

# TMS320F2837xD Flash API

Version 1.54

## Reference Guide



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<b>1</b>	<b>Introduction</b> .....	<b>4</b>
1.1	Reference Material .....	4
1.2	Function Listing Format .....	4
<b>2</b>	<b>TMS320F2837xD Flash API Overview</b> .....	<b>6</b>
2.1	Introduction.....	6
2.2	API Overview .....	6
2.3	Using API.....	7
<b>3</b>	<b>API Functions</b> .....	<b>10</b>
3.1	Initialization Functions .....	10
3.2	Flash State Machine Functions .....	11
3.3	Read Functions .....	24
3.4	Informational Functions .....	29
3.5	Utility Functions .....	32
3.6	User Definable Functions.....	35
<b>4</b>	<b>Recommended FSM Flows</b> .....	<b>38</b>
4.1	New devices from Factory .....	38
4.2	Recommended Erase Flow.....	39
4.3	Recommended Program Flow .....	40
<b>Appendix A</b>	<b>Flash State Machine Commands</b> .....	<b>41</b>
A.1	Flash State Machine Commands.....	41
<b>Appendix B</b>	<b>Object Library Function Information</b> .....	<b>42</b>
B.1	C28x Library .....	42
<b>Appendix C</b>	<b>Typedefs, defines, enumerations and structures</b> .....	<b>44</b>
C.1	Type Definitions .....	44
C.2	Defines.....	44
C.3	Enumerations .....	45
C.4	Structures.....	48
<b>Appendix D</b>	<b>Parallel Signature Analysis (PSA) Algorithm</b> .....	<b>50</b>
D.1	Function Details .....	50
<b>Appendix E</b>	<b>ECC Calculation Algorithm</b> .....	<b>51</b>
E.1	Function Details .....	51
	<b>Revision History</b> .....	<b>53</b>

## List of Figures

1	Recommended Erase Flow .....	39
2	Recommended Program Flow .....	40

## List of Tables

1	Summary of Initialization Functions .....	6
2	Summary of Flash State Machine (FSM) Functions .....	6
3	Summary of Read Functions .....	6
4	Summary of Information Functions .....	6
5	Summary of Utility Functions .....	7
6	Summary of User-Defined Functions .....	7
7	Uses of Different Programming Modes .....	15
8	FMSTAT Register .....	22
9	FMSTAT Register Field Descriptions .....	22
10	Flash State Machine Commands .....	41
11	C28x Function Sizes and Stack Usage .....	42

## 1 Introduction

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**NOTE:** After undergoing extensive changes, this document (SPNU629) has been spun off from SPNU595. SPNU595 is applicable only for TMS320F28M35x/36x devices; SPNU629 is applicable only for TMS320F2837xD devices. For the sake of clarity, each device family now has its own document.

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This reference guide provides a detailed description of Texas Instruments' TMS320F2837xD Flash API Library (F021\_API\_F2837xD\_C28x\_FPU32.lib) functions that can be used to erase, program, and verify Flash on TMS320F2837xD devices. The Flash API Library is provided in C2000Ware at C2000Ware\_.....\libraries\flashapi\F2837xD.

### 1.1 Reference Material

Use this guide in conjunction with [TMS320F2837xD Dual-Core Delfino™ Microcontrollers Data Manual](#) and [TMS320F2837xD Dual-Core Delfino™ Microcontrollers Technical Reference Manual](#).

### 1.2 Function Listing Format

This is the general format of an entry for a function, compiler intrinsic, or macro.

A short description of what **function\_name()** does.

#### Synopsis

Provides a prototype for **function\_name()**.

```
<return_type> function_name(  
    <type_1> parameter_1,  
    <type_2> parameter_2,  
  
    <type_n> parameter_n  
)
```

#### Parameters

<i>parameter_1</i> [ <i>in</i> ]	Type details of parameter_1
<i>parameter_2</i> [ <i>out</i> ]	Type details of parameter_2
<i>parameter_n</i> [ <i>in/out</i> ]	Type details of parameter_3

Parameter passing is categorized as follows:

- *In* — Indicates the function uses one or more values in the parameter that you give it without storing any changes.
- *Out* — Indicates the function saves one or more of the values in the parameter that you give it. You can examine the saved values to find out useful information about your application.
- *In/out* — Indicates the function changes one or more of the values in the parameter that you give it and saves the result. You can examine the saved values to find out useful information about your application.

**Description**

Describes the function. This section also describes any special characteristics or restrictions that might apply:

- Function blocks or might block the requested operation under certain conditions
- Function has pre-conditions that might not be obvious
- Function has restrictions or special behavior

**Restrictions**

Specifies any restrictions in using this function.

**Return Value**

Specifies any value or values returned by the function.

**See Also**

Lists other functions or data types related to the function.

**Sample Implementation**

Provides an example (or a reference to an example) that illustrates the use of the function. Along with the Flash API functions, these examples may use the functions from the device\_support folder or driverlib folder provided in C2000Ware, to demonstrate the usage of a given Flash API function in an application context.

## 2 TMS320F2837xD Flash API Overview

### 2.1 Introduction

The Flash API is a library of routines, that when called with the proper parameters in the proper sequence, erases, programs, or verifies Flash memory. Flash API can be used to program and verify the OTP memory as well.

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**NOTE:** Please read the data manual for Flash and OTP memory map and Flash waitstate specifications. Also, note that this reference guide assumes that the user has already read the *Flash and OTP Memory* chapter in the [TMS320F2837xD Dual-Core Delfino Microcontrollers Technical Reference Manual](#).

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### 2.2 API Overview

**Table 1. Summary of Initialization Functions**

API Function	Description
Fapi_initializeAPI()	Initializes the API for first use or frequency change

**Table 2. Summary of Flash State Machine (FSM) Functions**

API Function	Description
Fapi_setActiveFlashBank()	Initializes the Flash memory controller (FMC) and bank for an erase, program, or other command
Fapi_issueAsyncCommandWithAddress()	Issues an erase sector command to FSM for the given sector address
Fapi_issueProgrammingCommand()	Sets up the required registers for programming and issues the program command to the FSM
Fapi_issueFsmSuspendCommand()	Suspends FSM commands program data and erase sector
Fapi_issueAsyncCommand()	Issues a command (Clear Status, Program Resume, Erase Resume, Clear_More) to FSM for operations that do not require an address
Fapi_checkFsmForReady()	Returns whether or not the Flash state machine is ready or busy
Fapi_getFsmStatus()	Returns the FMSTAT status register value from the Flash memory controller (FMC)

**Table 3. Summary of Read Functions<sup>(1)</sup>**

API Function	Description
Fapi_doBlankCheck()	Verifies specified Flash memory range for the erased state
Fapi_doVerify()	Verifies specified Flash memory range against supplied values
Fapi_doMarginRead()	Returns the data from the specified Flash memory range
Fapi_calculatePsa()	Calculates a PSA value for the specified Flash memory range
Fapi_doPsaVerify()	Verifies a specified Flash memory range against the supplied Parallel Signature Analysis (PSA) value

<sup>(1)</sup> These functions are not supported for F2837xD ECC memory space.

**Table 4. Summary of Information Functions**

API Function	Description
Fapi_getLibraryInfo()	Returns the information specific to the compiled version of the API library
Fapi_getDeviceInfo <sup>(1)</sup> ()	Returns the information specific to the device on which the API library is being executed
Fapi_getBankSectors <sup>(1)</sup> ()	Returns the sector information for a bank

<sup>(1)</sup> These functions are deprecated in future devices. Therefore, TI suggests not to use these functions.

**Table 5. Summary of Utility Functions**

API Function	Description
Fapi_flushPipeline()	Flushes the data cache in FMC
Fapi_calculateEcc()	Calculates the Error Correction Code (ECC) for the supplied address and 64-bit word
Fapi_isAddressEcc()	Determines if address falls within the ECC memory ranges
Fapi_remapEccAddress()	Remaps an ECC address to the corresponding main address
Fapi_calculateFletcherChecksum()	Function calculates a Fletcher checksum for the memory range specified

**Table 6. Summary of User-Defined Functions**

API Function	Description
Fapi_serviceWatchdogTimer() <sup>(1)</sup>	User-modifiable function to service watchdog timer
Fapi_setupEepromSectorEnable() <sup>(2)</sup>	Users should not modify this function. This function should be used as provided by TI.
Fapi_setupBankSectorEnable() <sup>(2)</sup>	User should not modify this function. This function should be used as provided by TI.

<sup>(1)</sup> This function is not supported in future devices. Therefore, TI suggests not to use this function.

<sup>(2)</sup> Users should not modify these functions, even though these functions are provided in the Fapi\_User Defined Functions.c file. These functions are not merged into the library and are provided in the User-Defined section to maintain the same code across TI devices that share common code. These functions are merged into the library in subsequent devices.

## 2.3 Using API

This section describes the flow for using various API functions.

### 2.3.1 Initialization Flow

#### 2.3.1.1 After Device Power Up

After the device is first powered up, the Fapi\_initializeAPI() function must be called before any other API function (except for the Fapi\_getLibraryInfo() and Fapi\_getDeviceInfo() functions) can be used. This procedure initializes the API internal structures.

#### 2.3.1.2 Bank Setup

Before performing a Flash operation for the first time, the Fapi\_setActiveFlashBank() function must be called.

#### 2.3.1.3 On System Frequency Change

If the System operating frequency is changed after the initial call to Fapi\_initializeAPI(), this function must be called again before any other API function (except Fapi\_getLibraryInfo() and Fapi\_getDeviceInfo() ) can be used. This procedure will update the API internal state variables.

### 2.3.2 Building With the API

#### 2.3.2.1 Object Library Files

The Flash API object file is distributed in the standard Common Object File format (COFF).

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**NOTE:** Compilation requires the "Enable support for GCC extensions" option to be enabled. Compiler version 6.4.0 and onwards have this option enabled by default.

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### 2.3.2.2 Distribution Files

The following API files are distributed in the C2000Ware\libraries\flash\_api\F2837xD\ folder

- Library Files
  - F021\_API\_F2837xD\_C28x\_FPU32.lib – This is the Flash API object file for both CPU1 and CPU2 applications in F2837xD that are using the floating point unit.
  - F021\_API\_F2837xD\_C28x.lib – This is the Flash API object file for both CPU1 and CPU2 applications in F2837xD devices. Applications that do not use the floating point unit (--fpu32 compiler option) should use this library.
- Source File
  - Fapi\_UserDefinedFunctions.c – This is file that contains the user-definable functions. Note that users should not modify the Fapi\_setupEeprom\_SectorEnable() and Fapi\_setupBankSectorEnable() functions.
- Include Files
  - F021\_F2837xD\_C28x.h – The master include file for F2837xD devices. This file sets up compile-specific defines and then includes the F021.h master include file.
- The following include files should not be included directly by the user's code, but are listed here for user reference:
  - F021.h – This file lists all API functions and includes all other include-files.
  - Helpers.h – Set of Helper defines.
  - Init.h – Defines the API initialization structure.
  - Registers\_C28x.h – Flash memory controller registers structure.
  - Registers.h – Definitions common to all register implementations and includes the appropriate register include file for the selected device type.
  - Types.h – Contains all the enumerations, defines, and structures used by the API.
  - Constants/Constants.h – Constant definitions common to some C2000 devices.
  - Constants/F2837xD.h – Constant definitions for F2837xD devices.

