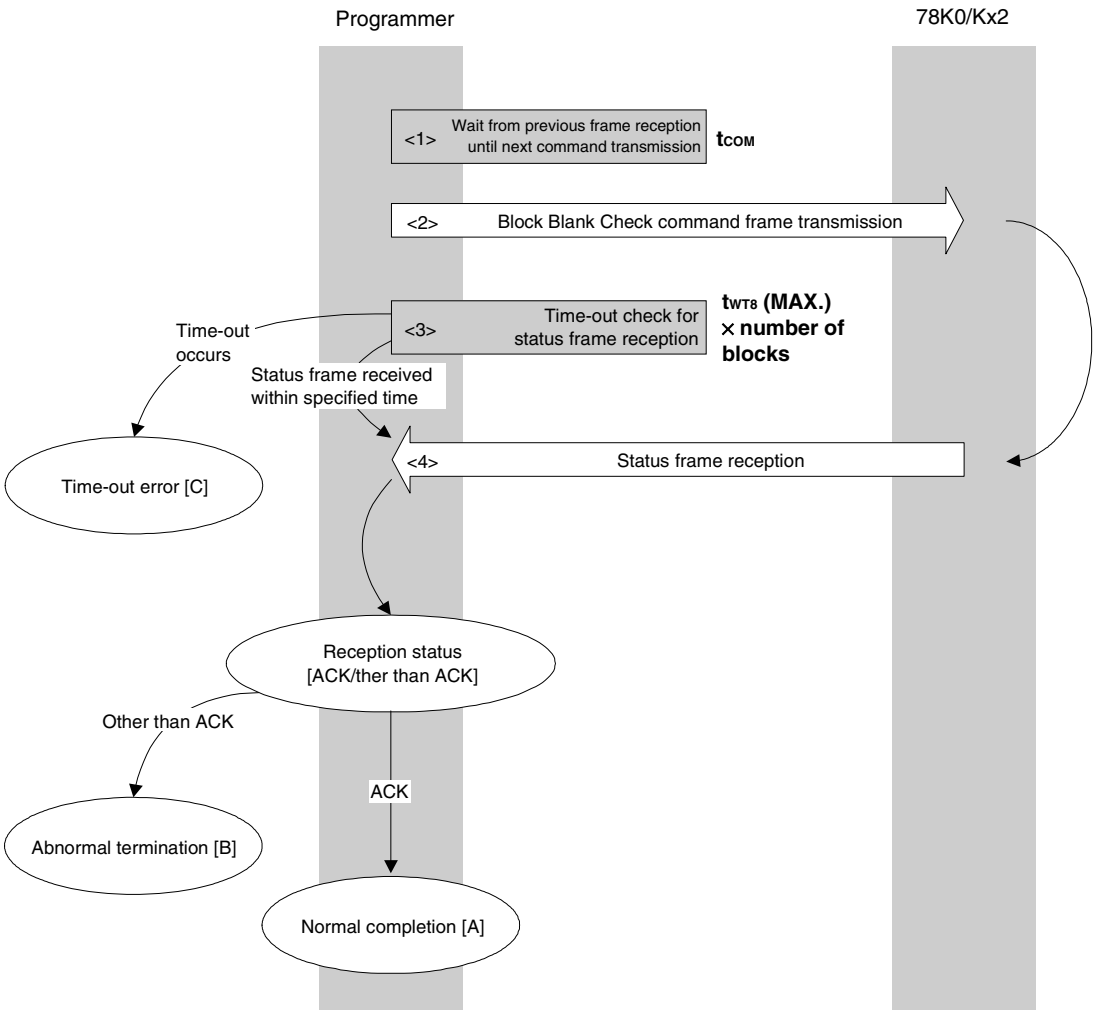
```
/************************************************************/
/*                                                          */
/* Verify command                                           */
/*                                                          */
/************************************************************/
/* [i] u32 top     ... start address                        */
/* [i] u32 bottom  ... end address                          */
/* [r] u16         ... error code                           */
/************************************************************/
u16        fl_ua_verify(u32 top, u32 bottom)
{
     u16    rc;
     u32    send_head, send_size;
     bool   is_end;

     /*********************************************/
     /*      set params                           */
     /*********************************************/
     set_range_prm(fl_cmd_prm, top, bottom); // set SAH/SAM/SAL, EAH/EAM/EAL


     /*********************************************/
     /*      send command & check status          */
     /*********************************************/

     fl_wait(tCOM);             // wait before sending command

     put_cmd_ua(FL_COM_VERIFY, 7, fl_cmd_prm);      // send VERIFY command

     rc = get_sfrm_ua(fl_ua_sfrm, tWT6_MAX);        // get status frame
     switch(rc) {
            case   FLC_NO_ERR:               break; // continue
     //     case   FLC_DFTO_ERR: return rc;  break; // case [C]
            default:            return rc;   break; // case [B]
     }

     /*********************************************/
     /*      send user data                       */
     /*********************************************/
     send_head = top;

     while(1){

            // make send data frame
            if ((bottom - send_head) > 256){        // rest size > 256 ?
```

```
                is_end = false;                 // yes, not is_end frame
                send_size  = 256;               // transmit size = 256 byte
        }
        else{
                is_end = true;
                send_size = bottom - send_head + 1;     // transmit size = (bottom
                                                        // - send_head)+1 byte

        }
        memcpy(fl_txdata_frm, rom_buf+send_head, send_size); // set data frame
                                                             // payload
        send_head += send_size;

        fl_wait(tFD3_UA);
        put_dfrm_ua(send_size, fl_txdata_frm, is_end); // send user data

        rc = get_sfrm_ua(fl_ua_sfrm, tWT7_MAX);        // get status frame
        switch(rc) {
                case   FLC_NO_ERR:              break; // continue
        //      case   FLC_DFTO_ERR: return rc;  break; // case [C]
                default:             return rc;  break; // case [B]
        }
        if (fl_st2_ua != FLST_ACK){             // ST2 = ACK ?
                rc = decode_status(fl_st2_ua);  // No
                return rc;                      // case [D]
        }
        if (is_end)                 // send all user data ?
                break;              // yes
        //continue;
    }
    return FLC_NO_ERR;  // case [A]
}
```

6.10 Block Blank Check Command

6.10.1 Processing sequence chart

Block Blank Check command processing sequence



6.10.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).

<2> The Block Blank Check command is transmitted by command frame transmission processing.

<3> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT8}(MAX.) × number of blocks).

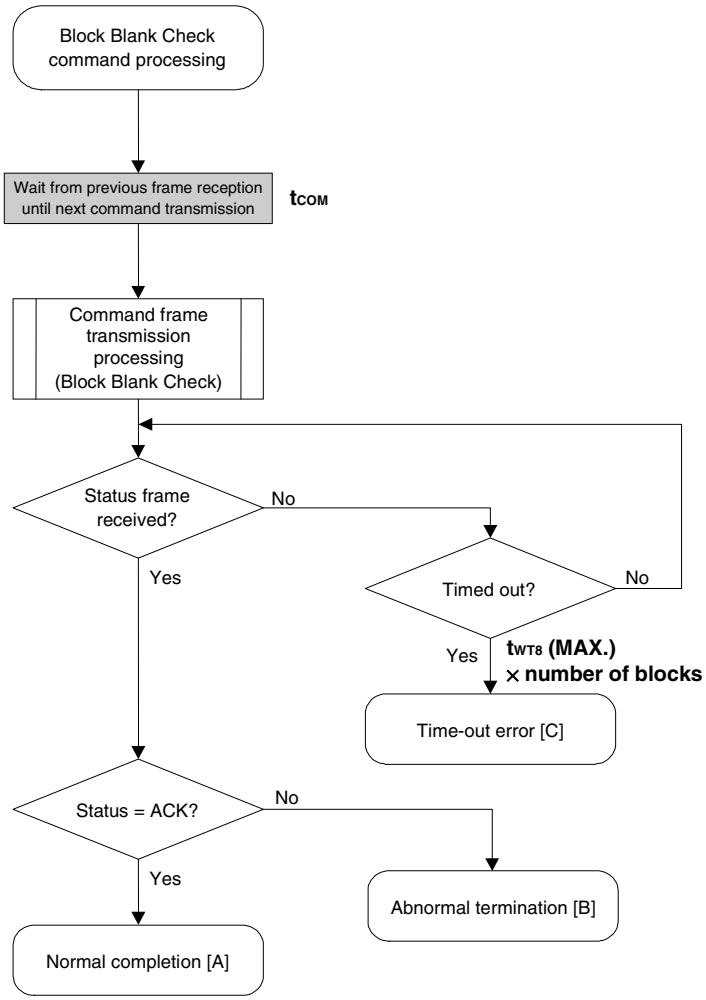
<4> The status code is checked.

When ST1 = ACK: Normal completion [A]
When ST1 ≠ ACK: Abnormal termination [B]

6.10.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and all of the specified blocks are blank.
Abnormal termination [B]	Parameter error	05H	The number of blocks is out of range.
	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
	MRG11 error	1BH	The specified block in the flash memory is not blank.
Time-out error [C]		–	The status frame was not received within the specified time.

6.10.4 Flowchart



6.10.5 Sample program

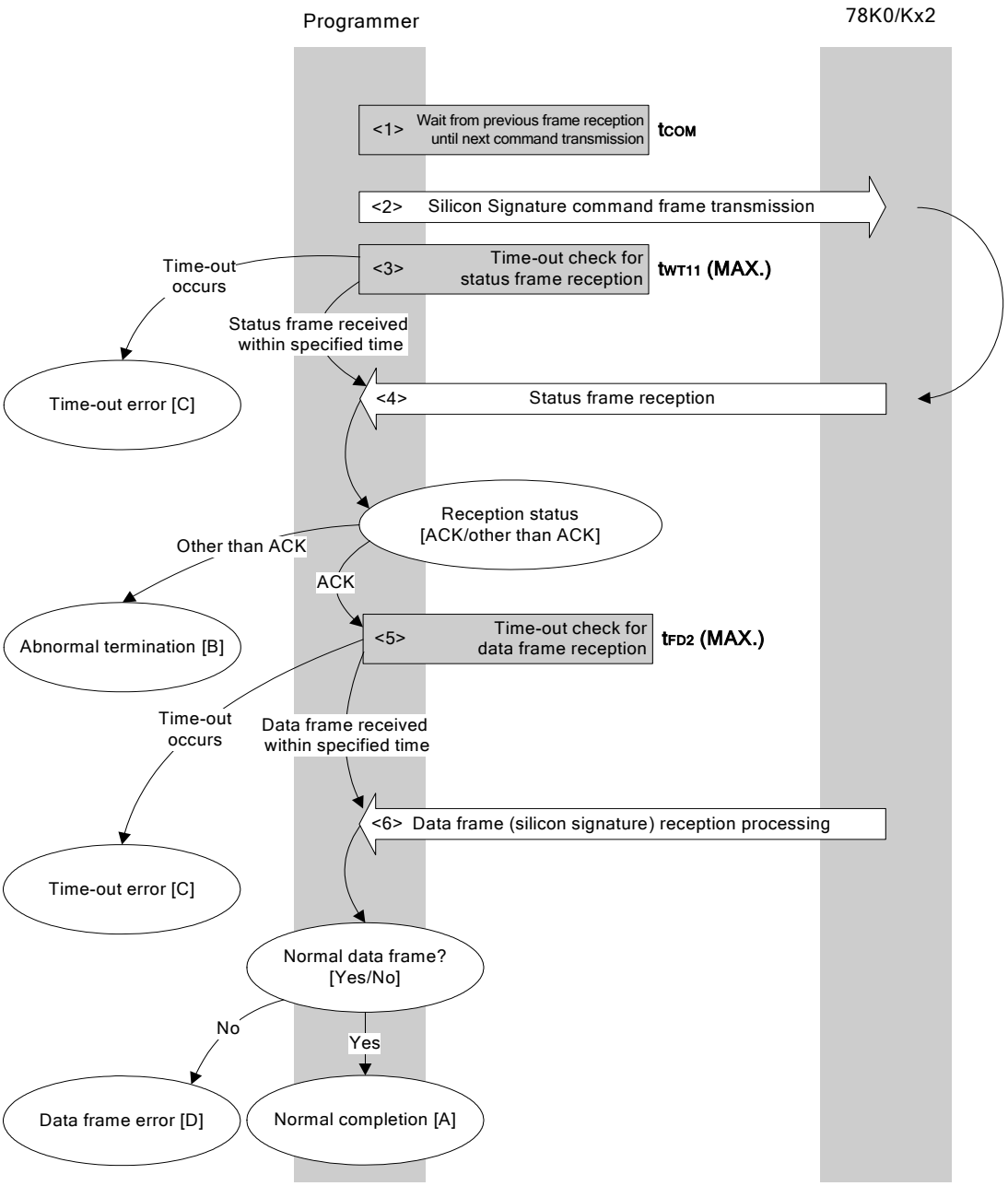
The following shows a sample program for Block Blank Check command processing.

```
/*************************************************************/
/*                                                           */
/* Block blank check command                                 */
/*                                                           */
/*************************************************************/
/* [i] u32 top     ... start address                         */
/* [i] u32 bottom  ... end address                           */
/* [r] u16         ... error code                            */
/*************************************************************/
u16        fl_ua_blk_blank_chk(u32 top, u32 bottom)
{
     u16    rc;
     u16    block_num;

     set_range_prm(fl_cmd_prm, top, bottom); // set SAH/SAM/SAL, EAH/EAM/EAL
     block_num = get_block_num(top, bottom); // get block num

     fl_wait(tCOM);             // wait before sending command

     put_cmd_ua(FL_COM_BLOCK_BLANK_CHK, 7, fl_cmd_prm);


     rc = get_sfrm_ua(fl_ua_sfrm, tWT8_MAX * block_num);  // get status frame
//   switch(rc) {
//
//         case   FLC_NO_ERR:  return rc;    break; // case [A]
//         case   FLC_DFTO_ERR:return rc;    break; // case [C]
//         default:            return rc;    break; // case [B]
//   }
     return rc;

}
```

6.11 Silicon Signature Command

6.11.1 Processing sequence chart

Silicon Signature command processing sequence



6.11.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).

<2> The Silicon Signature command is transmitted by command frame transmission processing.

<3> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT11}(MAX.)).

<4> The status code is checked.

When ST1 = ACK: Proceeds to <5>.
When ST1 ≠ ACK: Abnormal termination [B]

<5> A time-out check is performed until data frame (silicon signature data) reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{FD2}(MAX.)).

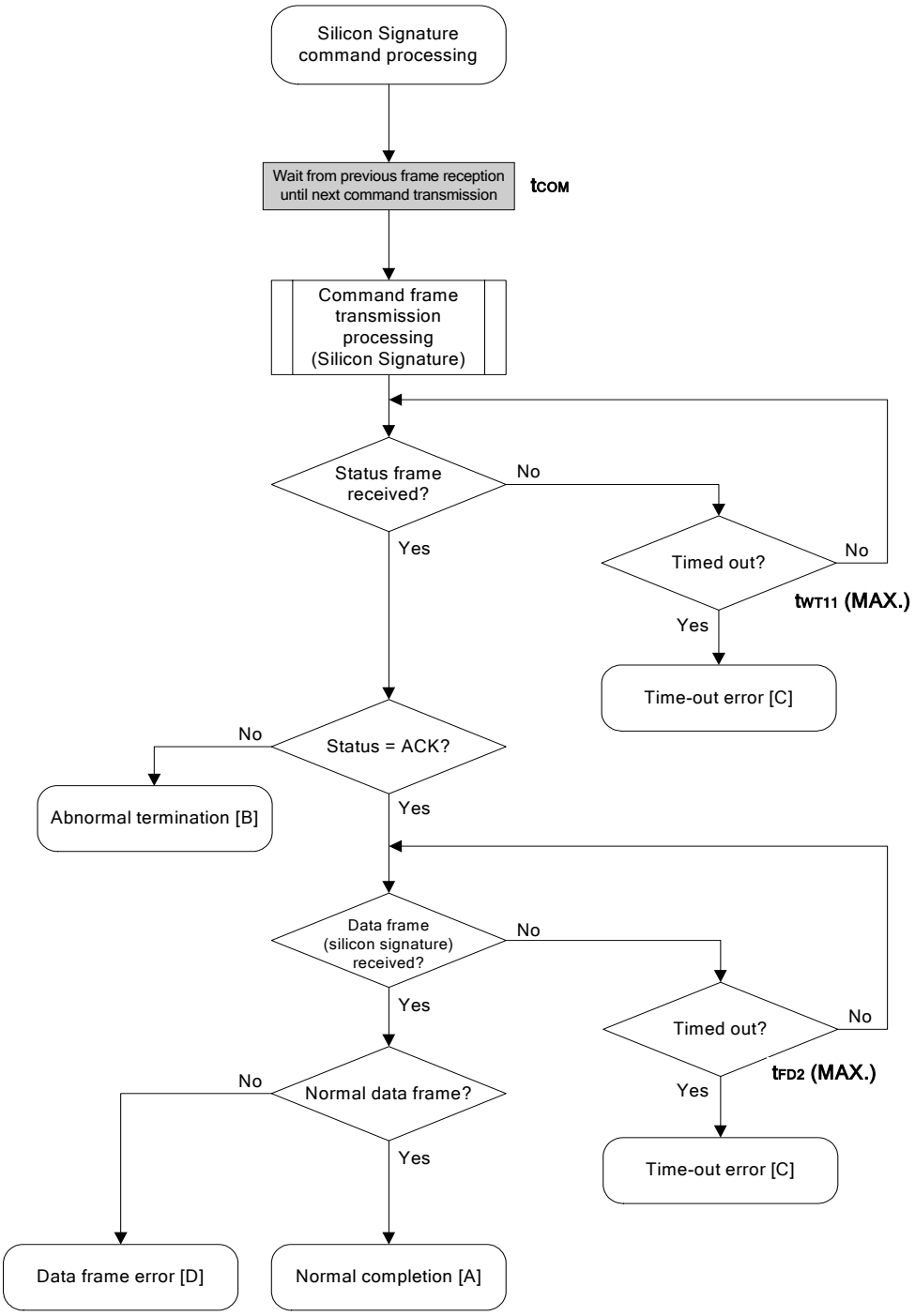
<6> The received data frame (silicon signature data) is checked.

If data frame is normal: Normal completion [A]
If data frame is abnormal: Data frame error [D]

6.11.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and the silicon signature was acquired normally.
Abnormal termination [B]	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
	Read error	20H	Reading of security information failed.
Time-out error [C]		–	The status frame or data frame was not received within the specified time.
Data frame error [D]		–	The checksum of the data frame received as silicon signature data does not match.

6.11.4 Flowchart



6.11.5 Sample program

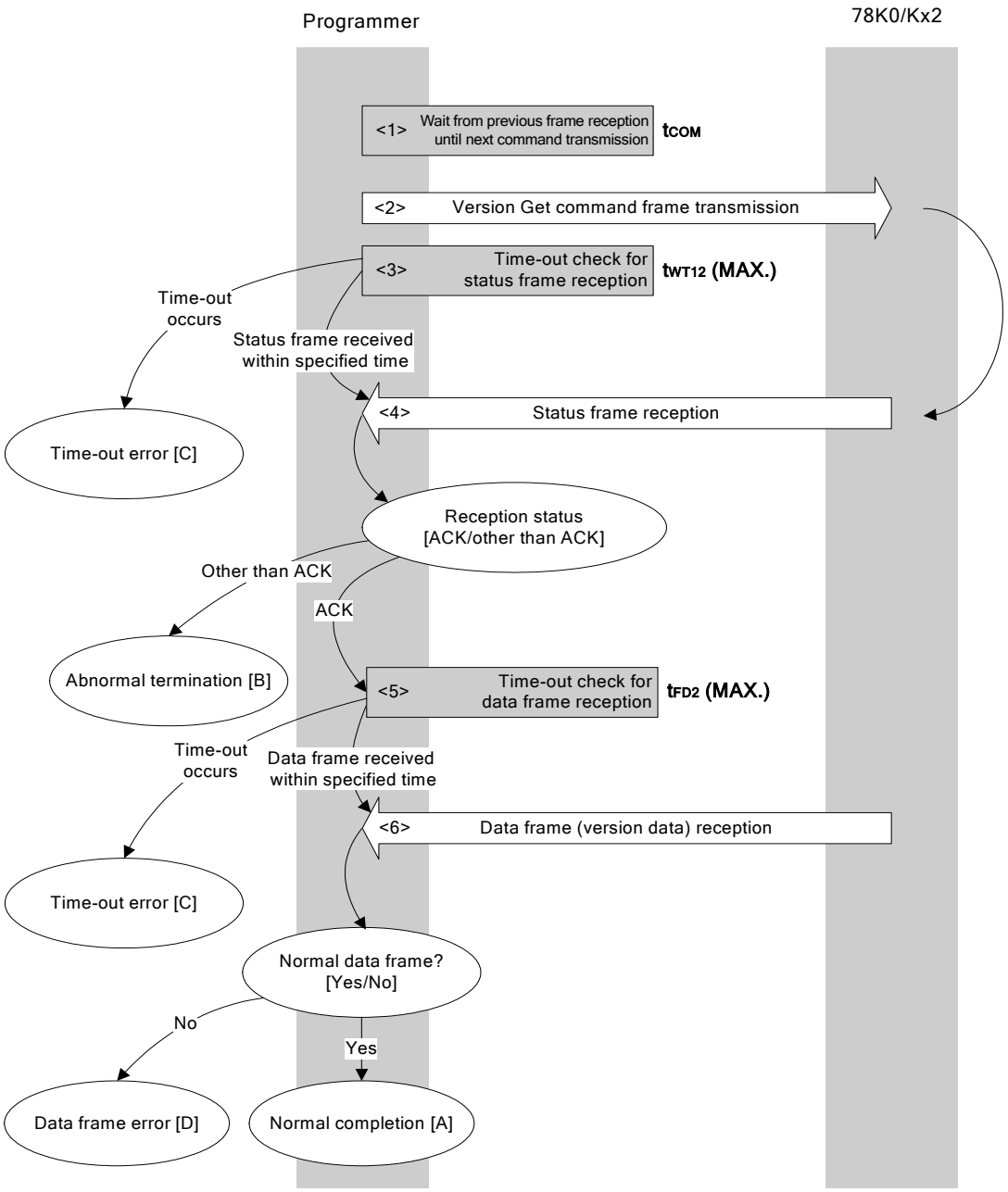
The following shows a sample program for Silicon Signature command processing.

```
/*****************************************************************/
/*                                                               */
/* Get silicon signature command                                 */
/*                                                               */
/*****************************************************************/
/* [i] u8 *sig     ... pointer to signature save area            */
/* [r] u16          ... error code                               */
/*****************************************************************/
u16        fl_ua_getsig(u8 *sig)
{
     u16    rc;


     fl_wait(tCOM);             // wait before sending command

     put_cmd_ua(FL_COM_GET_SIGNATURE, 1, fl_cmd_prm); // send GET SIGNATURE command

     rc = get_sfrm_ua(fl_ua_sfrm, tWT11_MAX);       // get status frame
     switch(rc) {
            case   FLC_NO_ERR:                break; // continue
     //     case   FLC_DFTO_ERR: return rc;    break; // case [C]
            default:             return rc;    break; // case [B]
     }


     rc = get_dfrm_ua(fl_rxdata_frm, tFD2_MAX);     // get status frame
     if (rc){                                  // if error
            return rc;                         // case [D]
     }
     memcpy(sig, fl_rxdata_frm+OFS_STA_PLD, fl_rxdata_frm[OFS_LEN]);
                                                          // copy Signature data
     return rc;                          // case [A]
}
```

6.12 Version Get Command

6.12.1 Processing sequence chart

Version Get command processing sequence



6.12.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).

<2> The Version Get command is transmitted by command frame transmission processing.

<3> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT12}(MAX.)).

<4> The status code is checked.

When ST1 = ACK: Proceeds to <5>.
When ST1 ≠ ACK: Abnormal termination [B]

<5> A time-out check is performed until data frame (version data) reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{FD2}(MAX.)).

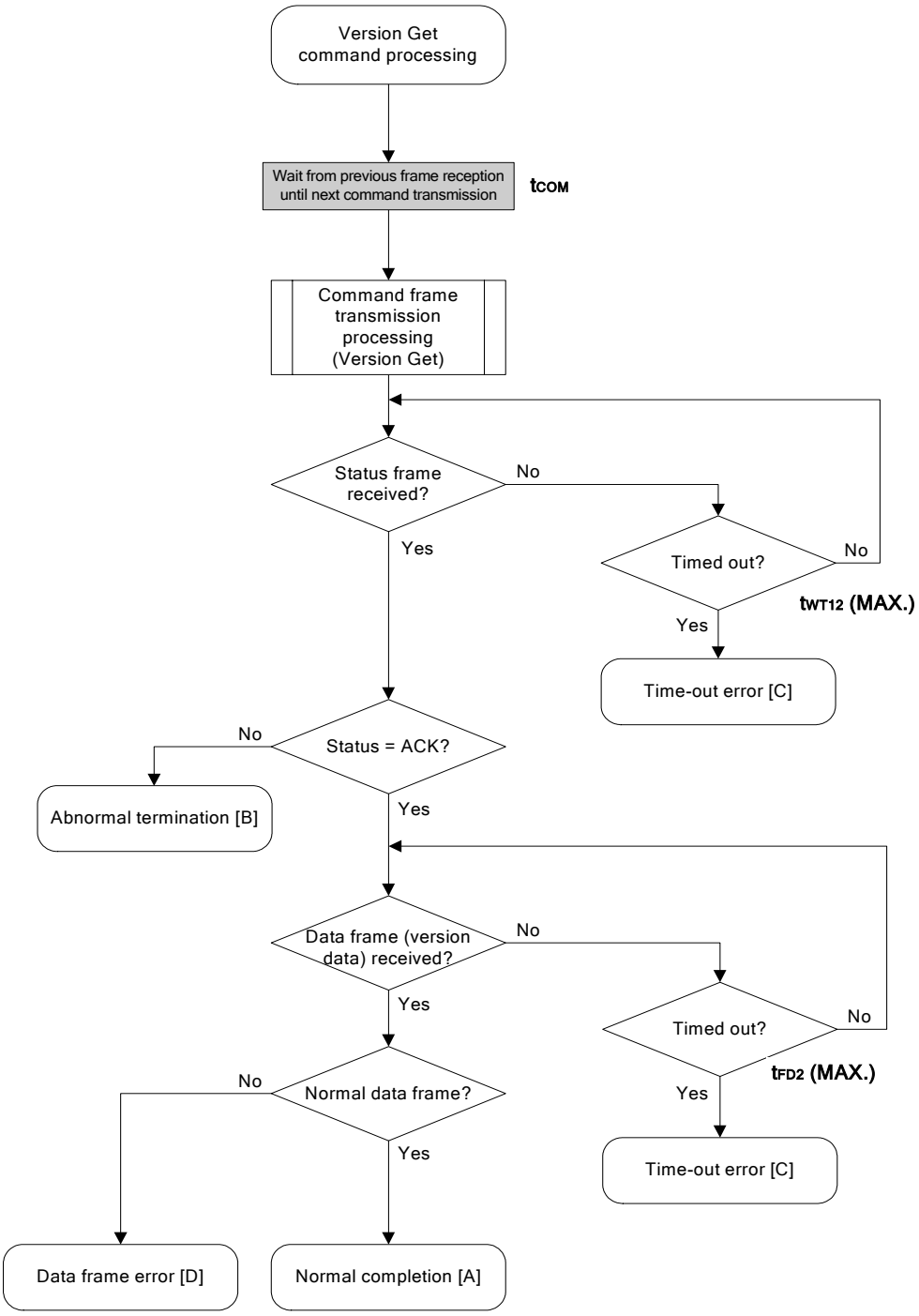
<6> The received data frame (version data) is checked.

If data frame is normal: Normal completion [A]
If data frame is abnormal: Data frame error [D]

6.12.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and version data was acquired normally.
Abnormal termination [B]	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame or data frame was not received within the specified time.
Data frame error [D]		–	The checksum of the data frame received as version data does not match.

6.12.4 Flowchart



6.12.5 Sample program

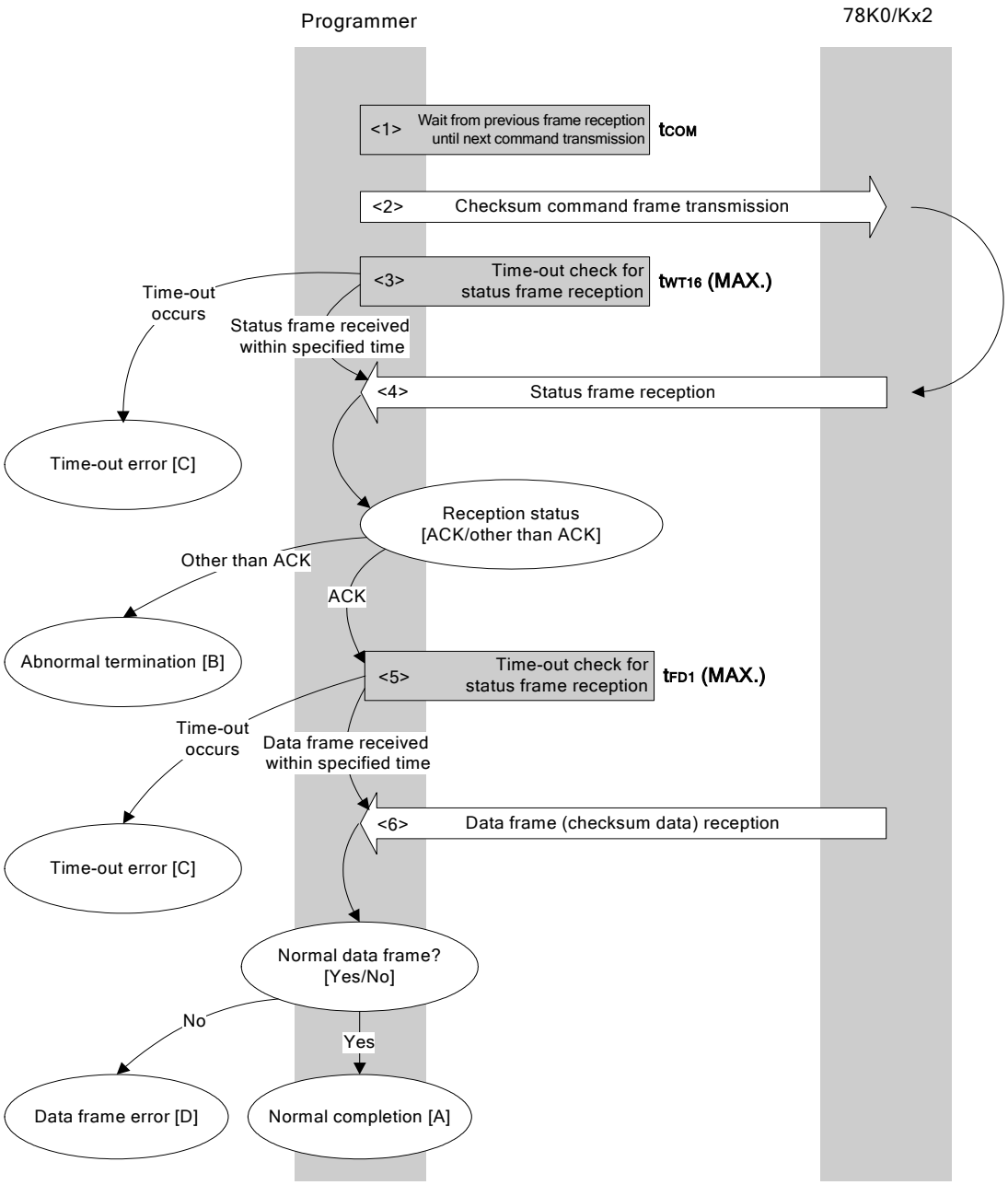
The following shows a sample program for Version Get command processing.

```
/*****************************************************************/
/*                                                               */
/* Get device/firmware version command                           */
/*                                                               */
/*****************************************************************/
/* [i] u8 *buf     ... pointer to version date save area         */
/* [r] u16          ... error code                               */
/*****************************************************************/
u16        fl_ua_getver(u8 *buf)
{
     u16    rc;


     fl_wait(tCOM);             // wait before sending command


     put_cmd_ua(FL_COM_GET_VERSION, 1, fl_cmd_prm); // send GET VERSION command

     rc = get_sfrm_ua(fl_ua_sfrm, tWT12_MAX);       // get status frame
     switch(rc) {
            case   FLC_NO_ERR:               break; // continue
     //     case   FLC_DFTO_ERR: return rc;  break; // case [C]
            default:             return rc;  break; // case [B]
     }

     rc = get_dfrm_ua(fl_rxdata_frm, tFD2_MAX);     // get data frame
     if (rc){
            return rc;                // case [D]
     }

     memcpy(buf, fl_rxdata_frm+OFS_STA_PLD, DFV_LEN);// copy version data
     return rc;                       // case [A]
}
```

6.13 Checksum Command

6.13.1 Processing sequence chart

Checksum command processing sequence



6.13.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).

