



EMULATED DATA EEPROM WITH ST7 HDFLASH MEMORY

by Microcontroller Division Applications

INTRODUCTION

When the data EEPROM is not available in a ST7 device, it can be emulated by the HDFlash memory with some restrictions. This Application Note describes how to emulate this feature with a ST72F521 device and the restrictions this emulation implies.

Data EEPROM can be emulated in all HDFlash devices.

AS HDFlash is a dual voltage FLASH memory, the 12-volt programming voltage must be provided on the application board (a pull-down on ICPSEL on the application board is advised).

For more information concerning ST7 programming, a .zip file is included with the complete corresponding code for the ST72F521, visit our web site at www.st.com.

1 PRINCIPLE

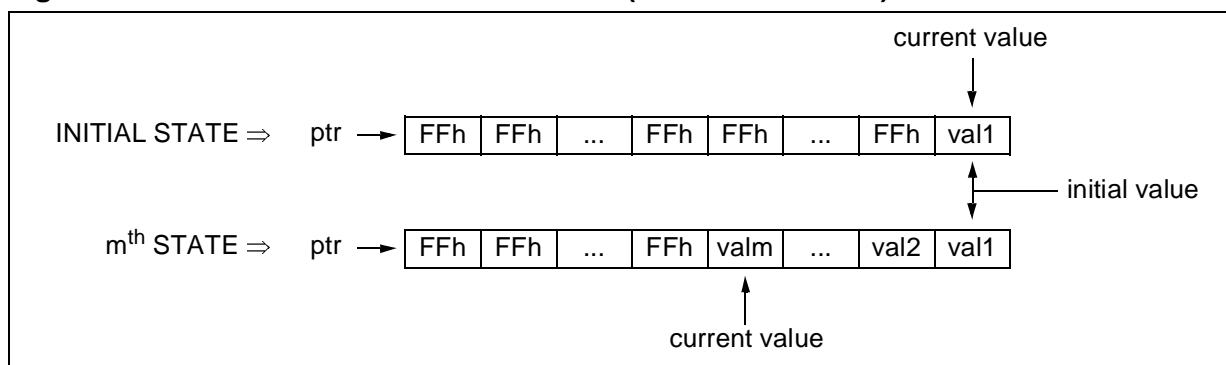
Two different implementations can be distinguished:

- Assuming that it is possible to limit the data EEPROM byte values to 00h..FEh (as FFh is the default HDFlash erased value), the principle of this emulation is to reserve n bytes in the HDFlash for each emulated data EEPROM byte which has to be cycled n times. With this solution FFh value can not be used.

As shown in Figure 1., a “ptr” pointer gives the access to the emulated data EEPROM byte.

- For a read operation, from “ptr” address, read the first data byte not equal to FFh to get the current value.
- For a write operation, from “ptr” address, look for the last data byte equal to FFh and then write the new value at this location using the HDFlash “Byte programming” Embedded Command (same as IAP method).

Figure 1. HDFlash Emulated Data EEPROM (value in 00h..FEh)



- Assuming no limitation for the data EEPROM byte values (00h..FFh), each byte value will need 2 byte locations. The first one will determine if it is the current value (example: 00h = current value, FFh = not yet used value) and the second one will contain the current byte value. So the principle of this emulation is to reserve 2xn bytes in the HDFlash for each emulated data EEPROM byte which has to be cycled n times.

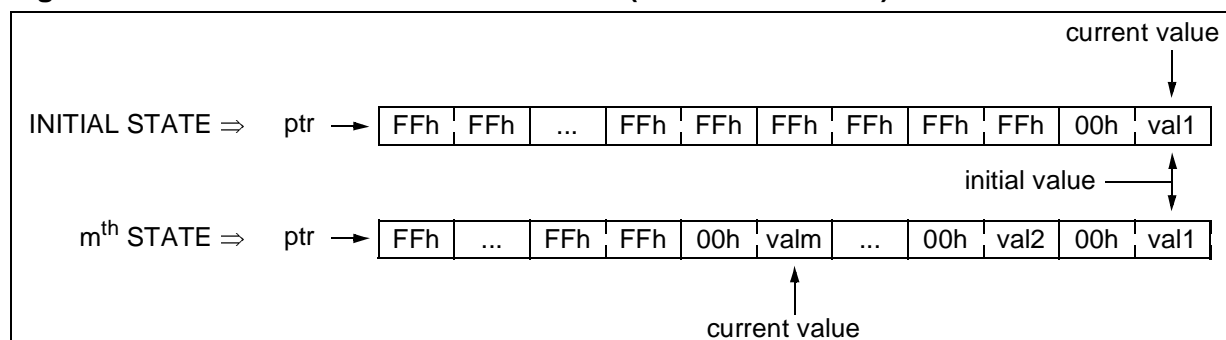
As shown in Figure 2., a “ptr” pointer gives the access to the emulated data EEPROM byte.

- For a read operation, from “ptr” address, read the first data byte not equal to FFh (equal to 00h), the current value is the next adjacent byte.
- For a write operation, from “ptr” address, look for the last data byte equal to FFh and then write the new value at this location and 00h in the previous location using the HDFlash “Byte programming” Embedded Command (same as IAP method).

In both methods, the programming is address decreasing, which means that when cu.0rrent value is found, the next byte to be programmed is the previous one (refer to diagrams).

In the case of the ST72F521R9 (biggest product) for instance, that means that if sectors 2 and 1 are empty (FFh), the first programmed byte will be at the last address of the sector 1 (EFFFh), because F000h is the first address of the sector 0 containing the user program (this sector is write protected in user mode).