### 2.3.3 Key Facts for Flash API Usage

Here are some important facts about API usage:

- Names of the Flash API functions start with a prefix "Fapi\_".
- EALLOW and EDIS should be executed before and after calling Flash API functions, respectively, to allow and disallow writes to protected registers.
- Pump semaphore should be gained by a CPU before performing Flash operations (erase, program, verify) on its bank. Flash API does not configure the pump semaphore.
- Flash API does not configure the PLL. The user application should configure the PLL as needed and pass the configured CPUCLK value to Fapi\_initializeAPI() function (details of this function are given later in this document).
- The Main Array flash programming must be aligned to 64-bit address boundaries and each 64-bit word may only be programmed once per write or erase cycle.
- It is permissible to program the data and ECC separately. However, each 64-bit data word and 16-bit ECC word may only be programmed once per write/erase cycle.
- The DCSM OTP programming must be aligned to 128-bit address boundaries and each 128-bit word may only be programmed once. The exceptions are:
  - The DCSM Zx-LINKPOINTER1 and Zx-LINKPOINTER2 values in the DCSM OTP should be programmed together, and may be programmed 1 bit at a time as required by the DCSM operation.
  - The DCSM Zx-LINKPOINTER3 values in the DCSM OTP may be programmed 1 bit at a time as required by the DCSM operation.
- ECC should not be programmed for LINKPOINTER locations. Use Fapi\_DataOnly mode for programming these locations.
- Always configure waitstates as per the device data manual before calling Flash API functions. Flash

API will issue an error if the waitstate configured by the application is not appropriate for the operating frequency of the application. See `Fapi_SetActiveFlashBank()` function for more details.

- Flash API does not configure (enable or disable) the watchdog. The user application can configure the watchdog and service it as needed. In subsequent devices, the `Fapi_ServiceWatchdogTimer()` function is no longer supported. Therefore, TI suggests to not use this function; instead, the user applications can service the watchdog at regular interrupts (for example, by using a timer ISR) as needed.
- Flash API execution is interruptible; however, there should not be any read or fetch access from the Flash bank/OTP when an erase or program operation is in progress. Therefore, the Flash API functions, the user application functions that call the Flash API functions, and any ISRs (Interrupt service routines,) must be executed from RAM. For example, the entire code snippet shown below should be executed from RAM and not just the Flash API functions. The reason for this is because the `Fapi_issueAsyncCommandWithAddress()` function issues the erase command to the FSM, but it does not wait until the erase operation is over. As long as the FSM is busy with the current operation, there should not be a Flash access.

```
//
// Erase a Sector
//
oReturnCheck = Fapi_issueAsyncCommandWithAddress(Fapi_EraseSector, (uint32*)0x0080000);

//
// Wait until the erase operation is over
//
while (Fapi_checkFsmForReady() != Fapi_Status_FsmReady){}
```

- In order to avoid conflict between zone1 and zone2, a semaphore (FLSEM) is provided in the DCSM registers to configure Flash registers. The user application should configure this semaphore register before initializing the Flash and calling the Flash API functions. Please refer to the [TMS320F2837xD Dual-Core Delfino™ Microcontrollers Technical Reference Manual](#) for more details on this register.
- Note that the Flash API functions do not configure any of the DCSM registers. The user application should be sure to configure the required DCSM settings. For example, if a zone is secured, then Flash API should be executed from the same zone in order to be able to erase or program the Flash sectors of that zone. Or the zone should be unlocked. If not, Flash API's writes to Flash registers will not succeed. Flash API does not check whether the writes to the Flash registers are going through or not. It writes to them as required for the erase/program sequence and returns back assuming that the writes went through. This will cause the Flash API to return false success status. For example, `Fapi_issueAsyncCommandWithAddress(Fapi_EraseSector, Address)` when called, can return the success status but it does not mean that the sector erase is successful. Erase status should be checked using `Fapi_getFSMStatus()` and `Fapi_doBlankCheck()`.

## 3 API Functions

### 3.1 Initialization Functions

#### 3.1.1 Fapi\_initializeAPI()

Initializes the Flash API

##### Synopsis

```
Fapi_StatusType Fapi_initializeAPI(
    Fapi_FmcRegistersType *poFlashControlRegister,
    uint32 u32HclkFrequency)
```

##### Parameters

<i>poFlashControlRegister</i> [in]	Pointer to the Flash Memory Controller Registers' base address
<i>u32HclkFrequency</i> [in]	System clock frequency in MHz

##### Description

This function is required to initialize the Flash API before any other Flash API operation is performed. This function must also be called if the System frequency or RWAIT (waitstate) is changed.

---

**NOTE:** The RWAIT register value must be set before calling this function.

---

**NOTE:** The accuracy of the on-chip zero-pin oscillators (INTOSC1 or INTOSC2) will not meet the accuracy requirements for Flash erase and program operations. Hence, when using INTOSC as the PLL clock source, the value initialized by the user for the u32HclkFrequency parameter should be 3% more (should be rounded to the next highest integer) than the configured SYSCLK. For example, when PLL is configured for a SYSCLK of 194MHz with INTOSC as the PLL clock source, instead of initializing the u32HclkFrequency parameter as 194MHz, initialize it as 200MHz.

---

##### Return Value

- **Fapi\_Status\_Success** (success)

##### Sample Implementation

```
#include "F021_F2837xD_C28x.h"

#define CPUCLK_FREQUENCY 200 /* 200 MHz System frequency */

int main(void)
{
    // Initialize System Control:
    InitSysCtrl();

    // Call Flash Initialization to setup flash waitstates
    // This function must reside in RAM
    InitFlash();

    // Gain pump semaphore
    // This function is available in the F2837xD device_support folder in the C2000Ware
    SeizeFlashPump();

    //Jump to RAM and call the Flash API functions
    Example_CallFlashAPI();
}
```

```
#pragma CODE_SECTION(Example_CallFlashAPI, ramFuncSection);
void Example_CallFlashAPI(void)
{
    Fapi_StatusType oReturnCheck;

    EALLOW;

    oReturnCheck = Fapi_initializeAPI(F021_CPU0_BASE_ADDRESS, CPUCLK_FREQUENCY);
    if(oReturnCheck != Fapi_Status_Success)
    {
        Example_Error (oReturnCheck);
    }

    /* User code for further flash operations */
}
```

## 3.2 Flash State Machine Functions

### 3.2.1 Fapi\_setActiveFlashBank()

Initializes the FMC for erase and program operations

#### Synopsis

```
Fapi_StatusType Fapi_setActiveFlashBank(
    Fapi_FlashBankType oNewFlashBank)
```

#### Parameters

*oNewFlashBank* [in] Bank number to set as active. Since there is only one bank per FMC in the TMS320F2837xD device, only Fapi\_FlashBank0 should be used for this parameter. This is true for both CPU1 and CPU2.

#### Description

This function sets the Flash Memory Controller for further operations to be performed on the bank.

---

**NOTE:** TI programmed incorrect ECC values for CPU2 TI-OTP in some devices. This function accesses TI-OTP and hence, ECC errors will occur if flash ECC checking is not disabled (it is enabled by default) before executing this function. Therefore, TI suggests that the user applications must disable ECC checking (write 0x0 to ENABLE bit field of ECC\_ENABLE register) before executing this function. ECC checking can be enabled as needed, after the execution of this function.

---

#### Return Value

- **Fapi\_Status\_Success** (success)
- **Fapi\_Error\_InvalidBank** (failure: Bank specified does not exist on device)
- **Fapi\_Error\_InvalidHclkValue** (failure: System clock does not match specified wait value)
- **Fapi\_Error\_OtpChecksumMismatch** (failure: Calculated TI OTP checksum does not match value in TI OTP)

#### Sample Implementation

```
#include "F021_F2837xD_C28x.h"

#define CPUCLK_FREQUENCY 200 /* 200 MHz System frequency */

int main(void)
{
    // Initialize System Control:
    InitSysCtrl();
}
```

```

// Call Flash Initialization to setup flash waitstates
// This function must reside in RAM
InitFlash();

// Gain pump semaphore
SeizeFlashPump();

//Jump to RAM and call the Flash API functions
Example_CallFlashAPI();
}

#pragma CODE_SECTION(Example_CallFlashAPI, ramFuncSection);
void Example_CallFlashAPI(void)
{
    Fapi_StatusType oReturnCheck;

    EALLOW;

    oReturnCheck = Fapi_initializeAPI(F021_CPU0_BASE_ADDRESS, CPUCLK_FREQUENCY);
    if(oReturnCheck != Fapi_Status_Success)
    {
        Example_Error (oReturnCheck);
    }

    oReturnCheck = Fapi_setActiveFlashBank(Fapi_FlashBank0);
    if(oReturnCheck != Fapi_Status_Success)
    {
        // Check Flash API documentation for possible errors
        Example_Error (oReturnCheck);
    }

    /* User code for further flash operations */
}

```

### 3.2.2 Fapi\_issueAsyncCommandWithAddress()

Issues an erase command to the Flash State Machine along with a user-provided sector address

#### Synopsis

```

Fapi_StatusType Fapi_issueAsyncCommandWithAddress(
    Fapi_FlashStateCommandsType oCommand,
    uint32 *pu32StartAddress)

```

#### Parameters

<i>oCommand</i> [in]	Command to issue to the FSM. Use Fapi_EraseSector.
<i>pu32StartAddress</i> [in]	Flash sector address for erase operation

#### Description

This function issues an erase command to the Flash State Machine for the user-provided sector address. This function does not wait until the erase operation is over; it just issues the command and returns back. Hence, this function always returns success status when Fapi\_EraseSector command is used. The user application must wait for the FMC to complete the erase operation before returning to any kind of Flash accesses. The Fapi\_checkFsmForReady() function can be used to monitor the status of an issued command.

**NOTE:** This function does not check FMSTAT after issuing the erase command. The user application must check the FMSTAT value when FSM has completed the erase operation. FMSTAT indicates if there is any failure occurrence during the erase operation. The user application can use the Fapi\_getFsmStatus function to obtain the FMSTAT value.

Also, the user application should use the Fapi\_doBlankCheck() function to verify that the Flash is erased.