<2> The Checksum command is transmitted by command frame transmission processing.

<3> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT16}(MAX.)).

<4> The status code is checked.

When ST1 = ACK: Proceeds to <5>.
When ST1 ≠ ACK: Abnormal termination [B]

<5> A time-out check is performed until data frame (checksum data) reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{FD1}(MAX.)).

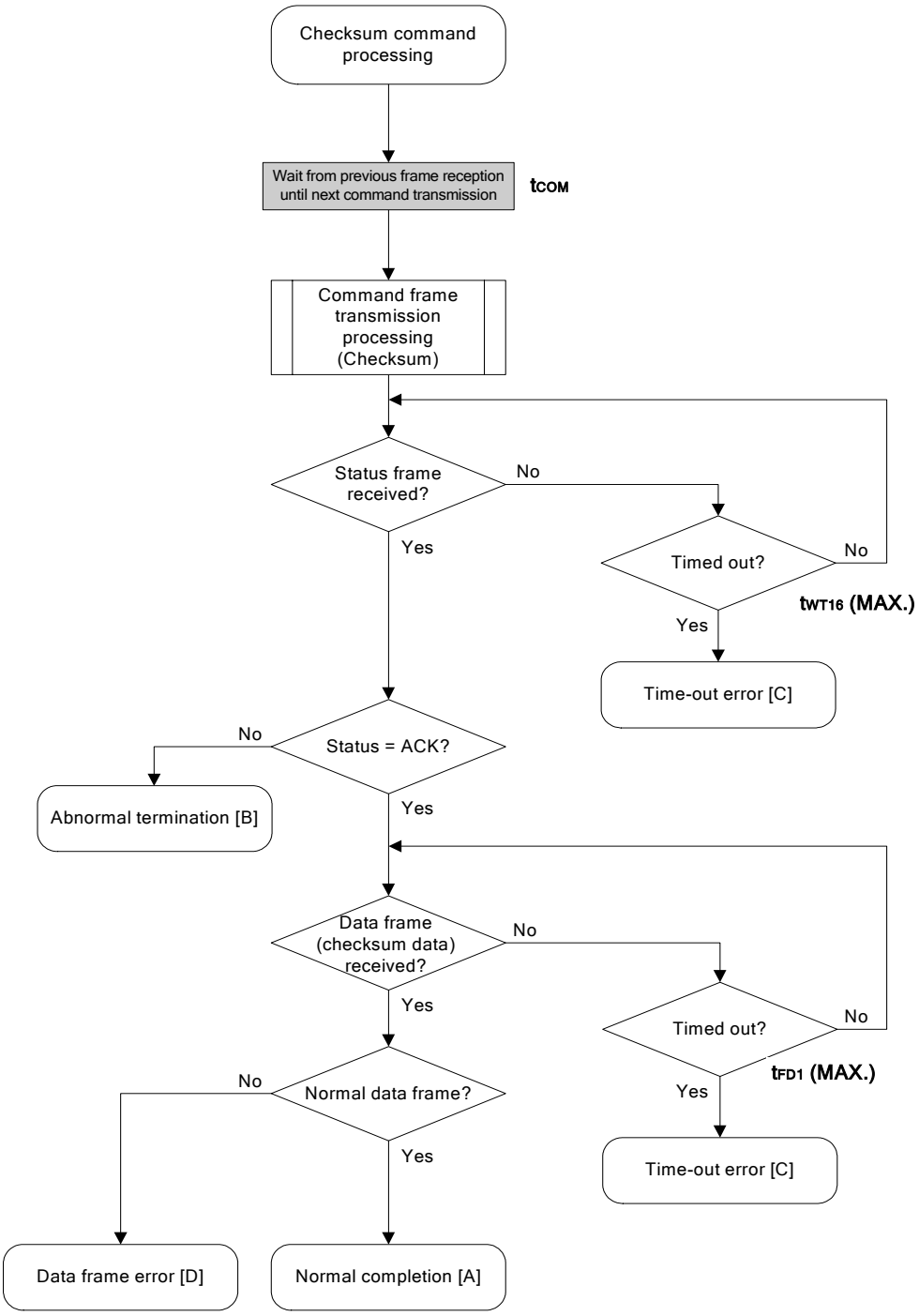
<6> The received data frame (checksum data) is checked.

If data frame is normal: Normal completion [A]
If data frame is abnormal: Data frame error [D]

6.13.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and checksum data was acquired normally.
Abnormal termination [B]	Parameter error	05H	The specified start/end address is out of the flash memory range, or the specified address is not a fixed address in 2 KB units.
	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame or data frame was not received within the specified time.
Data frame error [D]		–	The checksum of the data frame received as version data does not match.

6.13.4 Flowchart



6.13.5 Sample program

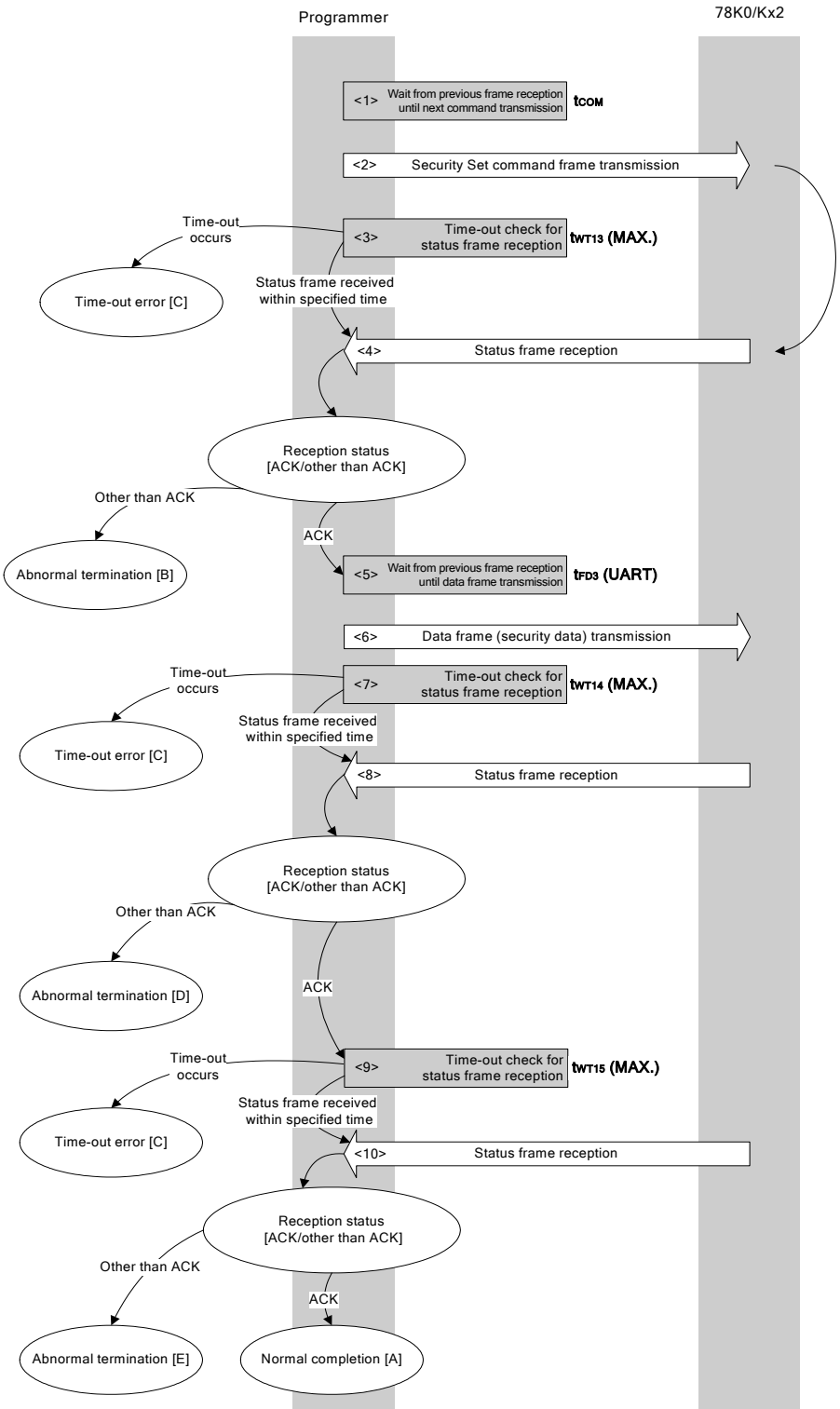
The following shows a sample program for Checksum command processing.

```
/************************************************************/
/*                                                          */
/* Get checksum command                                     */
/*                                                          */
/************************************************************/
/* [i] u16 *sum    ... pointer to checksum save area        */
/* [i] u32 top     ... start address                        */
/* [i] u32 bottom  ... end address                          */
/* [r] u16         ... error code                           */
/************************************************************/
u16        fl_ua_getsum(u16 *sum, u32 top, u32 bottom)
{
     u16    rc;

     /*********************************************/
     /*      set params                           */
     /*********************************************/
     // set params
     set_range_prm(fl_cmd_prm, top, bottom); // set SAH/SAM/SAL, EAH/EAM/EAL


     /*********************************************/
     /*      send command                         */
     /*********************************************/

     fl_wait(tCOM);             // wait before sending command

     put_cmd_ua(FL_COM_GET_CHECK_SUM, 7, fl_cmd_prm); // send GET VERSION command

     rc = get_sfrm_ua(fl_ua_sfrm, tWT16_MAX);       // get status frame
     switch(rc) {
           case   FLC_NO_ERR:               break; // continue
     //    case   FLC_DFTO_ERR: return rc;  break; // case [C]
           default:           return rc;    break; // case [B]
     }

     /*********************************************/
     /*      get data frame (Checksum data)       */
     /*********************************************/
     rc = get_dfrm_ua(fl_rxdata_frm, tFD1_MAX);     // get status frame
     if (rc){                                             // if no error,
           return rc;               // case [D]
     }

     *sum = (fl_rxdata_frm[OFS_STA_PLD] << 8) + fl_rxdata_frm[OFS_STA_PLD+1];
                                                          // set SUM data
     return rc;                     // case [A]

}
```

6.14 Security Set Command

6.14.1 Processing sequence chart

Security Set command processing sequence



6.14.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Security Set command is transmitted by command frame transmission processing.
<3> A time-out check is performed from command transmission until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT13} (MAX.)).
<4> The status code is checked.

When ST1 = ACK: Proceeds to <5>.
When ST1 ≠ ACK: Abnormal termination [B]

<5> Waits from the previous frame reception until the next data frame transmission (wait time t_{FD3} (UART)).
<6> The data frame (security setting data) is transmitted by data frame transmission processing.
<7> A time-out check is performed until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT14} (MAX.)).
<8> The status code is checked.

When ST1 = ACK: Proceeds to <9>.
When ST1 ≠ ACK: Abnormal termination [D]

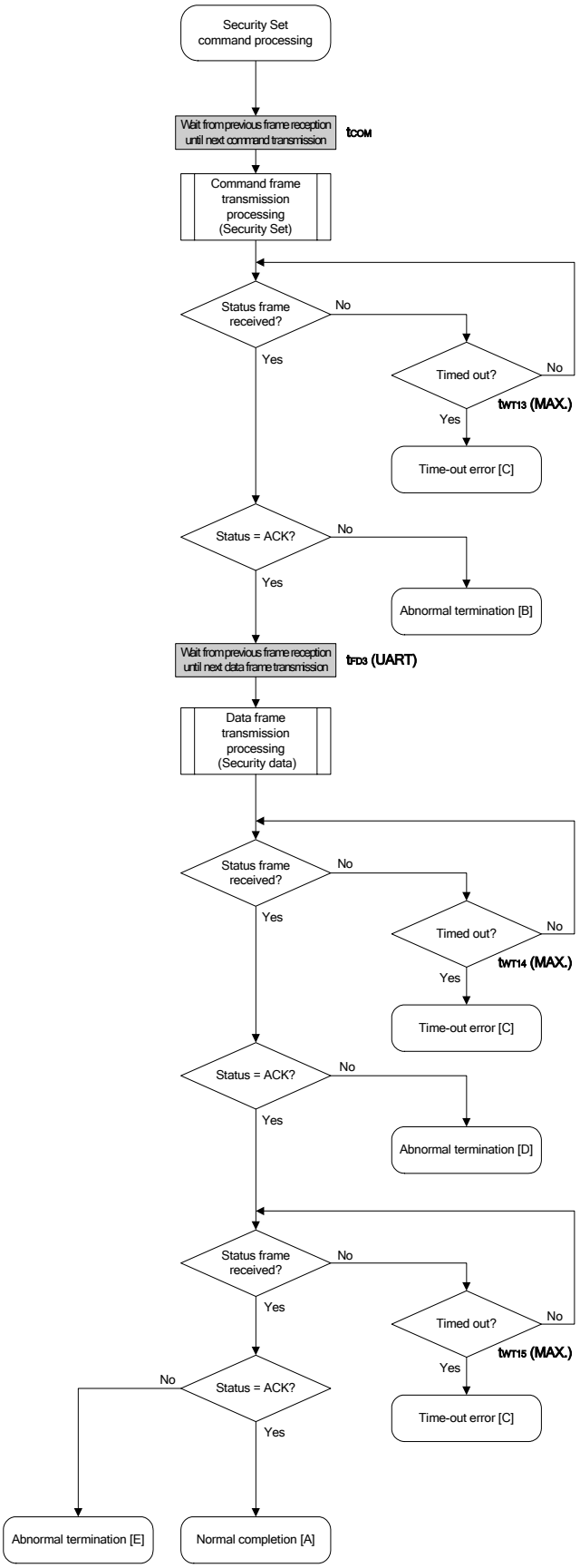
<9> A time-out check is performed until status frame reception.
If a time-out occurs, a time-out error [C] is returned (time-out time t_{WT15} (MAX.)).
<10> The status code is checked.

When ST1 = ACK: Normal completion [A]
When ST1 ≠ ACK: Abnormal termination [E]

6.14.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and security setting was performed normally.
Abnormal termination [B]	Parameter error	05H	BLK or PAG is not 00H.
	Checksum error	07H	The checksum of the transmitted command frame or data frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame or data frame was not received within the specified time.
Abnormal termination [D]	FLMD error	18H	A write error has occurred.
	Write error	1CH	A write error has occurred (including the case of security data already being set).
Abnormal termination [E]	MRG11 error	1BH	An internal verify error has occurred.

6.14.4 Flowchart



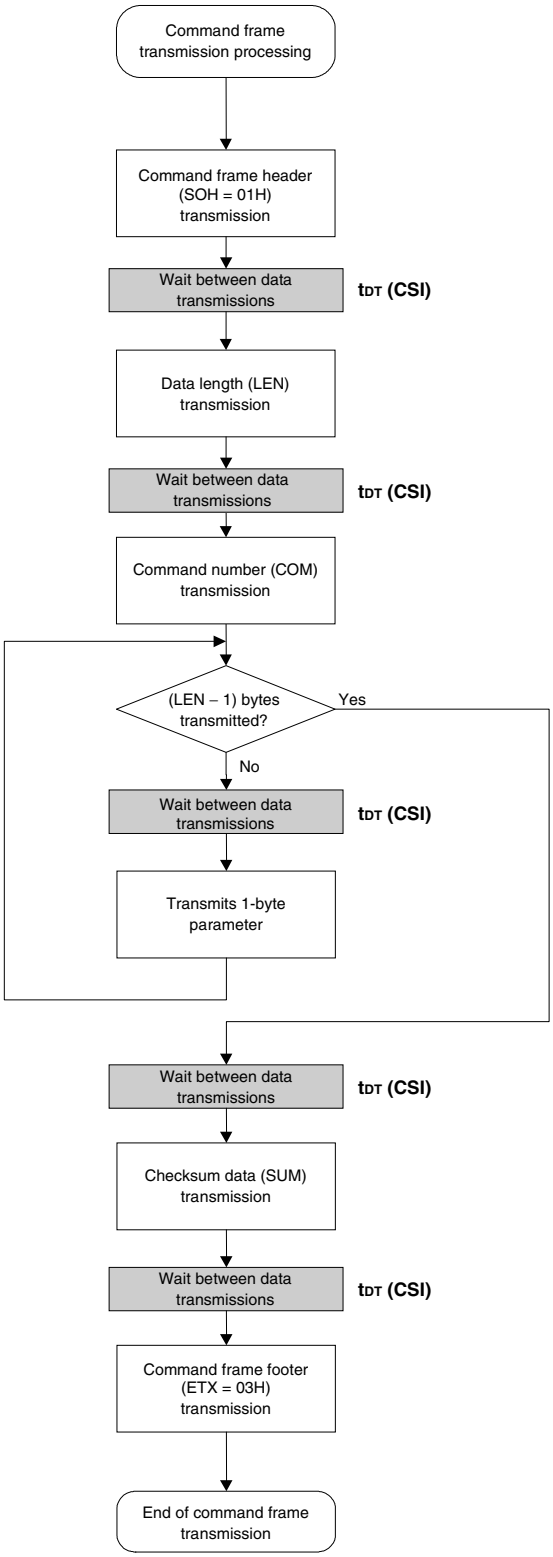
6.14.5 Sample program

The following shows a sample program for Security Set command processing.

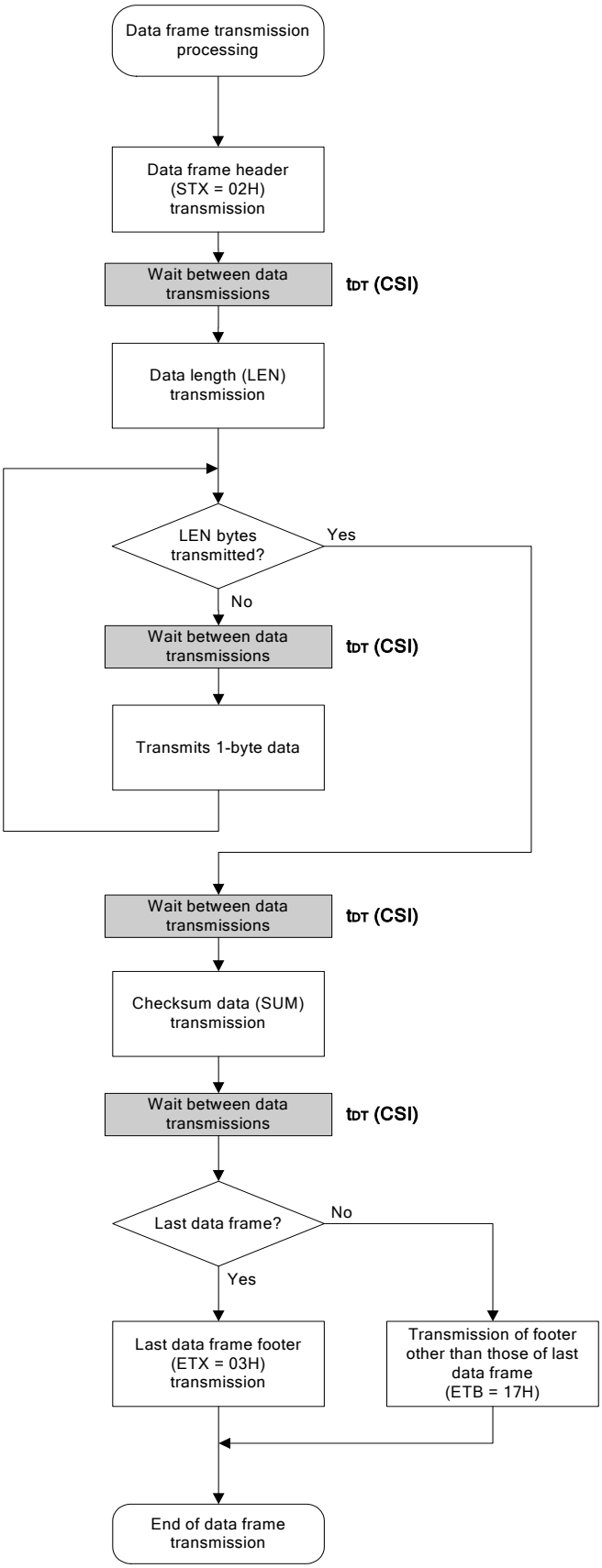
```
/************************************************************/
/*                                                          */
/* Set security flag command                                */
/*                                                          */
/************************************************************/
/* [i] u8 scf      ... Security flag data                   */
/* [r] u16         ... error code                           */
/************************************************************/
u16        fl_ua_setscf(u8 scf)
{
     u16    rc;

     /*********************************************/
     /*     set params                            */
     /*********************************************/
<R>  fl_cmd_prm[0] = 0x00;                  // "BLK" (must be 0x00)
<R>  fl_cmd_prm[1] = 0x00;                  // "PAG" (must be 0x00)
     fl_txdata_frm[0] = (scf |= 0b11101000);
                              // "FLG" (bit7, 6, 5, 3 must be '1' (to make sure))

     fl_txdata_frm[1] = 0x03;          // "BOT" (fixed 0x03)


     /*********************************************/
     /*      send command                         */
     /*********************************************/
     fl_wait(tCOM);             // wait before sending command

     put_cmd_ua(FL_COM_SET_SECURITY, 3, fl_cmd_prm);

     rc = get_sfrm_ua(fl_ua_sfrm, tWT13_MAX);       // get status frame
     switch(rc) {
           case   FLC_NO_ERR:               break; // continue
     //    case   FLC_DFTO_ERR: return rc;  break; // case [C]
           default:           return rc;    break; // case [B]
     }


     /*********************************************/
     /*      send data frame (security setting data) */
     /*********************************************/

     fl_wait(tFD3_UA);
```

```
    put_dfrm_ua(2, fl_txdata_frm, true);   // send security setting(FLAG) & BOT data


    rc = get_sfrm_ua(fl_ua_sfrm, tWT14_MAX);       // get status frame
    switch(rc) {
          case   FLC_NO_ERR:                break; // continue
    //    case   FLC_DFTO_ERR: return rc;   break; // case [C]
          default:             return rc;   break; // case [B]
    }

    /*********************************************/
    /*     Check internally verify                */
    /*********************************************/
    rc = get_sfrm_ua(fl_ua_sfrm, tWT15_MAX);       // get status frame
//  switch(rc) {
//
//        case   FLC_NO_ERR:   return rc;   break; // case [A]
//        case   FLC_DFTO_ERR: return rc;   break; // case [C]
//        default:             return rc;   break; // case [B]
//  }
    return rc;
}
```

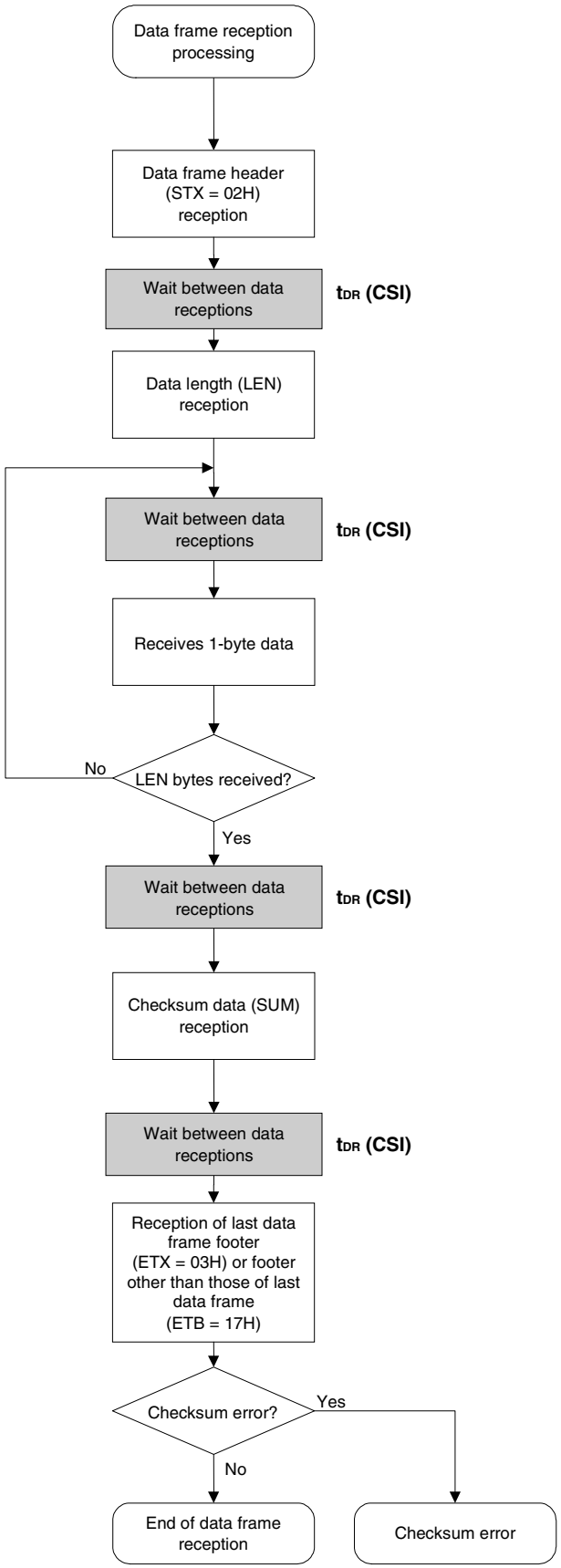
7.1 Command Frame Transmission Processing Flowchart



7.2 Data Frame Transmission Processing Flowchart



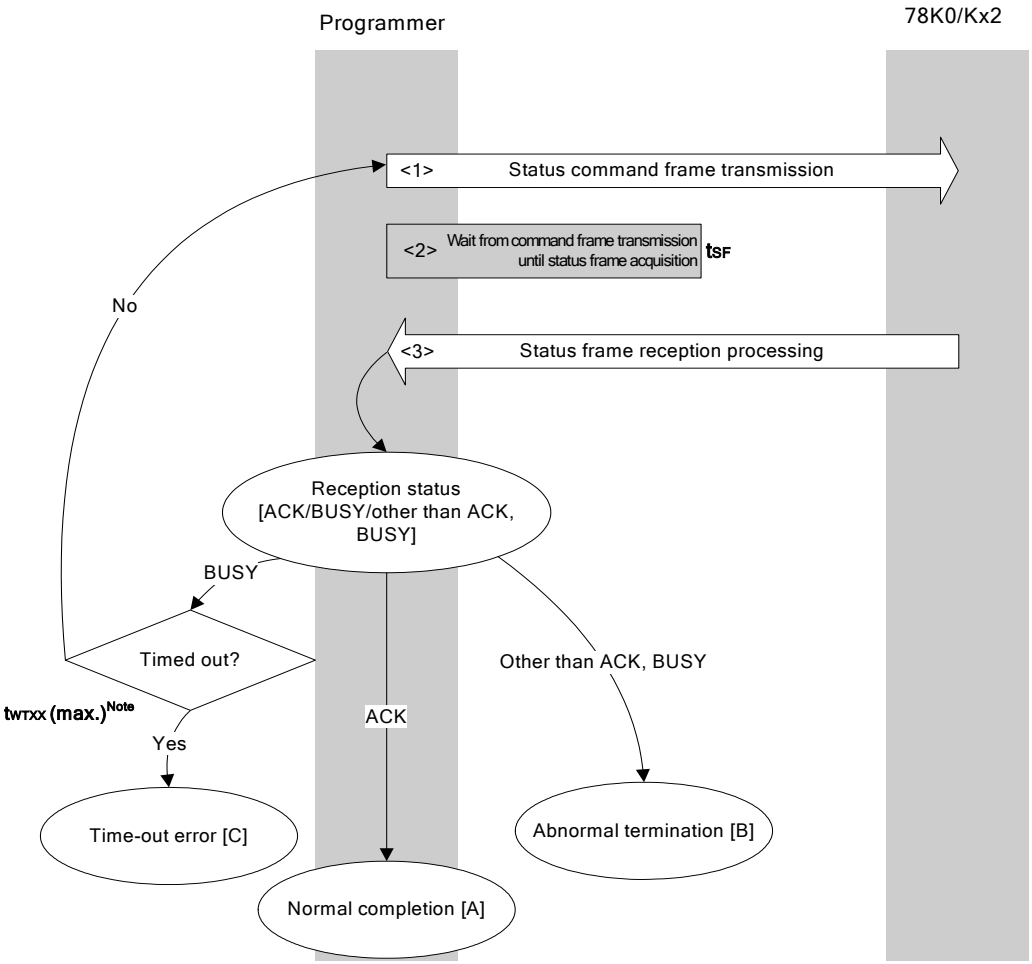
7.3 Data Frame Reception Processing Flowchart



7.4 Status Command

7.4.1 Processing sequence chart

Status command processing sequence



<R> **Note** Application specifications differ according to execution command.

