



Introduction

The purpose of this document is to describe the STMicroelectronics STM32F101xx, STM32F102xx and STM32F103xx Flash loader demonstrator application that was developed to illustrate the System memory bootloader capabilities.

This document details the prerequested hardware and software environments, as well as the use cases of the demonstrator software.

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1 Getting started

1.1 Package contents

The following items are supplied in the Flash loader demonstrator package:

1.1.1 Software contents

1. *STBLLIB.dll*: a dynamic link library implementing the system memory bootloader protocol and the COM communication APIs.
2. *Files.dll*: a dynamic link library implementing the needed file manipulation APIs to load and store binary, hexadecimal and motorola S19 files.
3. STMMicroelectronics Flash loader.exe: a wizard application that provides the high-level operations that can be performed by the user.
4. *STMFlashLoader.exe*: a command-line version of the STMMicroelectronics Flash loader.exe that provides the same features over several options.
5. The “Map” directory is located in the installation directory. It contains the mapping description files of the supported devices.
6. The “Src” directory is located in the installation directory. It contains the header and Lib files of the two DLLs and the complete source of the command-line version.
7. The “Doc” directory is located in the installation directory, it contains the UM0462 and UM0516 (*Windows API for STMMicroelectronics microcontroller bootloaders*) user manuals.

1.1.2 Hardware contents

The Flash loader demonstrator is designed to work with all STMMicroelectronics devices that support the system memory boot mode protocols. For more details, please visit the STMMicroelectronics website (<http://www.st.com>) and refer to the application note AN2606: “STM32F101xx and STM32F103xx system memory boot mode”.

1.2 System requirements

In order to use the Flash loader demonstrator with the Windows operating system, a recent version of Windows, such as Windows 98, Millennium, 2000, XP or Vista, must be installed on the PC.

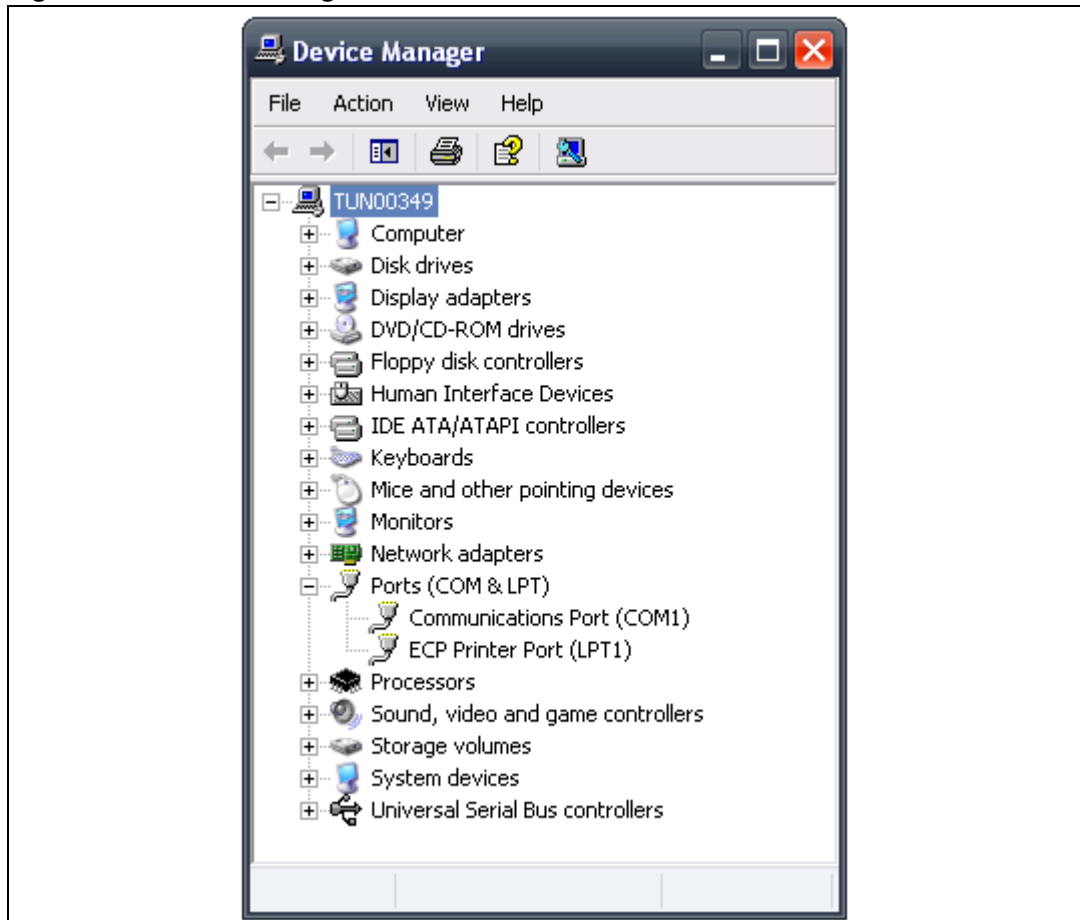
The version of the Windows OS installed on your computer may be determined by right-clicking on the “My Computer” icon on the desktop, then clicking on the “Properties” item in the displayed pop-up menu. The OS type is displayed in the “System Properties” dialog box under the “System” label as shown in [Figure 1](#).

