



MCUXpresso SDK Documentation

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NXP
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Table of contents

1	FRDM-MCXC041	3
1.1	Overview	3
1.2	Getting Started with MCUXpresso SDK Package	3
1.2.1	Getting Started with MCUXpresso SDK Package	3
1.3	Getting Started with MCUXpresso SDK GitHub	55
1.3.1	Getting Started with MCUXpresso SDK Repository	55
1.4	Release Notes	68
1.4.1	MCUXpresso SDK Release Notes	68
1.5	ChangeLog	72
1.5.1	MCUXpresso SDK Changelog	72
1.6	Driver API Reference Manual	103
1.7	Middleware Documentation	103
1.7.1	FreeMASTER	103
1.7.2	FreeRTOS	103
1.7.3	File systemFatfs	103
2	MCXC041	105
2.1	ADC16: 16-bit SAR Analog-to-Digital Converter Driver	105
2.2	Clock Driver	114
2.3	CMP: Analog Comparator Driver	123
2.4	COP: Watchdog Driver	128
2.5	FGPIO Driver	130
2.6	C90TFS Flash Driver	132
2.7	ftfx adapter	132
2.8	Ftftx CACHE Driver	132
2.9	ftfx controller	134
2.10	ftfx feature	151
2.11	Ftftx FLASH Driver	151
2.12	Ftftx FLEXNVM Driver	164
2.13	ftfx utilities	175
2.14	GPIO: General-Purpose Input/Output Driver	176
2.15	GPIO Driver	178
2.16	I2C: Inter-Integrated Circuit Driver	180
2.17	I2C Driver	180
2.18	Common Driver	194
2.19	Lin_lpuart_driver	206
2.20	LLWU: Low-Leakage Wakeup Unit Driver	214
2.21	LPTMR: Low-Power Timer	217
2.22	LPUART: Low Power Universal Asynchronous Receiver/Transmitter Driver	223
2.23	LPUART Driver	223
2.24	MCM: Miscellaneous Control Module	241
2.25	PMC: Power Management Controller	246
2.26	PORT: Port Control and Interrupts	252
2.27	RCM: Reset Control Module Driver	259
2.28	RTC: Real Time Clock	265
2.29	SIM: System Integration Module Driver	272

2.30	SMC: System Mode Controller Driver	274
2.31	SPI: Serial Peripheral Interface Driver	280
2.32	SPI Driver	280
2.33	TPM: Timer PWM Module	293
2.34	VREF: Voltage Reference Driver	308
3	Middleware	313
3.1	File System	313
3.1.1	FatFs	313
3.2	Motor Control	315
3.2.1	FreeMASTER	315
4	RTOS	353
4.1	FreeRTOS	353
4.1.1	FreeRTOS kernel	353
4.1.2	FreeRTOS drivers	359
4.1.3	backoffalgorithm	359
4.1.4	corehttp	362
4.1.5	corejson	364
4.1.6	coremqtt	367
4.1.7	coremqtt-agent	370
4.1.8	corepkcs11	374
4.1.9	freertos-plus-tcp	377

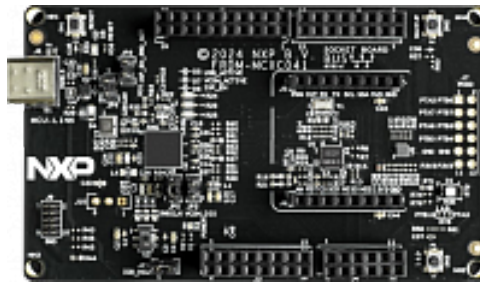
This documentation contains information specific to the frdm-mcxc041 board.

Chapter 1

FRDM-MCXC041

1.1 Overview

The FRDM-MCXC041 is supported by a range of NXP and third-party development software.



MCU device and part on board is shown below:

- Device: MCXC041
- PartNumber: MCXC041VFK

1.2 Getting Started with MCUXpresso SDK Package

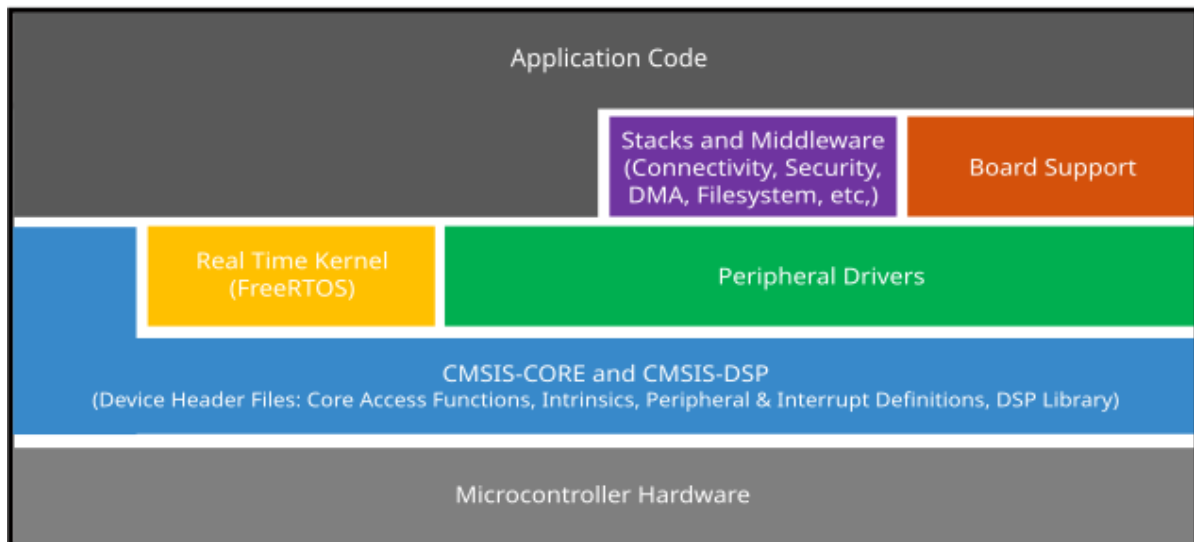
1.2.1 Getting Started with MCUXpresso SDK Package

Overview

The NXP MCUXpresso software and tools offer comprehensive development solutions designed to optimize, ease, and help accelerate embedded system development of applications based on general purpose, crossover, and Bluetooth-enabled MCUs from NXP. The MCUXpresso SDK includes a flexible set of peripheral drivers designed to speed up and simplify development of embedded applications. Along with the peripheral drivers, the MCUXpresso SDK provides an extensive and rich set of example applications covering everything from basic peripheral use case examples to full demo applications. The MCUXpresso SDK contains optional RTOS integrations such as FreeRTOS and Azure RTOS, and various other middleware to support rapid development.

For supported toolchain versions, see *MCUXpresso SDK Release Notes* (document MCUXSDKRN).

For more details about MCUXpresso SDK, see [MCUXpresso Software Development Kit \(SDK\)](#).



MCUXpresso SDK board support package folders

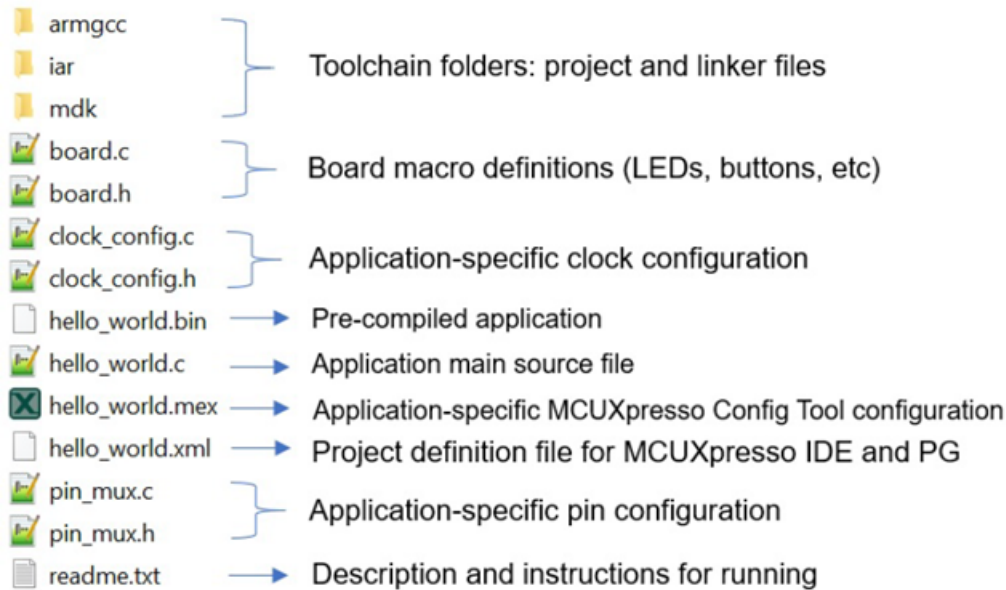
MCUXpresso SDK board support package provides example applications for NXP development and evaluation boards for Arm Cortex-M cores including Freedom, Tower System, and LPCXpresso boards. Board support packages are found inside the top-level boards folder and each supported board has its own folder (an MCUXpresso SDK package can support multiple boards). Within each `<board_name>` folder, there are various subfolders to classify the type of examples it contains. These include (but are not limited to):

- `cmsis_driver_examples`: Simple applications intended to show how to use CMSIS drivers.
- `demo_apps`: Full-featured applications that highlight key functionality and use cases of the target MCU. These applications typically use multiple MCU peripherals and may leverage stacks and middleware.
- `driver_examples`: Simple applications that show how to use the MCUXpresso SDK's peripheral drivers for a single use case. These applications typically only use a single peripheral but there are cases where multiple peripherals are used (for example, SPI conversion using DMA).
- `emwin_examples`: Applications that use the emWin GUI widgets.
- `rtos_examples`: Basic FreeRTOS OS examples that show the use of various RTOS objects (semaphores, queues, and so on) and interfaces with the MCUXpresso SDK's RTOS drivers
- `usb_examples`: Applications that use the USB host/device/OTG stack.