### Return Value

- **Fapi\_Status\_Success** (success)
- **Fapi\_Error\_FeatureNotAvailable** (failure: user requested a command that is not supported)

### Sample Implementation

```
#include "F021_F2837xD_C28x.h"

#define CPUCLK_FREQUENCY 200 /* 200 MHz System frequency */

int main(void)
{
    // Initialize System Control:
    InitSysCtrl();

    // Call Flash Initialization to setup flash waitstates
    // This function must reside in RAM
    InitFlash();

    // Gain pump semaphore
    SeizeFlashPump();

    //Jump to RAM and call the Flash API functions
    Example_CallFlashAPI();
}

#pragma CODE_SECTION(Example_CallFlashAPI, ramFuncSection);
void Example_CallFlashAPI(void)
{
    Fapi_StatusType oReturnCheck;
    Fapi_FlashStatusType oFlashStatus;

    EALLOW;

    oReturnCheck = Fapi_initializeAPI(F021_CPU0_BASE_ADDRESS, CPUCLK_FREQUENCY);
    if(oReturnCheck != Fapi_Status_Success)
    {
        Example_Error (oReturnCheck);
    }

    oReturnCheck = Fapi_setActiveFlashBank(Fapi_FlashBank0);
    if(oReturnCheck != Fapi_Status_Success)
    {
        // Check Flash API documentation for possible errors
        Example_Error (oReturnCheck);
    }

    // Erase a Sector
    oReturnCheck = Fapi_issueAsyncCommandWithAddress(Fapi_EraseSector, (uint32 *)0x0080000);
    // Wait until the erase operation is over
    while (Fapi_checkFsmForReady() != Fapi_Status_FsmReady){}
    if(oReturnCheck != Fapi_Status_Success)
    {
        // Check Flash API documentation for possible errors
        Example_Error (oReturnCheck);
    }
}
```

```

    }

    // Read FMSTAT register contents to know the status of FSM
    // after erase command to see if there are any erase operation
    // related errors
    oFlashStatus = Fapi_getFsmStatus();
    if (oFlashStatus!=0)
    {
        FMSTAT_Fail();
    }

    // Do blank check.
    // Verify that the sector is erased.
    oReturnCheck = Fapi_doBlankCheck((uint32 *)0x0080000, Bzero_16KSector_u32length,
                                     &oFlashStatusWord);

    if(oReturnCheck != Fapi_Status_Success)
    {
        // Check Flash API documentation for error info
        Example_Error(oReturnCheck);
    }

    /* User code for further flash operations */
}

```

### 3.2.3 Fapi\_issueProgrammingCommand()

Sets up data and issues program command to valid Flash or OTP memory addresses

#### Synopsis

```

Fapi_StatusType Fapi_issueProgrammingCommand(
    uint32 *pu32StartAddress,
    uint16 *pu16DataBuffer,
    uint16 u16DataBufferSizeInWords,
    uint16 *pu16EccBuffer,
    uint16 u16EccBufferSizeInBytes,
    Fapi_FlashProgrammingCommandType oMode)

```

#### Parameters

<i>pu32StartAddress [in]</i>	start address in Flash for the data and ECC to be programmed
<i>pu16DataBuffer [in]</i>	pointer to the Data buffer address
<i>u16DataBufferSizeInWords [in]</i>	number of 16-bit words in the Data buffer
<i>pu16EccBuffer [in]</i>	pointer to the ECC buffer address
<i>u16EccBufferSizeInBytes [in]</i>	number of 8-bit bytes in the ECC buffer
<i>oMode [in]</i>	Indicates the programming mode to use:
	Fapi_DataOnly                      Programs only the data buffer
	Fapi_AutoEccGeneration           Programs the data buffer and auto generates and programs the ECC.
	Fapi_DataAndEcc                   Programs both the data and ECC buffers
	Fapi_EccOnly                       Programs only the ECC buffer

---

**NOTE:** The pu16EccBuffer should contain ECC corresponding to the data at the 128-bit aligned main array/OTP address. The LSB of the pu16EccBuffer corresponds to the lower 64 bits of the main array and the MSB of the pu16EccBuffer corresponds to the upper 64 bits of the main array.

---

## Description

This function sets up the programming registers of the Flash State Machine based on the supplied parameters. It offers four different programming modes to the user for use in different scenarios as mentioned in [Table 7](#).

**Table 7. Uses of Different Programming Modes**

Programming mode (oMode)	Arguments used	Usage purpose
Fapi_DataOnly	pu32StartAddress, pu16DataBuffer, u16DataBufferSizeInWords	Used when any custom programming utility or an user application (that embed/use Flash API) has to program data and corresponding ECC separately. Data is programmed using Fapi_DataOnly mode and then the ECC is programmed using Fapi_EccOnly mode. Generally most of the programming utilities do not calculate ECC separately and instead use Fapi_AutoEccGeneration mode. However, some Safety applications may require to insert intentional ECC errors in their Flash image (which is not possible when Fapi_AutoEccGeneration mode is used) to check the health of the SECCED (Single Error Correction and Double Error Detection) module at run time. In such case, ECC is calculated separately (using either the ECC calculation algorithm provided in <a href="#">Appendix E</a> or using the Fapi_calculateEcc() function as applicable). Application may want to insert errors in either main array data or in the ECC as needed. In such scenarios, after the error insertion, Fapi_DataOnly mode and Fapi_EccOnly modes can be used to program the data and ECC respectively.
Fapi_AutoEccGeneration	pu32StartAddress, pu16DataBuffer, u16DataBufferSizeInWords	Used when any custom programming utility or user application (that embed/use Flash API to program Flash at run time to store data or to do a firmware update) has to program data and ECC together without inserting any intentional errors. This is the most prominently used mode.
Fapi_DataAndEcc	pu32StartAddress, pu16DataBuffer, u16DataBufferSizeInWords, pu16EccBuffer, u16EccBufferSizeInBytes	Purpose of this mode is not different than that of using Fapi_DataOnly and Fapi_EccOnly modes together. However, this mode is beneficial when both the data and the calculated ECC can be programmed at the same time.
Fapi_EccOnly	pu16EccBuffer, u16EccBufferSizeInBytes	See the usage purpose given for Fapi_DataOnly mode.

---

**NOTE:** Users must always program ECC for their flash image since ECC check is enabled at power up.

---

## Programming modes:

**Fapi\_DataOnly** – This mode will only program the data portion in Flash at the address specified. It can program from 1-bit up to 8 16-bit words. However, review the restrictions provided for this function to know the limitations of flash programming data size. The supplied starting address to program at plus the data buffer length cannot cross the 128-bit aligned address boundary. Arguments 4 and 5 are ignored when using this mode.

**Fapi\_AutoEccGeneration** – This mode will program the supplied data in Flash along with automatically generated ECC. The ECC is calculated for every 64-bit data aligned on a 64-bit memory boundary. Hence, when using this mode, all the 64 bits of the data should be programmed at the same time for a given 64-bit aligned memory address. Data not supplied is treated as all 1s (0xFFFF). Once ECC is calculated and programmed for a 64-bit data, those 64 bits can not be reprogrammed (unless the sector is erased) even if it is programming a bit from 1 to 0 in that 64-bit data, since the new ECC value will collide with the previously programmed ECC value. When using this mode, if the start address is 128-bit aligned, then either 8 or 4 16-bit words can be programmed at the same time as needed. If the start address is 64-bit aligned but not 128-bit aligned, then only 4 16-bit words can be programmed at the same time. The data restrictions for Fapi\_DataOnly also exist for this option. Arguments 4 and 5 are ignored.

**NOTE:** Fapi\_AutoEccGeneration mode will program the supplied data portion in Flash along with automatically generated ECC. The ECC is calculated for 64-bit aligned address and the corresponding 64-bit data. Any data not supplied is treated as 0xFFFF. Note that there are practical implications of this when writing a custom programming utility that streams in the output file of a code project and programs the individual sections one at a time into flash. If 64-bit word spans more than one section (that is, contains the end of one section, and the start of another), values of 0xFFFF cannot be assumed for the missing data in the 64-bit word when programming the first section. When you go to program the second section, you will not be able to program the ECC for the first 64-bit word since it was already (incorrectly) computed and programmed using assumed 0xFFFF for the missing values. One way to avoid this problem is to align all sections linked to flash on a 64-bit boundary in the linker command file for your code project.

Here is an example:

```
SECTIONS
{
.text    : > FLASH, PAGE = 0, ALIGN(4)
.cinit   : > FLASH, PAGE = 0, ALIGN(4)
.const   : > FLASH, PAGE = 0, ALIGN(4)
.econst  : > FLASH, PAGE = 0, ALIGN(4)
.pinit   : > FLASH, PAGE = 0, ALIGN(4)
.switch  : > FLASH, PAGE = 0, ALIGN(4)
}
```

If you do not align the sections in flash, you will need to track incomplete 64-bit words in a section and combine them with the words in other sections that complete the 64-bit word. This will be difficult to do. So it is recommended to align your sections on 64-bit boundaries.

**Fapi\_DataAndEcc** – This mode will program both the supplied data and ECC in Flash at the address specified. The data supplied must be aligned on a 64-bit memory boundary and the length of data must correlate to the supplied ECC. That means, if the data buffer length is 4 16-bit words, the ECC buffer must be 1 byte. If the data buffer length is 8 16-bit words, the ECC buffer must be 2 bytes in length. If the start address is 128-bit aligned, then either 8 or 4 16-bit words should be programmed at the same time as needed. If the start address is 64-bit aligned but not 128-bit aligned, then only 4 16-bit words should be programmed at the same time.

The LSB of pu16EccBuffer corresponds to the lower 64-bits of the main array and the MSB of pu16EccBuffer corresponds to the upper 64-bits of the main array.

The Fapi\_calculateEcc() function can be used to calculate ECC for a given 64-bit aligned address and the corresponding data.

**Fapi\_EccOnly** – This mode will only program the ECC portion in Flash ECC memory space at the address (Flash main array address should be provided for this function and not the corresponding ECC address) specified. It can program either 2 bytes (both LSB and MSB at a location in ECC memory) or 1 byte (LSB at a location in ECC memory).

The LSB of pu16EccBuffer corresponds to the lower 64-bits of the main array and the MSB of pu16EccBuffer corresponds to the upper 64-bits of the main array.

Arguments two and three are ignored when using this mode.

---

**NOTE:** The length of pu16DataBuffer and pu16EccBuffer cannot exceed 8 and 2, respectively.

---

**NOTE:** This function does not check FMSTAT after issuing the program command. The user application must check the FMSTAT value when FSM has completed the program operation. FMSTAT indicates if there is any failure occurrence during the program operation. The user application can use the Fapi\_getFsmStatus function to obtain the FMSTAT value.

Also, the user application should use the Fapi\_doVerify() function to verify that the Flash is programmed correctly.

---

This function does not wait until the program operation is over; it just issues the command and returns back. Hence, the user application must wait for the FMC to complete the program operation before returning to any kind of Flash accesses. The `Fapi_checkFsmForReady()` function should be used to monitor the status of an issued command.