Figure 1. System Properties dialog box



For the communication, you need to verify that you have an available COM port(RS232) as one COM port is required for system connection.

To check that you have an available communication port, right-click on the "My Computer" icon on the desktop and select "Properties" from the pop-up menu. The "System Properties" dialog box appears. Click on the "Hardware" tab, and then on the "Device manager" button to display the system hardware configuration. Available COM ports are grouped under the "Ports (COM & LPT)" node in the hardware tree as shown in [Figure 2](#).

Figure 2. Device Manager window

It is interesting to know the capabilities of the COM port. To find out, right click on the Communication Port (COMx) item then click on “Properties” to display the Properties window. Select the “Port Settings” tab, then click on the arrow next to the “Bits per second” combo box to know the baud rates supported by the port.

1.3 Flash loader demonstrator installation

1.3.1 Software installation

If an older version is installed on you computer, remove it by using the “Add or Remove Programs” service in the “Control Panel”.

Run the *Flash Loader Demonstrator_V1.2_Setup.exe* file: the InstallShield Wizard will guide you through the installation of the Flash loader demonstrator application on your computer. Once the software has been successfully installed, click on the “Finish” button.

1.3.2 Hardware installation

Connect the device to a spare COM port on your PC.

2 User interface description

The Flash loader demonstrator is designed as a wizard application. It is structured into six steps, the:

1. Connection settings page
2. Flash status page
3. Device information page
4. Operation choice page
5. Option byte edition page
6. Operation progress page

Step 1

Run the Flash loader demonstrator application from the “Programs” menu (connection to the device has not been made yet) then, make sure that the device is connected to your PC and reset it to restart the system memory bootloader code.

This step consists in selecting the connection settings. Select the desired UART settings (port name, baud rate and timeout) as shown in [Figure 3](#). For an optimum configuration, set “Baud Rate” to 57600 bits per second and the “Timeout(s)” to 5 seconds.