Example application structure This section describes how the various types of example applications interact with the other components in the MCUXpresso SDK. To get a comprehensive understanding of all MCUXpresso SDK components and folder structure, see *MCUXpresso SDK API Reference Manual*.

Each `<board_name>` folder in the boards directory contains a comprehensive set of examples that are relevant to that specific piece of hardware. Although we use the `hello_world` example (part of the `demo_apps` folder), the same general rules apply to any type of example in the `<board_name>` folder.

In the `hello_world` application folder you see the following contents:



All files in the application folder are specific to that example, so it is easy to copy and paste an existing example to start developing a custom application based on a project provided in the MCUXpresso SDK.

Locating example application source files When opening an example application in any of the supported IDEs, various source files are referenced. The MCUXpresso SDK devices folder is the central component to all example applications. It means that the examples reference the same source files and, if one of these files is modified, it could potentially impact the behavior of other examples.

The main areas of the MCUXpresso SDK tree used in all example applications are:

- `devices/<device_name>`: The device's CMSIS header file, MCUXpresso SDK feature file, and a few other files
- `devices/<device_name>/cmsis_drivers`: All the CMSIS drivers for your specific MCU
- `devices/<device_name>/drivers`: All of the peripheral drivers for your specific MCU
- `devices/<device_name>/<tool_name>`: Toolchain-specific startup code, including vector table definitions
- `devices/<device_name>/utilities`: Items such as the debug console that are used by many of the example applications
- `devices/<device_name>/project`: Project template used in CMSIS PACK new project creation

For examples containing middleware/stacks or an RTOS, there are references to the appropriate source code. Middleware source files are located in the `middleware` folder and RTOSes are in the `rtos` folder. The core files of each of these are shared, so modifying one could have potential impacts on other projects that depend on that file.

Run a demo using MCUXpresso IDE

Note: Ensure that the MCUXpresso IDE toolchain is included when generating the MCUXpresso SDK package.

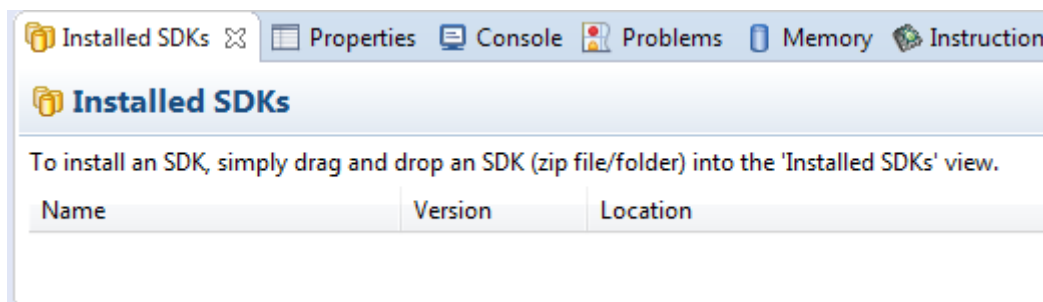
This section describes the steps required to configure MCUXpresso IDE to build, run, and debug example applications. The `hello_world` demo application targeted for the hardware platform is

used as an example, though these steps can be applied to any example application in the MCUXpresso SDK.

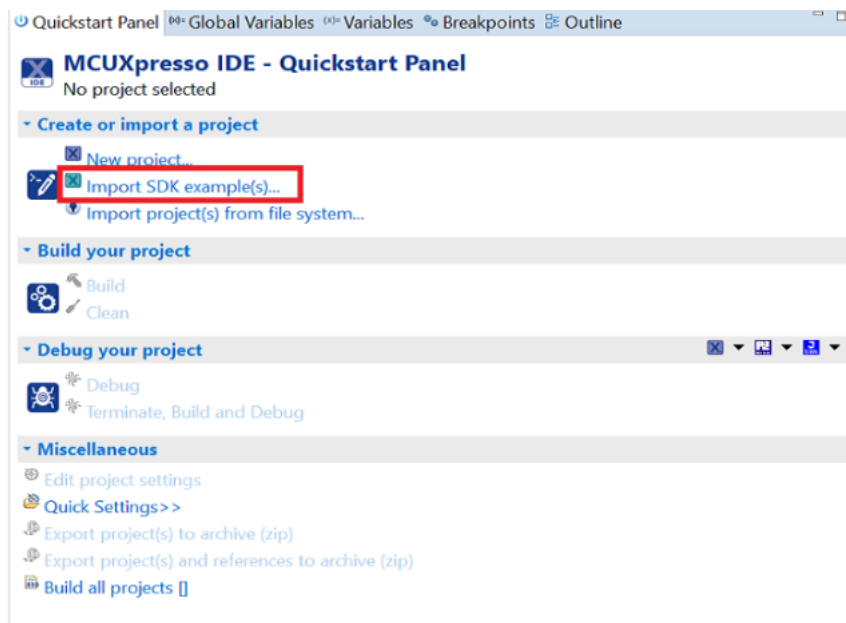
Select the workspace location Every time MCUXpresso IDE launches, it prompts the user to select a workspace location. MCUXpresso IDE is built on top of Eclipse which uses workspace to store information about its current configuration, and in some use cases, source files for the projects are in the workspace. The location of the workspace can be anywhere, but it is recommended that the workspace be located outside the MCUXpresso SDK tree.