### Restrictions

- As described above, this function can program only a max of 128-bits (given the address provided is 128-bit aligned) at a time. If the user wants to program more than that, this function should be called in a loop to program 128-bits (or 64-bits as needed by application) at a time.
- The Main Array flash programming must be aligned to 64-bit address boundaries and each 64-bit word may only be programmed once per write or erase cycle.
- It is alright to program the data and ECC separately. However, each 64-bit dataword and 16-bit ECC word may only be programmed once per write or erase cycle.
- The DCSM OTP programming must be aligned to 128-bit address boundaries and each 128-bit word may only be programmed once. The exceptions are:
  - The DCSM `Zx-LINKPOINTER1` and `Zx-LINKPOINTER2` values in the DCSM OTP should be programmed together, and may be programmed 1 bit at a time as required by the DCSM operation.
  - The DCSM `Zx-LINKPOINTER3` values in the DCSM OTP may be programmed 1 bit at a time as required by the DCSM operation.
- ECC should not be programmed for linkpointer locations. The API will issue the `Fapi_DataOnly` command for these locations even if the user chooses `Fapi_AutoEccGeneration` mode or `Fapi_DataAndEcc` mode. `Fapi_EccOnly` mode is not supported for linkpointer locations.

: Under Return Value, deleted `Fapi_Error_FlashRegsNotWritable`. **Return Value**

- **Fapi\_Status\_Success** (success)
- **Fapi\_Error\_AsyncIncorrectDataBufferLength** (failure: Data buffer size specified is incorrect)
- **Fapi\_Error\_AsyncIncorrectEccBufferLength** (failure: ECC buffer size specified is incorrect)
- **Fapi\_Error\_AsyncDataEccBufferLengthMismatch** (failure: Data buffer size either is not 64-bit aligned or data length crosses the 128-bit aligned memory boundary)

### Sample Implementation

This example does not show the erase operation. Note that a sector should be erased before it can be reprogrammed.

```
#include "F021_F2837xD_C28x.h"

#define CPUCLK_FREQUENCY 200 /* 200 MHz System frequency */
int main(void)
{
    // Initialize System Control:
    InitSysCtrl();

    // Call Flash Initialization to setup flash waitstates
    // This function must reside in RAM
    InitFlash();

    // Gain pump semaphore
    SeizeFlashPump();

    //Jump to RAM and call the Flash API functions
    Example_CallFlashAPI();
}

#pragma CODE_SECTION(Example_CallFlashAPI, ramFuncSection);
void Example_CallFlashAPI(void)
{
    Fapi_StatusType oReturnCheck;
```

```

Fapi_FlashStatusType oFlashStatus;
uint16 aul6DataBuffer[8] = {0x0001, 0x0203, 0x0405, 0x0607, 0x0809, 0x0A0B, 0x0C0D, 0x0E0F};
uint32 *DataBuffer32 = (uint32 *)aul6DataBuffer;
uint32 u32Index = 0;

EALLOW;

oReturnCheck = Fapi_initializeAPI(F021_CPU0_BASE_ADDRESS, CPUCLK_FREQUENCY);
if(oReturnCheck != Fapi_Status_Success)
{
    Example_Error (oReturnCheck);
}

oReturnCheck = Fapi_setActiveFlashBank(Fapi_FlashBank0);
if(oReturnCheck != Fapi_Status_Success)
{
    // Check Flash API documentation for possible errors
    Example_Error (oReturnCheck);
}

for(u32Index = 0x80000; (u32Index < 0x80200) &&
    (oReturnCheck == Fapi_Status_Success); u32Index+=8)
{
    // Issue program command
    oReturnCheck = Fapi_issueProgrammingCommand((uint32 *)u32Index, aul6DataBuffer, 8,
        0, 0, Fapi_AutoEccGeneration);

    // Wait until the Flash program operation is over
    while (Fapi_checkFsmForReady() != Fapi_Status_FsmReady){}
    if(oReturnCheck != Fapi_Status_Success)
    {
        // Check Flash API documentation for possible errors
        Example_Error (oReturnCheck);
    }

    // Read FMSTAT register contents to know the status of FSM after
    // program command to see if there are any program operation related errors
    oFlashStatus = Fapi_getFsmStatus();
    if(oFlashStatus != 0)
    {
        //Check FMSTAT and debug accordingly
        FMSTAT_Fail();
    }

    // Verify the programmed values
    oReturnCheck = Fapi_doVerify((uint32 *)u32Index, 4, DataBuffer32, &oFlashStatusWord);
    if(oReturnCheck != Fapi_Status_Success)
    {
        // Check Flash API documentation for possible errors
        Example_Error(oReturnCheck);
    }
}

/* User code for flash operations */
}

```

### 3.2.4 Fapi\_issueFsmSuspendCommand()

Issues Flash State Machine suspend command

#### Synopsis

```
Fapi_StatusType Fapi_issueFsmSuspendCommand(void)
```

#### Parameters

None

#### Description

This function issues a Suspend Now command which will suspend the FSM commands, Program, and Erase Sector, when they are the current active command. Use `Fapi_getFsmStatus()` to determine if the operation is successful.

#### Return Value

- **Fapi\_Status\_Success** (success)

### 3.2.5 Fapi\_issueAsyncCommand()

Issues a command to the Flash State Machine. See the description for the list of commands that can be issued by this function.

#### Synopsis

```
Fapi_StatusType Fapi_issueAsyncCommand(
    Fapi_FlashStateCommandsType oCommand)
```

#### Parameters

*oCommand* [in]                      Command to issue to the FSM

#### Description

This function issues a command to the Flash State Machine for commands not requiring any additional information (such as address). Typical commands are Clear Status, Program Resume, Erase Resume and Clear\_More. This function does not wait until the command is over; it just issues the command and returns back. Hence, the user application must wait for the FMC to complete the given command before returning to any kind of Flash accesses. The `Fapi_checkFsmForReady()` function can be used to monitor the status of an issued command.

Below are the details of these commands:

- **Fapi\_ClearStatus:** Executing this command clears the ILA, PGV, EV, CSTAT, VOLTSTAT, and INVSTAT bits in the FMSTAT register. Flash API issues this command before issuing a program or an erase command.
- **Fapi\_ClearMore:** Executing this command clears everything the Clear Status command clears and additionally, clears the ESUSP and PSUSP bits in the FMSTAT register.
- **Fapi\_ProgramResume:** Executing this command will resume the previously suspended program operation. Issuing a resume command when suspend is not active has no effect. Note that a new program operation cannot be initiated while a previous program operation is suspended.
- **Fapi\_EraseResume:** Executing this command will resume the previously suspended erase operation. Issuing a resume command when suspend is not active has no effect. Note that a new erase operation cannot be initiated while a previous erase operation is suspended.

---

**NOTE:** This function does not check FMSTAT after issuing the command. The user application must check the FMSTAT value when FSM has completed the operation. FMSTAT indicates if there is any failure occurrence during the operation. The user application can use the `Fapi_getFsmStatus` function to obtain the FMSTAT value.

---

#### Return Value

- **Fapi\_Status\_Success** (success)

#### Sample Implementation

```
#include "F021_F2837xD_C28x.h"

#define CPUCLK_FREQUENCY 200 /* 200 MHz System frequency */

int main(void)
{
    // Initialize System Control:
    InitSysCtrl();

    // Call Flash Initialization to setup flash waitstates
    // This function must reside in RAM
    InitFlash();

    // Gain pump semaphore
    SeizeFlashPump();
}
```

```

    //Jump to RAM and call the Flash API functions
    Example_CallFlashAPI();
}

#pragma CODE_SECTION(Example_CallFlashAPI, ramFuncSection);
void Example_CallFlashAPI(void)
{
    Fapi_StatusType oReturnCheck;
    Fapi_FlashStatusType oFlashStatus;

    EALLOW;

    oReturnCheck = Fapi_initializeAPI(F021_CPU0_BASE_ADDRESS, CPUCLK_FREQUENCY);
    if(oReturnCheck != Fapi_Status_Success)
    {
        Example_Error (oReturnCheck);
    }

    oReturnCheck = Fapi_setActiveFlashBank(Fapi_FlashBank0);
    if(oReturnCheck != Fapi_Status_Success)
    {
        // Check Flash API documentation for possible errors
        Example_Error (oReturnCheck);
    }

    // Issue an async command
    oReturnCheck = Fapi_issueAsyncCommand(Fapi_ClearMore);
    // Wait until the operation is over
    while (Fapi_checkFsmForReady() != Fapi_Status_FsmReady){}
    if(oReturnCheck != Fapi_Status_Success)
    {
        // Check Flash API documentation for possible errors
        Example_Error (oReturnCheck);
    }

    // Read FMSTAT register contents to know the status of FSM
    // after the command to see if there are any operation specific errors
    oFlashStatus = Fapi_getFsmStatus();
    if (oFlashStatus!=0)
    {
        FMSTAT_Fail();
    }

    /* User code for further flash operations */
}

```

### 3.2.6 Fapi\_checkFsmForReady()

Returns the status of the Flash State Machine

#### Synopsis

```
Fapi_StatusType Fapi_checkFsmForReady(void)
```

#### Parameters

None

#### Description

This function returns the status of the Flash State Machine indicating if it is ready to accept a new command or not. Primary use is to check if an Erase or Program operation has finished.

#### Return Value

- **Fapi\_Status\_FsmBusy** (FSM is busy and cannot accept new command except for suspend commands)
- **Fapi\_Status\_FsmReady** (FSM is ready to accept new command)

### 3.2.7 Fapi\_getFsmStatus()

Returns the value of the FMSTAT register

#### Synopsis

```
Fapi_FlashStatusType Fapi_getFsmStatus(void)
```

#### Parameters

None

#### Description

This function returns the value of the FMSTAT register. This register allows the user application to determine whether an erase or program operation is successfully completed, in progress, suspended, or failed. The user application should check the value of this register to determine if there is any failure after each erase and program operation.

#### Return Value

**Table 8. FMSTAT Register**

Bits 31				13	12	11	10	9	8	7	6	5	4	3	2	1	0
				Rsvd	PGV	Rsvd	EV	Rsvd	Busy	ERS	PGM	INV DAT	CSTAT	Volt Stat	ESUSP	PSUSP	Rsvd

**Table 9. FMSTAT Register Field Descriptions**

Bit	Field	Description
31-13	RSVD	Reserved
12	PGV	Program verify. When set, indicates that a word is not successfully programmed, even after the maximum allowed number of program pulses are given for program operation.
11	RSVD	Reserved
10	EV	Erase verify. When set, indicates that a sector is not successfully erased, even after the maximum allowed number of erase pulses are given for erase operation. During Erase verify command, this flag is set immediately if a bit is found to be 0.
9	RSVD	Reserved
8	Busy	When set, this bit indicates that a program, erase, or suspend operation is being processed.