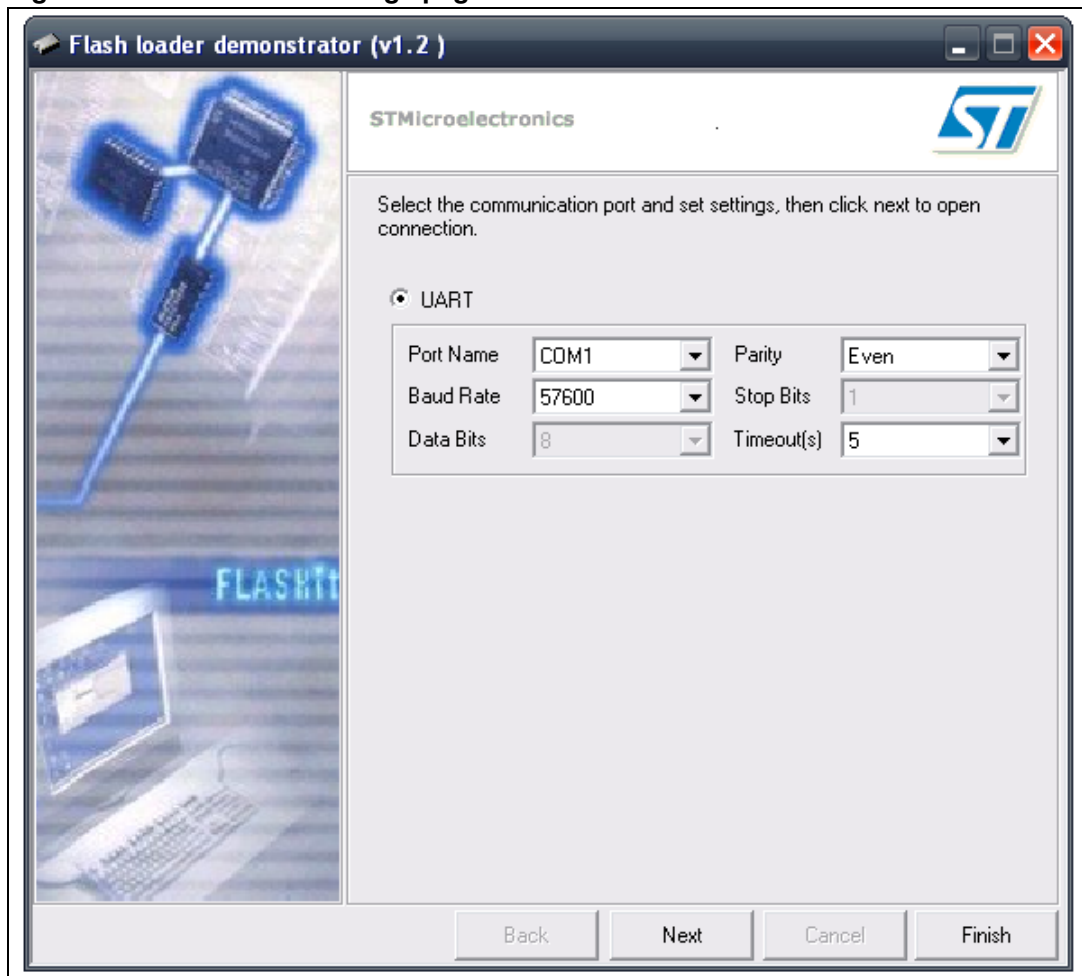
Ensure that the boot configuration pins are set correctly, then click “Next” to continue. If a connection has been established, the wizard moves to the next step, otherwise a message box is displayed that indicates the error that occurred.

Possible errors messages:

- “Cannot open the COM port”: this message is shown if the selected COM port is not found or if it is already being used by another process.
- “Unrecognized device”: this message is shown if the received value is different from 79h. Resetting the device may solve the problem.
- “No response from the target”: this message is shown when there is no response from the target. It indicates that the System memory boot loader is not functional. Verify the boot configuration and check that the used microcontroller contains the boot loader code.

Note: The Timeout argument is the period of time after which a read request from the serial port is aborted if no data is received. The recommended value is 5 seconds, but it depends on the used environment, like the hardware performance.