Figure 2. HDFlash Emulated Data EEPROM (value in 00h..FFh)



2 RESTRICTIONS

- Only a few data EEPROM bytes with a limited number of write/erase cycles can be emulated (these characteristics are directly linked to the needed memory space in HDFlash)
- Emulated data EEPROM must be located in sector 1 or 2 as sector 0 is write protected in USER mode.
 - To use the Embedded Commands the RASS protection must be disabled. So the protection against unintentional access to the HDFlash control register is no longer available. Unintentional programming is only guaranteed by the low probability of accidentally executing an Embedded Command with V_{PP} at 12 volts.

3 ADVANTAGE

- The HDFlash emulated data EEPROM method can keep the data byte value history.

4 ASSEMBLER PROGRAM EXAMPLE

The following program example describes a driver routine to be called to emulate data EEPROM with a HDFlash ST7 device (data value limited to 00h..FEh). This example assumes that all restrictions are taken into account.

```
st7/
;*****
; TITLE:          HDdataE2Emul.asm
; AUTHOR:         CMG_MCD Application Team
; DESCRIPTION:    Data EEPROM emulation with HDFlash memory (ST72F521 example)
;*****

    TITLE "HDdataE2Emul.asm"

    BYTES

FCSR    EQU    $29 ; HDFLASH Control register definition

FLASH_CMD    EQU    $FF ; Reserved RAM area for HDFLASH Embedded Commands
FLASH_SECT   EQU    $FE
FLASH_PTRL   EQU    $FD ; PTRH:PTL is also used for read operation
FLASH_PTRH   EQU    $FC
FLASH_ENDL   EQU    $FB
FLASH_ENDH   EQU    $FA
FLASH_DATA   EQU    $F9
FLASH_FREQ   EQU    $F8
    #DEFINE   FREQ    8 ; Application frequency is 8MHz

    WORDS

    SEGMENT WORD AT 1000-DFFF 'HDFlash Sect2'

    < MEMORY LOCATION OF THE EMULATED DATA EEPROM : FROM 8000h IN THIS EXAMPLE >

    SEGMENT WORD AT E000-EFFF 'HDFlash Sect1'

    < POTENTIAL MEMORY LOCATION FOR EMULATED DATA EEPROM >

    SEGMENT WORD AT F000-FFFF 'HDFlash Sect0'

; < RESET >

LD    A,#$56 ; Enter RASS keys to unlock FCR register
LD    FCR,A
LD    A,#$AE
LD    FCR,A

; < USER APPLICATION PROGRAM >

LD    A, #$80 ; Read emulated data EEPROM value with a pointer
LD    FLASH_PTRH, A ; located at address 8000h (sector 2).
LD    A, #$00
LD    FLASH_PTRH, A

CALL HDemule2_ByteRead ; Result: current value in A register

; < USER APPLICATION PROGRAM >

LD    A, #$80 ; Read emulated data EEPROM value with a pointer
```

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```
LD FLASH_PTRH, A ; located at address 8000h (sector 2).
LD A, #$00
LD FLASH_PTRH, A

LD A, #$55 ; 55h is the new data to be write in emulated data
LD FLASH_DATA, A ; EEPROM byte located at 8000h address

CALL HDemule2_ByteProg ; Result: status returned in FLASH_CMD high nibble

; < USER APPLICATION PROGRAM >

; -----
; ROUTINE: HDemule2_ByteRead
; DESCRIPTION: Emulated data EEPROM byte read driver routine
; BEFORE: FLASH_PTRH:L = pointer corresponding to the start address of the
; memory table allocated to the emulated data EEPROM
; byte to read
; AFTER: A = current emulated data EEPROM byte value
; FLASH_PTRH:L = address of the current emulated data EEPROM byte value
; RESSOURCES:
; Program size: 15 bytes
; Used RAM area: 2 bytes for PTRH:PTL.
; -----

.HDemule2_ByteRead
LD A,[FLASH_PTRH.w] ; Read emulated data EEPROM table content
CP A, #$FF ; If the value is FFh check next location
JRNE HDemule2_ByteRead_end ; Else A = current value.
INC FLASH_PTRL
JRNE HDemule2_ByteRead
INC FLASH_PTRH
JRT HDemule2_ByteRead
.HDemule2_ByteRead_end
RET

; -----
; ROUTINE: HDemule2_ByteProg
; DESCRIPTION: Emulated data EEPROM byte programming driver routine
; BEFORE: FLASH_PTRH:L = pointer corresponding to the start address of the
; memory table allocated to the emulated data EEPROM
; byte to update
; FLASH_DATA = data to be programmed
; AFTER: FLASH_CMD = status result of the programming (see embedded status
; return code definition of the Embedded Command)
; RESSOURCES:
; Program size: 24 bytes
; Used RAM area: same as HDFlash Embedded Command
; - 16 bytes from 00F0h to 00FFh
; - 116 byte stack
; (see dedicated chapter for more details)
; -----

.HDemule2_ByteProg
CALL HDemule2_ByteRead ; To look for the current value address
CP A, FLASH_DATA ; If the data to be written is the same as
JREQ HDemule2_ByteProg_end ; current one, skip programming
TNZ FLASH_PTRL ; Set the new current value address
JRNE HDemule2_ByteProg_next ; => previous current - 1
DEC FLASH_PTRH
.HDemule2_ByteProg_next
DEC FLASH_PTRL

CLR FLASH_CMD ; Set Embedded Command to "Byte programming"
```

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```
LD    A,#FREQ                ; Set the CPU frequency
LD    FLASH_FREQ,A
LD    FCR,A                  ; Launch the HDFlash Embedded Command

.HDemule2_ByteProg_end
RET

;+++++
END
```

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