**Table 9. FMSTAT Register Field Descriptions (continued)**

Bit	Field	Description
7	ERS	Erase Active. When set, this bit indicates that the flash module is actively performing an erase operation. This bit is set when erasing starts and is cleared when erasing is complete. It is also cleared when the erase is suspended and set when the erase resumes.
6	PGM	Program Active. When set, this bit indicates that the flash module is currently performing a program operation. This bit is set when programming starts and is cleared when programming is complete. It is also cleared when programming is suspended and set when programming resumes.
5	INV DAT	Invalid Data. When set, this bit indicates that the user attempted to program a "1" where a "0" was already present. This bit is cleared by the Clear Status command.
4	CSTAT	Command Status. Once the FSM starts, any failure will set this bit. When set, this bit informs the host that the program or erase command failed and the command was stopped. This bit is cleared by the Clear Status command. For some errors, this will be the only indication of an FSM error because the cause does not fall within the other error bit types.
3	VOLTSTAT	Core Voltage Status. When set, this bit indicates that the core voltage generator of the pump power supply dipped below the lower limit allowable during a program or erase operation. This bit is cleared by the Clear Status command.
2	ESUSP	Erase Suspend. When set, this bit indicates that the flash module has received and processed an erase suspend operation. This bit remains set until the erase resume command has been issued or until the Clear_More command is run.
1	PSUSP	Program Suspend. When set, this bit indicates that the flash module has received and processed a program suspend operation. This bit remains set until the program resume command has been issued or until the Clear_More command is run.
0	RSVD	RSVD

### 3.3 Read Functions

#### 3.3.1 Fapi\_doBlankCheck()

Verifies if the region specified is erased

##### Synopsis

```
Fapi_StatusType Fapi_doBlankCheck(
    uint32 *pu32StartAddress,
    uint32 u32Length,
    Fapi_FlashStatusWordType *poFlashStatusWord)
```

##### Parameters

<i>pu32StartAddress</i> [in]	start address for region to blank check
<i>u32Length</i> [in]	length of region in 32-bit words to blank check
<i>poFlashStatusWord</i> [out]	returns the status of the operation if result is not Fapi_Status_Success
->au32StatusWord[0]	address of first non-blank location
->au32StatusWord[1]	data read at first non-blank location
->au32StatusWord[2]	value of compare data (always 0xFFFFFFFF)
->au32StatusWord[3]	N/A

##### Description

This function checks if the flash is blank (erased state) starting at the specified address for the length of 32-bit words specified. If a non-blank location is found, the corresponding address and data will be returned in the poFlashStatusWord parameter.

##### Restrictions

This function is not supported for F2837xD ECC memory space.

##### Return Value

- **Fapi\_Status\_Success** (success) - specified Flash locations are found to be in erased state
- **Fapi\_Error\_Fail** (failure: region specified is not blank)

### 3.3.2 Fapi\_doVerify()

Verifies region specified against supplied data

#### Synopsis

```
Fapi_StatusType Fapi_doVerify(
    uint32 *pu32StartAddress,
    uint32  u32Length,
    uint32 *pu32CheckValueBuffer,
    Fapi_FlashStatusWordType *poFlashStatusWord)
```

#### Parameters

<i>pu32StartAddress</i> [in]	start address for region to verify
<i>u32Length</i> [in]	length of region in 32-bit words to verify
<i>pu32CheckValueBuffer</i> [in]	address of buffer to verify region against
<i>poFlashStatusWord</i> [out]	returns the status of the operation if result is not Fapi_Status_Success
->au32StatusWord[0]	address of first verify failure location
->au32StatusWord[1]	data read at first verify failure location
->au32StatusWord[2]	value of compare data
->au32StatusWord[3]	N/A

#### Description

This function verifies the device against the supplied data starting at the specified address for the length of 32-bit words specified. If a location fails to compare, these results will be returned in the poFlashStatusWord parameter.

#### Restrictions

This function is not supported for F2837xD ECC memory space.

#### Return Value

- **Fapi\_Status\_Success** (success: region specified matches supplied data)
- **Fapi\_Error\_Fail** (failure: region specified does not match supplied data)

### 3.3.3 Fapi\_doMarginRead()

Reads the specified Flash Memory range and returns the data in a user-given buffer

#### Synopsis

```
Fapi_StatusType Fapi_doMarginRead(
    uint32 *pu32StartAddress,
    uint32 *pu32ReadBuffer,
    uint32 u32Length,
    Fapi_FlashReadMarginModeType oReadMode)
```

#### Parameters

<i>pu32StartAddress</i> [in]	start address for region to read
<i>pu32ReadBuffer</i> [out]	address of buffer to return read data
<i>u32Length</i> [in]	length of region in 32-bit words to read
<i>oReadMode</i> [in]	only normal mode is applicable. Use Fapi_NormalRead.

#### Description

This function reads the region specified starting at *pu32StartAddress* for *u32Length* 32-bit words using *pu32ReadBuffer* to store the read values.

---

**NOTE:** The region that is being read cannot cross bank address boundary.

---

#### Restrictions

This function is not supported for F2837xD ECC memory space.

#### Return Value

- **Fapi\_Status\_Success** (success: specified memory range is read and data is provided)
- **Fapi\_Error\_InvalidReadMode** (failure: read mode specified is not valid)

### 3.3.4 Fapi\_calculatePsa()

Calculates the PSA for a specified region

#### Synopsis

```
uint32 Fapi_calculatePsa(
    uint32 *pu32StartAddress,
    uint32 u32Length,
    uint32 u32PsaSeed,
    Fapi_FlashReadMarginModeType oReadMode)
```

#### Parameters

<i>pu32StartAddress</i> [in]	start address for region to calculate PSA value
<i>u32Length</i> [in]	length of region in 32-bit words to calculate PSA value
<i>u32PsaSeed</i> [in]	seed value for PSA calculation
<i>oReadMode</i> [in]	only normal mode is applicable. Use Fapi_NormalRead

#### Description

This function calculates the PSA value for the region specified starting at pu32StartAddress for u32Length 32-bit words using u32PsaSeed value.

#### Restrictions

This function is not supported for F2837xD ECC memory space.

#### Return Value

- **PSA value** (success)

### 3.3.5 Fapi\_doPsaVerify()

Verifies region specified against specified PSA value

#### Synopsis

```
Fapi_StatusType Fapi_doPsaVerify(
    uint32 *pu32StartAddress,
    uint32  u32Length,
    uint32  u32PsaValue,
    Fapi_FlashStatusWordType *poFlashStatusWord)
```

#### Parameters

<i>pu32StartAddress</i> [in]	start address for region to verify PSA value
<i>u32Length</i> [in]	length of region in 32-bit words to verify PSA value
<i>u32PsaValue</i> [in]	PSA value to compare region against
<i>poFlashStatusWord</i> [out]	returns the status of the operation if result is not Fapi_Status_Success
->au32StatusWord[0]	Actual PSA

#### Description

This function verifies the device against the supplied PSA value starting at the specified address for the length of 32-bit words specified. The calculated PSA value is returned in the *poFlashStatusWord* parameter.

#### Restrictions

This function is not supported for F2837xD ECC memory space.

#### Return Value

- **Fapi\_Status\_Success** (success: region specified matches supplied PSA value)
- **Fapi\_Error\_Fail** (failure: region specified does not match supplied data)

## 3.4 Informational Functions

### 3.4.1 Fapi\_getLibraryInfo()

Returns information about this compile of the Flash API

#### Synopsis

```
Fapi_LibraryInfoType Fapi_getLibraryInfo(void)
```

#### Parameters

None

#### Description

This function returns information specific to the compile of the Flash API library. The information is returned in a struct `Fapi_LibraryInfoType`. The members are as follows:

- `u8ApiMajorVersion` – Major version number of this compile of the API. This value is 1.
- `u8ApiMinorVersion` – Minor version number of this compile of the API. Minor version is 54 for F2837xD devices (F2837xD devices should use version 1.54).
- `u8ApiRevision` – Revision version number of this compile of the API
- `oApiProductionStatus` – Production status of this compile (*Alpha\_Internal, Alpha, Beta\_Internal, Beta, Production*)
- `u32ApiBuildNumber` – Build number of this compile. Used to differentiate between different alpha and beta builds
- `u8ApiTechnologyType` – Indicates the Flash technology supported by the API. Tech type used in this device is of type 0x4
- `u8ApiTechnologyRevision` – Indicates the revision of the Technology supported by the API
- `u8ApiEndianness` – Always returns a value of 1 (little endian)
- `u32ApiCompilerVersion` – Version number of the Code Composer Studio code generation tools used to compile the API

#### Return Value

- **Fapi\_LibraryInfoType** (gives the information retrieved about this compile of the API)

### 3.4.2 Fapi\_getDeviceInfo()

Returns information specific to the device on which the code is being executed

#### Synopsis

```
Fapi_DeviceInfoType Fapi_getDeviceInfo(void)
```

#### Parameters

*None*

#### Description

This function returns information about the specific device on which the Flash API library is being executed. The information is returned in a struct `Fapi_DeviceInfoType`. The members are as follows:

- `u16NumberOfBanks` – Number of banks for this FMC
- `u16DevicePackage` – Device package pin count
- `u16DeviceMemorySize` – Flash memory size for this FMC in KB
- `u32AsicId` – N/A
- `u32LotNumber` – N/A
- `u16FlowCheck` – N/A
- `u16WaferNumber` – N/A
- `u16WaferXCoordinate` – N/A
- `u16WaferYCoordinate` – N/A

#### Restrictions

This function is deprecated and not supported in subsequent devices. Therefore, TI suggests to not use this function.

#### Return Value

- **`Fapi_DeviceInfoType`** (gives the above information retrieved about the device)

### 3.4.3 Fapi\_getBankSectors()

Returns the sector information for the requested bank

#### Synopsis

```
Fapi_StatusType Fapi_getBankSectors(
    Fapi_FlashBankType oBank,
    Fapi_FlashBankSectorsType *poFlashBankSectors)
```

#### Parameters

<code>oBank [in]</code>	Bank to get information on
<code>poFlashBankSectors [out]</code>	Returned structure with the bank information

#### Description

This function returns information about the bank starting address, number of sectors, sector sizes, and bank technology type. The information is returned in a struct `Fapi_FlashBankSectorsType`. The members are as follows:

- `oFlashBankTech` – Indicates if bank is an FLEP, FLEE or FLES bank type
- `u32NumberOfSectors` – Indicates the number of sectors in the bank.
- `u32BankStartAddress` – Starting address of the bank.
- `au8SectorSizes[]` – An array of sectors sizes for each sector in the bank.

Sector size returned by `Fapi_getBankSectors()` function can be decoded as shown below:

Sector size value returned by <code>Fapi_getBankSectors()</code>	Corresponding Flash sector size
0x08	16K
0x10	32K
0x20	64K
0x40	128K

### Restrictions

This function is deprecated and not supported in subsequent devices. Therefore, TI suggests to not use this function.