Figure 3. Connection settings page

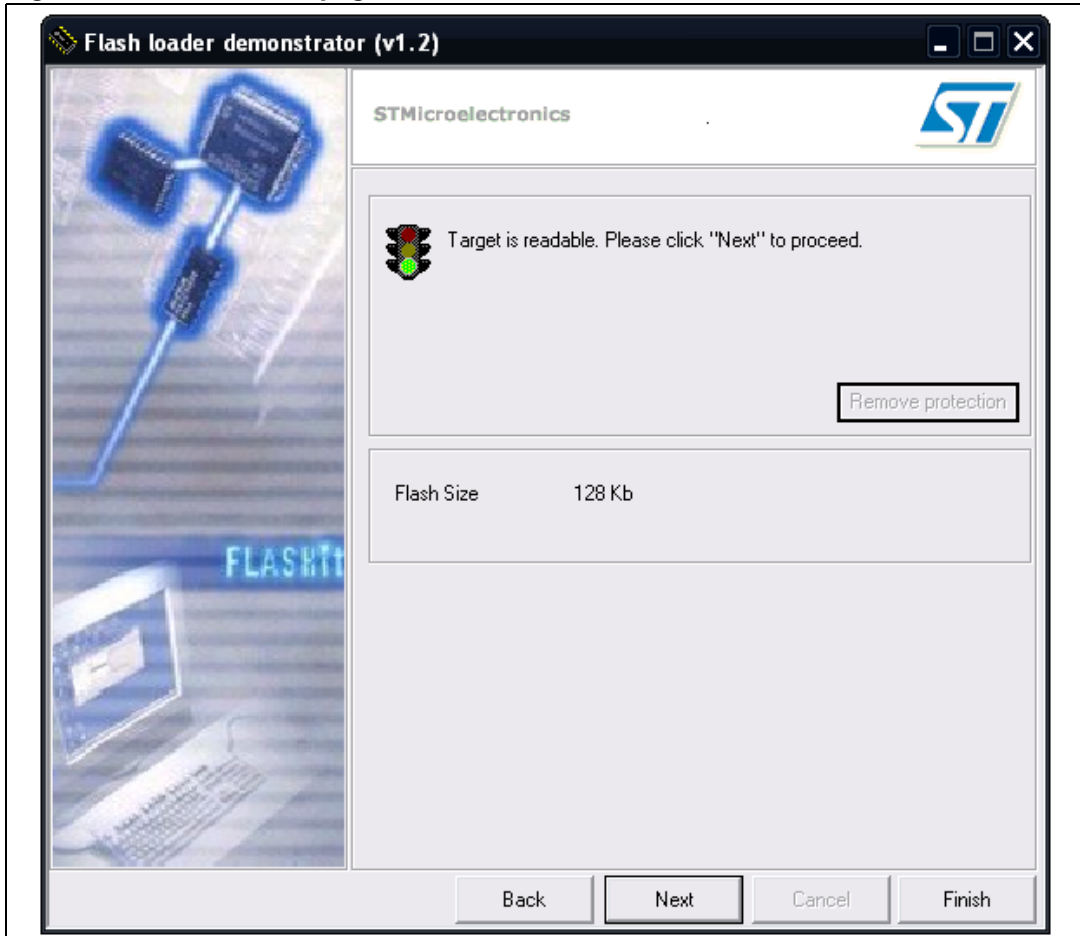


Step 2

In the second step the connection has been established and communication has started. It consists in displaying the Flash memory status. This status can be read-protected, in which case the “Next” button is disabled until the read protection is removed by clicking on the “Remove protection” button.

Note: Clicking on the “Remove protection” button will not only read-unprotect the Flash memory, it will also erase all its pages.

Figure 4. Flash status page

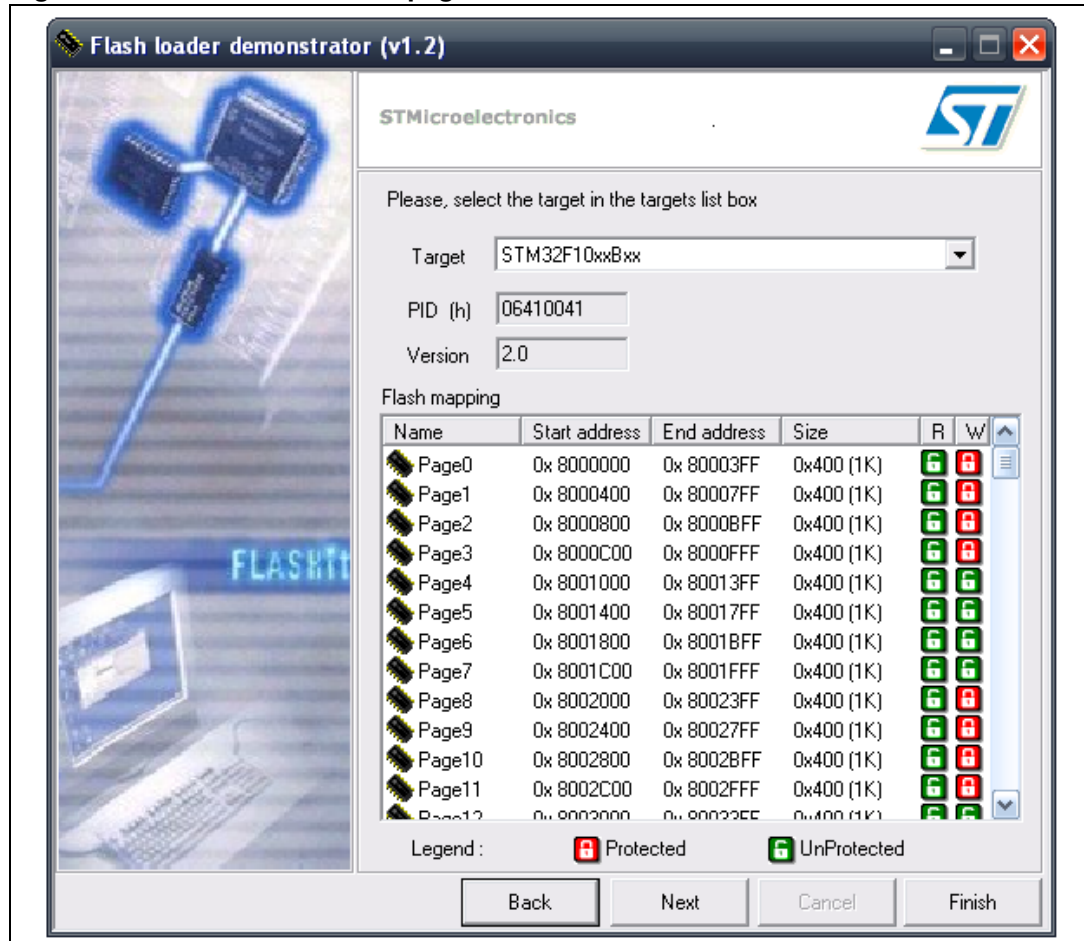


Step 3

In this step the Wizard displays the available device information such as the target ID, the firmware version, the supported device, the memory map and the memory protection status.