Build an example application To build an example application, follow these steps.

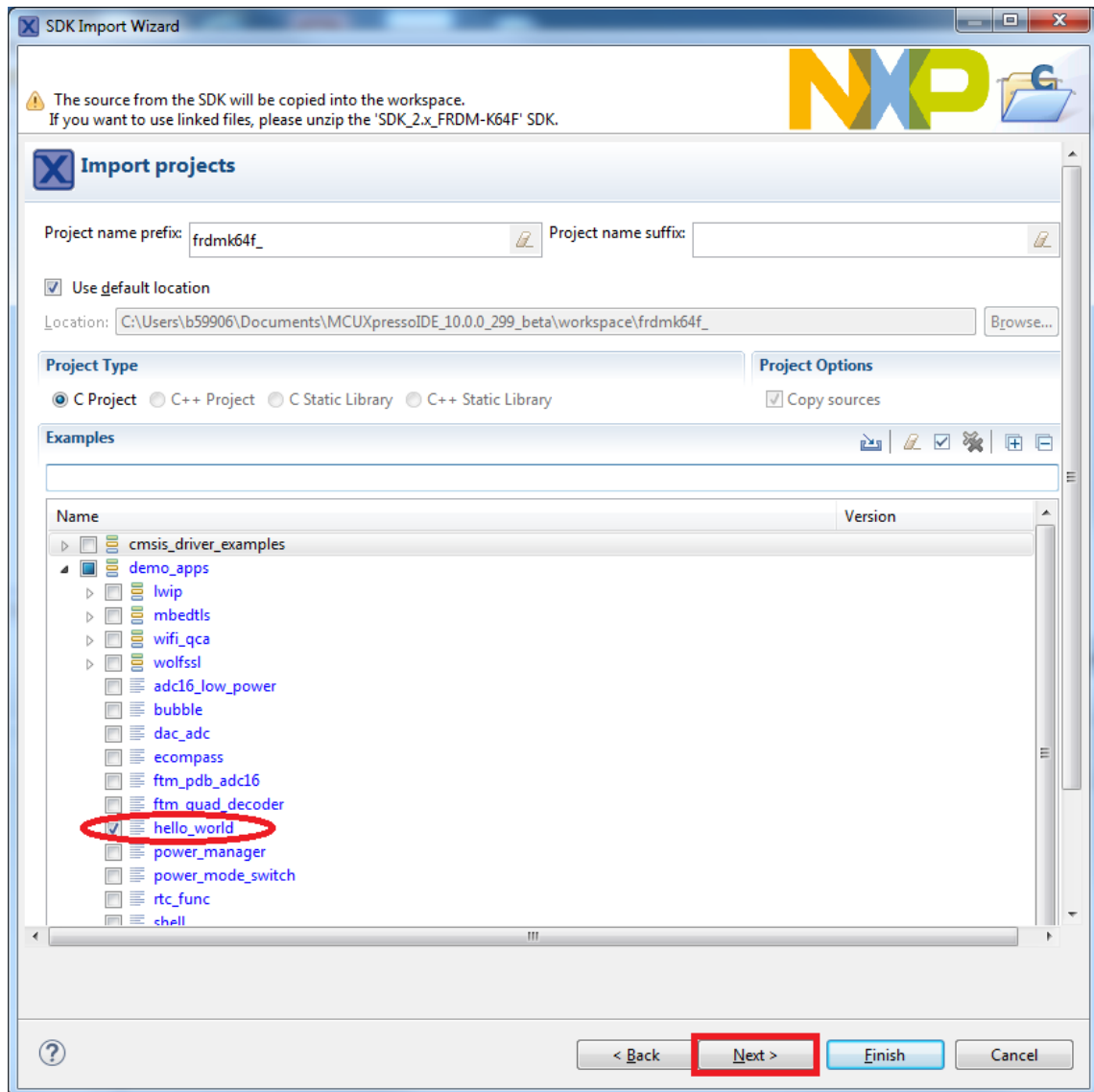
1. Drag and drop the SDK zip file into the **Installed SDKs** view to install an SDK. In the window that appears, click **OK** and wait until the import has finished.