### Return Value

- **Fapi\_Status\_Success** (success)
- **Fapi\_Error\_FeatureNotAvailable** (failure: Not all devices have this support in the Flash Memory Controller)
- **Fapi\_Error\_InvalidBank** (failure: Bank does not exist on this device)

## 3.5 Utility Functions

### 3.5.1 Fapi\_flushPipeline()

Flushes the FMC pipeline buffers

#### Synopsis

```
void Fapi_flushPipeline(void)
```

#### Parameters

None

#### Description

This function flushes the FMC data cache. The data cache must be flushed before the first non-API Flash read after an erase or program operation.

#### Return Value

None

### 3.5.2 Fapi\_calculateEcc()

Calculates the ECC for a 64-bit value

#### Synopsis

```
uint8 Fapi_calculateEcc(  
    uint32 u32Address,  
    uint64 u64Data)
```

#### Parameters

*u32Address* [in]

Address of the 64-bit value to calculate the ECC

*u64Data* [in]

64-bit value on which to calculate ECC (should be in little endian order)

#### Description

This function will calculate the ECC for a 64-bit aligned word including address. Note that the user application should left-shift the address by 1 position before passing to this function.

#### Return Value

- 8-bit calculated ECC (upper 8 bits of the 16-bit return value should be ignored)

### 3.5.3 Fapi\_isAddressEcc()

Indicates an address is in the Flash Memory Controller ECC space

#### Synopsis

```
boolean Fapi_isAddressEcc(  
    uint32 u32Address)
```

#### Parameters

*u32Address* [in]                      Address to determine if it lies in ECC address space

#### Description

This function returns True if address is in ECC address space or False if it is not.

#### Return Value

- **FALSE** (Address is not in ECC address space)
- **TRUE** (Address is in ECC address space)

### 3.5.4 Fapi\_remapEccAddress()

Takes ECC address and remaps it to the main address space

#### Synopsis

```
uint32 Fapi_remapEccAddress(
    uint32 u32EccAddress)
```

#### Parameters

*u32EccAddress* [in]                      ECC address to remap

#### Description

This function returns the main Flash address for the given ECC Flash address.

#### Return Value

- 32-bit Main Flash Address

### 3.5.5 Fapi\_calculateFletcherChecksum()

Calculates the Fletcher checksum from the given address and length

#### Synopsis

```
uint32 Fapi_calculateFletcherChecksum(
    uint16 *pu16Data,
    uint16 u16Length)
```

#### Parameters

*pu16Data* [in]                              Address to start calculating the checksum from  
*u16Length* [in]                              Number of 16-bit words to use in calculation

#### Description

This function generates a 32-bit Fletcher checksum starting at the supplied address for the number of 16-bit words specified.

#### Restrictions

This function is not supported for F2837xD ECC memory space.

#### Return Value

- 32-bit Fletcher Checksum value

### 3.6 User Definable Functions

These functions are distributed in the file `Fapi_UserDefinedFunctions.c`. These are the base functions called by the API and can be modified to meet the user's need for these operations. This file must be compiled with the user's code.

#### 3.6.1 `Fapi_serviceWatchdogTimer()`

Users can add their watchdog service code in this function. Flash API does not configure (enable or disable) the Watchdog. It is up to the user to decide whether Watchdog should be enabled or disabled during Flash API execution. Flash API is interruptible. Therefore, the user application can service the Watchdog via an ISR (for example, timer ISR) as needed, instead of using this function. However, ISR should be mapped in RAM since Flash should not be accessed when Flash API execution is in progress. Users should pay special attention to the **Description** and **Restrictions** of this function provided below.

##### Synopsis

```
Fapi_StatusType Fapi_serviceWatchdogTimer(void)
```

##### Parameters

*None*

##### Description

This function allows the user to service their Watchdog timer in the Read Functions, [Table 3](#). This function is called in the Read functions when the address being read crosses the 256-word (16-bit word) aligned address boundaries.

---

**NOTE:** Users may modify the `Fapi_serviceWatchdogTimer()` function as needed, but must ensure that they include **EALLOW** before the return statement at the end of this function so that Flash API can write to protected registers as needed.

---

##### Restrictions

This function is deprecated and not supported in subsequent devices. Therefore, TI suggests to not use this function.

##### Return Value

- **Fapi\_Status\_Success** (success)

##### Sample Implementation

```
#include "F021_F2837xD_C28x.h"
Fapi_StatusType Fapi_serviceWatchdogTimer(void)
{
    /* User to add their own watchdog servicing code here */

    return(Fapi_Status_Success);
}
```

### 3.6.2 Fapi\_setupEepromSectorEnable()

Sets up the sectors available on the EEPROM bank for erase and programming. However, note that users should not edit the contents of this function and should be used as provided by TI. These functions are left in Fapi\_UserDefinedFunctions.c to keep source compatibility across TI devices that use similar Flash technology.

#### Synopsis

```
Fapi_StatusType Fapi_setupEepromSectorEnable(void)
```

#### Parameters

*None*

#### Description

This function sets up the sectors in the EEPROM bank that are available for erase and programming operations.

#### Restrictions

This function is deprecated and not supported in subsequent devices (but users should not remove or edit this function in TMS320F2837xD devices).

#### Return Value

- **Fapi\_Status\_Success** (success)

### 3.6.3 Fapi\_setupBankSectorEnable()

Sets up the sectors available on the bank for erase and programming

#### Synopsis

```
Fapi_StatusType Fapi_setupBankSectorEnable(void)
```

#### Parameters

*None*

#### Description

This function sets up the sectors in the bank that are available for erase and programming operations.

#### Restrictions

Note that users should not edit the contents of this function even though it is provided in the `Fapi_UserDefinedFunctions.C` file. This function should be used as provided by TI. The reason TI provides this function outside of the API Library is to keep source compatibility across TI devices where applicable. This function is deprecated and not supported in subsequent devices, but users should not remove or edit this function in TMS320F2837xD devices.

#### Return Value

- **Fapi\_Status\_Success** (success)

## **4 Recommended FSM Flows**

### **4.1 *New devices from Factory***

Devices are shipped erased from the Factory. It is recommended, but not required to do a blank check on devices received to verify that they are erased.

### 4.2 Recommended Erase Flow

The following diagram describes the high-level flow for erasing a sector(s). Please refer to [Figure 1](#) for further information.

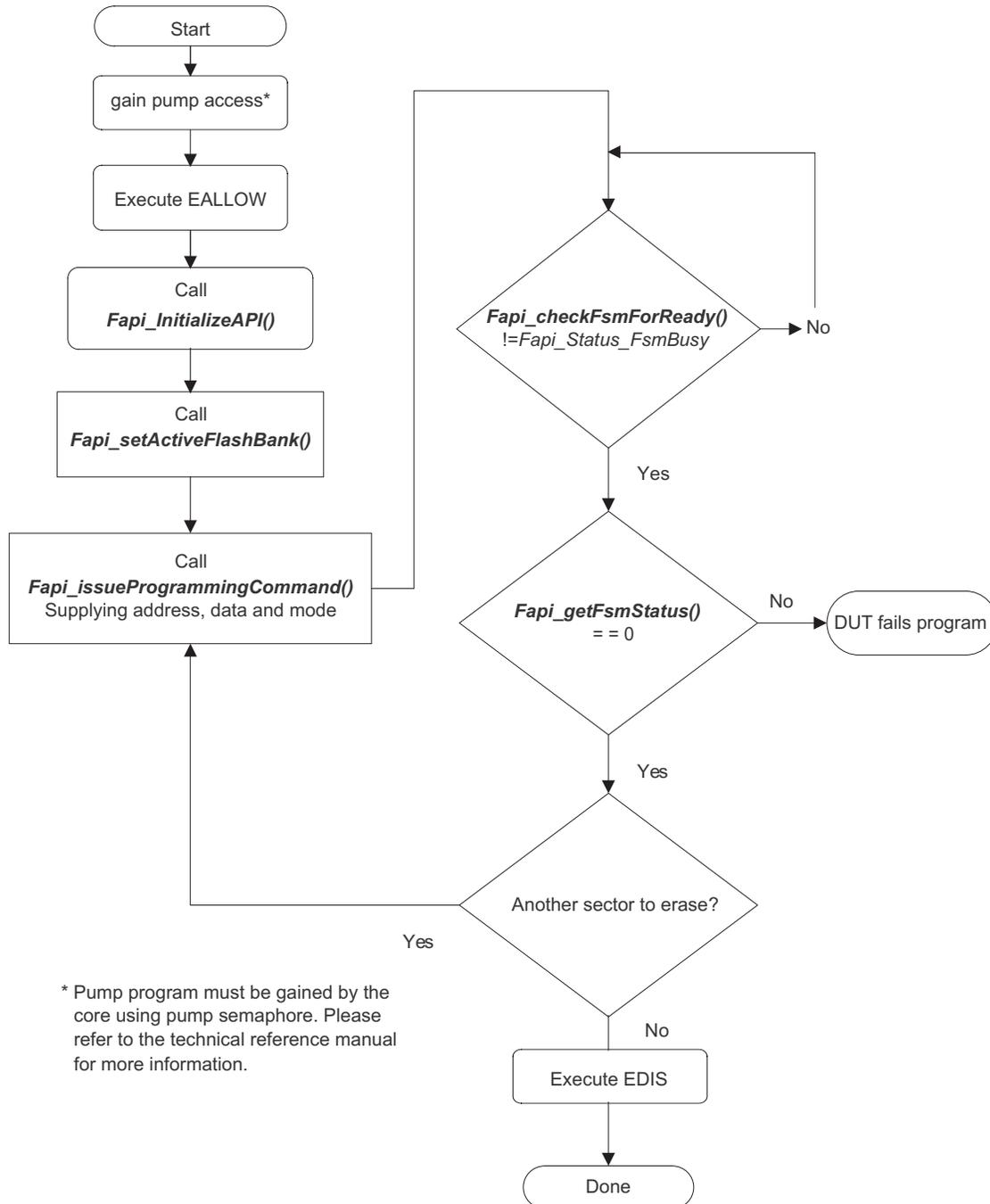


Figure 1. Recommended Erase Flow

### 4.3 Recommended Program Flow

The following diagram describes the high-level flow for programming a device. This flow assumes the user has already erased all affected sectors or banks following the Recommended Erase Flow (see [Figure 2](#)). See [Section 3.2.3](#) for further information.