7.4.2 Description of processing sequence

<1> The Status command is transmitted by command frame transmission processing.
<2> Waits from command transmission until status frame reception (wait time t_{SF}).
<3> The status code is checked.

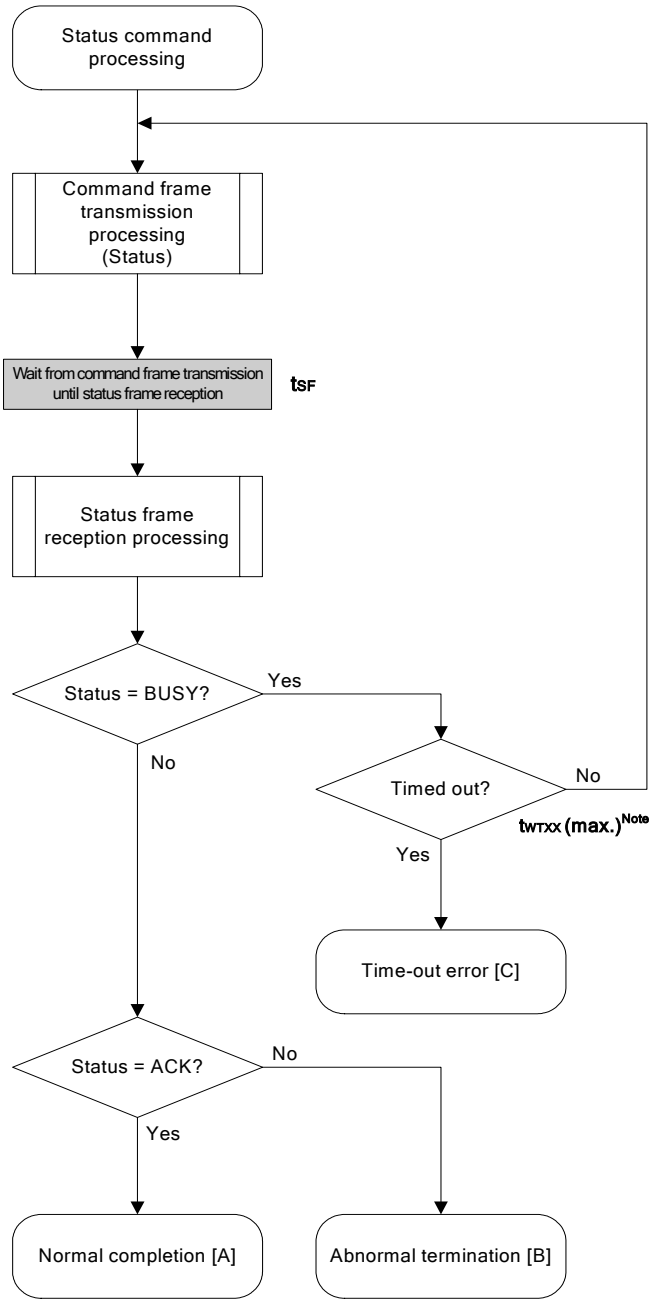
When ST1 = ACK: Normal completion [A]
<R> When ST1 = BUSY: A time-out check is performed (t_{WTXX}(MAX.)[Note]).
If the processing is not timed out, the sequence is re-executed from <1>.
If a time-out occurs, a time-out error [C] is returned.
When ST1 ≠ ACK, BUSY: Abnormal termination [B]

<R> **Note** Application specifications differ according to execution command.

7.4.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The status frame transmitted from the 78K0/Kx2 has been received normally.
Abnormal termination [B]	Command error	04H	An unsupported command or abnormal frame has been received.
	Parameter error	05H	Command information (parameter) is invalid.
	Checksum error	07H	The data of the frame transmitted from the programmer is abnormal.
	Verify error	0FH	A verify error has occurred for the data of the frame transmitted from the programmer.
	Protect error	10H	An attempt was made to execute processing prohibited by the Security Set command.
	Negative acknowledgment (NACK)	15H	Negative acknowledgment
	FLMD error	18H	A write error has occurred.
	MRG10 error	1AH	An erase error has occurred.
	MRG11 error	1BH	An internal verify error has occurred during data write, or a blank check error has occurred.
	Write error	1CH	A write error has occurred.
Time-out error [C]		–	After command transmission, the specified time has elapsed but a BUSY response is still returned.

7.4.4 Flowchart



<R> **Note** Application specifications differ according to execution command.

7.4.5 Sample program

The following shows a sample program for Status command processing.

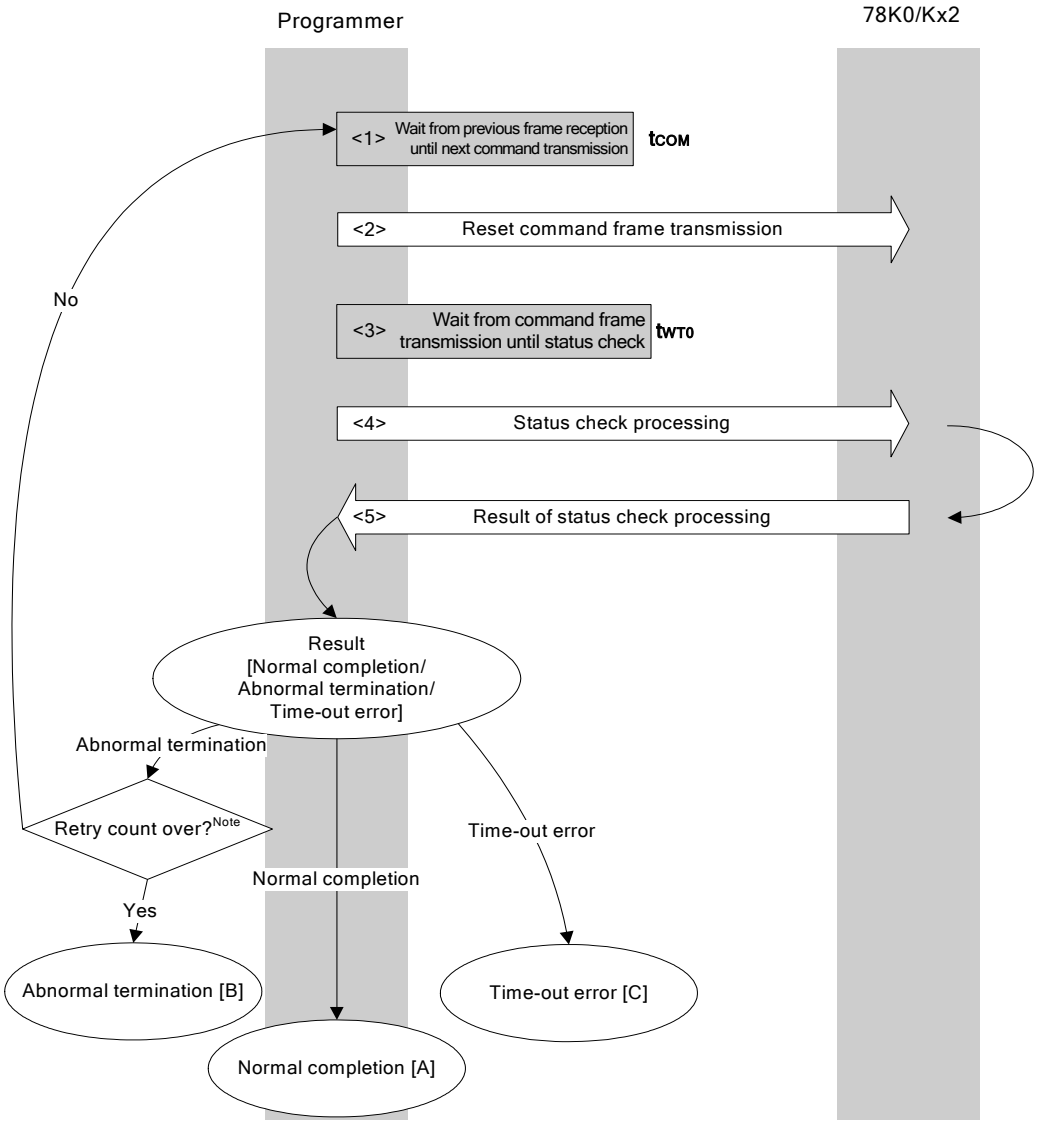
```
/*****************************************************************/
/*                                                               */
/* Get status command (CSI)                                      */
/*                                                               */
/*****************************************************************/
/* [r] u16        ... decoded status or error code               */
/*                                                               */
/* (see fl.h/fl-proto.h &                                        */
/*         definition of decode_status() in fl.c)                */
/*****************************************************************/
<R>  static u16 fl_csi_getstatus(u32 limit)
     {
          u16    rc;

<R>       start_flto(limit);

          while(1){

          put_cmd_csi(FL_COM_GET_STA, 1, fl_cmd_prm);    // send "Status" command
                                                         // frame
                fl_wait(tSF);                            // wait

                rc = get_sfrm_csi(fl_rxdata_frm);        // get status frame

                switch(rc){
                      case   FLC_BUSY:
                             if (check_flto())           // time out ?
                                    return FLC_DFTO_ERR; // Yes, time-out // case [C]
                             continue;                   // No, retry

                      default:                           // checksum error
                             return rc;

                      case   FLC_NO_ERR:                 // no error
                             break;

                }
                if (fl_st1 == FLST_BUSY){  // ST1 = BUSY
                      if (check_flto())          // time out ?
                             return FLC_DFTO_ERR;// Yes, time-out // case [C]
                      continue;                  // No, retry
                }
                break;                     // ACK or other error (but BUSY)
          }
```

```
    rc = decode_status(fl_st1);       // decode status to return code
//  switch(rc) {
//
//          case   FLC_NO_ERR:  return rc;    break; // case [A]
//          default:            return rc;    break; // case [B]
//  }
    return rc;

}
```

7.5 Reset Command

7.5.1 Processing sequence chart

Reset command processing sequence



Note Do not exceed the retry count for the reset command transmission (up to 16 times).

7.5.2 Description of processing sequence

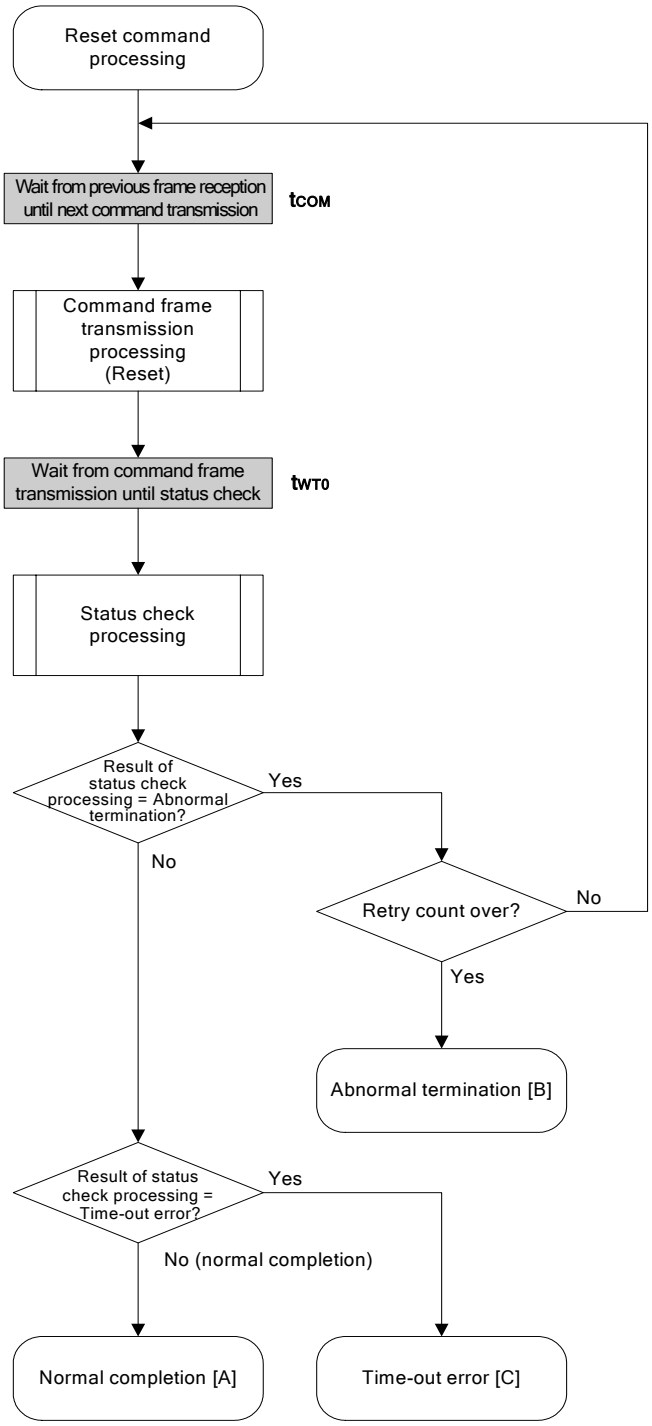
<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Reset command is transmitted by command frame transmission processing.
<3> Waits from command transmission until status check processing (wait time t_{WT0}).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When the processing ends normally: Normal completion [A]
When the processing ends abnormally: The sequence is re-executed from <1> if the retry count is not over.
If the retry count is over, the processing ends abnormally [B].
When a time-out error occurs: A time-out error [C] is returned.

7.5.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and synchronization between the programmer and the 78K0/Kx2 has been established.
Abnormal termination [B]	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	Status check processing timed out.

7.5.4 Flowchart



7.5.5 Sample program

The following shows a sample program for Reset command processing.

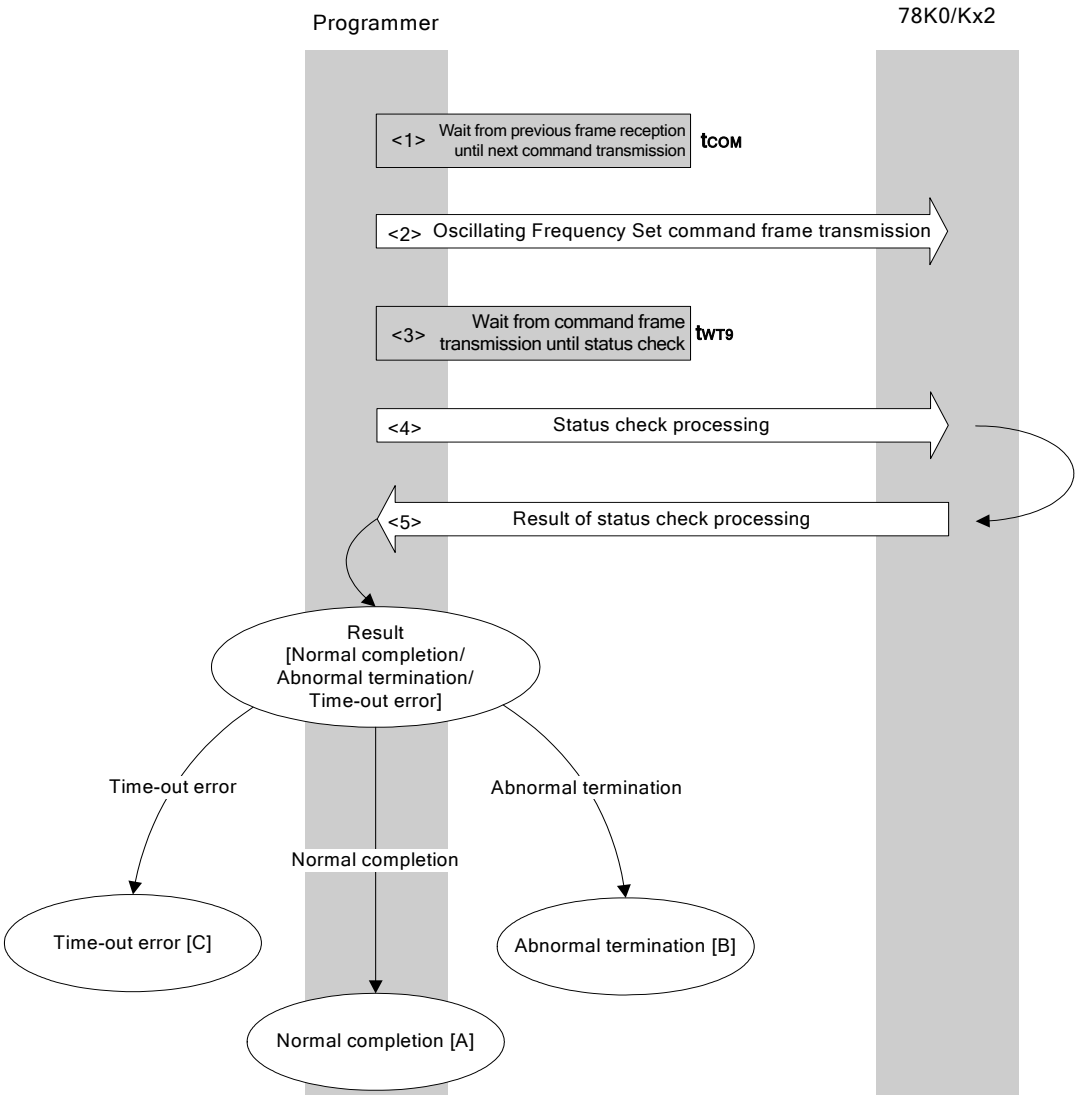
```
/************************************************************/
/*                                                          */
/* Reset command (CSI)                                      */
/*                                                          */
/************************************************************/
/* [r] u16        ... error code                            */
/************************************************************/
u16        fl_csi_reset(void)
{
     u16    rc;
     u32    retry;

     for (retry = 0; retry < tRS; retry++){

            fl_wait(tCOM);                  // wait before sending command frame

            put_cmd_csi(FL_COM_RESET, 1, fl_cmd_prm);   // send "Reset" command frame

            fl_wait(tWT0);

<R>         rc = fl_csi_getstatus(tWT0_MAX); // get status

            if (rc == FLC_DFTO_ERR)    // timeout error ?
                  break;               // yes // case [C]
            if (rc == FLC_ACK)         // Ack ?
                  break;               // yes // case [A]
            //continue;                       // case [B] (if exit from loop)
     }
//   switch(rc) {
//
//         case   FLC_NO_ERR:   return rc;    break; // case [A]
//         case   FLC_DFTO_ERR: return rc;    break; // case [C]
//         default:             return rc;    break; // case [B]
//   }
     return rc;
}
```

7.6 Oscillating Frequency Set Command

Execution of this command is not necessary during CSI communication (if execution of this command is required during CSI communication according to the programmer specifications, set the frequency to 8 MHz).

7.6.1 Processing sequence chart

Oscillating Frequency Set command processing sequence



7.6.2 Description of processing sequence

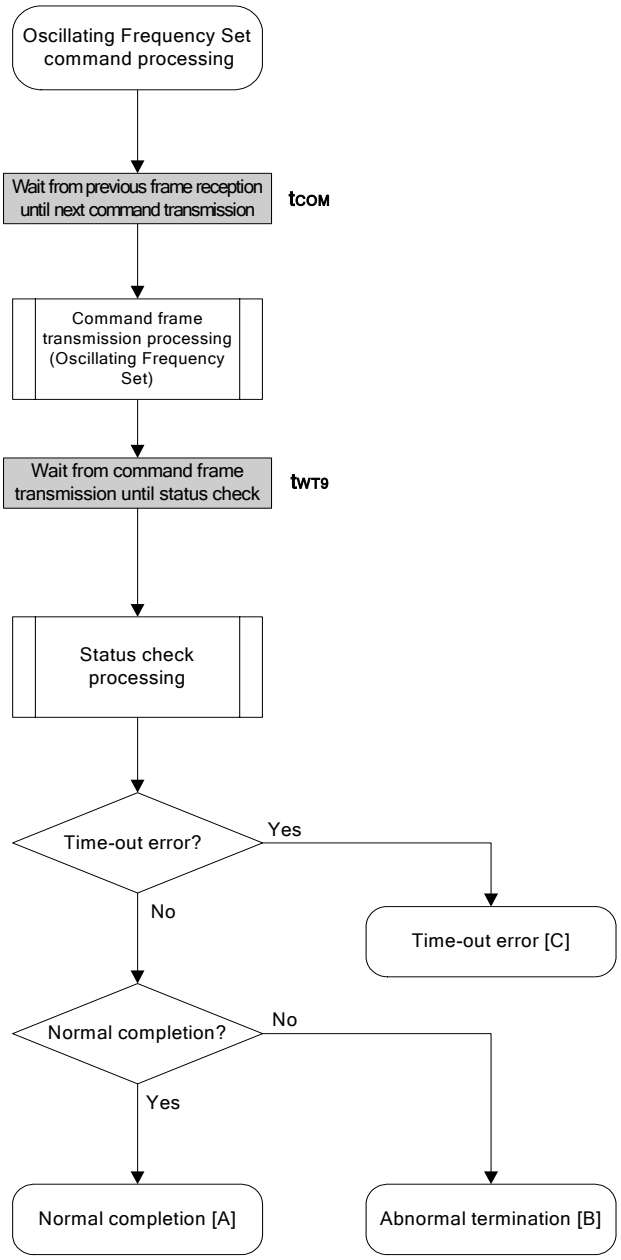
<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Oscillating Frequency Set command is transmitted by command frame transmission processing.
<3> Waits from command transmission until status check processing (wait time t_{WT9}).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When the processing ends normally: Normal completion [A]
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

7.6.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and the operating frequency was correctly set to the 78K0/Kx2.
Abnormal termination [B]	Parameter error	05H	The oscillation frequency value is out of range.
	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame was not received within the specified time.

7.6.4 Flowchart



7.6.5 Sample program

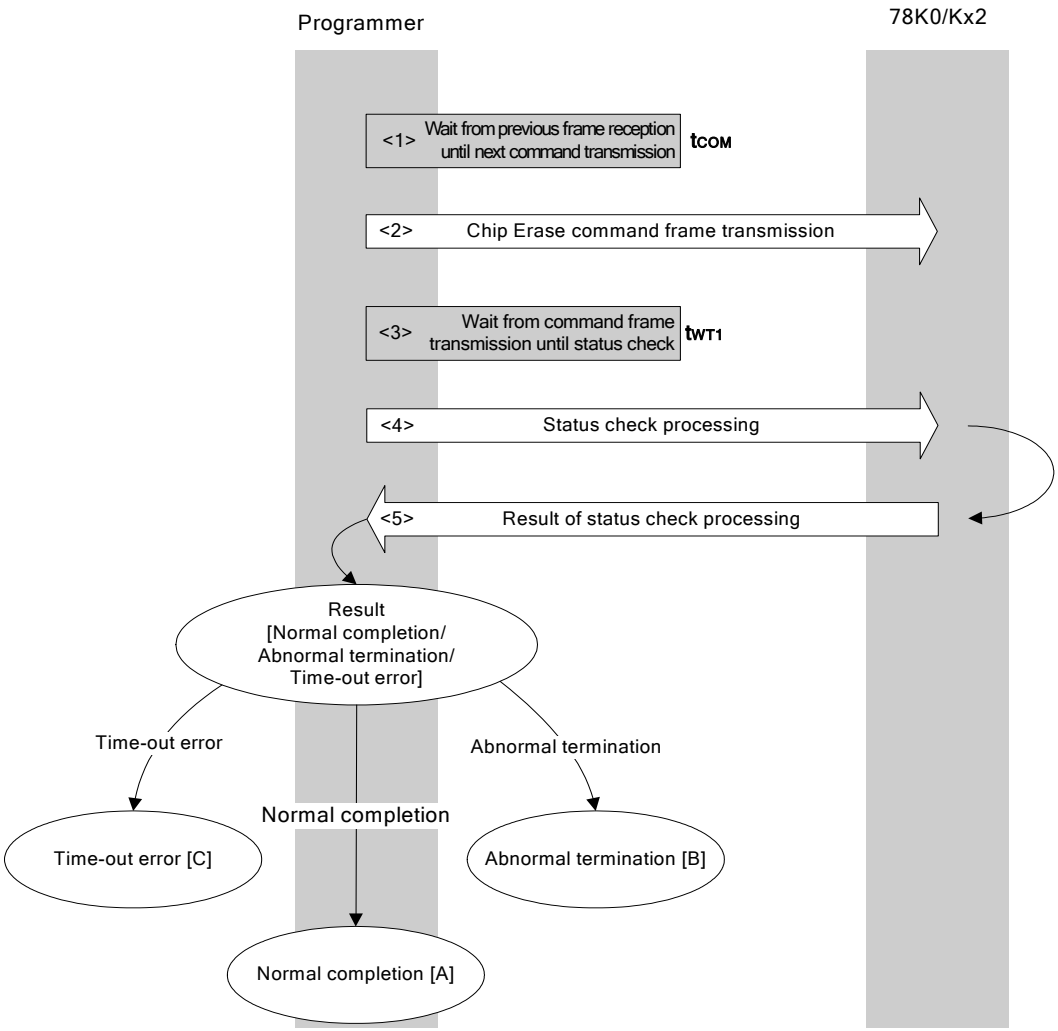
The following shows a sample program for Oscillating Frequency Set command processing.

```
/************************************************************/
/*                                                          */
/* Set Flash device clock value command (CSI)               */
/*                                                          */
/************************************************************/
/* [i] u8 clk[4]   ... frequency data(D1-D4)                */
/* [r] u16         ... error code                           */
/************************************************************/
u16        fl_csi_setclk(u8 clk[])
{
     u16    rc;

     fl_cmd_prm[0] = clk[0];    // "D01"
     fl_cmd_prm[1] = clk[1];    // "D02"
     fl_cmd_prm[2] = clk[2];    // "D03"
     fl_cmd_prm[3] = clk[3];    // "D04"


     fl_wait(tCOM);                   // wait before sending command frame

     put_cmd_csi(FL_COM_SET_OSC_FREQ, 5, fl_cmd_prm);
                                      // send "Oscillation Frequency Set" command

     fl_wait(tWT9);

<R>  rc = fl_csi_getstatus(tWT9_MAX); // get status frame
//   switch(rc) {
//
//         case   FLC_NO_ERR:   return rc;    break; // case [A]
//         case   FLC_DFTO_ERR: return rc;    break; // case [C]
//         default:             return rc;    break; // case [B]
//   }
     return rc;
}
```

7.7 Chip Erase Command

7.7.1 Processing sequence chart

Chip Erase command processing sequence



7.7.2 Description of processing sequence

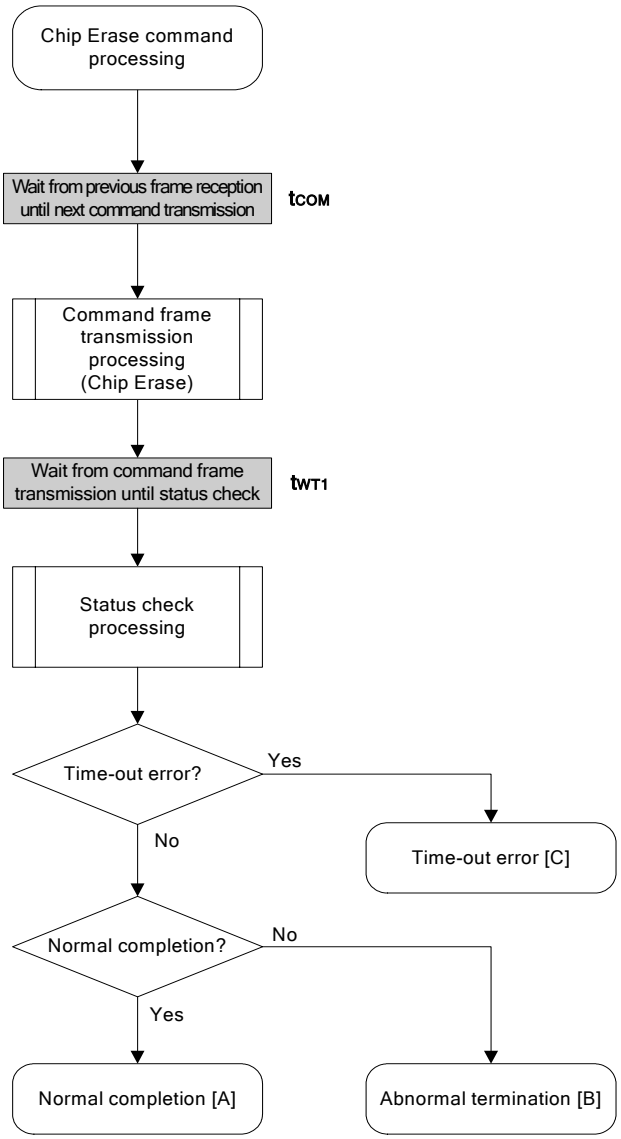
<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Chip Erase command is transmitted by command frame transmission processing.
<3> Waits from command transmission until status check processing (wait time t_{WT1}).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When the processing ends normally: Normal completion [A]
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

7.7.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and chip erase was performed normally.
Abnormal termination [B]	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Protect error	10H	Chip erase is prohibited in the security setting.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
	Erase error	1AH	An erase error has occurred.
Time-out error [C]		–	The status frame was not received within the specified time.