2. On the **Quickstart Panel**, click **Import SDK example(s)...**



3. Expand the `demo_apps` folder and select `hello_world`.
4. Click **Next**.



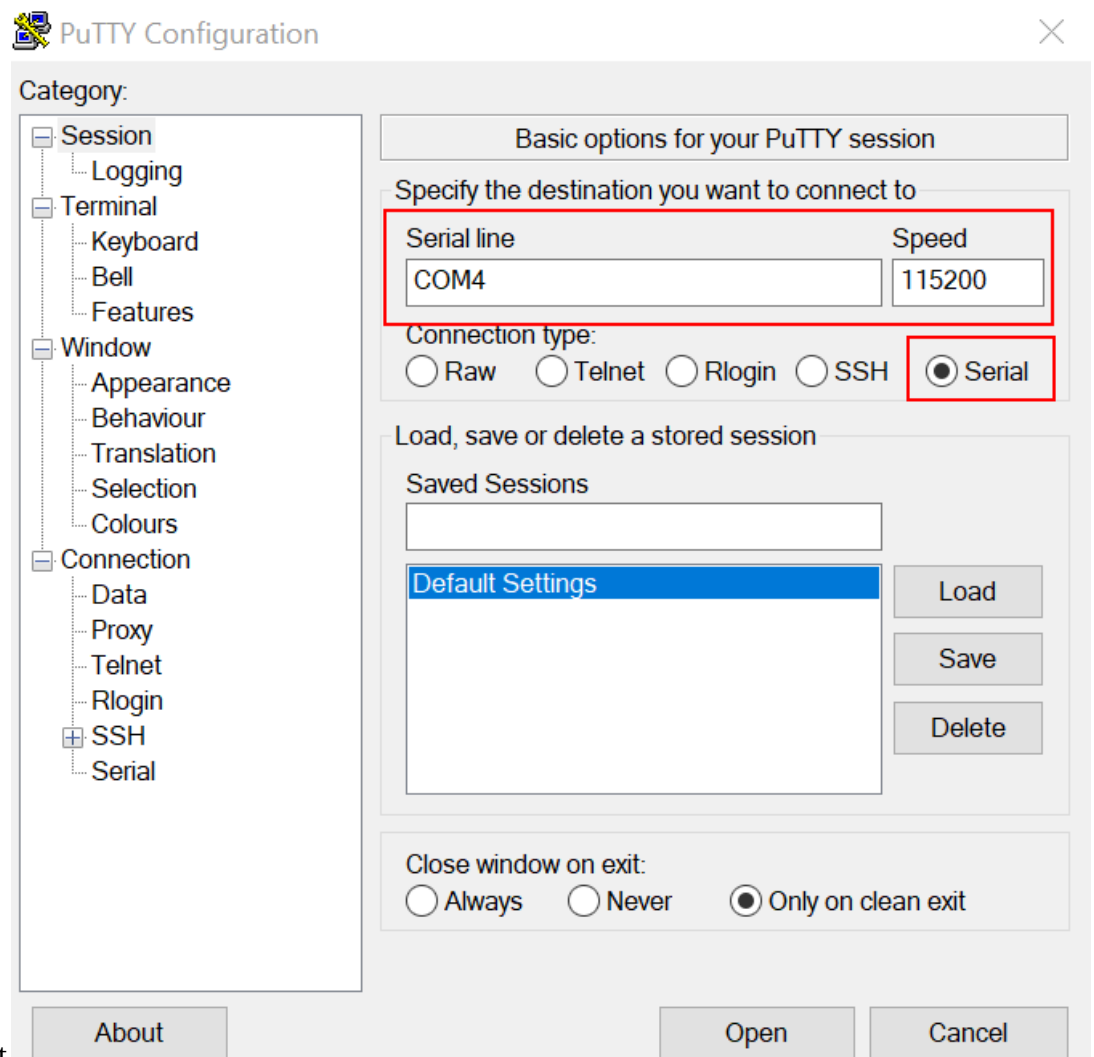
5. Ensure **Redlib: Use floating-point version of printf** is selected if the example prints floating-point numbers on the terminal for demo applications such as `adc_basic`, `adc_burst`, `adc_dma`, and `adc_interrupt`. Otherwise, it is not necessary to select this option. Then, click **Finish**.

Run an example application For more information on debug probe support in the MCUXpresso IDE, see community.nxp.com.