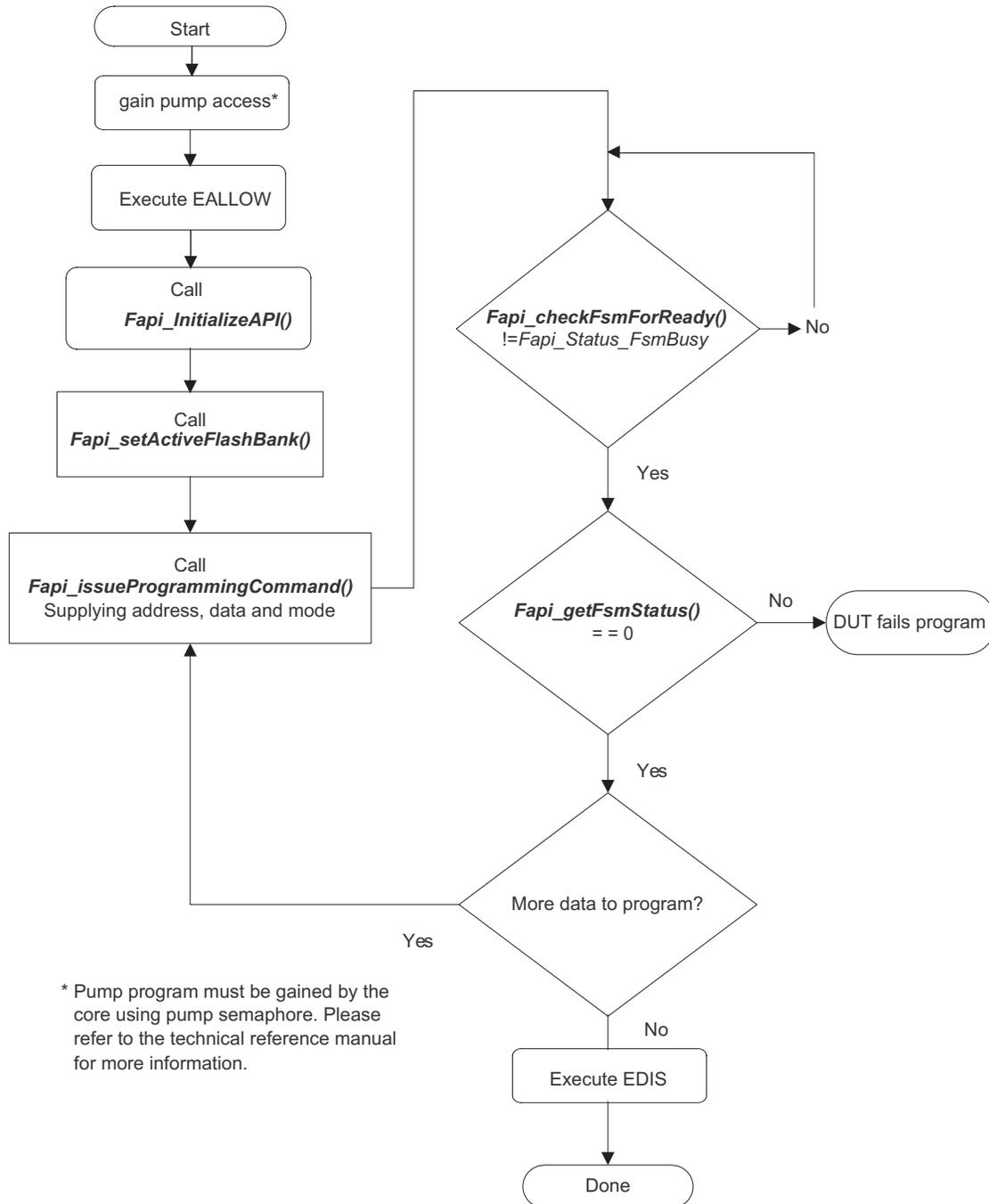


Figure 2. Recommended Program Flow

## Flash State Machine Commands

---



---

### A.1 Flash State Machine Commands

**Table 10. Flash State Machine Commands**

Command	Description	Enumeration Type	API Call(s)
Program Data	Used to program data to any valid Flash address	Fapi_ProgramData	<a href="#">Fapi_issueProgrammingCommand()</a>
Erase Sector	Used to erase a Flash sector located by the specified address	Fapi_EraseSector	<a href="#">Fapi_issueAsyncCommandWithAddress()</a>
Clear Status	Clears the status register	Fapi_ClearStatus	<a href="#">Fapi_issueAsyncCommand()</a>
Program Resume	Resumes a suspended programming operation	Fapi_ProgramResume	<a href="#">Fapi_issueAsyncCommand()</a>
Erase Resume	Resumes a suspended erase operation	Fapi_EraseResume	<a href="#">Fapi_issueAsyncCommand()</a>
Clear More	Clears the status register	Fapi_ClearMore	<a href="#">Fapi_issueAsyncCommand()</a>

## Object Library Function Information

### B.1 C28x Library

**Table 11. C28x Function Sizes and Stack Usage**

Function Name	Size In Words	Worst Case Stack Usage
Fapi_calculateEcc	TBD	TBD
Fapi_calculateFletcherChecksum	TBD	TBD
Fapi_calculatePsa <i>Includes references to the following functions</i> <ul style="list-style-type: none"> <li>• Fapi_isAddressEcc</li> <li>• Fapi_serviceWatchdogTimer</li> </ul>	TBD	TBD
Fapi_checkFsmForReady	TBD	TBD
Fapi_doBlankCheck <i>Includes references to the following functions</i> <ul style="list-style-type: none"> <li>• Fapi_flushPipeline</li> <li>• Fapi_serviceWatchdogTimer</li> <li>• Fapi_waitDelay</li> <li>• Fapi_isAddressEcc</li> </ul>	TBD	TBD
Fapi_doVerify <i>Includes references to the following functions</i> <ul style="list-style-type: none"> <li>• Fapi_flushPipeline</li> <li>• Fapi_serviceWatchdogTimer</li> <li>• Fapi_waitDelay</li> <li>• Fapi_isAddressEcc</li> </ul>	TBD	TBD
Fapi_flushPipeline <i>Includes references to the following functions</i> <ul style="list-style-type: none"> <li>• Fapi_waitDelay</li> </ul>	TBD	TBD
Fapi_getBankSectors	TBD	TBD
Fapi_getDeviceInfo	TBD	TBD
Fapi_getFsmStatus	TBD	TBD
Fapi_getLibraryInfo	TBD	TBD
Fapi_initializeAPI	TBD	TBD
Fapi_isAddressEcc	TBD	TBD
Fapi_issueAsyncCommand	TBD	TBD
Fapi_issueAsyncCommandWithAddress <i>Includes references to the following functions</i> <ul style="list-style-type: none"> <li>• Fapi_setupBankSectorEnable</li> <li>• Fapi_setupEepromSectorEnable</li> </ul>	TBD	TBD
Fapi_issueFsmSuspendCommand	TBD	TBD

**Table 11. C28x Function Sizes and Stack Usage (continued)**

Fapi_issueProgrammingCommand <i>Includes references to the following functions</i> <ul style="list-style-type: none"> <li>• Fapi_calculateEcc</li> <li>• Fapi_setupBankSectorEnable</li> <li>• Fapi_setupEepromSectorEnable</li> </ul>	TBD	TBD
Fapi_remapEccAddress	TBD	TBD
Fapi_setActiveFlashBank <i>Includes references to the following functions</i> <ul style="list-style-type: none"> <li>• Fapi_calculateFletcherChecksum</li> </ul>	TBD	TBD
Fapi_serviceWatchdogTimer <sup>(1)</sup>	TBD	TBD
Fapi_setupBankSectorEnable	TBD	TBD
Fapi_setupEepromSectorEnable	TBD	TBD

<sup>(1)</sup> As this is a user modifiable function, this information is variable and dependent on the user's code.

## Typedefs, defines, enumerations and structures

---

---

All the type definitions, enumerations, and structures mentioned here are available in the Types.h file.

### C.1 Type Definitions

```
#if defined(__TMS320C28XX__)

typedef unsigned char      boolean;

typedef unsigned int       uint8; //This is 16 bits in C28x
typedef unsigned int       uint16;
typedef unsigned long int  uint32;
typedef unsigned long long int uint64;

typedef unsigned int       uint16_least;
typedef unsigned long int  uint32_least;

typedef signed int         sint16_least;
typedef signed long int    sint32_least;

typedef float              float32;
typedef long double        float64;

#else

typedef unsigned char      boolean;

typedef unsigned char      uint8;
typedef unsigned short     uint16;
typedef unsigned int       uint32;
typedef unsigned long long int uint64;

typedef signed char        sint8;
typedef signed short       sint16;
typedef signed int         sint32;
typedef signed long long int sint64;

typedef unsigned int       uint8_least;
typedef unsigned int       uint16_least;
typedef unsigned int       uint32_least;

typedef signed int         sint8_least;
typedef signed int         sint16_least;
typedef signed int         sint32_least;

typedef float              float32;
typedef double             float64;

#endif
```

### C.2 Defines

```
#if FALSE != 0
#define false FALSE
#endif
```

```
#if TRUE != 1
#define true TRUE
#endif
```

## C.3 Enumerations

### C.3.1 Fapi\_CpuType

This is used to indicate which type of CPU is being used.

```
typedef enum
{
    ARM7,
    M3,
    R4,
    R4F,
    C28,
    Undefined
} ATTRIBUTE_PACKED Fapi_CpuType;
```

### C.3.2 Fapi\_AddressMemoryType

This is used to indicate which type of Address is being used.

```
typedef enum
{
    Fapi_Flash,
    Fapi_FlashEcc,
    Fapi_Otp,
    Fapi_OtpEcc,
    Fapi_Undefined
} ATTRIBUTE_PACKED Fapi_AddressMemoryType;
```

### C.3.3 Fapi\_FlashProgrammingCommandsType

This contains all the possible modes used in the `Fapi_IssueProgrammingCommand()`.

```
typedef enum
{
    Fapi_AutoEccGeneration, /* This is the default mode for the command and will
auto generate the ecc for the provided data buffer */
    Fapi_DataOnly, /* Command will only process the data buffer */
    Fapi_EccOnly, /* Command will only process the ecc buffer */
    Fapi_DataAndEcc /* Command will process data and ecc buffers */
} ATTRIBUTE_PACKED Fapi_FlashProgrammingCommandsType;
```

### C.3.4 Fapi\_FlashBankType

This is used to indicate which Flash bank is being used.

```
typedef enum
{
    Fapi_FlashBank0,
    Fapi_FlashBank1, /* Not used for TMS320F2837xD devices */
    Fapi_FlashBank2, /* Not used for TMS320F2837xD devices */
    Fapi_FlashBank3, /* Not used for TMS320F2837xD devices */
    Fapi_FlashBank4, /* Not used for TMS320F2837xD devices */
    Fapi_FlashBank5, /* Not used for TMS320F2837xD devices */
    Fapi_FlashBank6, /* Not used for TMS320F2837xD devices */
    Fapi_FlashBank7 /* Not used for TMS320F2837xD devices */
} ATTRIBUTE_PACKED Fapi_FlashBankType;
```

### C.3.5 Fapi\_FlashBankTechType

This is used to indicate what F021 Bank Technology the bank is

```
typedef enum
{
    Fapi_FLEP,
    Fapi_FLEE,
    Fapi_FLES,
    Fapi_FLHV,
    Fapi_TechTBD
} ATTRIBUTE_PACKED Fapi_FlashBankTechType;
```