7.7.4 Flowchart



7.7.5 Sample program

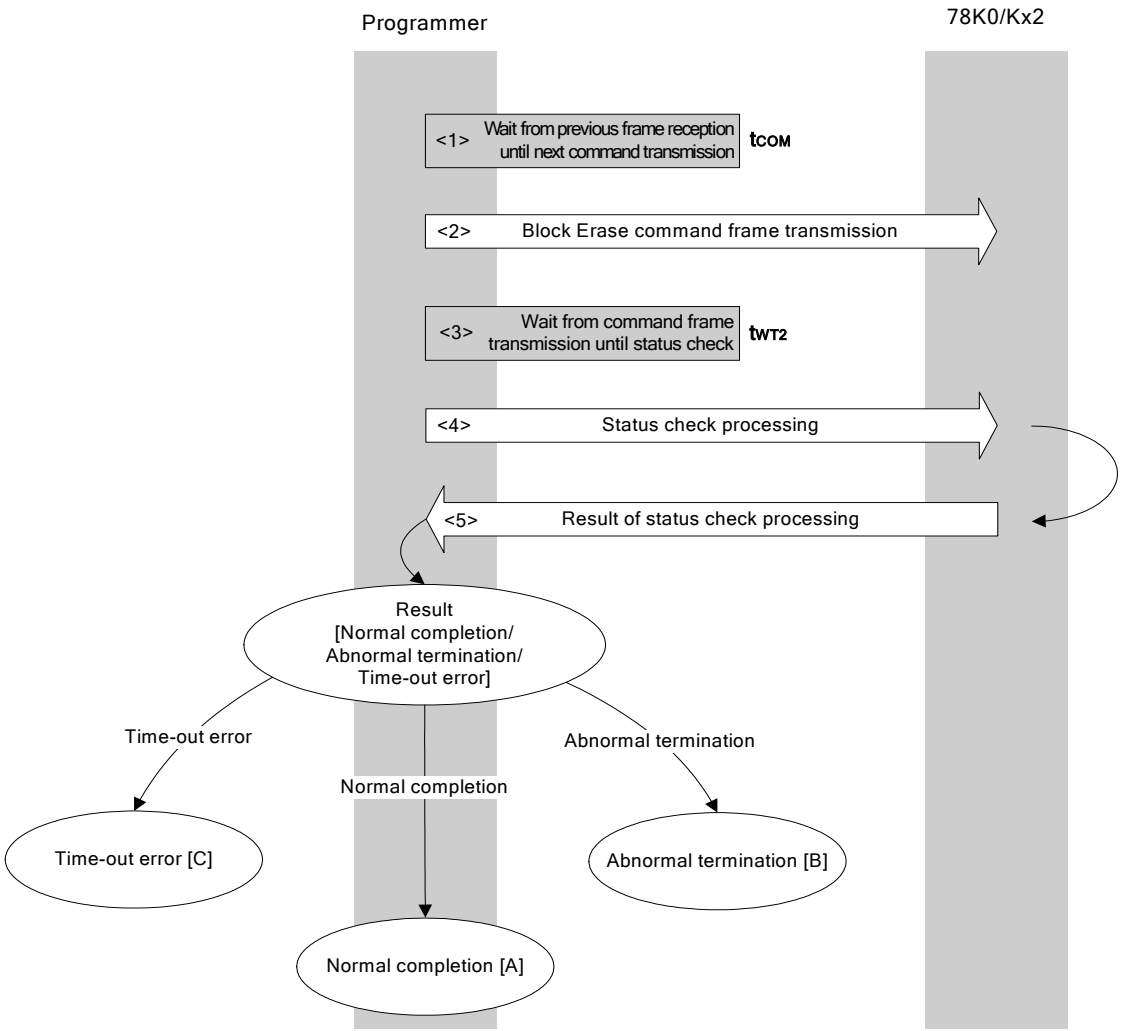
The following shows a sample program for Chip Erase command processing.

```
/************************************************************/
/*                                                          */
/* Erase all(chip) command (CSI)                            */
/*                                                          */
/************************************************************/
/* [r] u16          ... error code                          */
/************************************************************/
u16        fl_csi_erase_all(void)
{
     u16    rc;


     fl_wait(tCOM);                          // wait before sending command frame

     put_cmd_csi(FL_COM_ERASE_CHIP, 1, fl_cmd_prm); // send "Chip Erase" command

     fl_wait(tWT1);

<R>  rc = fl_csi_getstatus(tWT1_MAX);        // get status frame
//   switch(rc) {
//
//         case   FLC_NO_ERR:   return rc;    break; // case [A]
//         case   FLC_DFTO_ERR: return rc;    break; // case [C]
//         default:             return rc;    break; // case [B]
//   }
     return rc;

}
```

7.8 Block Erase Command

7.8.1 Processing sequence chart

Block Erase command processing sequence



7.8.2 Description of processing sequence

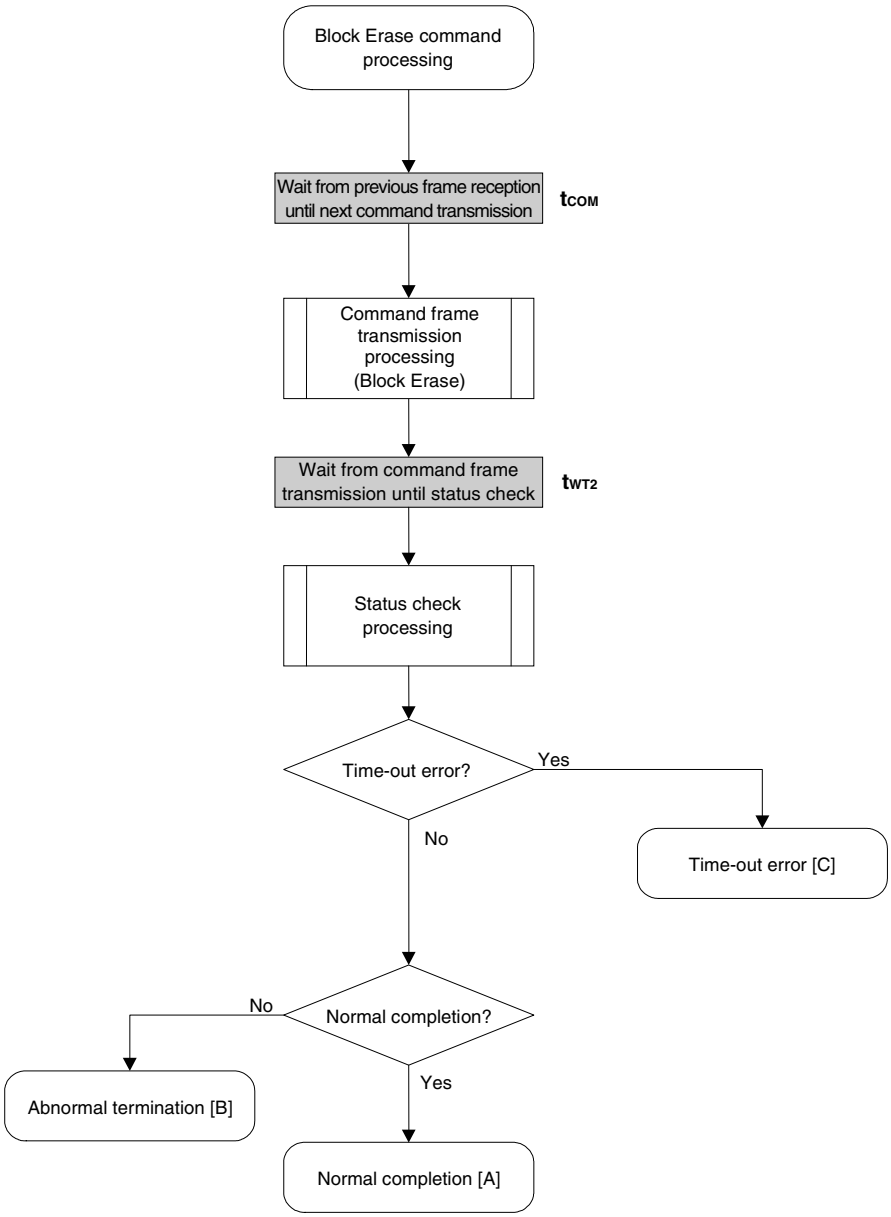
<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Block Erase command is transmitted by command frame transmission processing.
<3> Waits until status frame acquisition (wait time t_{WT2}).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When the processing ends normally: Normal completion [A]
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

7.8.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and block erase was performed normally.
Abnormal termination [B]	Parameter error	05H	The number of blocks is out of range.
	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Protect error	10H	Write, block erase, or chip erase is prohibited in the security setting.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
	Erase error	1AH	An erase error has occurred.
Time-out error [C]		–	The status frame was not received within the specified time.

7.8.4 Flowchart



7.8.5 Sample program

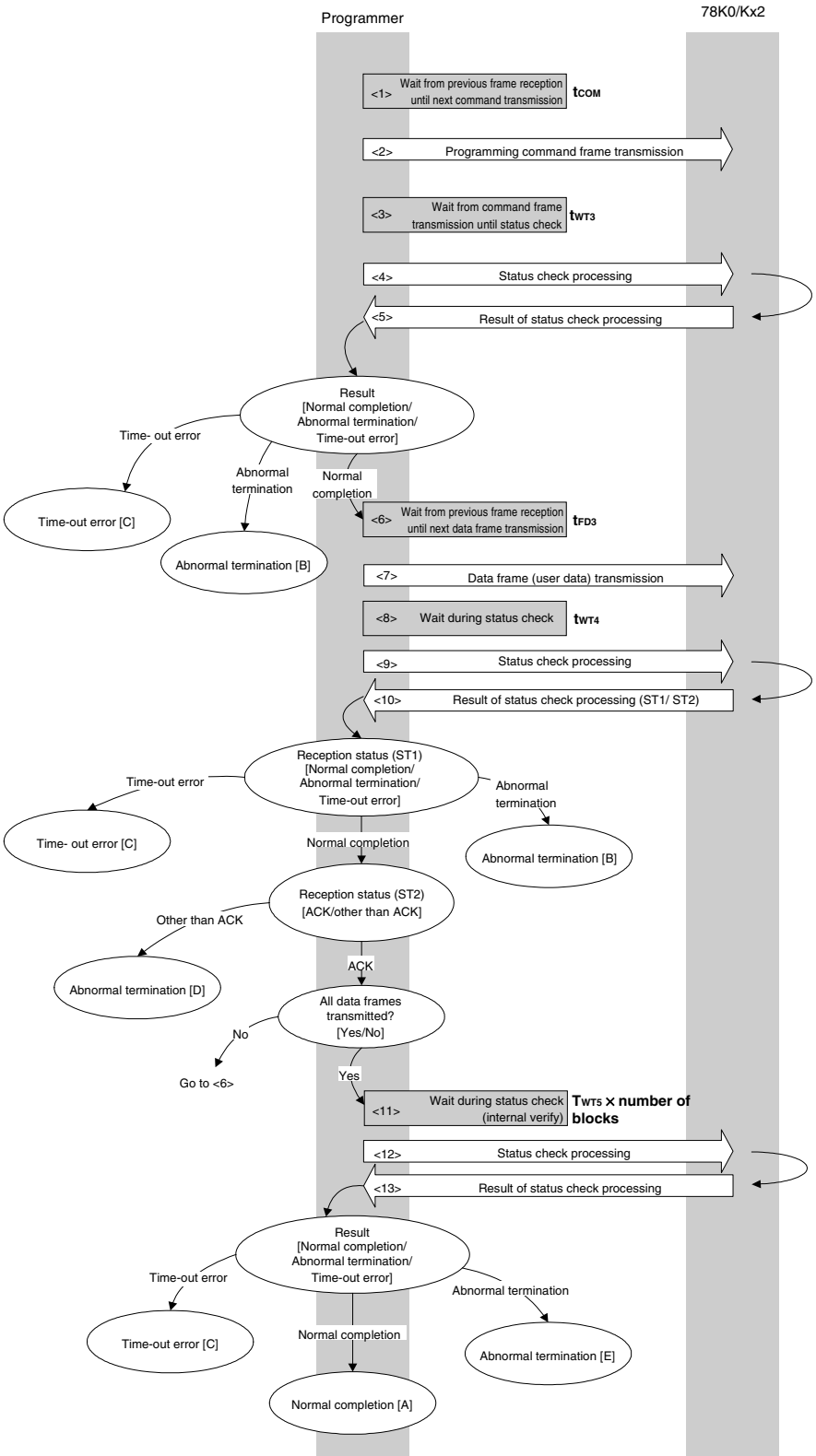
The following shows a sample program for Block Erase command processing.

```
/*************************************************************/
/*                                                           */
/* Erase block command (CSI)                                 */
/*                                                           */
/*************************************************************/
/* [i] u16 sblk   ... start block to erase (0...255)         */
/* [i] u16 eblk   ... end block to erase   (0...255)         */
/* [r] u16        ... error code                             */
/*************************************************************/
u16         fl_csi_erase_blk(u16 sblk, u16 eblk)
{

    u16    rc;
<R> u32    wt2, wt2_max;
    u32    top, bottom;

    top = get_top_addr(sblk);         // get start address of start block
    bottom = get_bottom_addr(eblk);   // get end address of end block

    set_range_prm(fl_cmd_prm, top, bottom); // set SAH/SAM/SAL, EAH/EAM/EAL

    wt2 = make_wt2(sblk, eblk);
<R> wt2_max = make_wt2_max(sblk, eblk);

    fl_wait(tCOM);                          // wait before sending command frame

    put_cmd_csi(FL_COM_ERASE_BLOCK, 7, fl_cmd_prm);    // send "Block Erase" command

    fl_wait(wt2);


<R> rc = fl_csi_getstatus(wt2_max);  // get status frame
//  switch(rc) {
//
//          case   FLC_NO_ERR:   return rc;    break; // case [A]
//          case   FLC_DFTO_ERR: return rc;    break; // case [C]
//          default:             return rc;    break; // case [B]
//  }
    return rc;
}
```

7.9 Programming Command

7.9.1 Processing sequence chart

Programming command processing sequence



7.9.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Programming command is transmitted by command frame transmission processing.
<3> Waits from command transmission until status check processing (wait time t_{WT3}).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When the processing ends normally: Proceeds to <6>.
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

<6> Waits until the next data frame transmission (wait time t_{FD3}).
<7> User data to be written to the 78K0/Kx2 flash memory is transmitted by data frame transmission processing.
<8> Waits from data frame (user data) transmission until status check processing (wait time t_{WT4}).
<9> The status frame is acquired by status check processing.
<10> The following processing is performed according to the result of status check processing (status code (ST1/ST2)) (also refer to the processing sequence chart and flowchart).

When ST1 = abnormal termination: Abnormal termination [B]
When ST1 = time-out error: A time-out error [C] is returned.
When ST1 = normal completion: The following processing is performed according to the ST2 value.
- When ST2 ≠ ACK: Abnormal termination [D]
- When ST2 = ACK: Proceeds to <11> when transmission of all of the user data is completed. If there still remain user data to be transmitted, the processing re-executes the sequence from <6>.

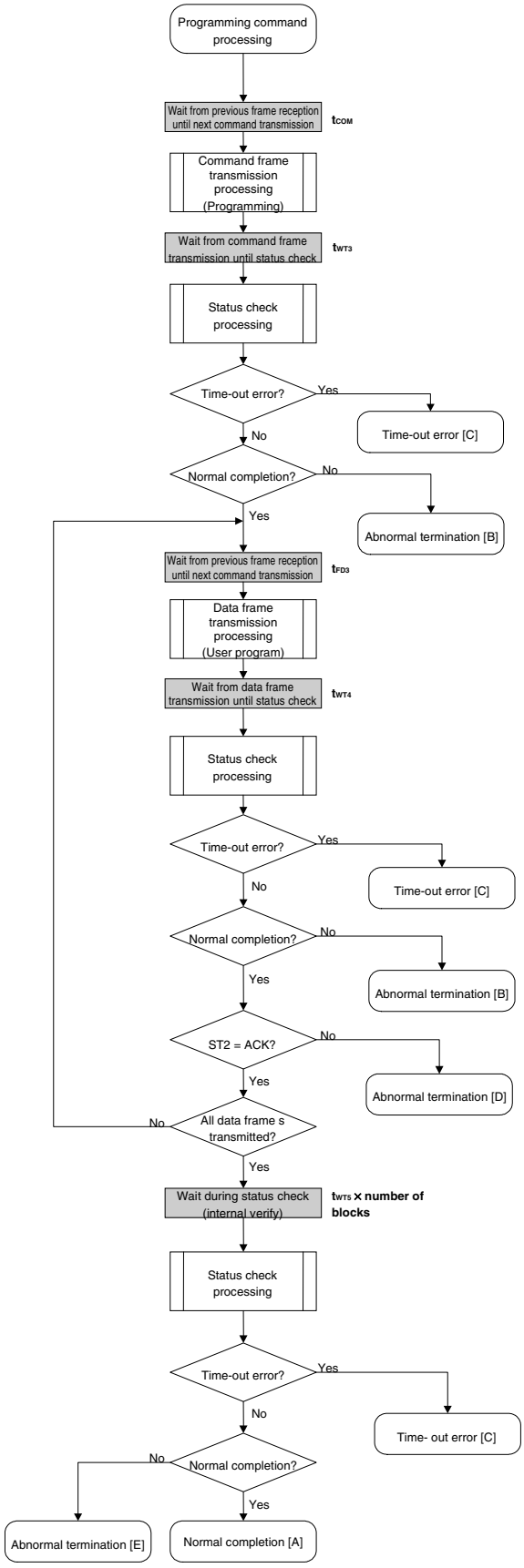
<11> Waits until status check processing (time-out time t_{WT5} × number of blocks).
<12> The status frame is acquired by status check processing.
<13> The following processing is performed according to the result of status check processing.

When the processing ends normally: Normal completion [A]
(Indicating that the internal verify check has performed normally after completion of write)
When the processing ends abnormally: Abnormal termination [E]
(Indicating that the internal verify check has not performed normally after completion of write)
When a time-out error occurs: A time-out error [C] is returned.

7.9.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and the user data was written normally.
Abnormal termination [B]	Parameter error	05H	The specified start/end address is out of the flash memory range, or is not a multiple of 8.
	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Protect error	10H	Write is prohibited in the security setting.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame was not received within the specified time.
<R> Abnormal termination [D]	Write error	1CH (ST2)	A write error has occurred.
Abnormal termination [E]	MRG11 error	1BH	An internal verify error has occurred.

7.9.4 Flowchart



7.9.5 Sample program

The following shows a sample program for Programming command processing.

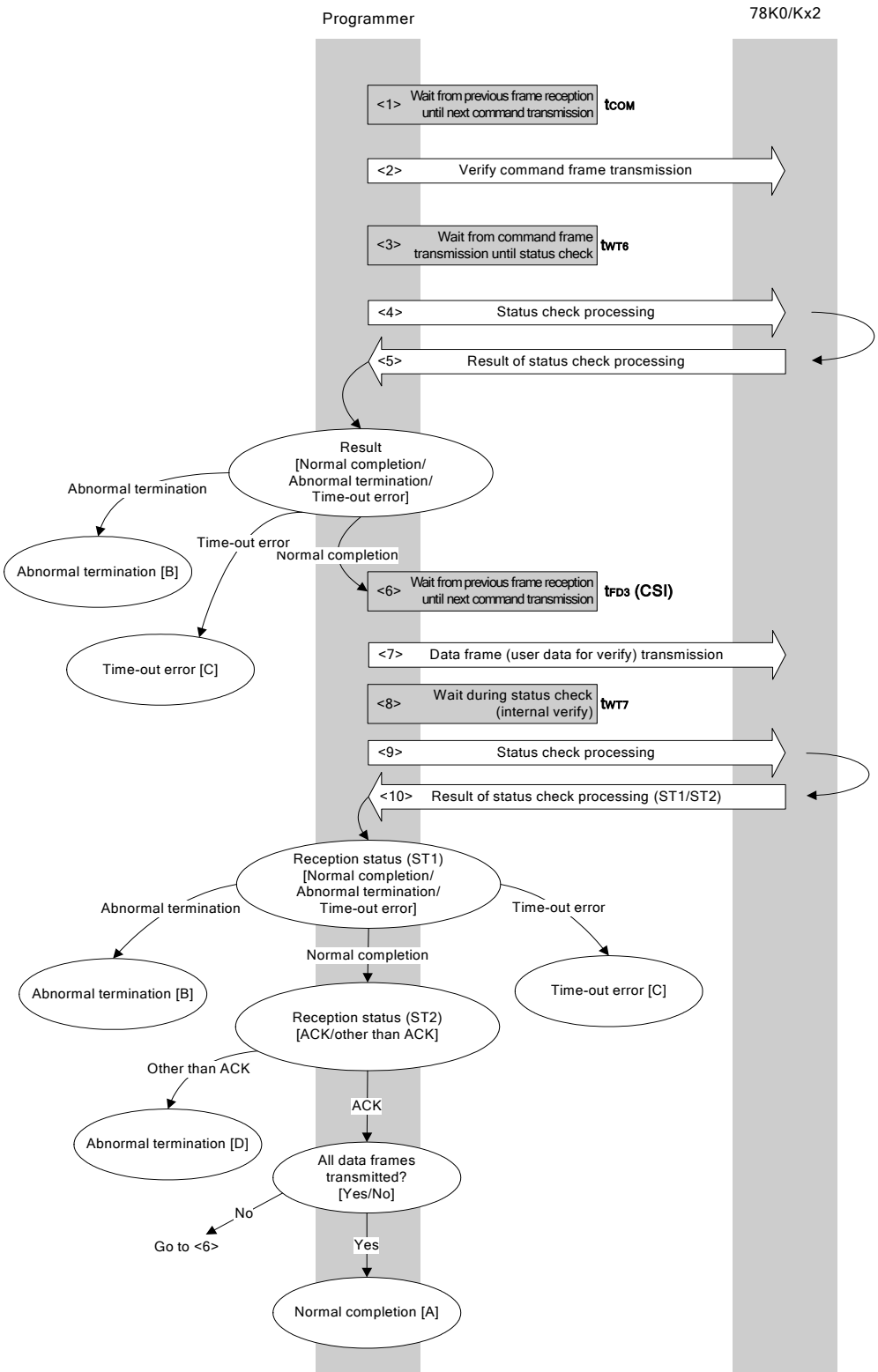
```
/************************************************************/
/*                                                          */
/* Write command (CSI)                                      */
/*                                                          */
/************************************************************/
/* [i] u32 top     ... start address                        */
/* [i] u32 bottom  ... end address                          */
/* [r] u16         ... error code                           */
/************************************************************/
u16        fl_csi_write(u32 top, u32 bottom)
{
     u16    rc;
     u32    send_head, send_size;
     bool   is_end;
     u16    block_num;

     // set params
     set_range_prm(fl_cmd_prm, top, bottom); // set SAH/SAM/SAL, EAH/EAM/EAL

     block_num = get_block_num(top, bottom); // get block num

     /*********************************************/
     /*      send command & check status          */
     /*********************************************/

     fl_wait(tCOM);
     put_cmd_csi(FL_COM_WRITE, 7, fl_cmd_prm);      // send "Programming" command
     fl_wait(tWT3);

<R>  rc = fl_csi_getstatus(tWT3_MAX);               // get status frame
     switch(rc) {
           case   FLC_NO_ERR:               break; // continue
     //    case   FLC_DFTO_ERR: return rc;  break; // case [C]
           default:           return rc;    break; // case [B]
     }

     /*********************************************/
     /*      send user data                       */
     /*********************************************/
     send_head = top;

     while(1){

           if ((bottom - send_head) > 256){  // rest size > 256 ?
                 is_end = false;             // yes, not end frame
                 send_size  = 256;           // transmit size = 256 byte
```

```
            }
            else{
                  is_end = true;
                  send_size = bottom - send_head + 1;
                                    // transmit size = (bottom - send_head)+1 byte
            }

            memcpy(fl_txdata_frm, rom_buf+send_head, send_size);
                                                      // set data frame payload
            send_head += send_size;


            fl_wait(tFD3_CSI);  // wait before sending data frame
            put_dfrm_csi(send_size, fl_txdata_frm, is_end);
                                                    // send data frame (user data)
            fl_wait(tWT4);                          // wait


<R>         rc = fl_csi_getstatus(tWT4_MAX);        // get status frame
            switch(rc) {
                  case   FLC_NO_ERR:                break; // continue
            //    case   FLC_DFTO_ERR: return rc;   break; // case [C]
                  default:             return rc;   break; // case [B]
            }
            if (fl_st2 != FLST_ACK){                // ST2 = ACK ?
                  rc = decode_status(fl_st2);       // No
                  return rc;                        // case [D]
            }

            if (is_end)                // send all user data ?
                  break;               // yes
            //continue;
      }
      /*********************************************/
      /*      Check internally verify                */
      /*********************************************/

      fl_wait(tWT5 * block_num);              // wait

<R>   rc = fl_csi_getstatus(tWT5_MAX * block_num);   // get status frame
//    switch(rc) {
//          case   FLC_NO_ERR:   return rc;    break; // case [A]
//          case   FLC_DFTO_ERR: return rc;    break; // case [C]
//          default:             return rc;    break; // case [E]
//    }
      return rc;

      }
```

7.10 Verify Command

7.10.1 Processing sequence chart

Verify command processing sequence



7.10.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Verify command is transmitted by command frame transmission processing.
<3> Waits from command transmission until status check processing (wait time t_{WT6}).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When the processing ends normally: Proceeds to <6>.
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

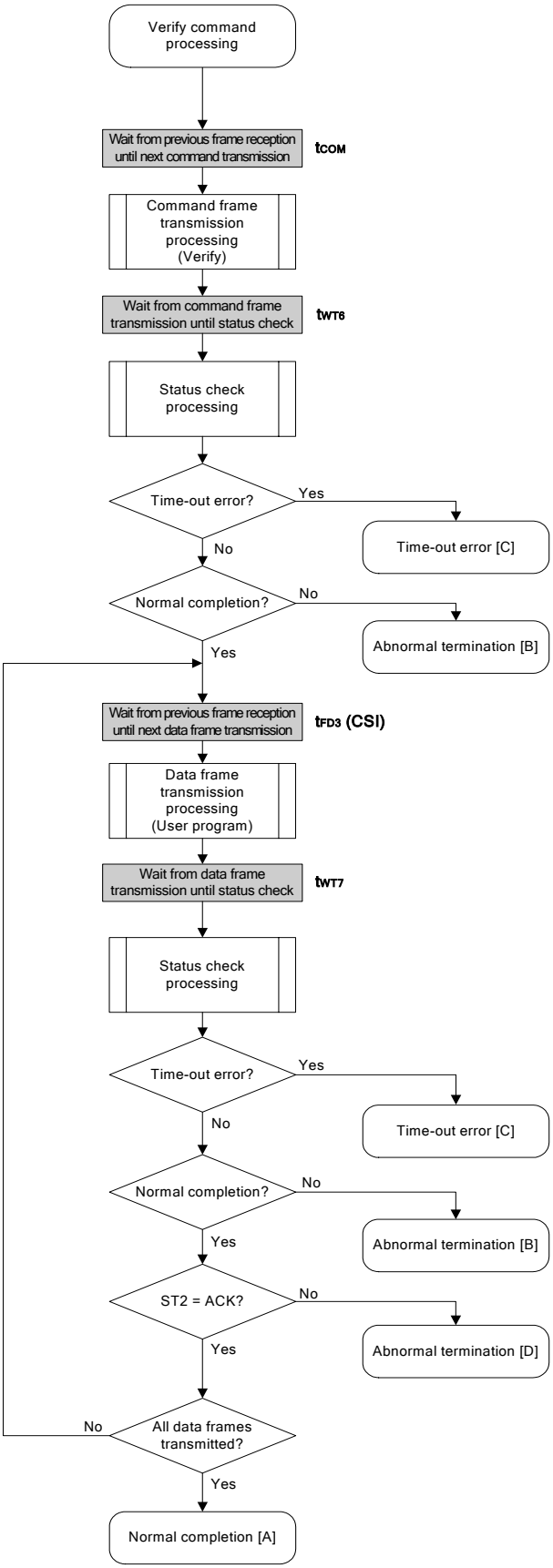
<6> Waits from the previous frame reception until the next data frame transmission (wait time t_{FD3}).
<7> User data for verifying is transmitted by data frame transmission processing.
<8> Waits from data frame transmission until status check processing (wait time t_{WT7}).
<9> The status frame is acquired by status check processing.
<10> The following processing is performed according to the result of status check processing (status code (ST1/ST2)) (also refer to the processing sequence chart and flowchart).

When ST1 = abnormal termination: Abnormal termination [B]
When ST1 = time-out error: A time-out error [C] is returned.
When ST1 = normal completion: The following processing is performed according to the ST2 value.
- When ST2 ≠ ACK: Abnormal termination [D]
- When ST2 = ACK: If transmission of all data frames is completed, the processing ends normally [A].
  If there still remain data frames to be transmitted, the processing re-executes the sequence from <6>.

7.10.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and the verify was completed normally.
Abnormal termination [B]	Parameter error	05H	The specified start/end address is out of the flash memory range, or the specified address is not a fixed address in 2 KB units.
	Checksum error	07H	The checksum of the transmitted command frame or data frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame was not received within the specified time.
Abnormal termination [D]	Verify error	0FH (ST2)	The verify has failed, or another error has occurred.

7.10.4 Flowchart



7.10.5 Sample program

The following shows a sample program for Verify command processing.