Select the target name in the target combobox as shown in *Figure 5*, then click on “Next” to continue.

Figure 5. Device information page



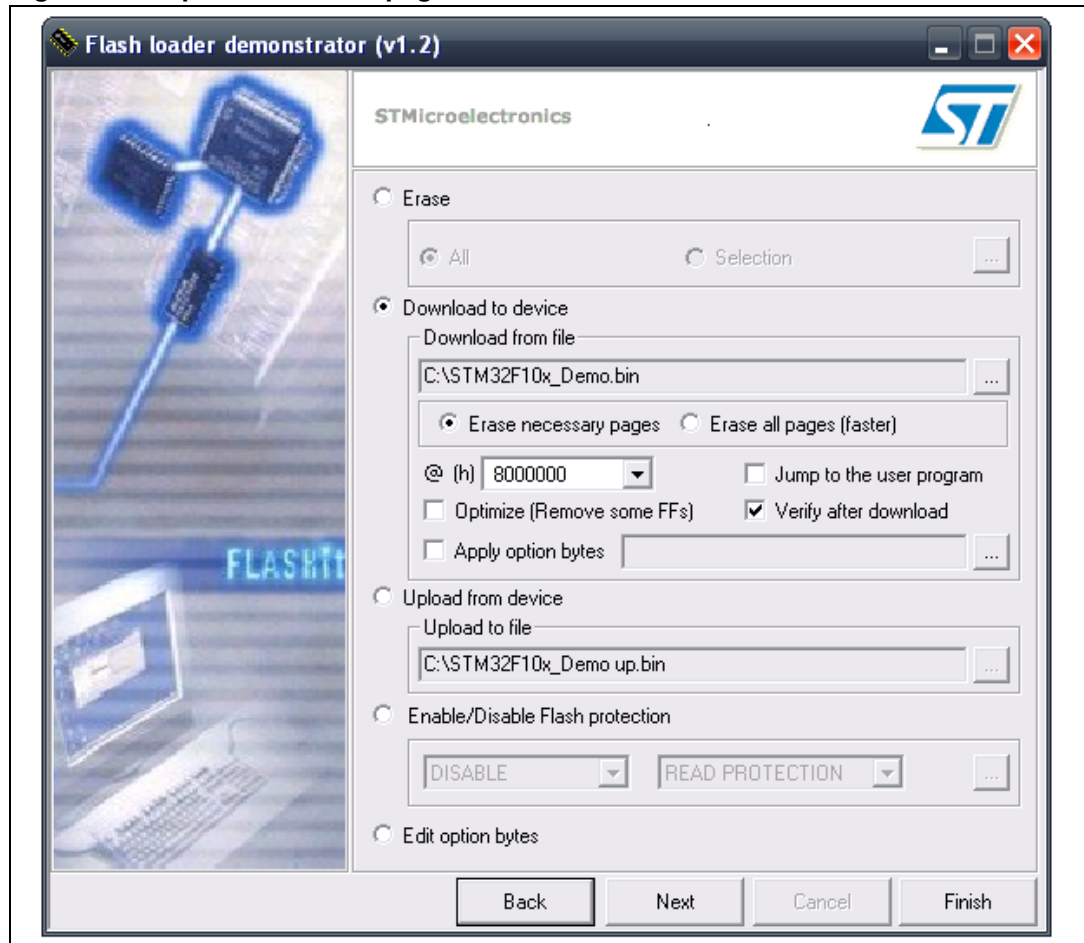
Step 4

At this step, select the requested operation –Erase, Download, Upload or Disable/Enable Flash protection or Edit option bytes – and set the related parameters:

1. Erase
 - a) Choose “All” to erase the whole memory
 - b) Choose “Selection” to customize the Erase operation. Click the “...” button to display the memory mapping dialog window. Then check the pages to be erased and click “Ok”.
2. Download
 - Click the related browse button to open a binary, hexadecimal or S19 Motorola file. If the loaded file is a binary file, the download address is the start address of the first page and the “@” field is still editable to accept changes. If the loaded file is a hexadecimal or an S19 motorola file, the download address is the start address of the first record in the file, and the “@” field is read-only.
 - Check the “Verify” check box to launch the verification process when the Download operation is finished.
 - Check “Jump to the user program” to launch the downloaded program.
 - Check “Optimize” to filter FFs packets (256 bytes).
 - Check “Apply option bytes”, then browse the option byte file created by the “Edit option bytes” operation. The values in the selected file will be applied to the device after download.
3. Upload
 - Click the related browse button to select which binary, hexadecimal or S19 motorola file will store the uploaded data.
4. Disable/Enable Flash protection
 - Select the choices from the two drop-down menus to make up the desired command (Enable Read protection, Disable Read protection, Enable Write protection, Disable Write protection). All protection commands will be applied to all the Flash memory pages except for the Enable Write Protection, which can be customized. This is done by clicking the “...” button to select the pages to be write-protected.
5. Edit option bytes
 - If you need to set the option bytes, check the option then click “Next” to move to the option byte edition page (Step 5 [Figure 7.](#)).

Warning: Erase and Download operations can be performed only if the write protection is disabled.

Figure 6. Operation choice page



Step 5

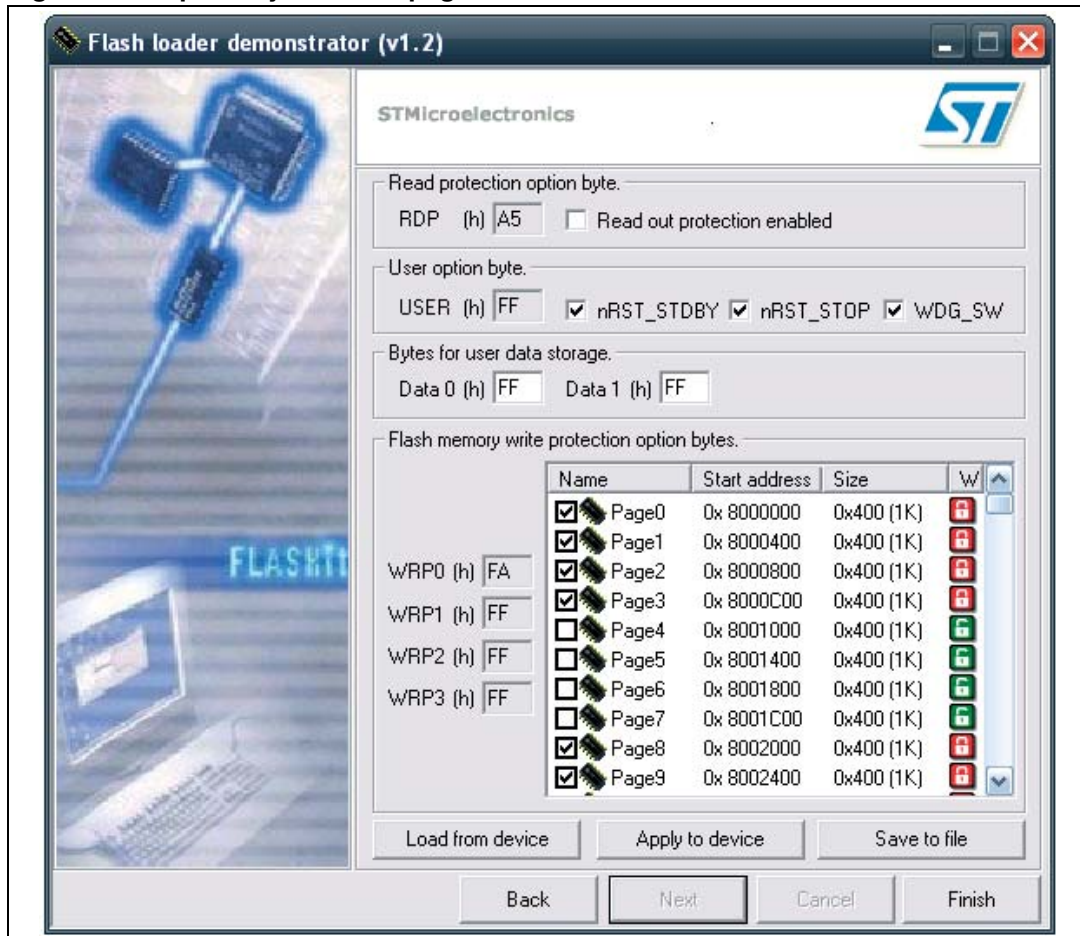
The last Wizard page depends on the operation selected in Step 4.