To download and run the application, perform the following steps:

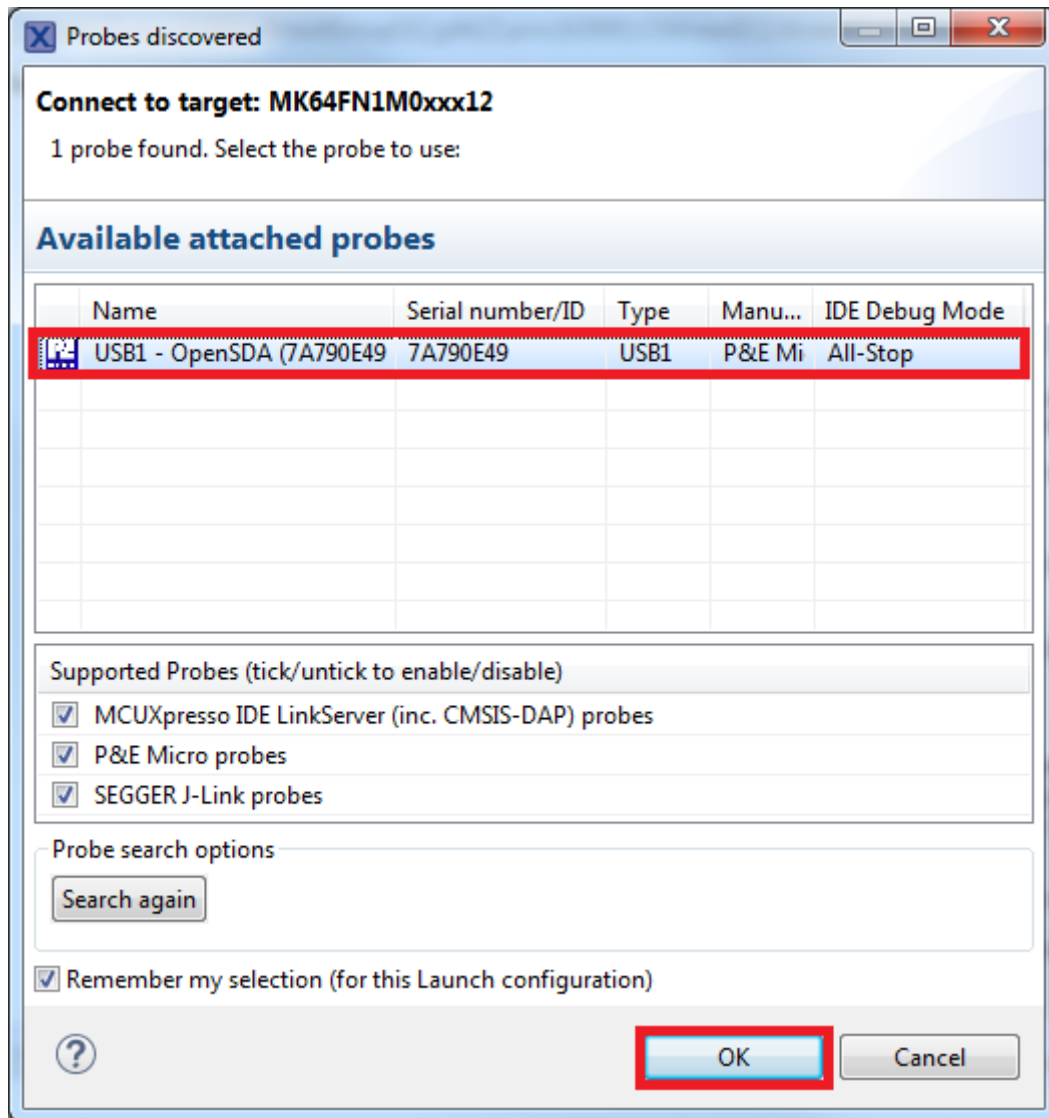
1. Ensure the host driver for the debugger firmware has been installed. See [On-board debugger](#).
2. Connect the development platform to your PC via a USB cable.
3. Open the terminal application on the PC, such as PuTTY or TeraTerm, and connect to the debug serial port number (to determine the COM port number, see [How to determine COM port](#)). Configure the terminal with these settings:
 1. 115200 or 9600 baud rate, depending on your board (reference `BOARD_DEBUG_UART_BAUDRATE` variable in `board.h` file)
 2. No parity

3. 8 data bits



4. 1 stop bit

4. On the **Quickstart Panel**, click **Debug** to launch the debug session.
5. The first time you debug a project, the **Debug Emulator Selection** dialog is displayed, showing all supported probes that are attached to your computer. Select the probe through which you want to debug and click **OK**. (For any future debug sessions, the stored probe selection is automatically used, unless the probe cannot be found.)



- The application is downloaded to the target and automatically runs to `main()`.
- Start the application by clicking **Resume**.