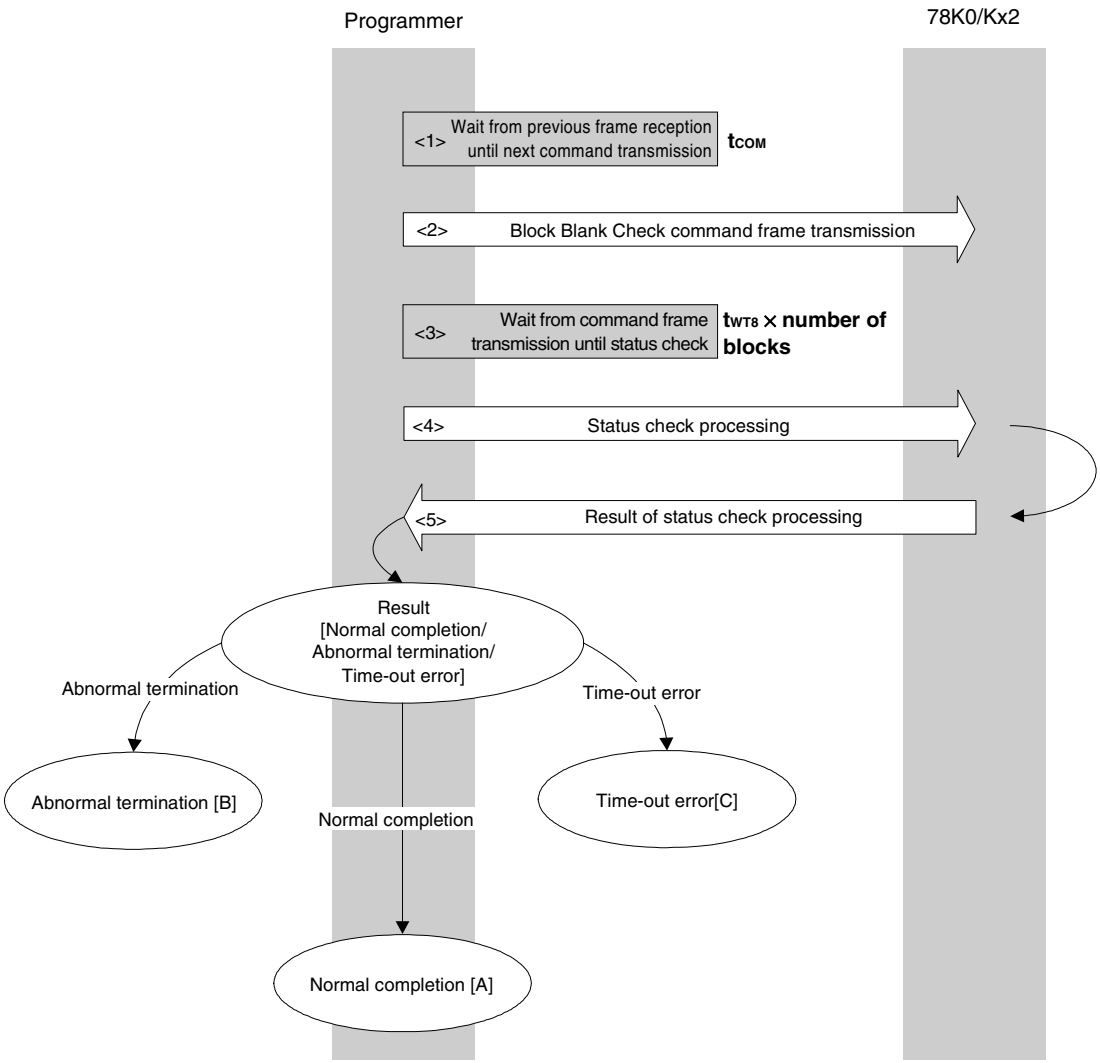
```
/************************************************************/
/*                                                          */
/* Verify command (CSI)                                     */
/*                                                          */
/************************************************************/
/* [i] u32 top     ... start address                        */
/* [i] u32 bottom  ... end address                          */
/* [r] u16         ... error code                           */
/************************************************************/
u16        fl_csi_verify(u32 top, u32 bottom)
{
     u16    rc;
     u32    send_head, send_size;
     bool   is_end;

     // set params
     set_range_prm(fl_cmd_prm, top, bottom); // set SAH/SAM/SAL, EAH/EAM/EAL


     /*********************************************/
     /*      send command & check status          */
     /*********************************************/
     fl_wait(tCOM);
     put_cmd_csi(FL_COM_VERIFY, 7, fl_cmd_prm);     // send "Verify" command
     fl_wait(tWT6);

<R>  rc = fl_csi_getstatus(tWT6_MAX);               // get status frame
     switch(rc) {
            case   FLC_NO_ERR:                break; // continue
     //     case   FLC_DFTO_ERR: return rc;   break; // case [C]
            default:             return rc;   break; // case [B]
     }


     /*********************************************/
     /*      send user data                       */
     /*********************************************/
     send_head = top;

     while(1){

            if ((bottom - send_head) > 256){        // rest size > 256 ?
                   is_end = false;                  // yes, not end frame
                   send_size  = 256;                // transmit size = 256 byte
            }
```

```
            else{
                  is_end = true;
                  send_size = bottom - send_head + 1;
                                    // transmit size = (bottom - send_head)+1 byte

            }

            memcpy(fl_txdata_frm, rom_buf+send_head, send_size); // set data
                                                                 // frame payload
            send_head += send_size;

            fl_wait(tFD3_CSI);                      // wait before sending data frame
            put_dfrm_csi(send_size, fl_txdata_frm, is_end);      // send data frame
            fl_wait(tWT7);                          // wait

<R>         rc = fl_csi_getstatus(tWT7_MAX);        // get status frame
            switch(rc) {
                  case   FLC_NO_ERR:                break; // continue
            //    case   FLC_DFTO_ERR: return rc;   break; // case [C]
                  default:             return rc;   break; // case [B]
            }
            if (fl_st2 != FLST_ACK){          // ST2 = ACK ?
                  rc = decode_status(fl_st2);       // No
                  return rc;                  // case [D]
            }

            if (is_end)                 // send all user data ?
                  break;                // yes
            //continue;

      }
      return FLC_NO_ERR;  // case [A]

}
```

7.11 Block Blank Check Command

7.11.1 Processing sequence chart

Block Blank Check command processing sequence



7.11.2 Description of processing sequence

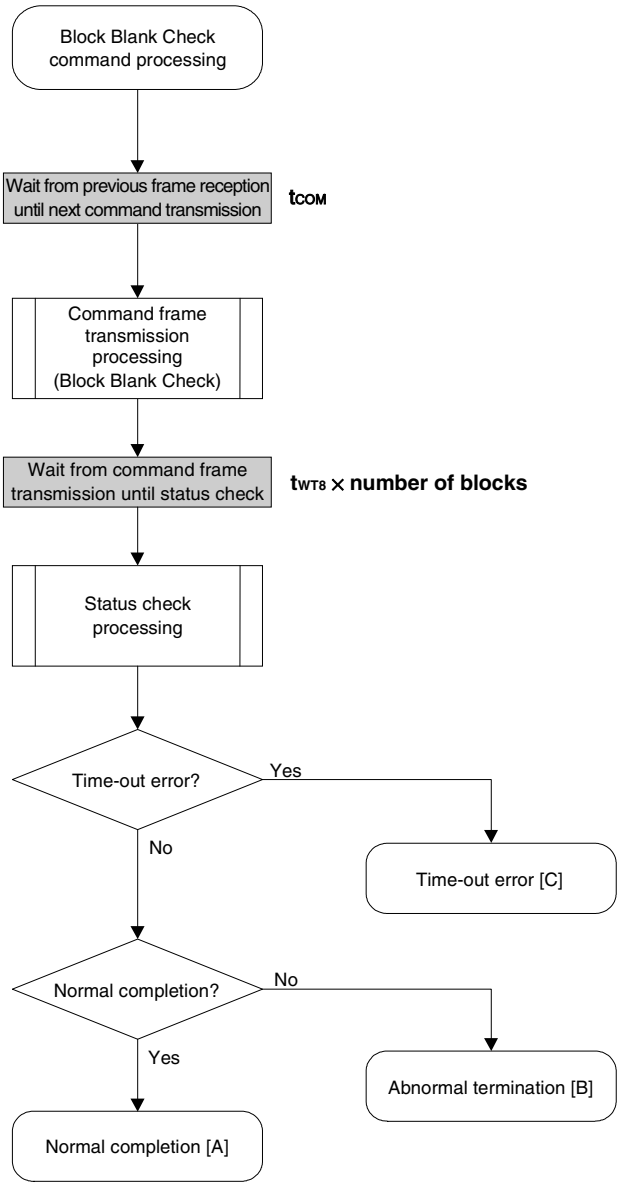
<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Block Blank Check command is transmitted by command frame transmission processing.
<3> Waits from command transmission until status check processing (wait time t_{WT8} × number of blocks).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When a time-out error occurs: A time-out error [C] is returned.
When the processing ends abnormally: Abnormal termination [B]
When the processing ends normally: Normal completion [A]

7.11.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and all of the specified blocks are blank.
Abnormal termination [B]	Parameter error	05H	The number of blocks is out of range.
	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
	MRG11 error	1BH	The specified block in the flash memory is not blank.
Time-out error [C]		–	The status frame was not received within the specified time.

7.11.4 Flowchart



7.11.5 Sample program

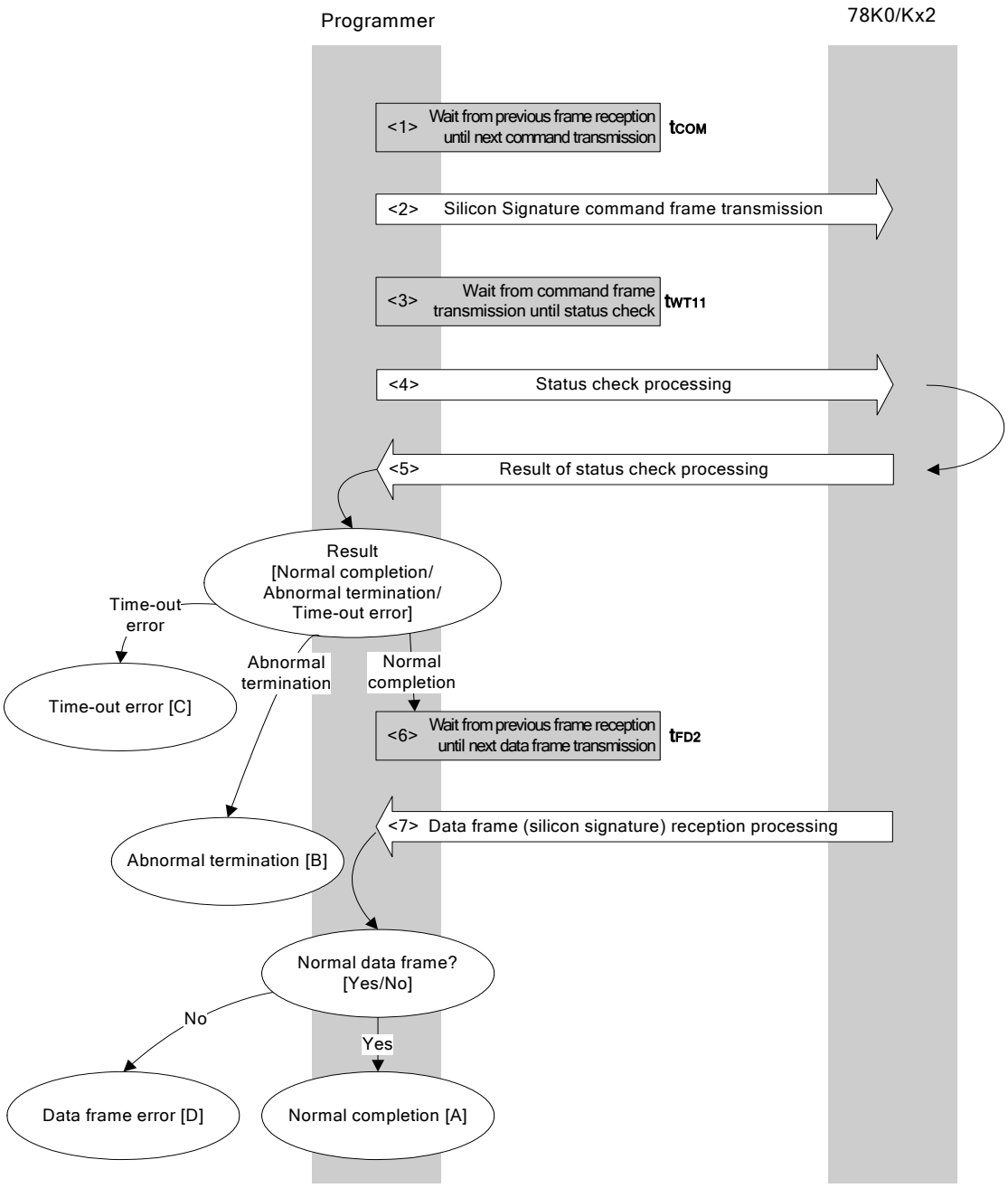
The following shows a sample program for Block Blank Check command processing.

```
/************************************************************/
/*                                                          */
/* Block blank check command (CSI)                          */
/*                                                          */
/************************************************************/
/* [i] u32 top     ... start address                        */
/* [i] u32 bottom  ... end address                          */
/* [r] u16         ... error code                           */
/************************************************************/
u16        fl_csi_blk_blank_chk(u32 top, u32 bottom)
{
     u16    rc;
     u16    block_num;

     set_range_prm(fl_cmd_prm, top, bottom); // set SAH/SAM/SAL, EAH/EAM/EAL
     block_num = get_block_num(top, bottom); // get block num

     fl_wait(tCOM);                          // wait before sending command frame

     put_cmd_csi(FL_COM_BLOCK_BLANK_CHK, 7, fl_cmd_prm);
                                             // send "Block Blank Check" command

     fl_wait(tWT8 * block_num);

<R>  rc = fl_csi_getstatus(tWT8_MAX * block_num);   // get status frame
//   switch(rc) {
//
//         case   FLC_NO_ERR:   return rc;    break; // case [A]
//         case   FLC_DFTO_ERR: return rc;    break; // case [C]
//         default:             return rc;    break; // case [B]
//   }
     return rc;
}
```

7.12 Silicon Signature Command

7.12.1 Processing sequence chart

Silicon Signature command processing sequence



7.12.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Silicon Signature command is transmitted by command frame transmission processing.
<3> Waits from command transmission until status check processing (wait time t_{WT11}).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When the processing ends normally: Proceeds to <6>.
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

<6> Waits from the previous frame reception until the next command transmission (wait time t_{FD2}).
<7> The received data frame (silicon signature data) is checked.

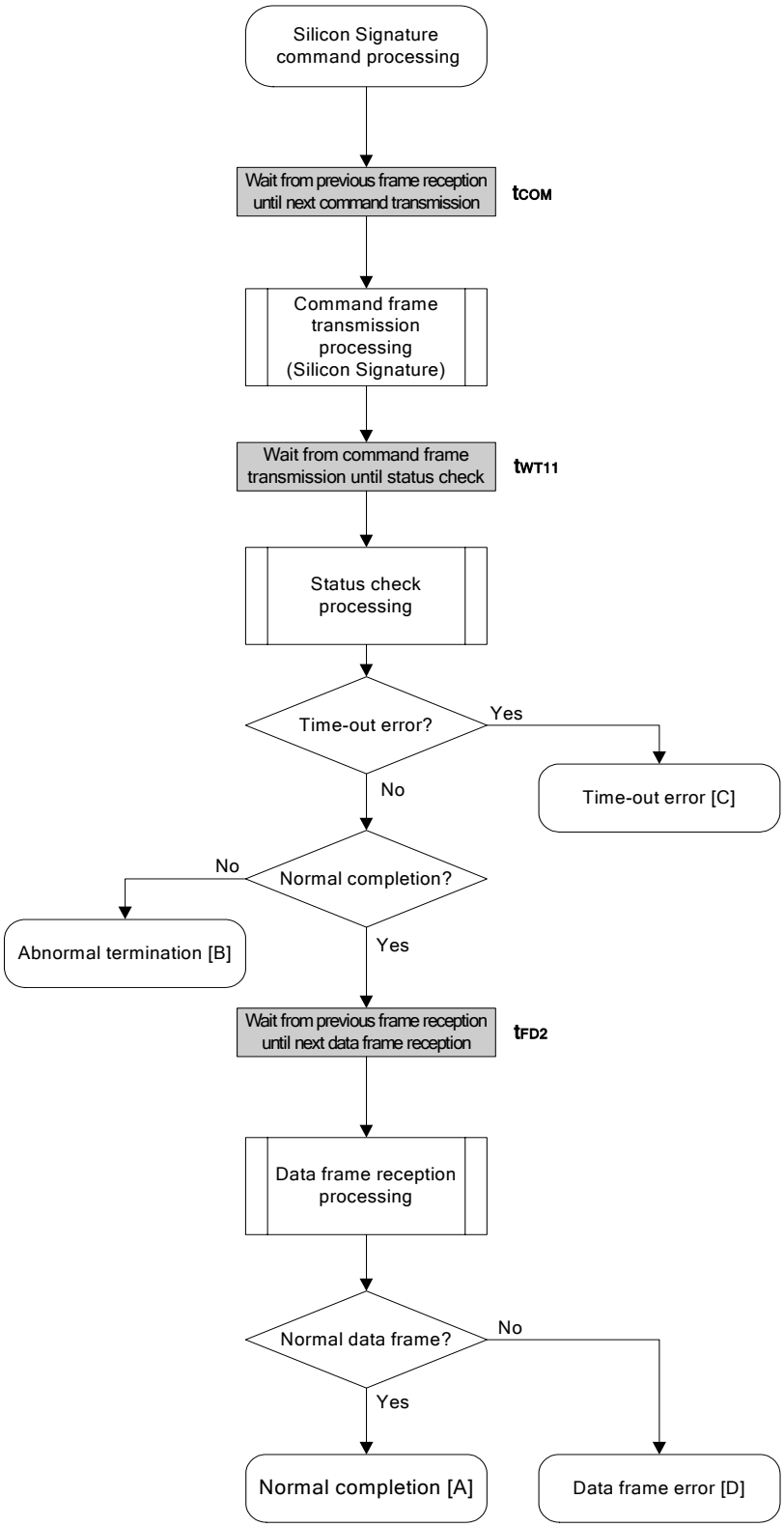
If data frame is normal: Normal completion [A]
If data frame is abnormal: Data frame error [D]

7.12.3 Status at processing completion

<R>

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and the silicon signature was acquired normally.
Abnormal termination [B]	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
	Read error	20H	Reading of security information failed.
Time-out error [C]		–	The status frame was not received within the specified time.
Data frame error [D]		–	The checksum of the data frame received as silicon signature data does not match.

7.12.4 Flowchart



7.12.5 Sample program

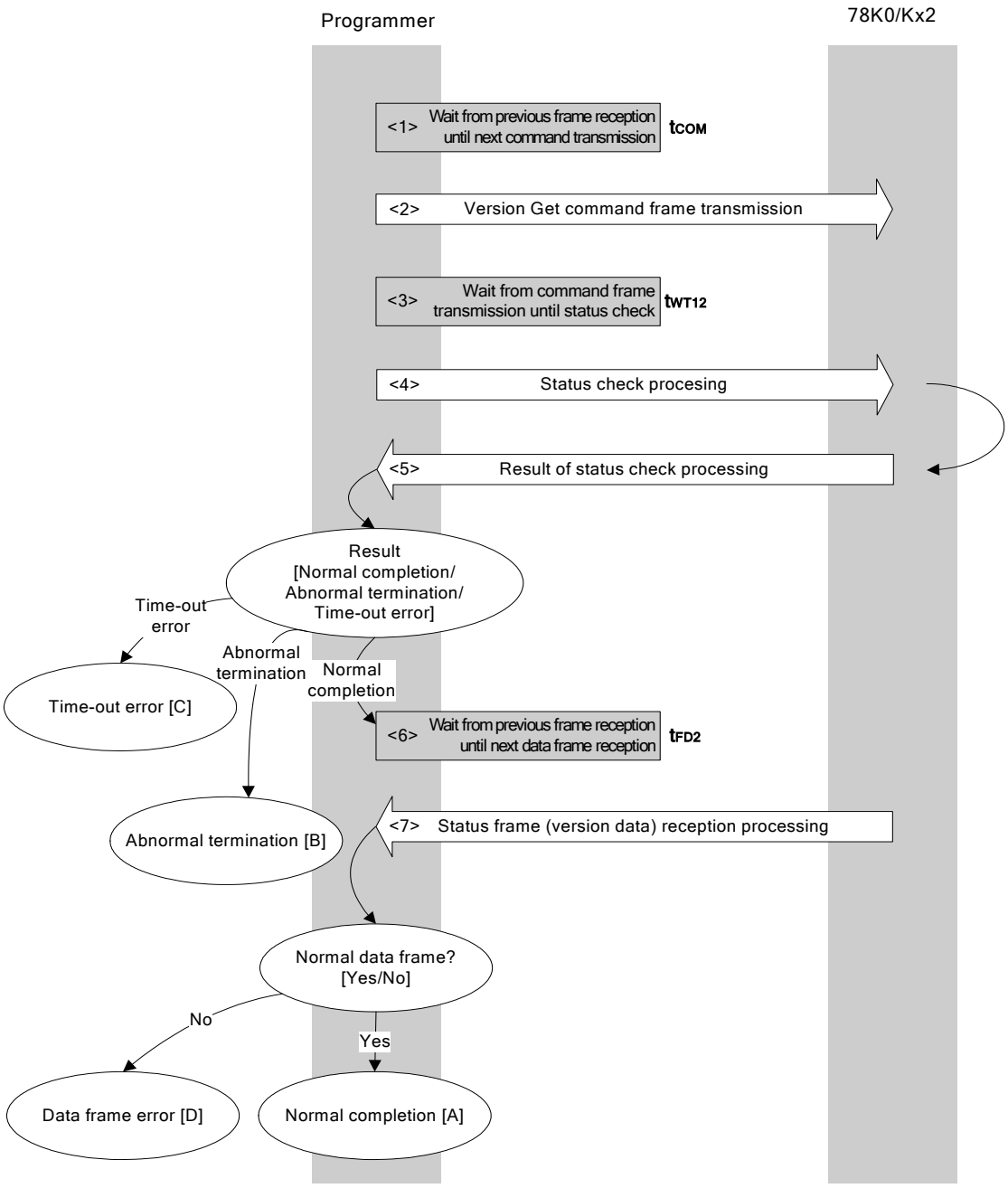
The following shows a sample program for Silicon Signature command processing.

```
/*****************************************************************/
/*                                                               */
/* Get silicon signature command (CSI)                           */
/*                                                               */
/*****************************************************************/
/* [i] u8 *sig      ... pointer to signature save area           */
/* [r] u16          ... error code                               */
/*****************************************************************/
u16        fl_csi_getsig(u8 *sig)
{
     u16    rc;

     fl_wait(tCOM);                          // wait before sending command frame

     put_cmd_csi(FL_COM_GET_SIGNATURE, 1, fl_cmd_prm);
                                             // send "Silicon Signature" command

     fl_wait(tWT11);

<R>  rc = fl_csi_getstatus(tWT11_MAX);       // get status frame
     switch(rc) {
           case   FLC_NO_ERR:                break; // continue
     //    case   FLC_DFTO_ERR: return rc;   break; // case [C]
           default:             return rc;   break; // case [B]
     }

     fl_wait(tFD2_SIG);               // wait before getting data frame

     rc = get_dfrm_csi(fl_rxdata_frm);// get data frame (signature data)

     if (rc){                                                 // if no error,
           return rc;                 // case [D]
     }
     memcpy(sig, fl_rxdata_frm+OFS_STA_PLD, fl_rxdata_frm[OFS_LEN]);
                                                              // copy Signature data
     return rc;                       // case [A]
}
```

7.13 Version Get Command

7.13.1 Processing sequence chart

Version Get command processing sequence



7.13.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Version Get command is transmitted by command frame transmission processing.
<3> Waits from command transmission until status check processing (wait time t_{WT12}).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When the processing ends normally: Proceeds to <6>.
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

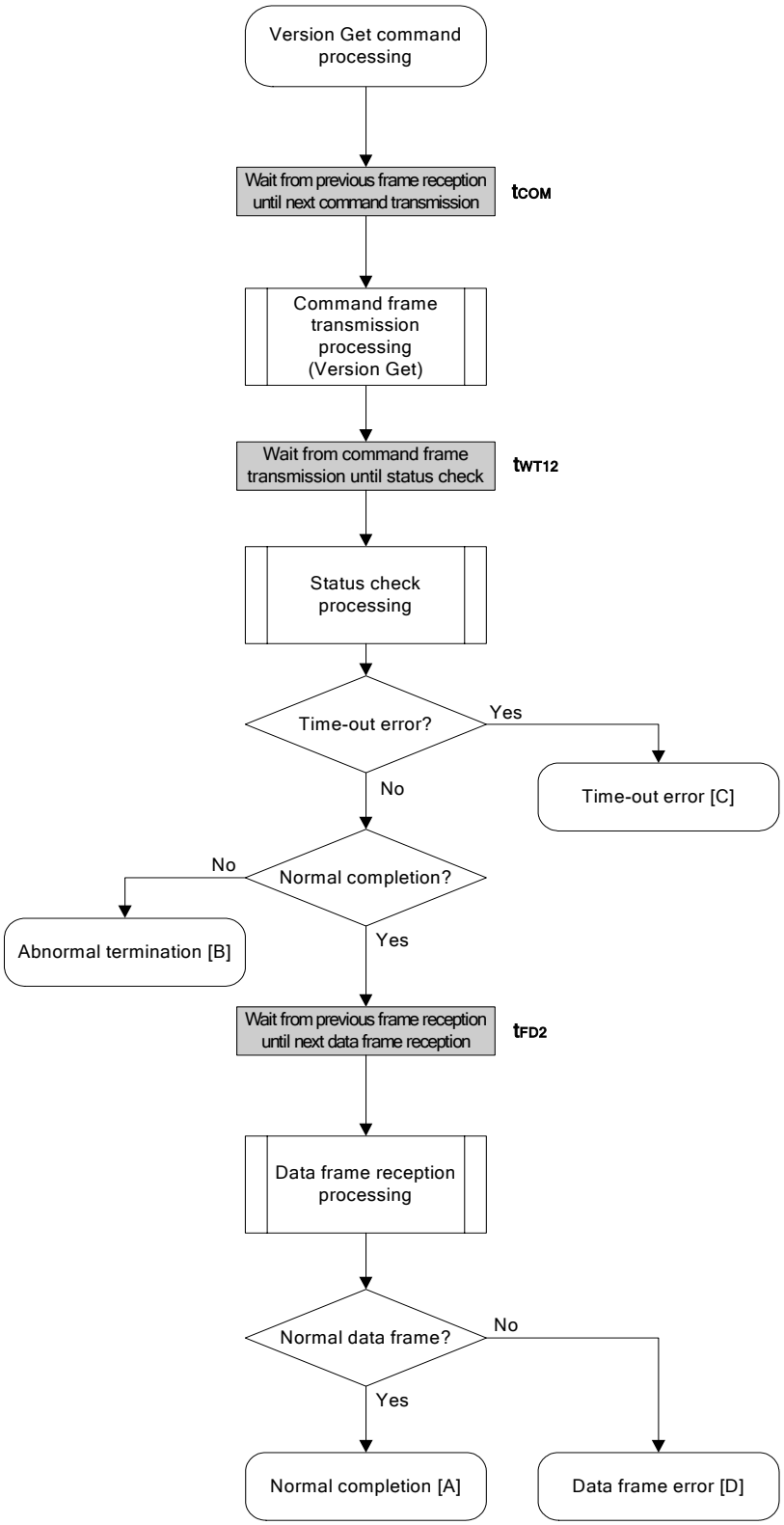
<6> Waits from the previous frame reception until the next command transmission (wait time t_{FD2}).
<7> The received data frame (version data) is checked.

If data frame is normal: Normal completion [A]
If data frame is abnormal: Data frame error [D]

7.13.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and version data was acquired normally.
Abnormal termination [B]	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame was not received within the specified time.
Data frame error [D]		–	The checksum of the data frame received as version data does not match.

7.13.4 Flowchart



7.13.5 Sample program

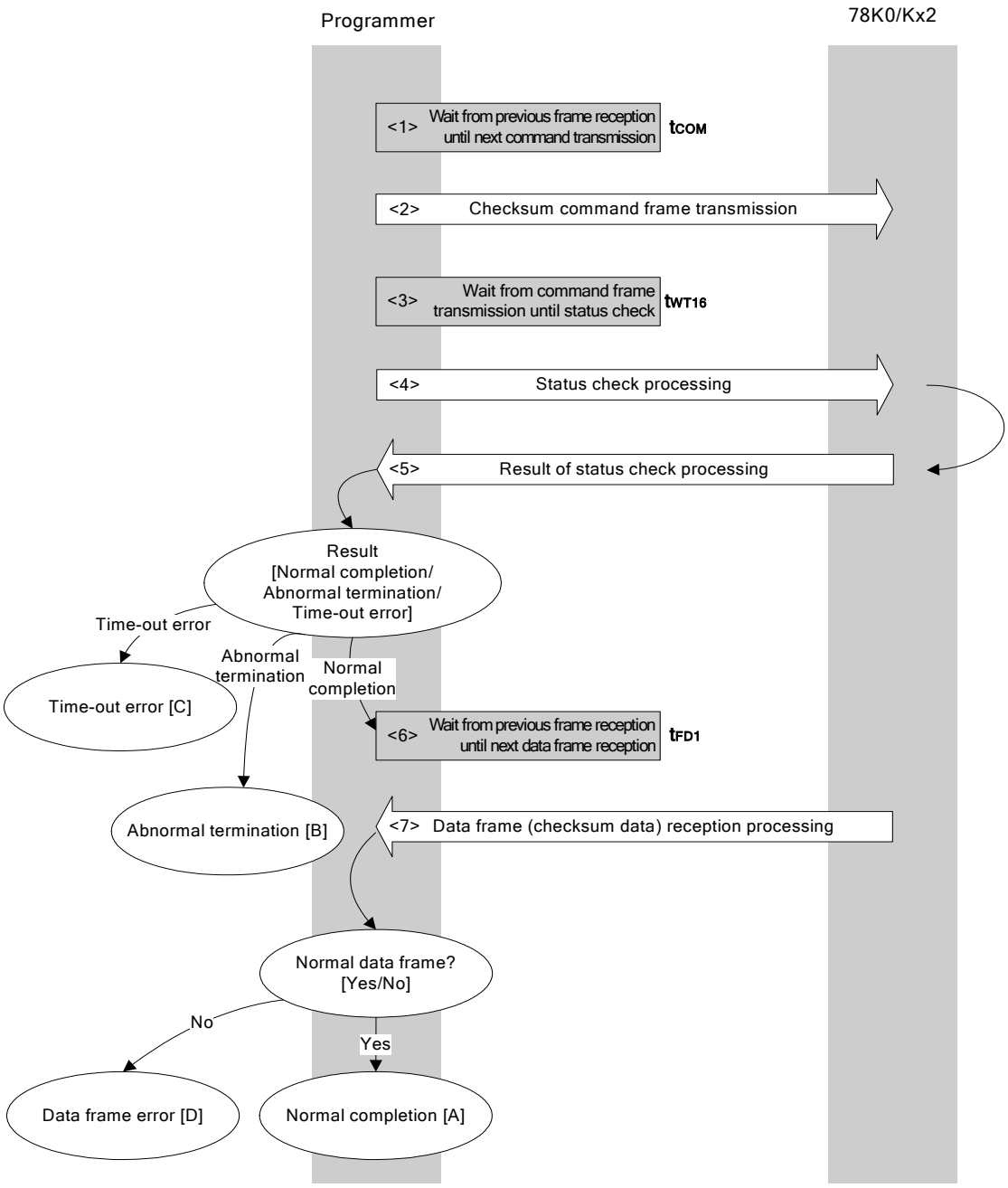
The following shows a sample program for Version Get command processing.

```
/*****************************************************************/
/*                                                               */
/* Get device/firmware version command (CSI)                     */
/*                                                               */
/*****************************************************************/
/* [i] u8 *buf     ... pointer to version date save area         */
/* [r] u16         ... error code                                */
/*****************************************************************/
u16        fl_csi_getver(u8 *buf)
{
     u16    rc;


     fl_wait(tCOM);                          // wait before sending command frame

     put_cmd_csi(FL_COM_GET_VERSION, 1, fl_cmd_prm);    // send "Version Get" command

     fl_wait(tWT12);

<R>  rc = fl_csi_getstatus(tWT12_MAX);       // get status frame
     switch(rc) {
           case   FLC_NO_ERR:                break; // continue
     //    case   FLC_DFTO_ERR: return rc;   break; // case [C]
           default:             return rc;   break; // case [B]
     }

     fl_wait(tFD2_VG);                // wait before getting data frame

     rc = get_dfrm_csi(fl_rxdata_frm);// get version data

     if (rc){                                                 // if no error,
           return rc;                 // case [D]
     }
     memcpy(buf, fl_rxdata_frm+OFS_STA_PLD, DFV_LEN);// copy version data
     return rc;                       // case [A]
   }
```

7.14 Checksum Command

7.14.1 Processing sequence chart

Checksum command processing sequence



7.14.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Checksum command is transmitted by command frame transmission processing.
<3> Waits from command transmission until status check processing (wait time t_{WT16}).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When the processing ends normally: Proceeds to <6>.
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

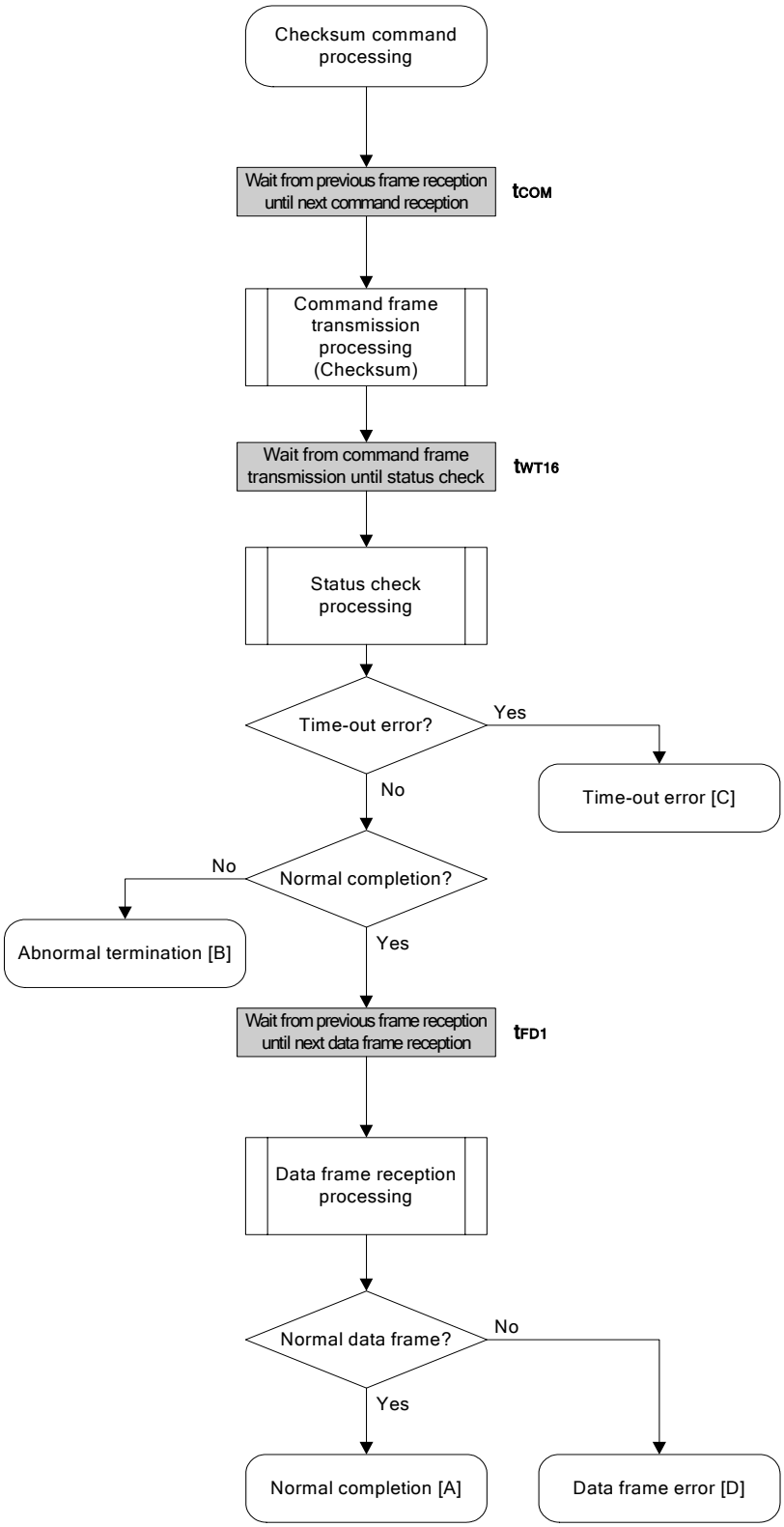
<6> Waits from the previous frame reception until the next command transmission (wait time t_{FD1}).
<7> The received data frame (checksum data) is checked.