- a) Case of an “Edit option bytes” operation:

The Option byte edition page is displayed. It contains the current option byte values loaded from the device: RDP, USER, Data0, Data1, WRP0, WRP1, WRP2 and WRP3. For more details, please refer to the Option byte loader section in the “STM32F10xxx Flash programming manual” (PM0042 available from www.st.com).

This step gives the possibility of applying the edited option byte values, loading them from the device and saving them to a file.

Figure 7. Option byte edition page



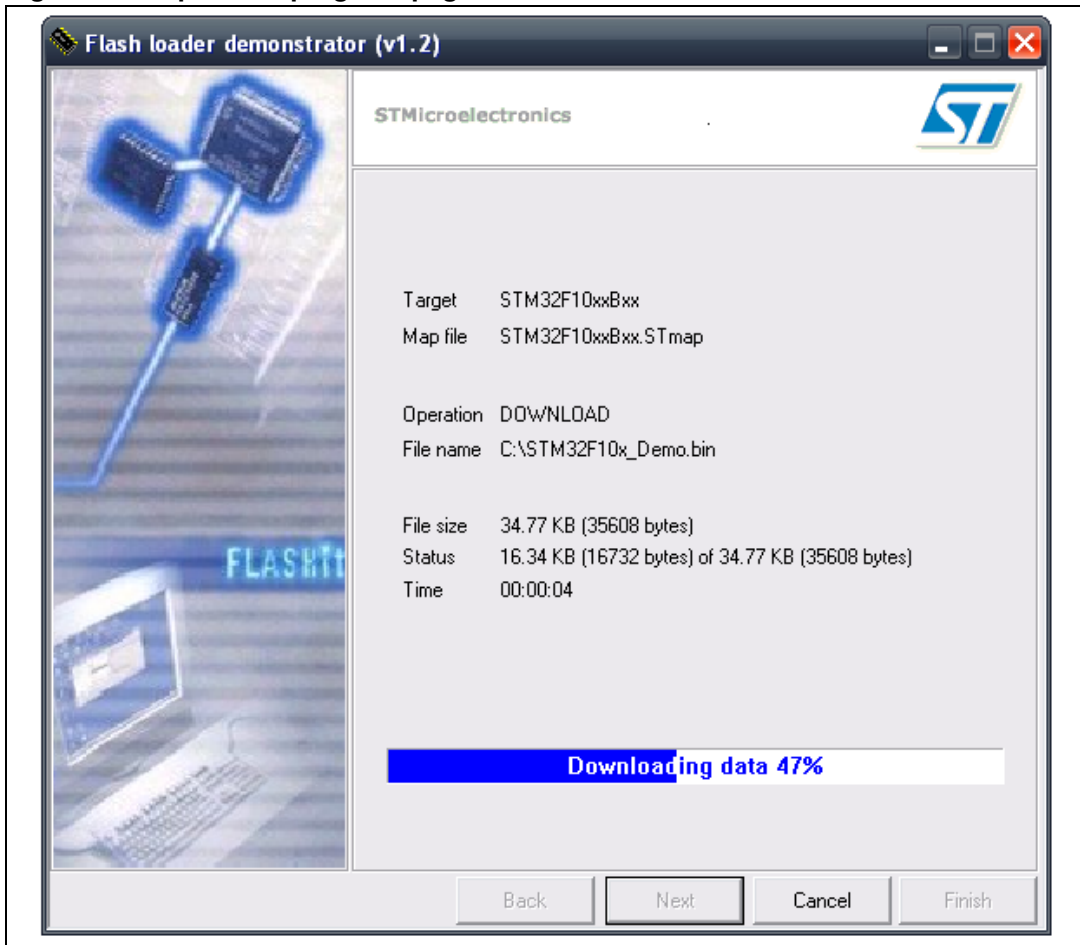
b) Case of any other operation:

The operation page is shown. It gives the size of the data to be downloaded or uploaded, the percent completed and the duration of the operation as illustrated in [Figure 8](#).

- If the operation is successful, the progress bar is green colored. If an error occurs, the bar turns red and the error is displayed.
- To stop the operation click the "Cancel" button.
- If the "Jump to the user program" check box was checked in the previous step ([Step 4](#)), and the user program was successfully downloaded, communication with the system memory boot loader is lost. Consequently, the "Back" button is redirected to the "Connection settings page" ([Step 1](#)) to avoid the launch of a new operation.