### C.3.6 Fapi\_FlashStateCommandsType

This contains all the possible Flash State Machine commands.

```
typedef enum
{
    Fapi_ProgramData      = 0x0002,
    Fapi_EraseSector      = 0x0006,
    Fapi_EraseBank        = 0x0008, /* Not available for TMS320F2837xD devices */
    Fapi_ValidateSector   = 0x000E, /* Not available for TMS320F2837xD devices */
    Fapi_ClearStatus      = 0x0010,
    Fapi_ProgramResume    = 0x0014,
    Fapi_EraseResume      = 0x0016,
    Fapi_ClearMore        = 0x0018
} ATTRIBUTE_PACKED Fapi_FlashStateCommandsType;
```

### C.3.7 Fapi\_FlashReadMarginModeType

This contains all the possible Flash State Machine commands.

```
typedef enum
{
    Fapi_NormalRead = 0x0,
    Fapi_RM0        = 0x1, /* Technology used in TMS320F2837xD devices does not need this */
    Fapi_RM1        = 0x2 /* Technology used in TMS320F2837xD devices does not need this */
} ATTRIBUTE_PACKED Fapi_FlashReadMarginModeType;
```

### C.3.8 Fapi\_StatusType

This is the master type containing all possible returned status codes.

```
typedef enum
{
    Fapi_Status_Success=0,          /* Function completed successfully */
    Fapi_Status_FsmBusy,           /* FSM is Busy */
    Fapi_Status_FsmReady,          /* FSM is Ready */
    Fapi_Status_AsyncBusy,         /* Async function operation is Busy */
    Fapi_Status_AsyncComplete,     /* Async function operation is Complete */
    Fapi_Error_Fail=500,           /* Generic Function Fail code */
    Fapi_Error_StateMachineTimeout, /* State machine polling never returned ready and timed out */
    Fapi_Error_OtpChecksumMismatch, /* Returned if OTP checksum does not match expected value */
    Fapi_Error_InvalidDelayValue,   /* Returned if the Calculated RWAIT value exceeds 15 -
Legacy Error */
    Fapi_Error_InvalidHclkValue,    /* Returned if FClk is above max FClk value -
FClk is a calculated from HClk and RWAIT/EWAIT */
    Fapi_Error_InvalidCpu,          /* Returned if the specified Cpu does not exist */
    Fapi_Error_InvalidBank,        /* Returned if the specified bank does not exist */
    Fapi_Error_InvalidAddress,     /* Returned if the specified Address does not exist in Flash
or OTP */
    Fapi_Error_InvalidReadMode,    /* Returned if the specified read mode does not exist */
    Fapi_Error_AsyncIncorrectDataBufferLength,
    Fapi_Error_AsyncIncorrectEccBufferLength,
    Fapi_Error_AsyncDataEccBufferLengthMismatch,
    Fapi_Error_FeatureNotAvailable /* FMC feature is not available on this device */
} ATTRIBUTE_PACKED Fapi_StatusType;
```

### C.3.9 Fapi\_ApiProductionStatusType

This lists the different production status values possible for the API.

```
typedef enum
{
    Alpha_Internal,               /* For internal TI use only. Not intended to be used by customers */
    Alpha,                        /* Early Engineering release. May not be functionally complete */
    Beta_Internal,                /* For internal TI use only. Not intended to be used by customers */
    Beta,                         /* Functionally complete, to be used for testing and validation */
    Production                     /* Fully validated, functionally complete, ready for production use */
} ATTRIBUTE_PACKED Fapi_ApiProductionStatusType;
```

## C.4 Structures

### C.4.1 Fapi\_EngineeringRowType

This is used to return the information from the engineering row in the TI OTP.

```
typedef struct
{
    uint32 u32AsicId;
    uint8  u8Revision;
    uint32 u32LotNumber;
    uint16 u16FlowCheck;
    uint16 u16WaferNumber;
    uint16 u16XCoordinate;
    uint16 u16YCoordinate;
} ATTRIBUTE_PACKED Fapi_EngineeringRowType;
```

### C.4.2 Fapi\_FlashStatusWordType

This structure is used to return status values in functions that need more flexibility

```
typedef struct
{
    uint32 au32StatusWord[4];
} ATTRIBUTE_PACKED Fapi_FlashStatusWordType;
```

### C.4.3 Fapi\_LibraryInfoType

This is the structure used to return API information

```
typedef struct
{
    uint8  u8ApiMajorVersion;
    uint8  u8ApiMinorVersion;
    uint8  u8ApiRevision;
    Fapi_ApiProductionStatusType oApiProductionStatus;
    uint32 u32ApiBuildNumber;
    uint8  u8ApiTechnologyType;
    uint8  u8ApiTechnologyRevision;
    uint8  u8ApiEndianness;
    uint32 u32ApiCompilerVersion;
} Fapi_LibraryInfoType;
```

#### C.4.4 Fapi\_DeviceInfoType

This is the structure used to return device information

```
typedef struct
{
    #if defined(_LITTLE_ENDIAN)
        uint16 ul6NumberOfBanks;
        uint16 ul6Reserved;
        uint16 ul6DeviceMemorySize;
        uint16 ul6DevicePackage;
        uint32 u32AsicId;
        uint32 u32LotNumber;
        uint16 ul6WaferNumber;
        uint16 ul6FlowCheck;
        uint16 ul6WaferYCoordinate;
        uint16 ul6WaferXCoordinate;
    #else
        uint16 ul6Reserved;
        uint16 ul6NumberOfBanks;
        uint16 ul6DevicePackage;
        uint16 ul6DeviceMemorySize;
        uint32 u32AsicId;
        uint32 u32LotNumber;
        uint16 ul6FlowCheck;
        uint16 ul6WaferNumber;
        uint16 ul6WaferXCoordinate;
        uint16 ul6WaferYCoordinate;
    #endif
} Fapi_DeviceInfoType;
```

#### C.4.5 Fapi\_FlashBankSectorsType

This gives the structure of a bank and technology type

```
typedef struct
{
    Fapi_FlashBankTechType oFlashBankTech;
    uint32 u32NumberOfSectors;
    uint32 u32BankStartAddress;
    uint8 au8SectorSizes[16];
} Fapi_FlashBankSectorsType;
```

## Parallel Signature Analysis (PSA) Algorithm

---

---

### D.1 Function Details

The functions [Section 3.3.5](#) and [Section 3.3.4](#) make use of the Parallel Signature Analysis (PSA) algorithm. Those functions are typically used to verify a particular pattern is programmed in the Flash Memory without transferring the complete data pattern. The PSA signature is based on this primitive polynomial:

$$f(X) = 1 + X + X^2 + X^{22} + X^{31}$$

```
uint32 calculatePSA (uint32* pu32StartAddress,
                    uint32 u32Length, /* Number of 32-bit words */
                    uint32 u32InitialSeed)
{
    uint32 u32Seed, u32SeedTemp;
    u32Seed = u32InitialSeed;
    while(u32Length-->0)
    {
        u32SeedTemp = (u32Seed << 1)^(pu32StartAddress++);
        if(u32Seed & 0x80000000)
        {
            u32SeedTemp ^= 0x00400007; /* XOR the seed value with mask */
        }
        u32Seed = u32SeedTemp;
    }
    return u32Seed;
}
```

## ECC Calculation Algorithm

### E.1 Function Details

The function below can be used to calculate ECC for a given 64-bit aligned address (no need to left-shift the address) and the corresponding 64-bit data.

```
//
//Calculate the ECC for an address/data pair
//

uint16 CalcEcc(uint32 address, uint64 data)
{
    const uint32 addrSyndrome[8] = {0x554ea, 0x0bad1, 0x2a9b5, 0x6a78d,
                                     0x19f83, 0x07f80, 0x7ff80, 0x0007f};

    const uint64 dataSyndrome[8] = {0xb4d1b4d14b2e4b2e, 0x1557155715571557,
                                     0xa699a699a699a699, 0x38e338e338e338e3,
                                     0xc0fcc0fcc0fcc0fc, 0xff00ff00ff00ff00,
                                     0xff0000ffff0000ff, 0x00ffff00ff0000ff};

    const uint16 parity = 0xfc;

    uint64 xorData;
    uint32 xorAddr;
    uint16 bit, eccBit, eccVal;

    //
    //Extract bits "20:2" of the address
    //
    address = (address >> 2) & 0x7ffff;

    //
    //Compute the ECC one bit at a time.
    //
    eccVal = 0;
    for (bit = 0; bit < 8; bit++)
    {
        //
        //Apply the encoding masks to the address and data
        //
        xorAddr = address & addrSyndrome[bit];
        xorData = data & dataSyndrome[bit];

        //
        //Fold the masked address into a single bit for parity calculation.
        //The result will be in the LSB.
        //
        xorAddr = xorAddr ^ (xorAddr >> 16);
        xorAddr = xorAddr ^ (xorAddr >> 8);
        xorAddr = xorAddr ^ (xorAddr >> 4);
        xorAddr = xorAddr ^ (xorAddr >> 2);
        xorAddr = xorAddr ^ (xorAddr >> 1);

        //
        //Fold the masked data into a single bit for parity calculation.
        //The result will be in the LSB.
        //
    }
}
```

```
xorData = xorData ^ (xorData >> 32);
xorData = xorData ^ (xorData >> 16);
xorData = xorData ^ (xorData >> 8);
xorData = xorData ^ (xorData >> 4);
xorData = xorData ^ (xorData >> 2);
xorData = xorData ^ (xorData >> 1);

//
//Merge the address and data, extract the ECC bit, and add it in
//
eccBit = ((uint16)xorData ^ (uint16)xorAddr) & 0x0001;
eccVal |= eccBit << bit;
}

//
//Handle the bit parity. For odd parity, XOR the bit with 1
//
eccVal ^= parity;
return eccVal;
}
```

## Revision History

**Changes from May 30, 2017 to February 7, 2018**
**Page**

<ul style="list-style-type: none"> <li>• <a href="#">Section 2.3.3</a>: Added two bulleted items at the end of the list. Also, moved code to underneath "Flash API execution is interruptible; " ..... 8</li> <li>• <a href="#">Section 3.1</a>: Added EALLOW preceding all instances of "Fapi_initializeAPI". ..... 10</li> <li>• <a href="#">Section 3.2.1</a>: Added the Note in the description section..... 11</li> <li>• <a href="#">Section 3.2.2</a>: Revised the description and the note. .... 12</li> <li>• <a href="#">Table 8</a>: Revised the register and field descriptions to show bits 31-13 as Reserved..... 22</li> <li>• <a href="#">Section 3.4.2</a>:Revised this section. .... 30</li> <li>• <a href="#">Figure 1</a>: Modified the text in the graphic. .... 39</li> </ul>	
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Mailing Address: Texas Instruments, Post Office Box 655303, Dallas, Texas 75265  
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