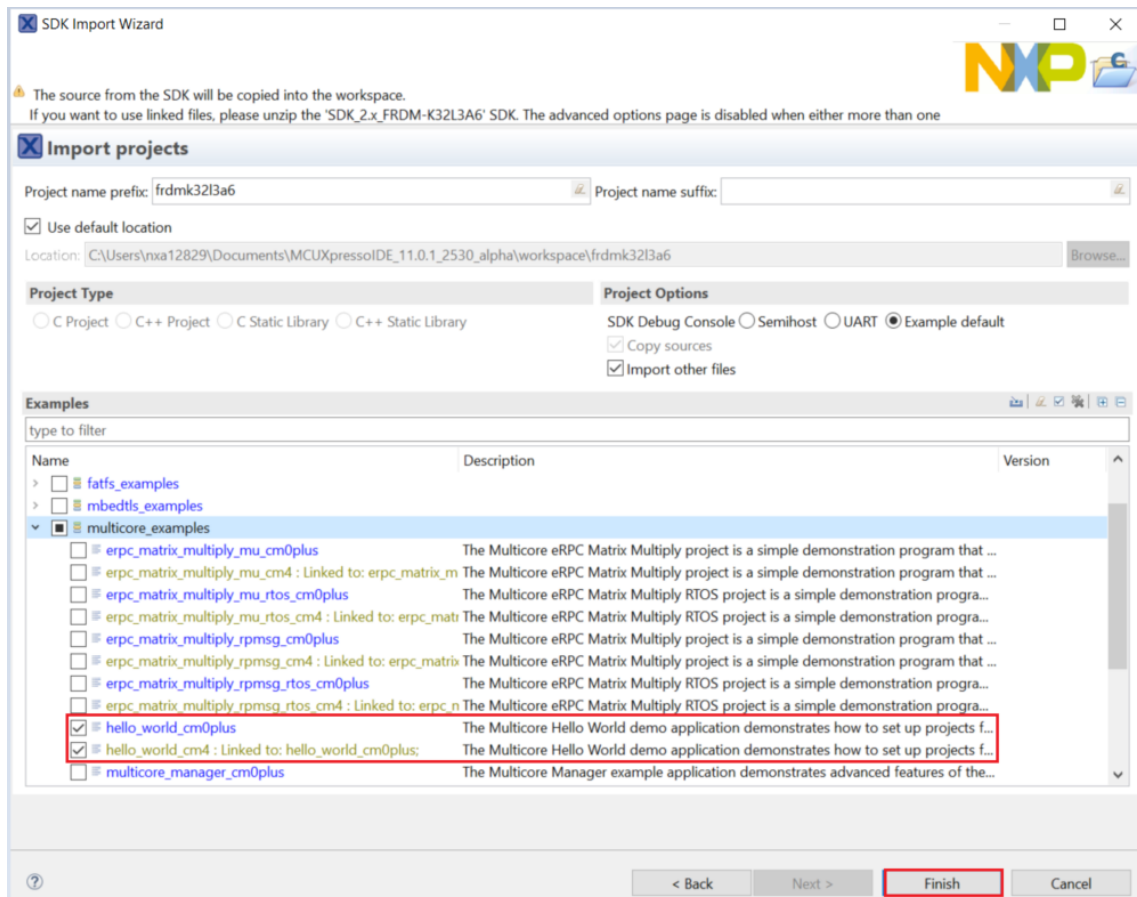


The `hello_world` application is now running and a banner is displayed on the terminal. If not, check your terminal settings and connections.

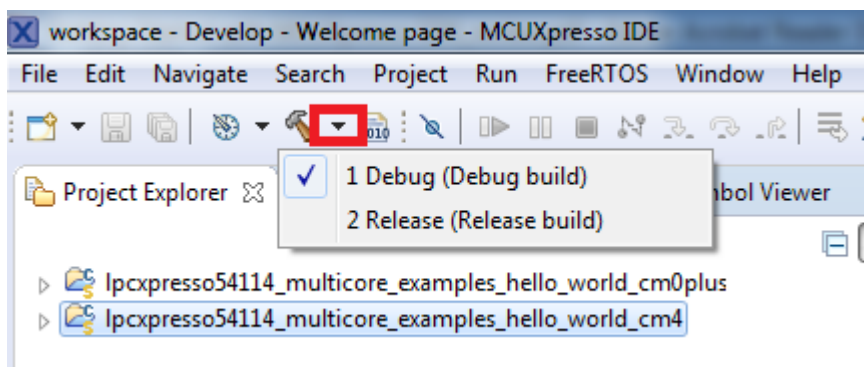


Build a multicore example application This section describes the steps required to configure MCUXpresso IDE to build, run, and debug multicore example applications. The following steps can be applied to any multicore example application in the MCUXpresso SDK. Here, the dual-core version of hello_world example application targeted for the LPCXpresso54114 hardware platform is used as an example.