If data frame is normal: Normal completion [A]
If data frame is abnormal: Data frame error [D]

7.14.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and checksum data was acquired normally.
Abnormal termination [B]	Parameter error	05H	The specified start/end address is out of the flash memory range, or the specified address is not a fixed address in 2 KB units.
	Checksum error	07H	The checksum of the transmitted command frame does not match.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame was not received within the specified time.
Data frame error [D]		–	The checksum of the data frame received as version data does not match.

7.14.4 Flowchart



7.14.5 Sample program

The following shows a sample program for Checksum command processing.

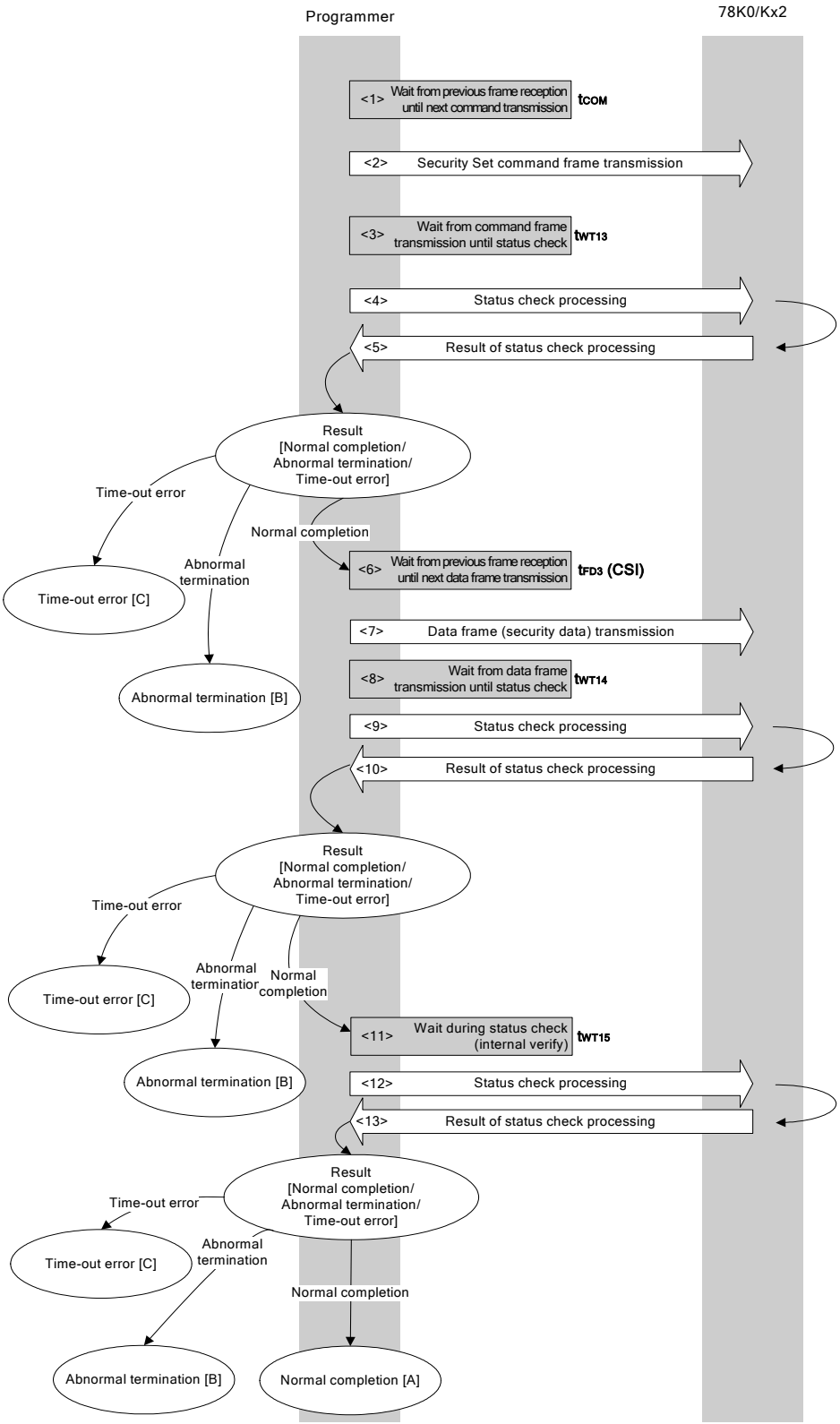
```
/************************************************************/
/*                                                          */
/* Get checksum command (CSI)                               */
/*                                                          */
/************************************************************/
/* [i] u16 *sum    ... pointer to checksum save area        */
/* [i] u32 top     ... start address                        */
/* [i] u32 bottom  ... end address                          */
/* [r] u16         ... error code                           */
/************************************************************/
u16        fl_csi_getsum(u16 *sum, u32 top, u32 bottom)
{
     u16    rc;
     u16    block_num;

     /*********************************************/
     /*      set params                           */
     /*********************************************/
     // set params
     set_range_prm(fl_cmd_prm, top, bottom); // set SAH/SAM/SAL, EAH/EAM/EAL

     block_num = get_block_num(top, bottom); // get block num

     /*********************************************/
     /*      send command                         */
     /*********************************************/
     fl_wait(tCOM);                          // wait before sending command frame

     put_cmd_csi(FL_COM_GET_CHECK_SUM, 7, fl_cmd_prm);     // send "Checksum" command

     fl_wait(tWT16);

<R>  rc = fl_csi_getstatus(tWT16_MAX);       // get status frame
     switch(rc) {
           case   FLC_NO_ERR:                break; // continue
     //    case   FLC_DFTO_ERR: return rc;   break; // case [C]
           default:             return rc;   break; // case [B]
     }


     /*********************************************/
     /*      get data frame (Checksum data)       */
     /*********************************************/
     fl_wait(tFD1 * block_num);              // wait before getting data frame
```

```
    rc = get_dfrm_csi(fl_rxdata_frm);// get data frame(version data)

    if (rc){                         // if error,
          return rc;                 // case [D]
    }

    *sum = (fl_rxdata_frm[OFS_STA_PLD] << 8) + fl_rxdata_frm[OFS_STA_PLD+1];
                                                                  // set SUM data
    return rc;                       // case [A]
}
```

7.15 Security Set Command

7.15.1 Processing sequence chart

Security Set command processing sequence



7.15.2 Description of processing sequence

<1> Waits from the previous frame reception until the next command transmission (wait time t_{COM}).
<2> The Security Set command is transmitted by command frame transmission processing.
<3> Waits from command transmission until status check processing (wait time t_{WT13}).
<4> The status frame is acquired by status check processing.
<5> The following processing is performed according to the result of status check processing.

When the processing ends normally: Proceeds to <6>.
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

<6> Waits from the previous frame reception until the data frame transmission (wait time $t_{FD3(CSI)}$).
<7> The data frame (security setting data) is transmitted by data frame transmission processing.
<8> Waits from data frame transmission until status check processing (wait time t_{WT14}).
<9> The status frame is acquired by status check processing.
<10> The following processing is performed according to the result of status check processing.

When the processing ends normally: Proceeds to <11>.
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

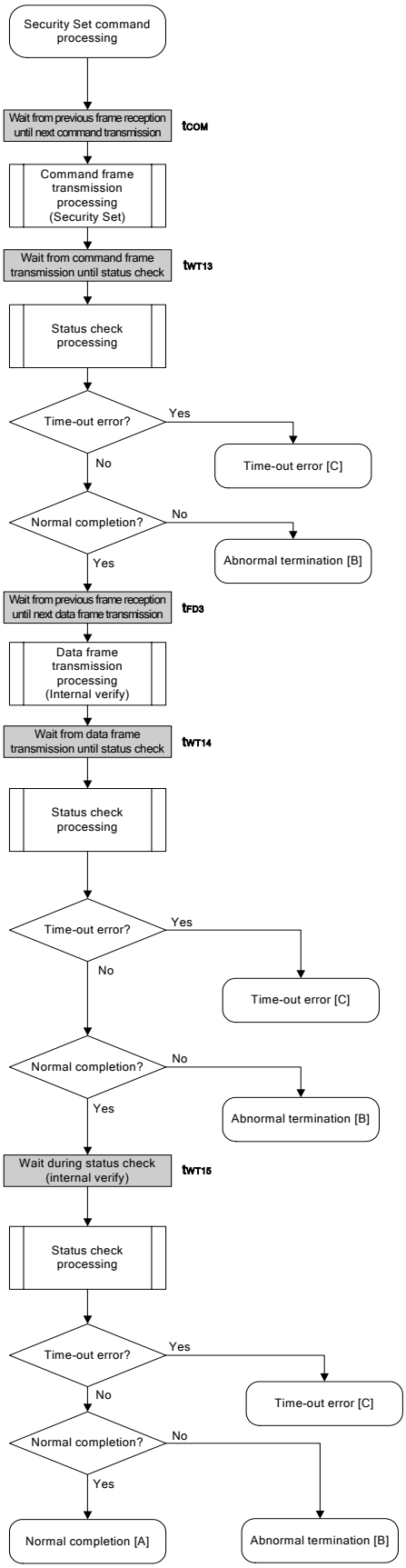
<11> Waits until status acquisition (completion of internal verify) (wait time t_{WT15}).
<12> The status frame is acquired by status check processing.
<13> The following processing is performed according to the result of status check processing.

When the processing ends normally: Normal completion [A]
When the processing ends abnormally: Abnormal termination [B]
When a time-out error occurs: A time-out error [C] is returned.

7.15.3 Status at processing completion

Status at Processing Completion		Status Code	Description
Normal completion [A]	Normal acknowledgment (ACK)	06H	The command was executed normally and security setting was performed normally.
Abnormal termination [B]	Parameter error	05H	Command information (parameter) is not 00H.
	Checksum error	07H	The checksum of the transmitted command frame or data frame does not match.
	Write error	1CH	Security data has already been set, or a write error has occurred.
	Negative acknowledgment (NACK)	15H	Command frame data is abnormal (such as invalid data length (LEN) or no ETX).
Time-out error [C]		–	The status frame was not received within the specified time.

7.15.4 Flowchart



7.15.5 Sample program

The following shows a sample program for Security Set command processing.

```
/*****************************************************************/
/*                                                               */
/* Set security flag command (CSI)                               */
/*                                                               */
/*****************************************************************/
/* [i] u8 scf     ... Security flag data                         */
/* [r] u16        ... error code                                 */
/*****************************************************************/
u16        fl_csi_setscf(u8 scf)
{
     u16    rc;

     /*********************************************************/
     /*     set params                                        */
     /*********************************************************/
<R>  fl_cmd_prm[0] = 0x00;            // "BLK" (must be 0x00)
<R>  fl_cmd_prm[1] = 0x00;            // "PAG" (must be 0x00)
     fl_txdata_frm[0] = (scf |= 0b11101000);
<R>                                   // "FLG" (upper 5bits must be '1' (to make sure))

     fl_txdata_frm[1] = 0x03;         // "BOT" (fixed 0x03)



     /***********************************************/
     /*      send command                           */
     /***********************************************/
     fl_wait(tCOM);                          // wait before sending command frame

     put_cmd_csi(FL_COM_SET_SECURITY, 3, fl_cmd_prm);  // send "Security Set" command

     fl_wait(tWT13);                  // wait

<R>  rc = fl_csi_getstatus(tWT13_MAX);       // get status frame
     switch(rc) {
           case   FLC_NO_ERR:                break; // continue
     //    case   FLC_DFTO_ERR: return rc;   break; // case [C]
           default:             return rc;   break; // case [B]
     }

     /***********************************************/
     /*   send data frame (security setting data)   */
     /***********************************************/
     fl_wait(tFD3_CSI);               // wait before getting data frame
```

```
        put_dfrm_csi(2, fl_txdata_frm, true);   // send data frame(Security data)


        fl_wait(tWT14);

<R>     rc = fl_csi_getstatus(tWT14_MAX);       // get status frame
        switch(rc) {
              case   FLC_NO_ERR:                break; // continue
        //    case   FLC_DFTO_ERR:return rc;    break; // case [C]
              default:            return rc;    break; // case [B]
        }


        /*********************************************/
        /*      Check internally verify                */
        /*********************************************/
        fl_wait(tWT15);

<R>     rc = fl_csi_getstatus(tWT15_MAX);       // get status frame
    //  switch(rc) {
    //
    //        case   FLC_NO_ERR:  return rc;    break; // case [A]
    //        case   FLC_DFTO_ERR:return rc;    break; // case [C]
    //        default:            return rc;    break; // case [B]
    //  }
        return rc;
    }
```

CHAPTER 8 FLASH MEMORY PROGRAMMING PARAMETER CHARACTERISTICS

This chapter describes the parameter characteristics between the programmer and the 78K0/Kx2 in the flash memory programming mode.

Be sure to refer to the user's manual of the 78K0/Kx2 for electrical specifications when designing a programmer.

8.1 Basic Characteristics

Parameter	Condition	Symbol	MIN.	TYP.	MAX.	Unit
78K0/Kx2 operating clock in flash memory programming mode	Internal high-speed oscillation clock	f_{RH}	7.6	8	8.4	MHz
X1 clock	During UART communication	f_X	2		20	
External main system clock		f_{EXCLK}	2		20	

8.2 Flash Memory Programming Mode Setting Time

Parameter		Symbol	MIN.	TYP.	MAX.
V_{DD}↑ to FLMD0↑		t_{DP}	1 ms		
FLMD0↑ to $\overline{\text{RESET}}$↑		t_{PR}	2 ms		
Count start time from $\overline{\text{RESET}}$↑ to FLMD0[Note 1]		t_{RP}	59,327/f_{RH}		
Count finish time from $\overline{\text{RESET}}$↑ to FLMD0[Note 1]		t_{RPE}			238,414/f_{RH}
FLMD0 counter high-level/low-level width		t_{PW}	10 μs		100 μs
Wait for Reset command (CSI)		t_{RC}	444,463/f_{RH}		3 s
<R> Wait for low-level data 1 (UART)	X1 clock	t_{R1}	444,463/f_{RH} + 2^{16}/f_X		3 s
	External main system clock		444,463/f_{RH}		3 s
Wait for low-level data 2 (UART)		t_{12}	15,000/f_{RH}		3 s
Wait for Read command (UART)		t_{2C}	15,000/f_{RH}		3 s
Width of low-level data 1/2[Note 2]		t_{L1}, t_{L2}		**Note 2**	
FLMD0 counter rise/fall time		–			1 μs

Notes 1. (59,327/f_{RH} + 238,414/f_{RH})/2 is recommended as the standard value for the FLMD0 pulse input timing.

2. The low-level width is the same as the 00H data width at 9,600 bps, and the value described here is half that data width.

Remarks 1. Calculate the parameters assuming that f_{RH} = 8 MHz.

2. The waits are defined as follows.

<t_{R1} (MIN.)>

The baud rate for the UART is generated based on the external clock.

Input pulses by making allowances for this specification and the oscillation stabilization time of the external clock used.

8.3 Programming Characteristics

Wait	Condition	Symbol	Serial I/F	MIN.	MAX.
Between data frame transmission/reception	Data frame reception	t_{DR}	CSI	$64/f_{RH}$	3 s
			UART	$74/f_{RH}$	3 s
	Data frame transmission	t_{DT}	CSI	$88/f_{RH}$	3 s
			UART	0 Note 1	3 s
From Status command frame reception until status frame transmission	–	t_{SF}	CSI	$166/f_{RH}$	3 s
From status frame transmission until data frame transmission (1)	–	t_{FD1} Note 2	CSI	$54,368/f_{RH}$	3 s
			UART	0 Note 1	3 s
From status frame transmission until data frame transmission (2)	Silicon signature data	t_{FD2}	CSI	$321/f_{RH}$	3 s
	Version data			$136/f_{RH}$	3 s
	–		UART	0 Note 1	3 s
From status frame transmission until data frame reception	–	t_{FD3}	CSI	$163/f_{RH}$	3 s
			UART	$101/f_{RH}$	3 s
From status frame transmission until command frame reception	–	t_{COM}	CSI	$64/f_{RH}$	3 s
			UART	$71/f_{RH}$	3 s

Notes 1. When successive reception is enabled for the programmer

2. Time for one block transmission

Remarks 1. Calculate the parameters assuming that f_{RH} = 8 MHz.

2. The waits are defined as follows.

<t_{DR}, t_{FD3}, t_{COM}>

The 78K0/Kx2 is readied for the next communication after the MIN. time has elapsed after completion of the previous communication.

The programmer must transmit the next data between the MIN. and MAX. times after completion of the previous communication.

<t_{DT}, t_{SF}, t_{FD1}, t_{FD2}>

The 78K0/Kx2 is readied for the next communication after the MIN. time has elapsed after completion of the previous communication.

The programmer must receive the next data between the MIN. and MAX. times after completion of the previous communication.

Command	Symbol	Serial I/F	MIN.	MAX.
Reset	t_{WT0}	CSI	$172/f_{RH}$	3 s
		UART	**Note 1**	3 s
Chip Erase	t_{WT1}	–	$857,883/f_{RH}$ + 88,320 × total number of blocks/f_{RH}	$186,444,400/f_{RH}$ + 22,609,920 × total number of blocks/f_{RH}
Block Erase	t_{WT2} Note 2	–	$214,714/f_{RH}$ × execution count of simultaneous selection and erasure + $44,160/f_{RH}$ × number of blocks to be erased	$54,582,372/f_{RH}$ × execution count of simultaneous selection and erasure + $11,304,960/f_{RH}$ × number of blocks to be erased
Programming	t_{WT3}	CSI	$1,348/f_{RH}$	3 s
		UART	**Note 1**	3 s
	t_{WT4} Note 3	–	$68,118/f_{RH}$	$397,587/f_{RH}$
	t_{WT5} Note 4	CSI	$100,407/f_{RH}$	$132,144,427/f_{RH}$
		UART	**Note 1**	$132,144,427/f_{RH}$
Verify	t_{WT6}	CSI	$686/f_{RH}$	3 s
		UART	**Note 1**	3 s
	t_{WT7} Note 3	CSI	$12,827/f_{RH}$	3 s
		UART	**Note 1**	3 s
Block Blank Check	t_{WT8} Note 4	CSI	$45,835/f_{RH}$	$55,004/f_{RH}$
		UART	**Note 1**	$55,004/f_{RH}$
Oscillating Frequency Set	t_{WT9}	CSI	$1,127/f_{RH}$	3 s
		UART	**Note 1**	3 s
Silicon Signature	t_{WT11}	CSI	$1,233/f_{RH}$	3 s
		UART	**Note 1**	3 s
Version Get	t_{WT12}	CSI	$242/f_{RH}$	3 s
		UART	**Note 1**	3 s
Security Set	t_{WT13}	CSI	$923/f_{RH}$	3 s
		UART	**Note 1**	3 s
	t_{WT14}	–	$275,518/f_{RH}$	$66,005,812/f_{RH}$
	t_{WT15}	CSI	$368,277/f_{RH}$	$66,018,156/f_{RH}$
		UART	**Note 1**	$66,018,156/f_{RH}$
Checksum	t_{WT16}	CSI	$583/f_{RH}$	3 s
		UART	**Note 1**	3 s

Notes 1. Reception must be enabled for the programmer before command transmission.

2. See the supplement on the following pages for the calculation method of the execution count of simultaneous selection and erasure.

3. Time for 256-byte data transmission

4. Time for one block transmission

Remarks 1. Calculate the parameters assuming that f_{RH} = 8 MHz.

2. The waits are defined as follows.

<t_{WT0} to t_{WT16}>

The 78K0/Kx2 completes command processing between the MIN. and MAX. times.

The programmer must repeat the status check until the MAX. time is elapsed.

Supplement Simultaneous selection and erasure performed by Block Erase command

The Block Erase command of the 78K0/Kx2 is executed by repeating “simultaneous selection and erasure”, which erases multiple blocks simultaneously.
The wait time inserted during Block Erase command execution is therefore equal to the total execution time of “simultaneous selection and erasure”.
To calculate the “total execution time of simultaneous selection and erasure”, the execution count (M) of the simultaneous selection and erasure must first be calculated.
“M” is calculated by obtaining the number of blocks to be erased simultaneously (number of blocks to be selected and erased simultaneously).

The following describes the method for calculating the number of blocks to be selected and erased simultaneously and the execution count (M).

(1) Calculation of number of blocks to be selected and erased simultaneously

The number of blocks to be selected and erased simultaneously should be 1, 2, 4, 8, 16, 32, 64, or 128, depending on which satisfies all of the following conditions.

[Condition 1]

(Number of blocks to be erased) ≥ (Number of blocks to be selected and erased simultaneously)

[Condition 2]

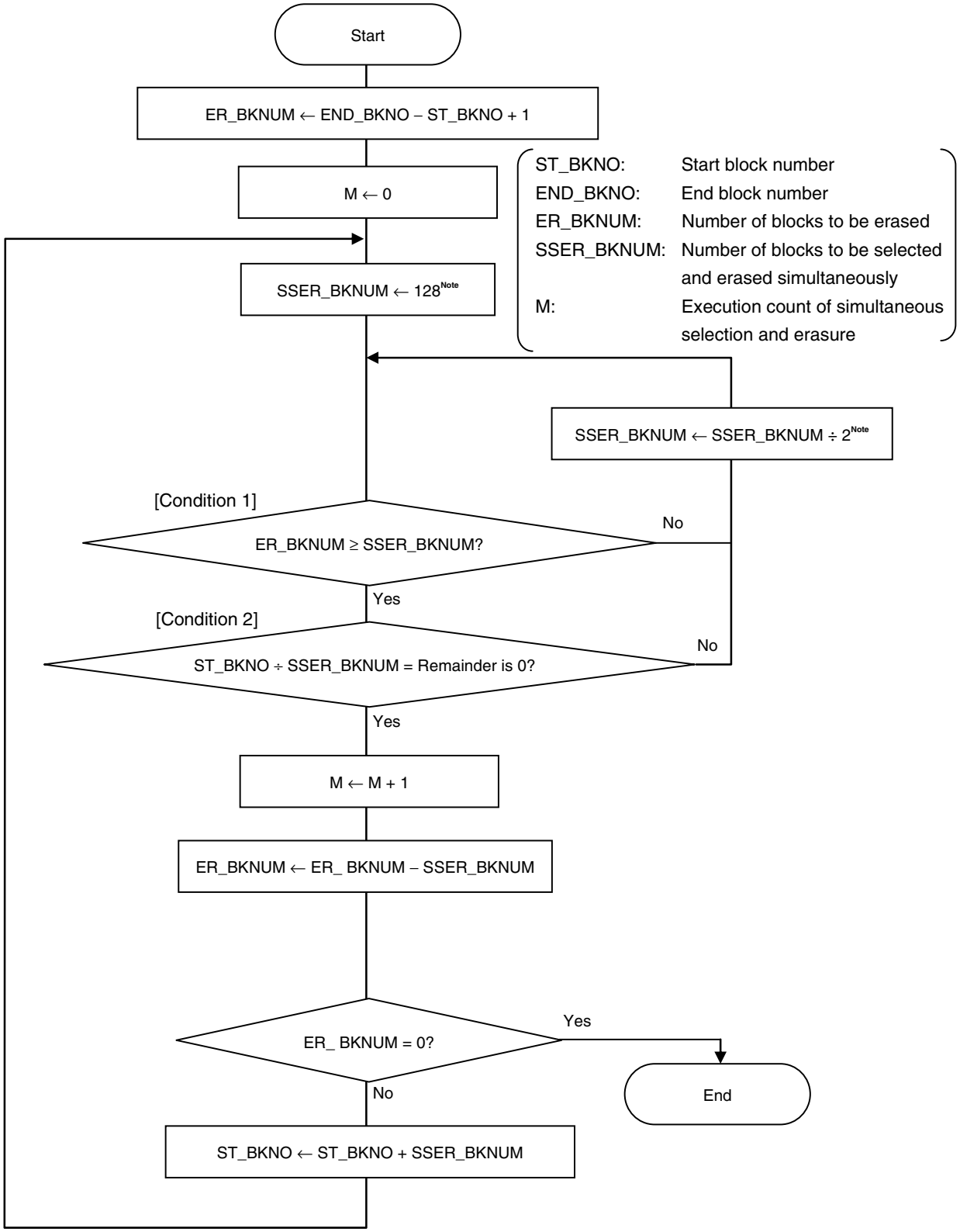
(Start block number) ÷ (Number of blocks to be selected and erased simultaneously) = Remainder is 0

[Condition 3]

The maximum value among the values that satisfy both Conditions 1 and 2

(2) Calculation of the execution count (M) of simultaneous selection and erasure

Calculation of the execution count (M) is illustrated in the following flowchart.



Note Based on the maximum value of SSER_BKNUM (128), obtain the value that satisfies Conditions 1 and 2 by executing SSER_BKNUM ÷ 2; Condition 3 is then satisfied.

Example 1 Erasing blocks 1 to 127 (N (number of blocks to be erased) = 127)

<1> The first start block number is 1 and the number of blocks to be erased is 127; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, 32, 64, and 128.
Moreover, the value that satisfies Condition 2 is 1 and the value that satisfies Condition 3 is 1, so the number of blocks to be selected and erased simultaneously is 1; only block 1 is then erased.

<2> After block 1 is erased, the next start block number is 2 and the number of blocks to be erased is 126; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, 32, and 64.
Moreover, the values that satisfy Condition 2 are 1 and 2, the value that satisfies Condition 3 is 2, so the number of blocks to be selected and erased simultaneously is 2; blocks 2 and 3 are then erased.

<3> After blocks 2 and 3 are erased, the next start block number is 4 and the number of blocks to be erased is 124; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, 32, and 64.
Moreover, the values that satisfy Condition 2 are 1, 2, and 4, the value that satisfies Condition 3 is 4, so the number of blocks to be selected and erased simultaneously is 4; blocks 4 to 7 are then erased.