If the "Jump to the user program" check box was *not* checked in [Step 4](#), the "Back" button is still active and you can return to [Step 4](#) and select a new operation.

Figure 8. Operation progress page



3 Command-line usage

The command-line version (*STMFlashLoader.exe*) provides the same functionality as the GUI. It supports several options in order to run a sequence of operations.

The following paragraphs describe the available command-line options.

***STMFlashLoader.exe* option [Arguments] [option [Arguments]]...**

-?

Shows help.

-c:

Defines the COM port.

The -c option allows you to select the COM port that the command uses to communicate with the target MCU. By default, the command uses COM1. To select different COM port and connection settings, use the -c option in the form:

- c **--pn** port_number (e.g 1, 2..., default 1)
- c **--br** baud_reate (e.g 115200, 57600..., default 57600)
- c **--db** data_bits (value in {5,6,7,8}..., default 8)
- c **--pr** parity (value in {NONE,ODD,EVEN}..., default EVEN)
- c **--sb** stop_bits (value in {1,1.5,2}..., default 1)
- c **--to** time_out ((ms) e.g 1000, 2000, 3000..., default 5000)

The -c option supports multiple arguments. This means that you can set more than one argument in the same command:

```
-c --pn 1 --br 115200 --to 7000
```

-i device_name

Defines the MCU target to be used.

For example: STM32F10xxBxx, STM32F10xx8xx, STM32F10xx6xx. The device name is the name of the map file located in the Map directory.

-e

Erase command.

According to the given arguments, the command can be used to erase a specific page of memory or, to erase the entire Flash memory. This operation can take a second or more to complete, depending on the memory size involved.

- e **--all** erase all pages
- e **--sec** number_of_pages_group pages_group_codes
 - e --sec 3 0 1 2 erases 3 groups of pages coded 0, 1 and 2

-u

Uploads the Flash memory contents to the specified file (bin, hex or s19 file; the file type is recognized by its extension), to specify a file use the -u option in the form:

-u --fn file_name (full path name)

-d

Downloads the contents of the specified file into the MCU Flash memory at the specified address. To specify the file to be downloaded and the download address, use the -d option in the form:

-d --a address(hex) **--fn** file_name (full path name (bin, hex or s19 file); the file type is recognized by its extension).

The address is mandatory in the case of binary files and ignored in the case of hex and s19 files.

To verify the downloaded data, add the --v argument.

To optimize and remove FF packets, use the --o argument.

-o

Gets or sets option bytes.

Use **--get** to read option bytes from the device and store values to a file.

--get --fn file_name (full path name)

Use **--set** to write option bytes to the device. The option bytes can be read from a file or given as values.

--set --fn file_name (full path name)

--set --vals --OPB hex_value (OPB in (User, RDP, Data0, Data1, WRP0, WRP1, WRP2, WRP3)).

The -o option can accept multiple arguments as shown below:

-o --get get_file_name **--set** set_file_name

-o --get get_file_name **--set --vals** --User 01 --RDP 5A --Data0 DE --Data1 EA

Warning: When setting option bytes, if RDP is not equal to A5h, the read protection is activated, and all subsequent operations will fail.

-p

Activates or deactivates the protection. It is used as shown below:

-p --erp (Activate read protection)

-p --drp (Deactivate read protection)

-p --ewp number_of_pages_group pages_group_codes (activates the write protection on the given page group codes)

-p --dwp (disables the write protection)

Warning: The --erp argument activates the read protection. All subsequent operations will fail. To avoid this kind of problem, use -p --erp as the last argument.

-r

Performs a jump to the specified address. It is used as follows:

-r --a address(hex)

Note: Note that all command-line options found are executed IN ORDER. Thus, with a careful arrangement of the command-line options, you can perform a complicated sequence of operations.

4 Revision history

Table 1. Document revision history

Date	Revision	Changes
25-Oct-2007	1	Initial release.
05-Jun-2008	2	Flash loader demonstrator version upgraded to V1.1. Small text changes. Section 1.1.1: Software contents updated. Section 1.2: System requirements modified. Welcome step removed, Flash status page and Option byte edition page added. Section 3: Command-line usage added. Step 2 on page 9 added. Step 5 on page 12 modified.
17-Jun-2008	3	Software revision updated in Section 1.3.1: Software installation on page 6 .
31-Oct-2008	4	Flash loader demonstrator version upgraded to V1.2. It can also be used with STM32F102xx devices. Figure 3 to Figure 8 updated accordingly.

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