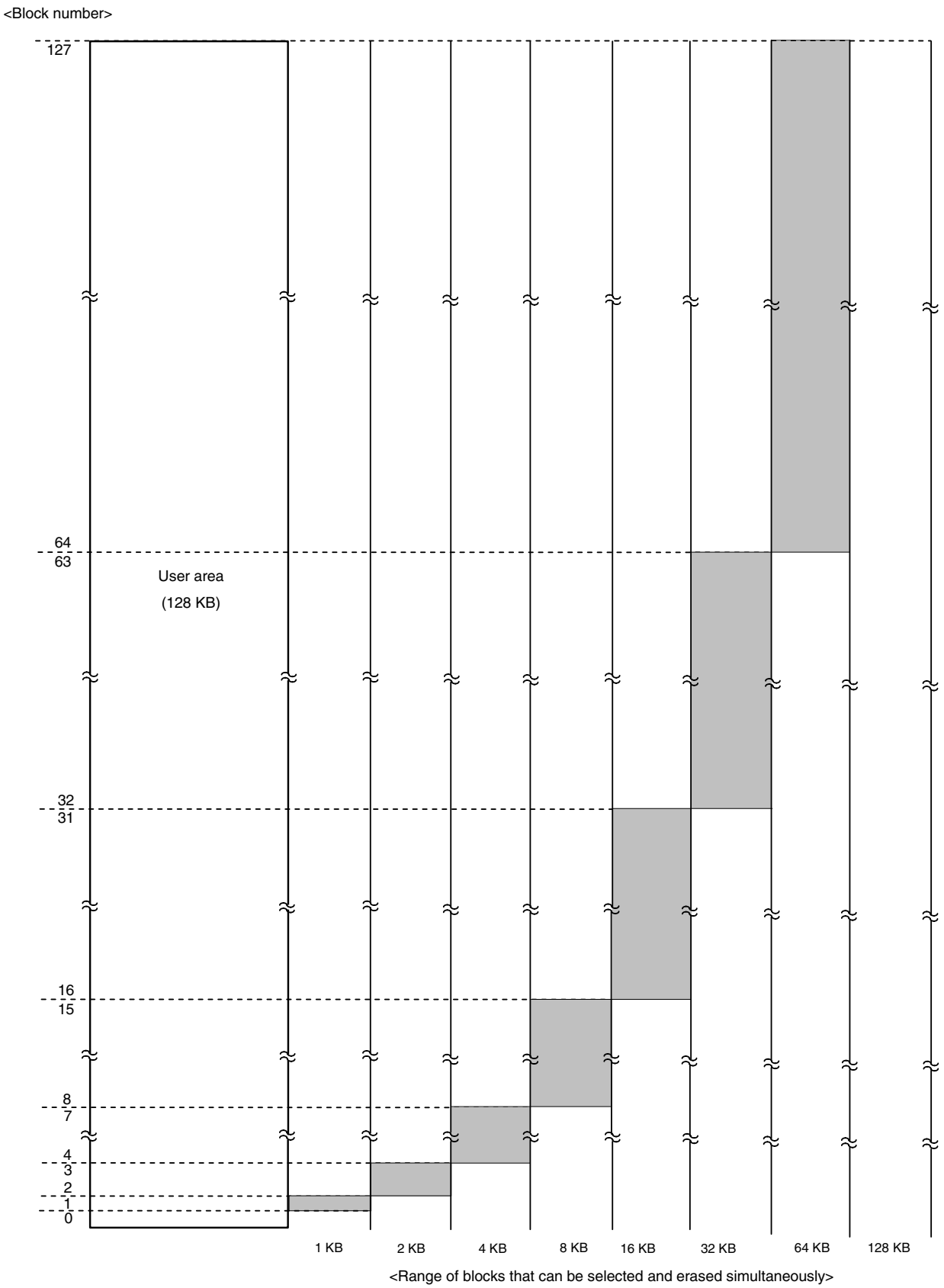
<4> After blocks 4 to 7 are erased, the next start block number is 8 and the number of blocks to be erased is 120; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, 32, and 64.
Moreover, the values that satisfy Condition 2 are 1, 2, 4, and 8, the value that satisfies Condition 3 is 8, so the number of blocks to be selected and erased simultaneously is 8; blocks 8 to 15 are then erased.

<5> After blocks 8 to 15 are erased, the next start block number is 16 and the number of blocks to be erased is 112; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, 32, and 64.
Moreover, the values that satisfy Condition 2 are 1, 2, 4, 8, and 16, the value that satisfies Condition 3 is 16, so the number of blocks to be selected and erased simultaneously is 16; blocks 16 to 31 are then erased.
After blocks 16 to 31 are erased, the next start block number is 32 and the number of blocks to be erased is 96; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, 32, and 64.
Moreover, the values that satisfy Condition 2 are 1, 2, 4, 8, 16, and 32, the value that satisfies Condition 3 is 32, so the number of blocks to be selected and erased simultaneously is 32; blocks 32 to 63 are then erased.

<6> After blocks 32 to 63 are erased, the next start block number is 64 and the number of blocks to be erased is 64; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, 32, and 64.
Moreover, the values that satisfy Condition 2 are 1, 2, 4, 8, 16, 32, and 64, the value that satisfies Condition 3 is 64, so the number of blocks to be selected and erased simultaneously is 64; blocks 64 to 127 are then erased.

Therefore, simultaneous selection and erasure is executed seven times (1, 2 and 3, 4 to 7, 8 to 15, 16 to 31, 32 to 63, and 64 to 127) to erase blocks 1 to 127, so M = 7 is obtained.

Block configuration when executing simultaneous selection and erasure (when erasing blocks 1 to 127)



Example 2 Erasing blocks 5 to 10 (N (number of blocks to be erased) = 6)

<1> The first start block number is 5 and the number of blocks to be erased is 6; the values that satisfy Condition 1 are therefore 1, 2, and 4.
Moreover, the value that satisfies Condition 2 is 1 and the value that satisfies Condition 3 is 1, so the number of blocks to be selected and erased simultaneously is 1; only block 5 is the erased.

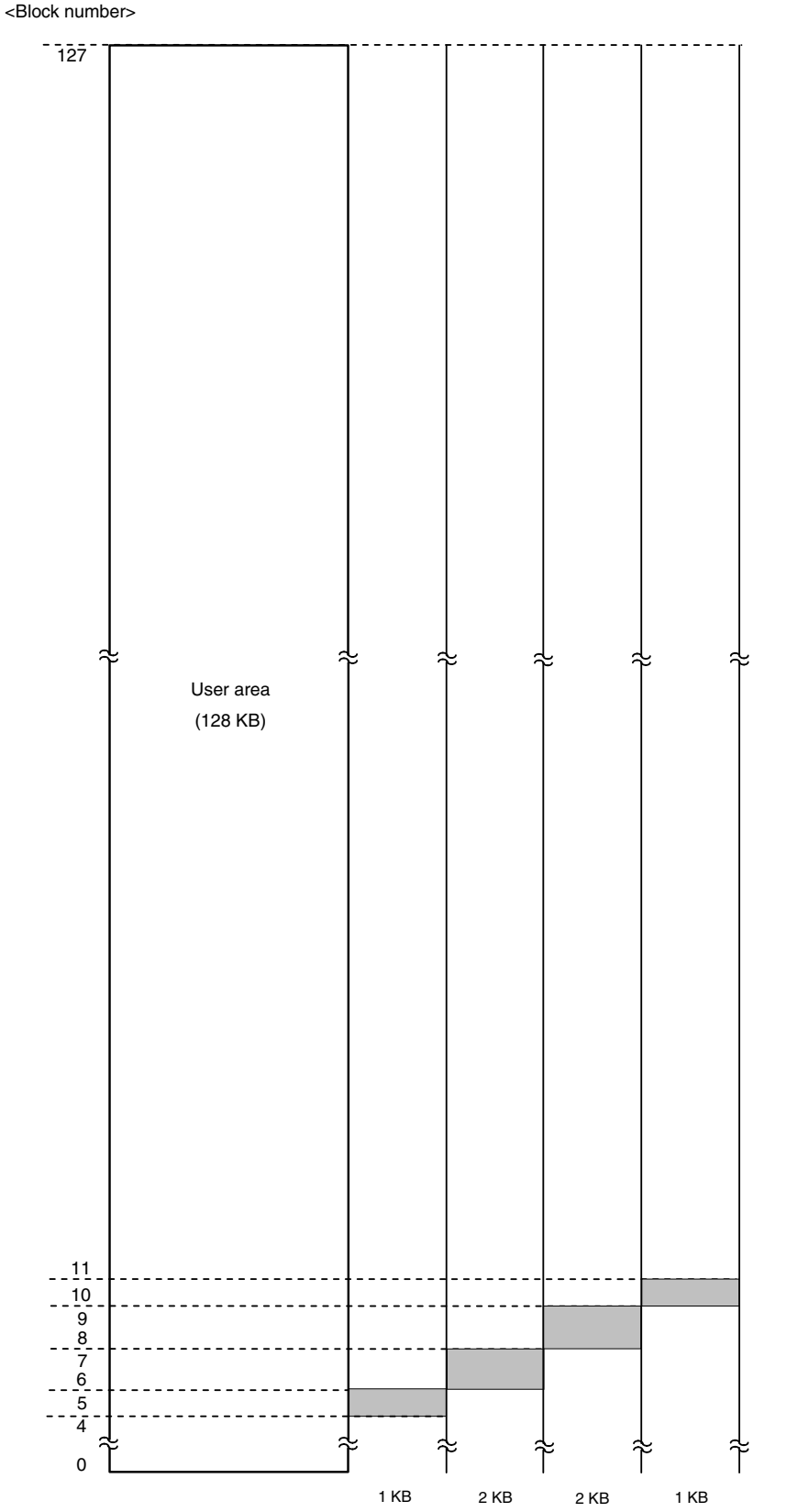
<2> After block 5 is erased, the next start block number is 6 and the number of blocks to be erased is 5; the values that satisfy Condition 1 are therefore 1, 2, and 4.
Moreover, the values that satisfy Condition 2 are 1 and 2, the value that satisfies Condition 3 is 2, so the number of blocks to be selected and erased simultaneously is 2; blocks 6 and 7 are then erased.

<3> After blocks 6 and 7 are erased, the next start block number is 8 and the number of blocks to be erased is 3; the values that satisfy Condition 1 are therefore 1 and 2.
Moreover, the values that satisfy Condition 2 are 1 and 2, the value that satisfies Condition 3 is 2, so the number of blocks to be selected and erased simultaneously is 2; blocks 8 and 9 are then erased.

<4> After blocks 8 and 9 are erased, the next start block number is 10 and the number of blocks to be erased is 1; the value that satisfies Condition 1 is therefore 1. This also satisfies Conditions 2 and 3, so the number of blocks to be selected and erased simultaneously is 1; block 10 is then erased.

Therefore, simultaneous selection and erasure is executed four times (5, 6 and 7, 8 and 9, and 10) to erase blocks 5 to 10, so M = 4 is obtained.

Block configuration when executing simultaneous selection and erasure (when erasing blocks 5 to 10)



<Range of blocks that can be selected and erased simultaneously>

Example 3 Erasing blocks 25 to 73 (N (number of blocks to be erased) = 49)

<1> The first start block number is 25 and the number of blocks to be erased is 49; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, and 32.
Moreover, the value that satisfies Condition 2 is 1 and the value that satisfies Condition 3 is 1, so the number of blocks to be selected and erased simultaneously is 1; only block 25 is then erased.

<2> After block 25 is erased, the next start block number is 26 and the number of blocks to be erased is 48; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, and 32.
Moreover, the values that satisfy Condition 2 are 1 and 2, the value that satisfies Condition 3 is 2, so the number of blocks to be selected and erased simultaneously is 2; blocks 26 and 27 are then erased.

<3> After blocks 26 and 27 are erased, the next start block number is 28 and the number of blocks to be erased is 46; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, and 32.
Moreover, the values that satisfy Condition 2 are 1, 2, and 4, the value that satisfies Condition 3 is 4, so the number of blocks to be selected and erased simultaneously is 4; blocks 28 to 31 are then erased.

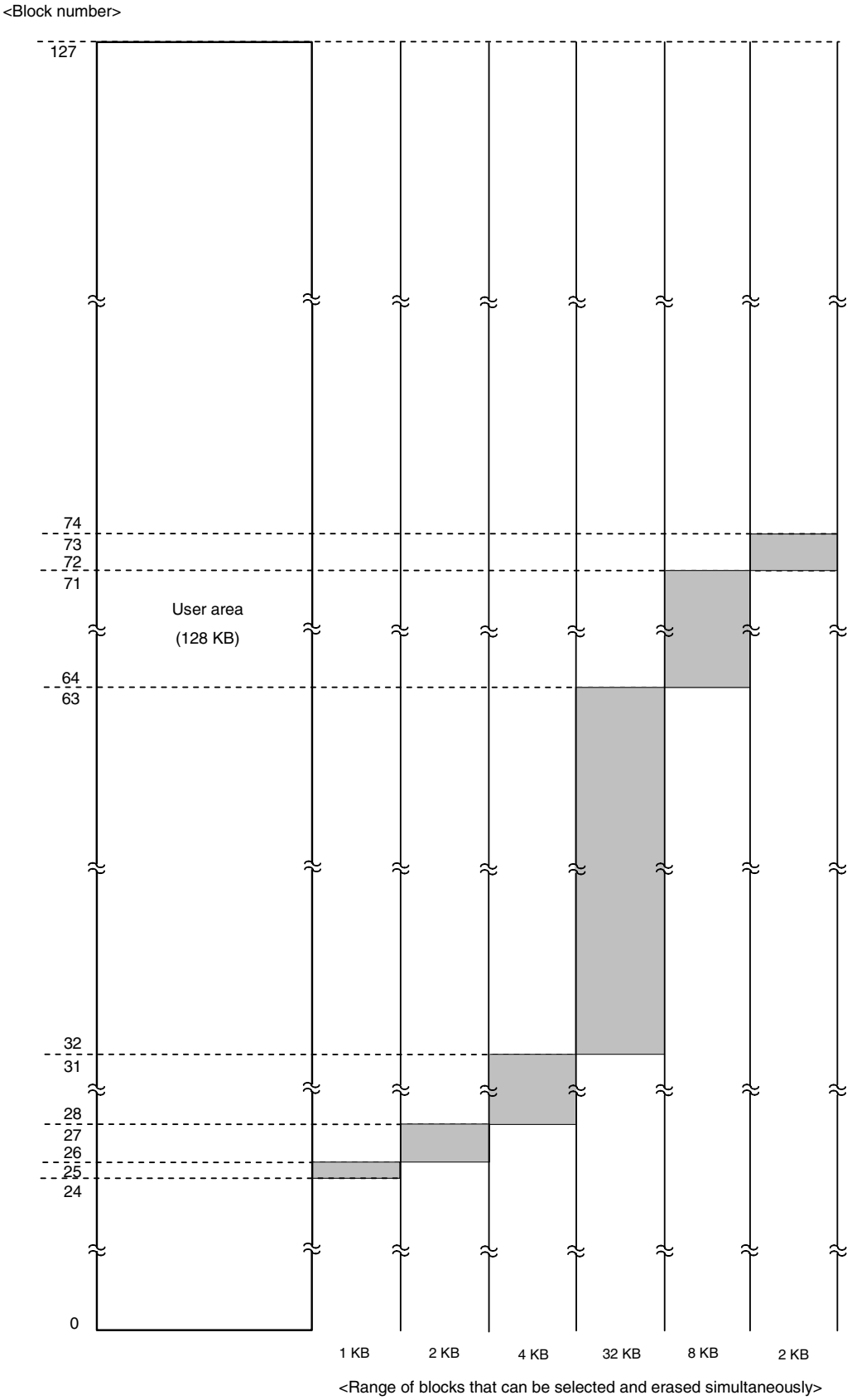
<4> After blocks 28 to 31 are erased, the next start block number is 32 and the number of blocks to be erased is 42; the values that satisfy Condition 1 are therefore 1, 2, 4, 8, 16, and 32.
Moreover, the values that satisfy Condition 2 are 1, 2, 4, 8, and 32, the value that satisfies Condition 3 is 32, so the number of blocks to be selected and erased simultaneously is 32; blocks 32 to 63 are then erased.

<5> After blocks 32 to 63 are erased, the next start block number is 64, and the number of blocks to be erased is 10; the values that satisfy Condition 1 are therefore 1, 2, 4, and 8.
Moreover, the values that satisfy Condition 2 are 1, 2, 4, and 8, the value that satisfies Condition 3 is 8, so the number of blocks to be selected and erased simultaneously is 8; blocks 64 to 71 are then erased.

<6> After blocks 64 to 71 are erased, the next start block number is 72, and the number of blocks to be erased is 2; the values that satisfy Condition 1 are therefore 1 and 2.
Moreover, the values that satisfy Condition 2 are 1 and 2, the value that satisfies Condition 3 is 2, so the number of blocks to be selected and erased simultaneously is 2; blocks 72 and 73 are then erased.

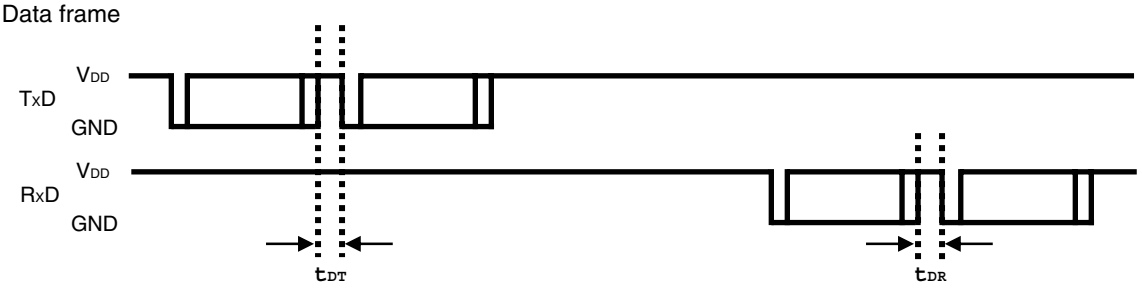
Therefore, simultaneous selection and erasure is executed six times (25, 26 and 27, 28 to 31, 32 to 63, 64 to 71, and 72 and 73) to erase blocks 25 to 73, so M = 6 is obtained.

Block configuration when executing simultaneous selection and erasure (when erasing blocks 25 to 73)

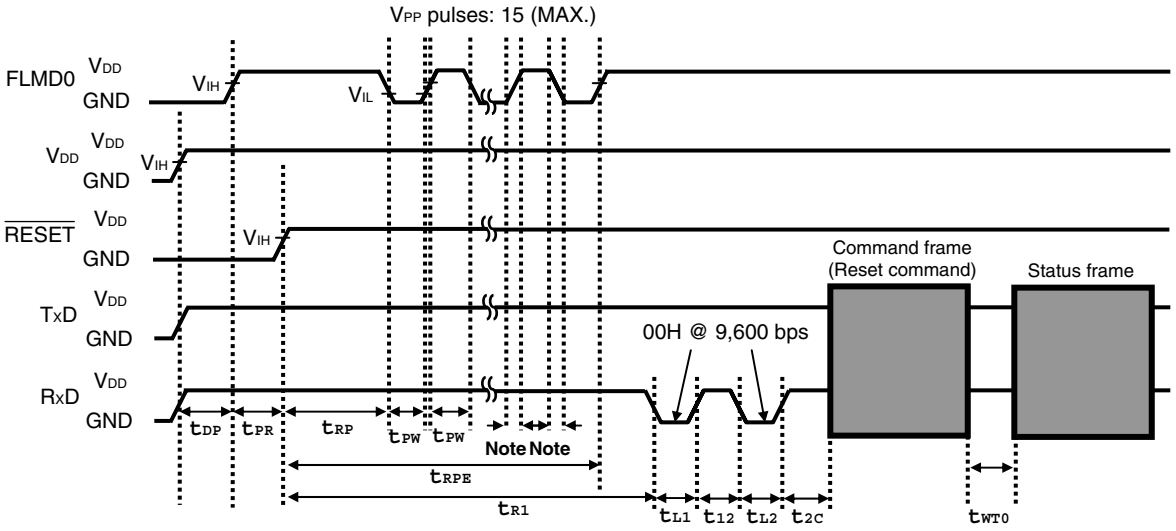


8.4 UART Communication Mode

• Data frame

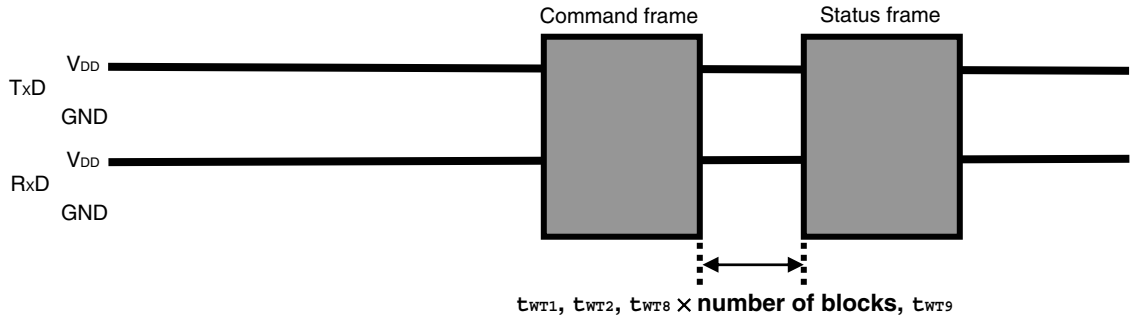


• Programming mode setting/Reset command

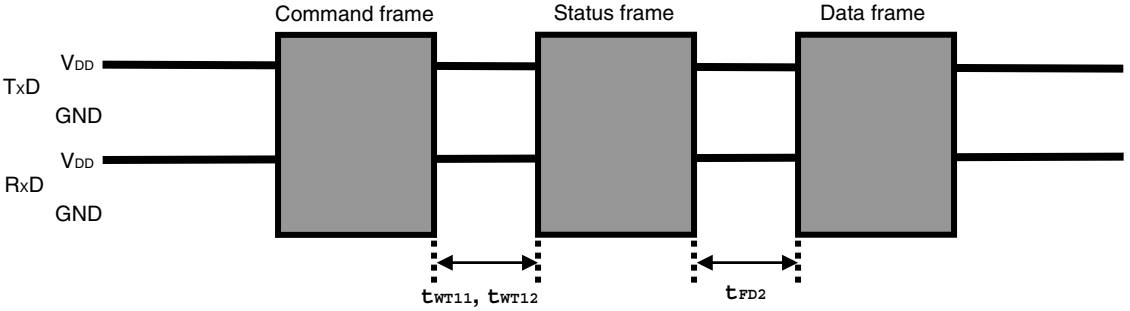


Note FLMD0 counter rise/fall time

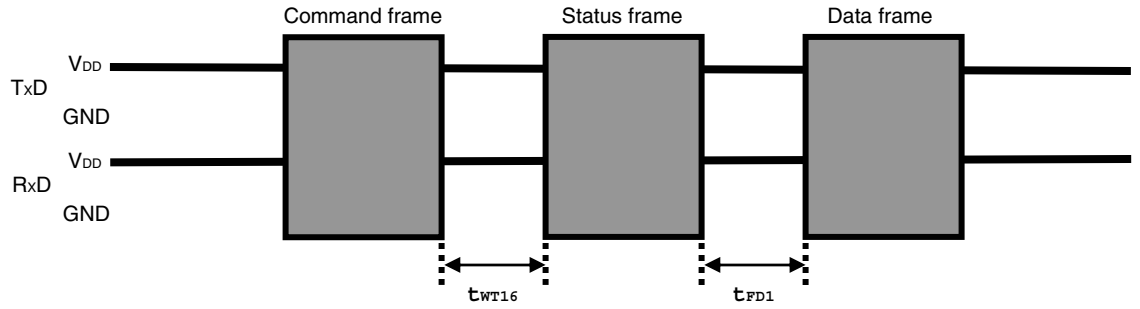
• Chip Erase command/Block Erase command/ Block Blank Check command/Oscillating Frequency Set command



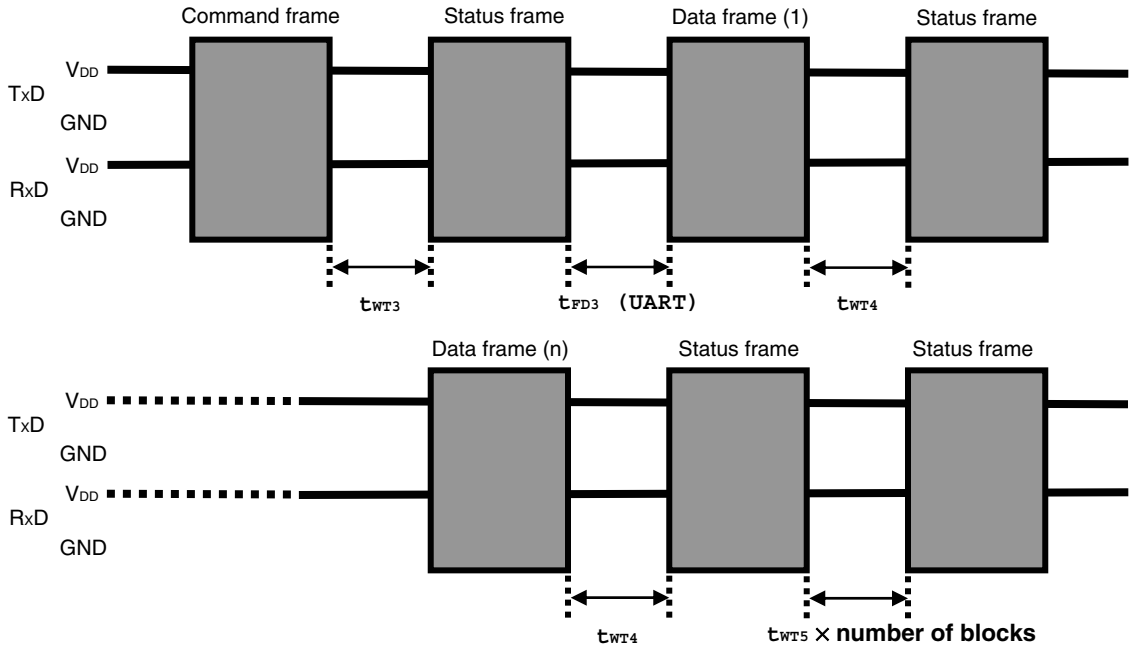
• Silicon Signature command/Version Get command



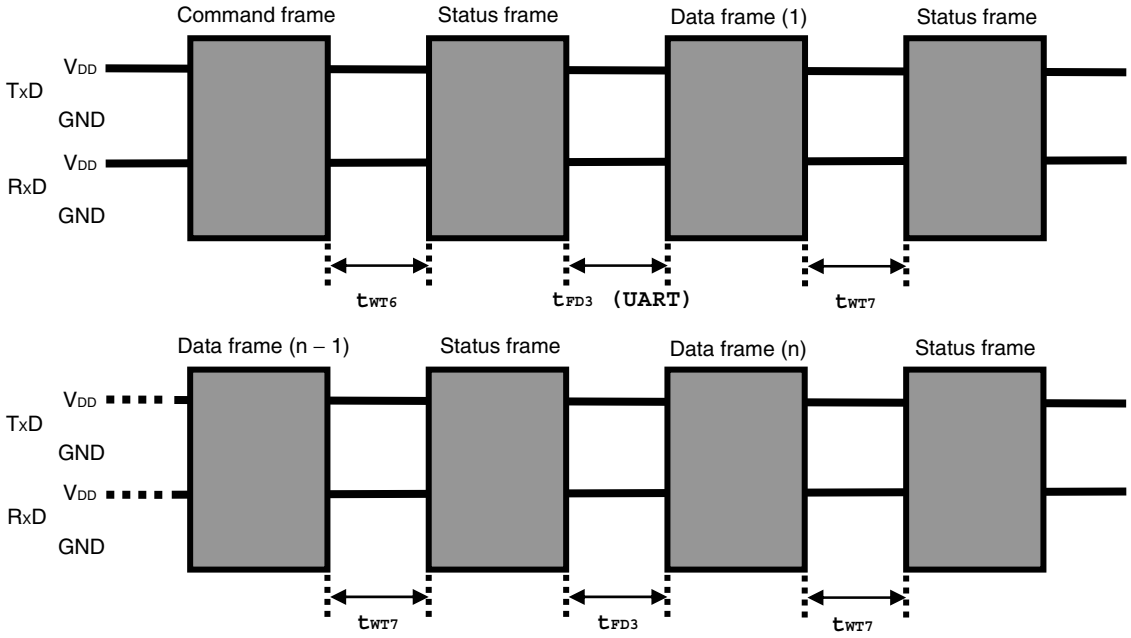
• Checksum command



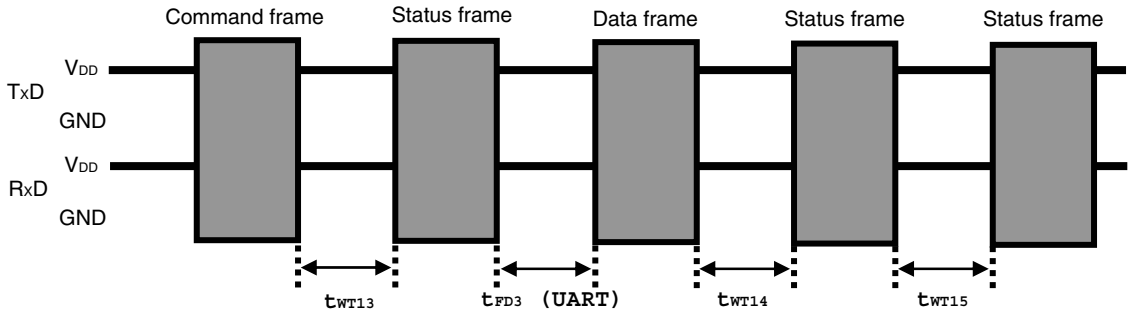
• Programming command



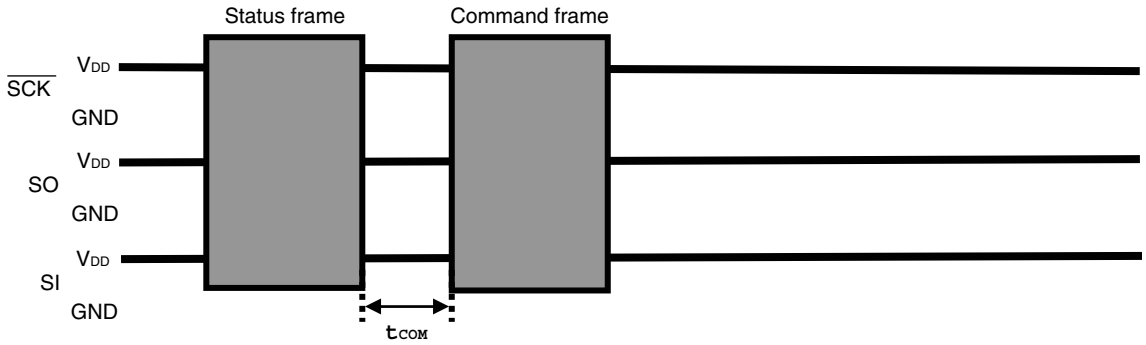
• Verify command



• Security Set command

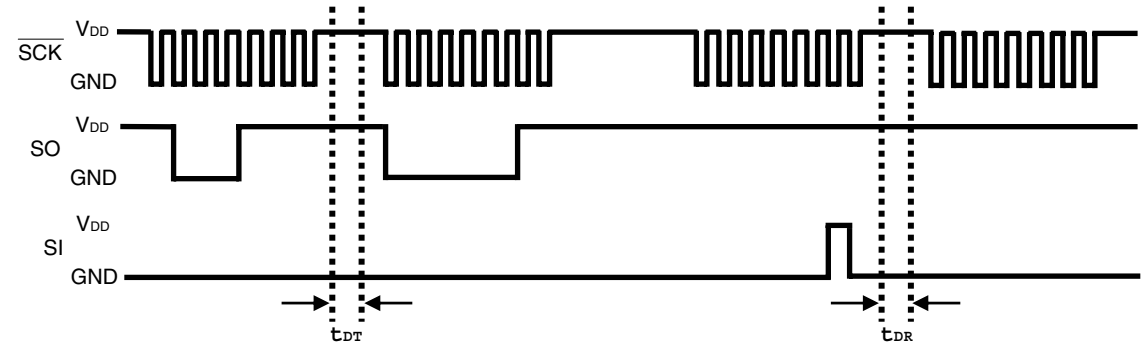


• Wait before command frame transmission

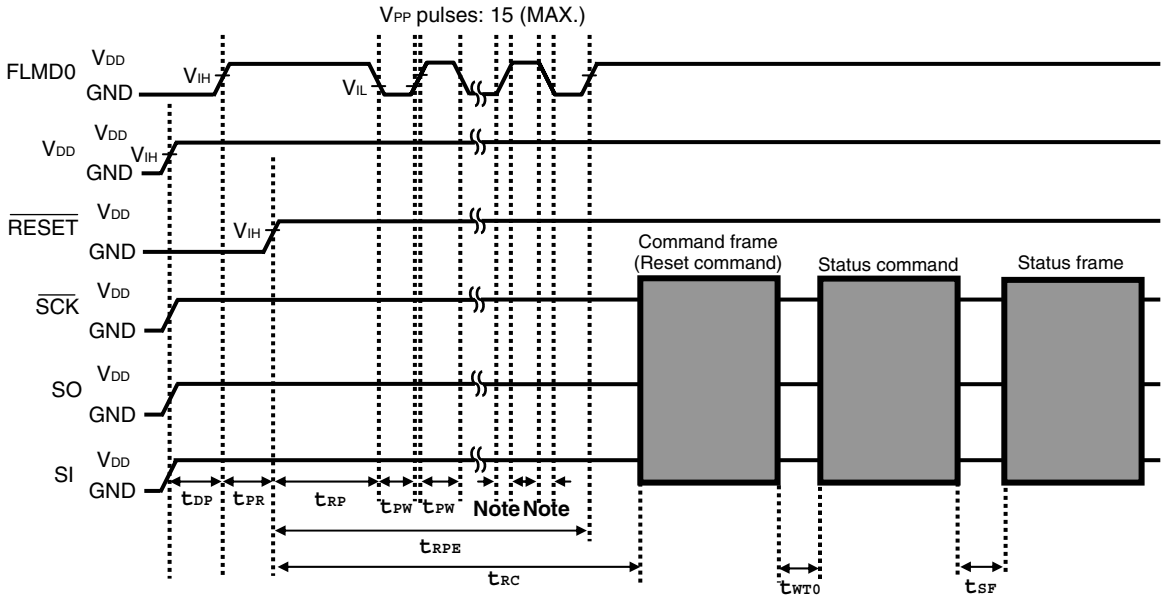


8.5 3-Wire Serial I/O Communication Mode

- Data frame

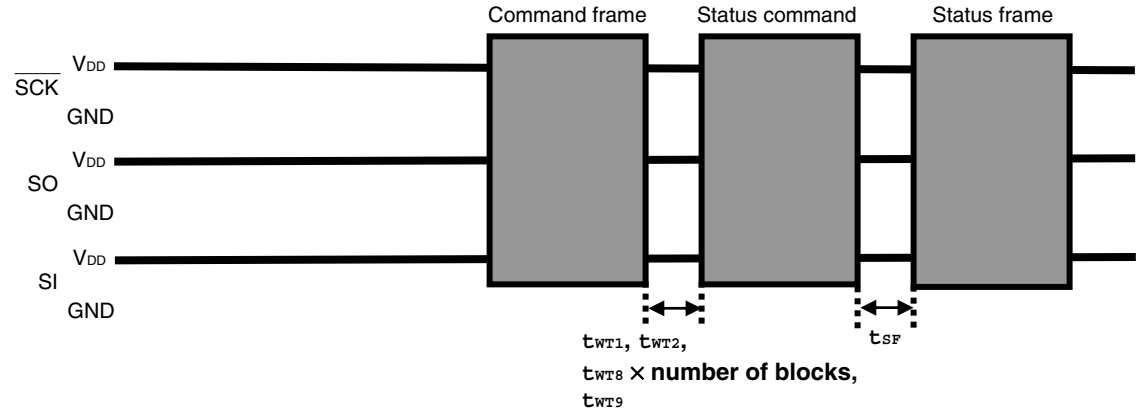


- Programming mode setting/Reset command

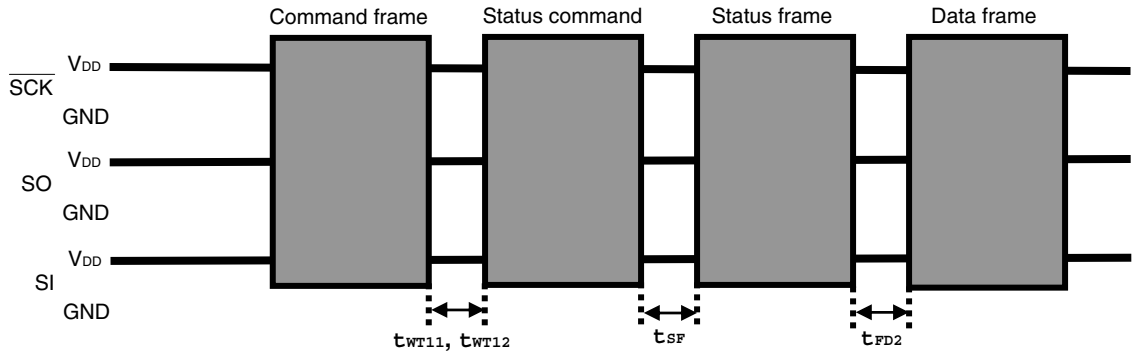


Note FLMD0 counter rise/fall time

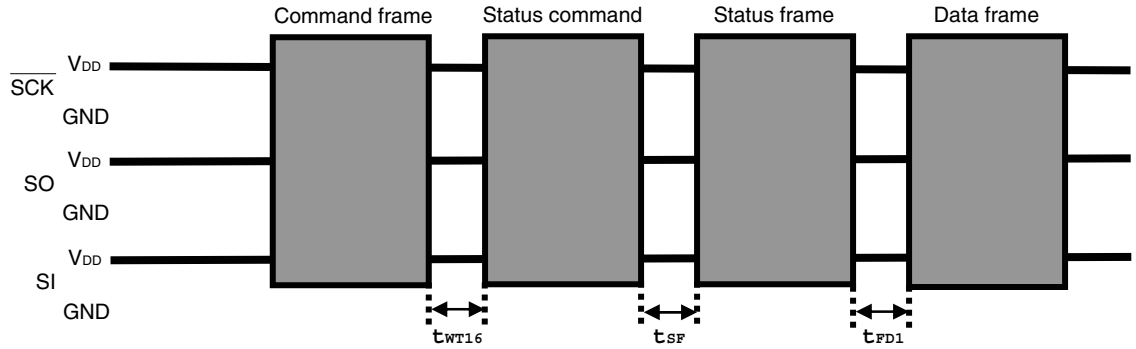
- Chip Erase command/Block Erase command/Block Blank Check command/Oscillating Frequency Set command



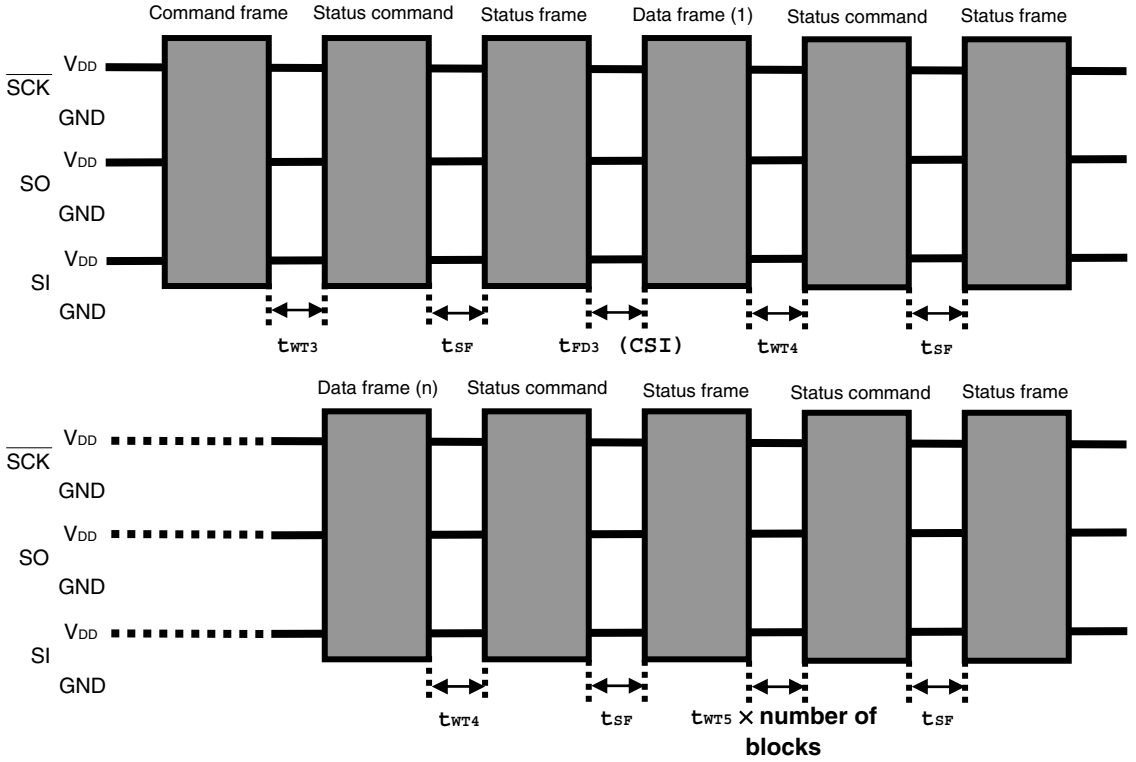
• Silicon Signature command/Version Get command



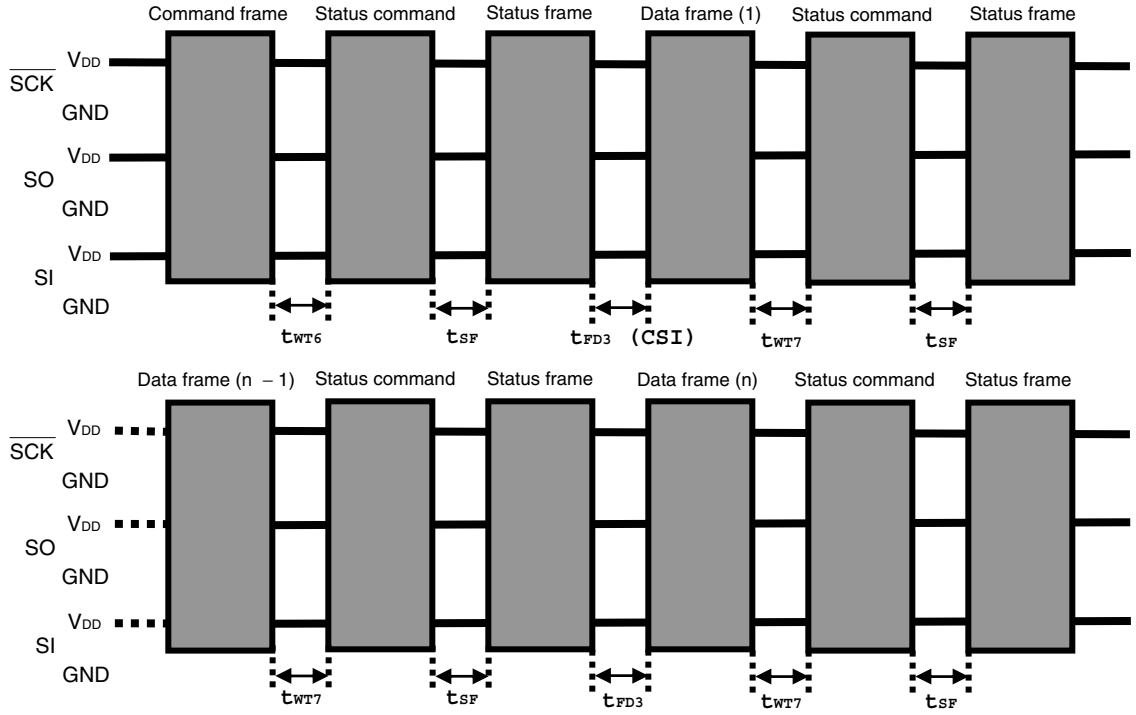
• Checksum command



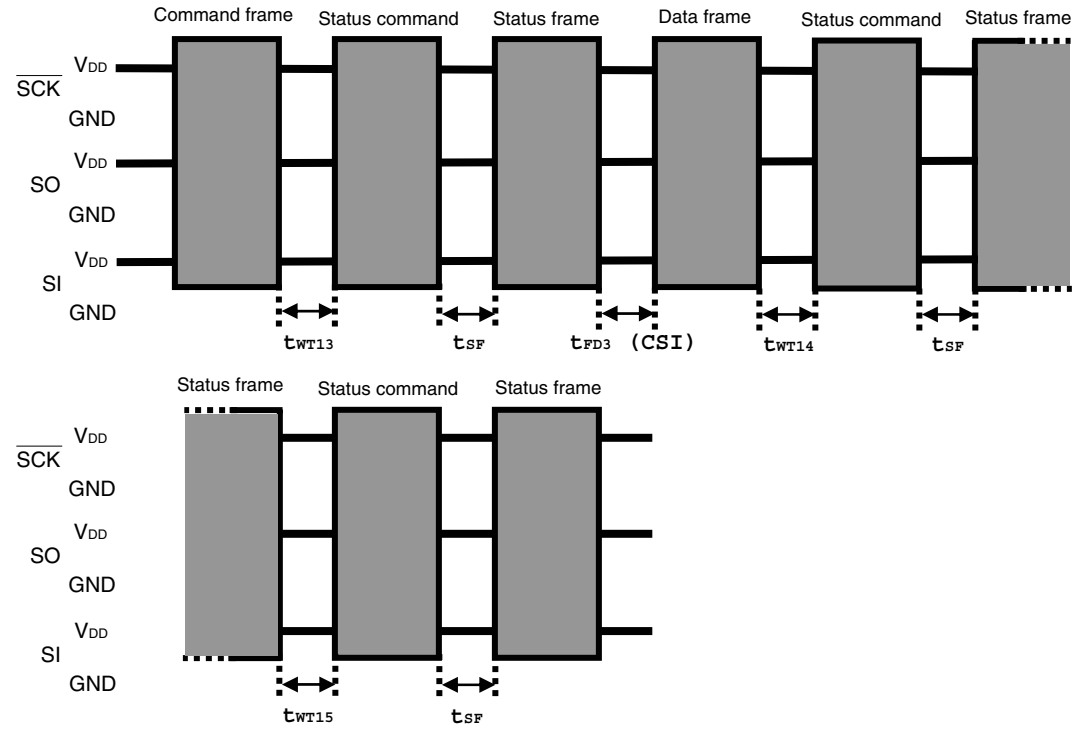
• Programming command



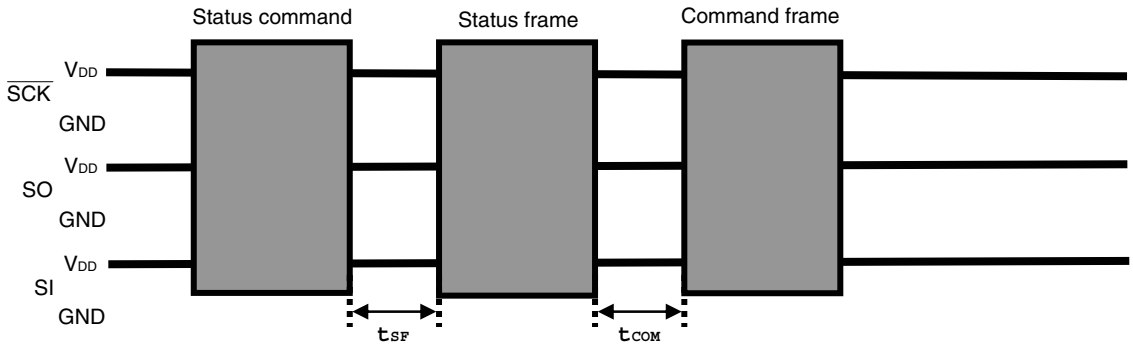
• Verify command



• Security Set command



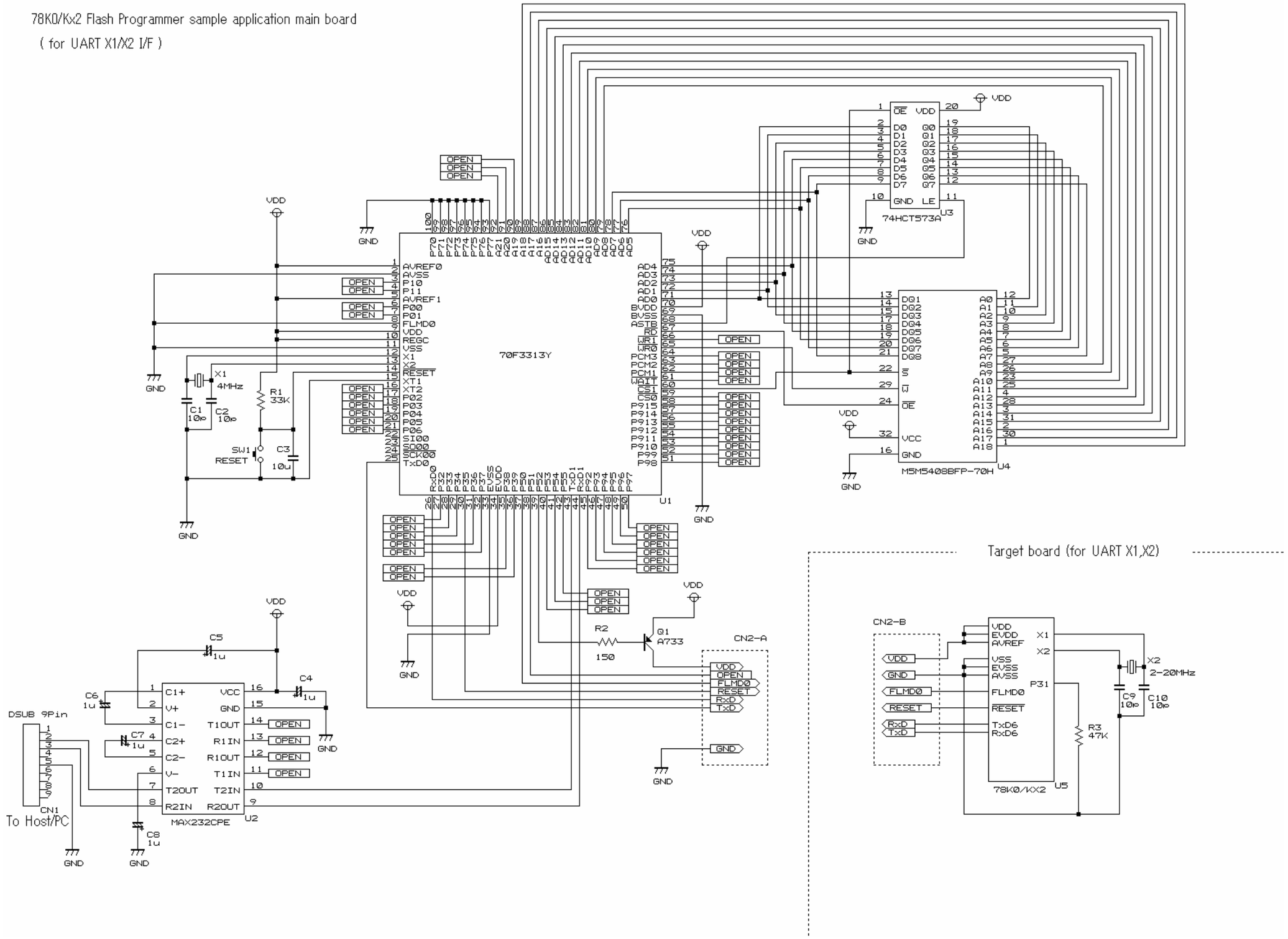
• Wait before command frame transmission



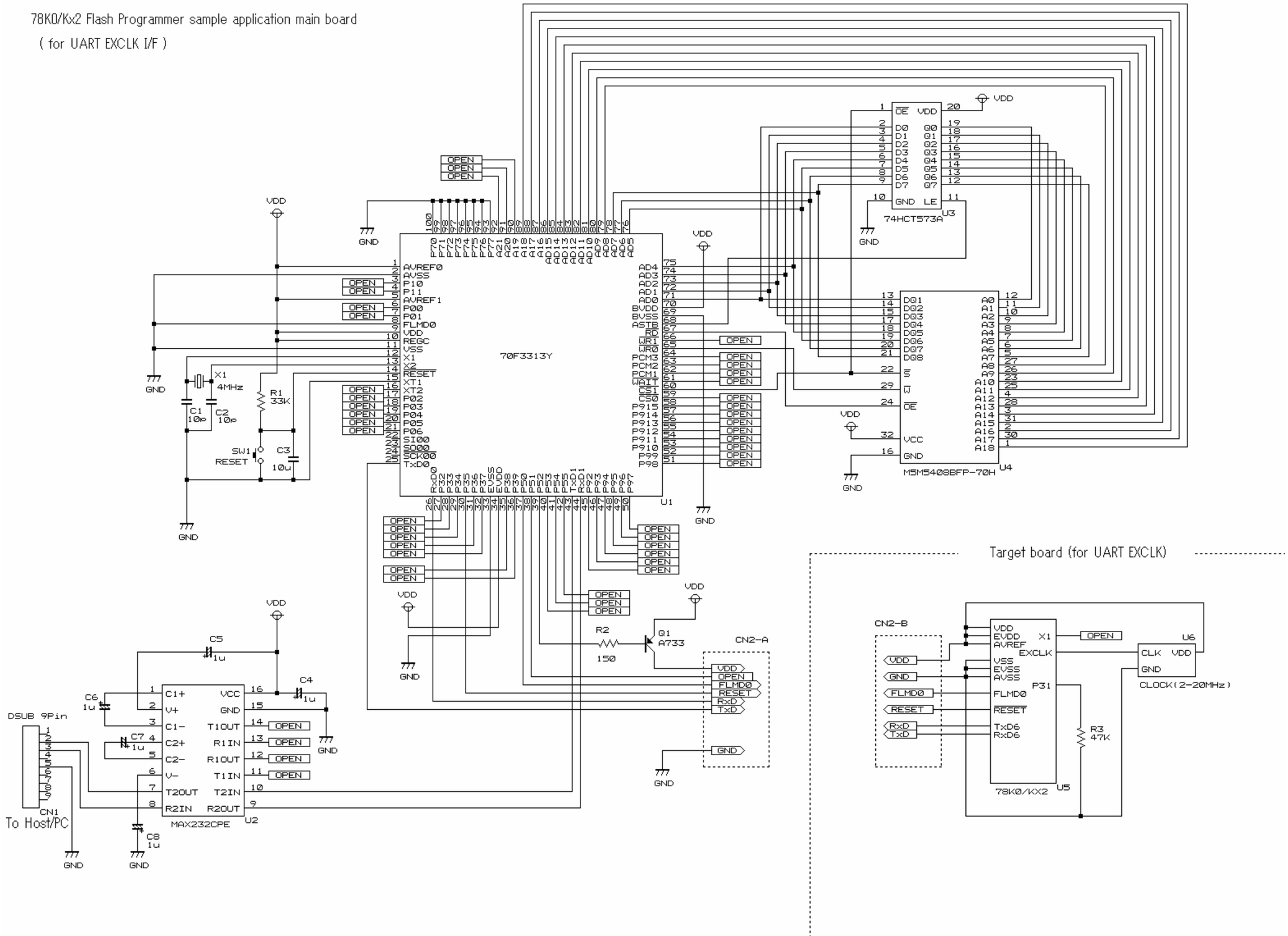
APPENDIX A CIRCUIT DIAGRAMS (REFERENCE)

Figure A-1 to A-3 show circuit diagrams of the programmer and the 78K0/Kx2, for reference.

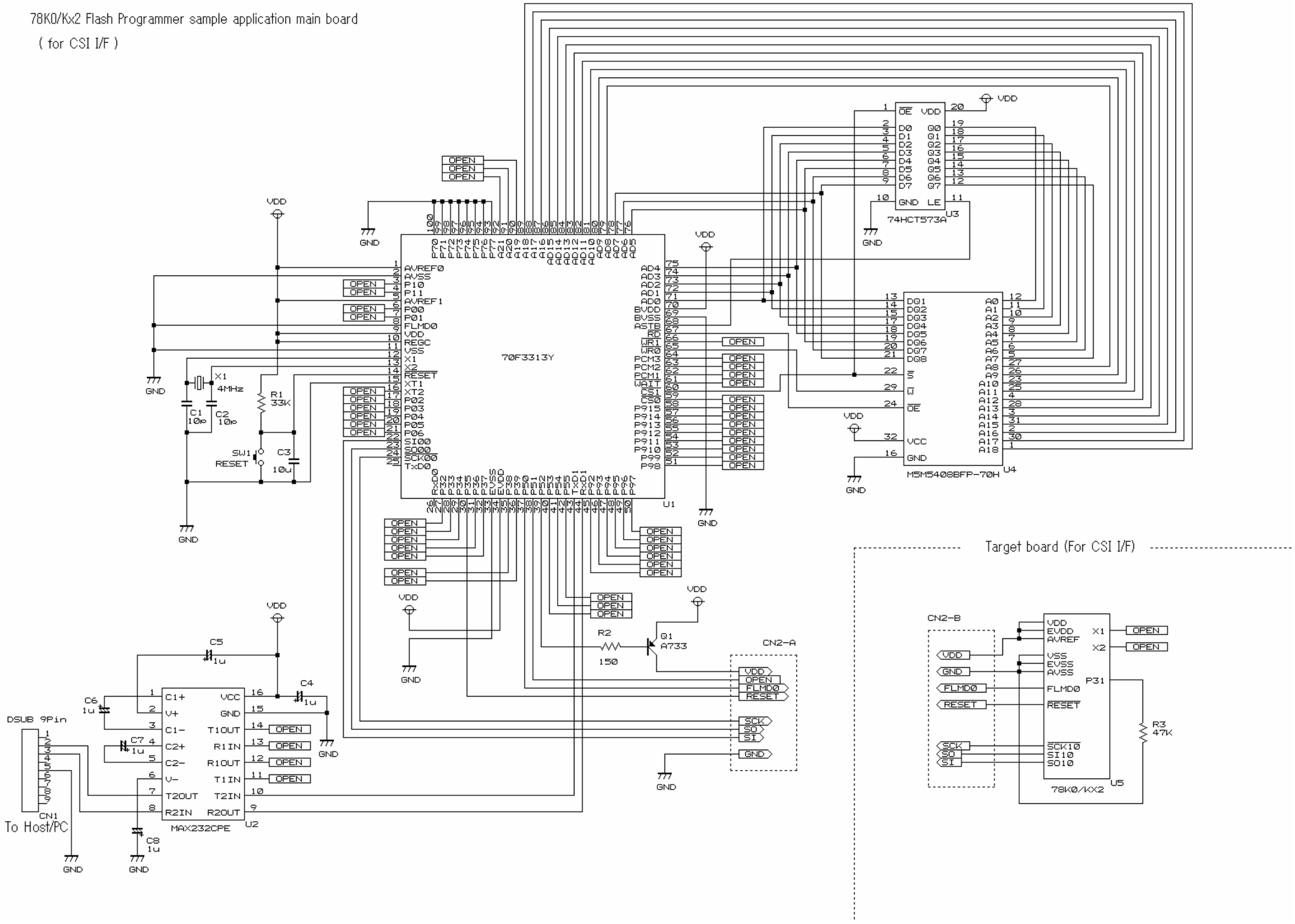
<R> **Figure A-1. Reference Circuit Diagram of Programmer and 78K0/Kx2 (During UART communication: with X1 Clock Used)**



<R> **Figure A-2. Reference Circuit Diagram of Programmer and 78K0/Kx2 (During UART communication: with External Clock Used)**



<R> **Figure A-3. Reference Circuit Diagram of Programmer and 78K0/Kx2 (During CSI Communication)**



<R>

APPENDIX B REVISION HISTORY

B.1 Major Revisions in This Edition

Page	Description
p. 23	Modification of **Figure 2-5. Basic Flowchart for Flash Memory Rewrite Processing**
p. 25	Addition of **2.4.1 Mode Setting flowchart**
p. 26	Addition of **2.4.2 Sample program**
p. 85	**6.8.3 Status at processing completion** • Deletion of FLMD error in Abnormal termination [D]
p. 90	**6.9.3 Status at processing completion** • Deletion of description of Parameter error in Abnormal termination [B]
p. 99	**6.11.3 Status at processing completion** • Addition of Read error in Abnormal termination [B]
p. 113	Modification of **6.14.5 Sample program**
p. 118	Addition of **Note** in **7.4.1 Processing sequence chart**
p. 119	Modification of description and addition of **Note** in **7.4.2 Description of processing sequence**
p. 120	Addition of **Note** in **7.4.4 Flowchart**
p. 121	Modification of **7.4.5 Sample program**
p. 126	Modification of **7.5.5 Sample program**
p. 130	Modification of **7.6.5 Sample program**
p. 134	Modification of **7.7.5 Sample program**
p. 138	Modification of **7.8.5 Sample program**
p. 141	**7.9.3 Status at processing completion** • Deletion of FLMD error in Abnormal termination [D]
pp. 143, 144	Modification of **7.9.5 Sample program**
pp. 148, 149	Modification of **7.10.5 Sample program**
p. 153	Modification of **7.11.5 Sample program**
p. 155	**7.12.3 Status at processing completion** • Addition of Read error in Abnormal termination [B]
p. 157	Modification of **7.12.5 Sample program**
p. 161	Modification of **7.13.5 Sample program**
p. 165	Modification of **7.14.5 Sample program**
pp. 170, 171	Modification of **7.15.5 Sample program**
p. 172	Modification of Wait for low-level data 1 (UART) in **8.2 Flash Memory Programming Mode Setting Time**
p. 187 in previous edition	Deletion of **CHAPTER 9 ELECTRICAL SPECIFICATIONS (REFERENCE)**
pp. 191, 193, 195	Modification of **Figure A-1. Reference Circuit Diagram of Programmer and 78K0/Kx2 (During UART communication: with X1 Clock Used)** to **Figure A-3. Reference Circuit Diagram of Programmer and 78K0/Kx2 (During CSI Communication)**
p. 197	Addition of **APPENDIX B REVISION HISTORY**

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