1. Multicore examples are imported into the workspace in a similar way as single core applications, explained in **Build an example application**. When the SDK zip package for LPCXpresso54114 is installed and available in the **Installed SDKs** view, click **Import SDK example(s)...** on the Quickstart Panel. In the window that appears, expand the **LPCxx** folder and select **LPC54114J256**. Then, select **lpcxpresso54114** and click **Next**.
2. Expand the multicore_examples/hello_world folder and select **cm4**. The cm0plus counterpart project is automatically imported with the cm4 project, because the multicore examples are linked together and there is no need to select it explicitly. Click **Finish**.

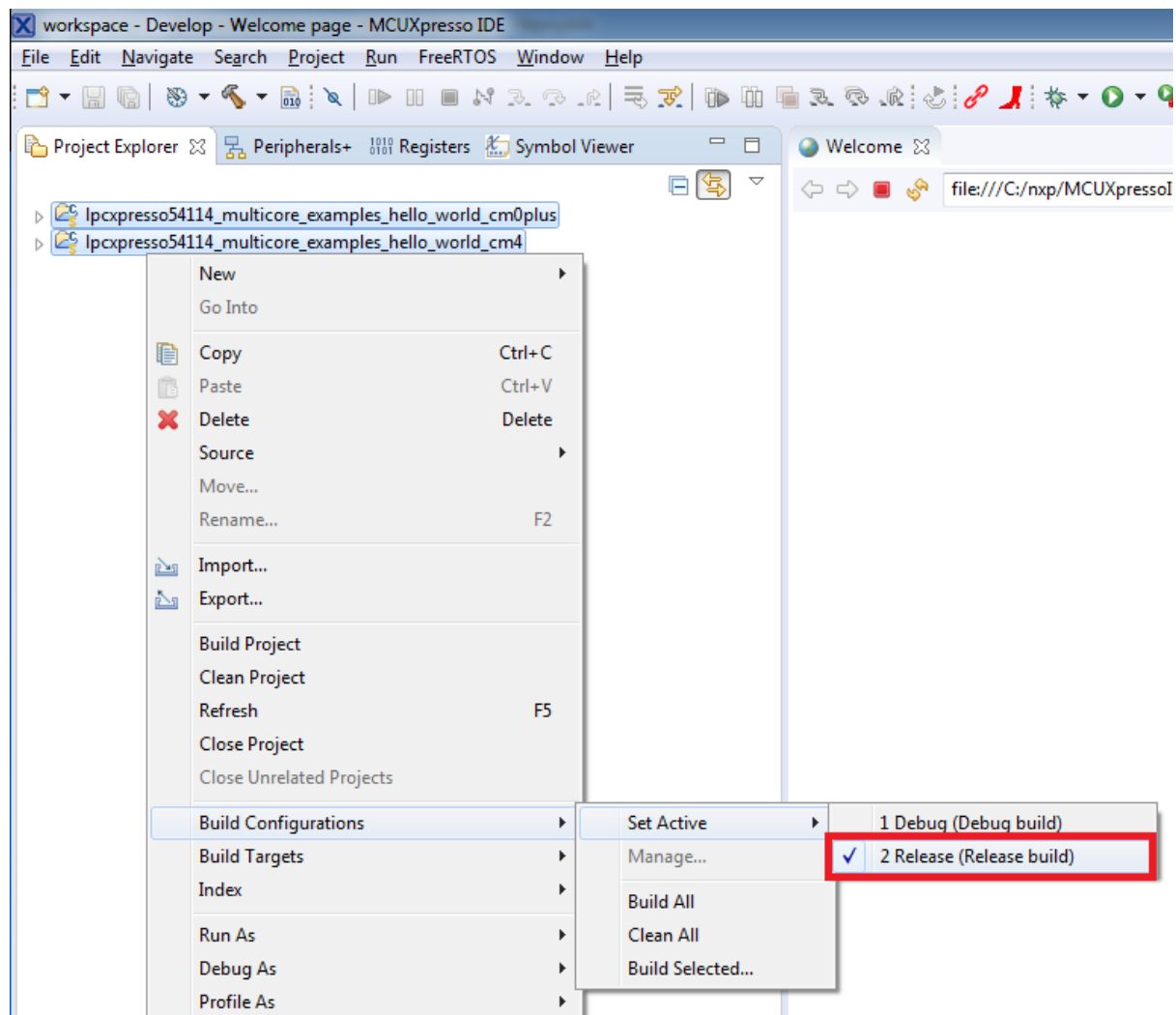


3. Now, two projects should be imported into the workspace. To start building the multicore application, highlight the `lpcxpresso54114_multicore_examples_hello_world_cm4` project (multicore master project) in the Project Explorer. Then choose the appropriate build target, **Debug** or **Release**, by clicking the downward facing arrow next to the hammer icon, as shown in the figure. For this example, select **Debug**.

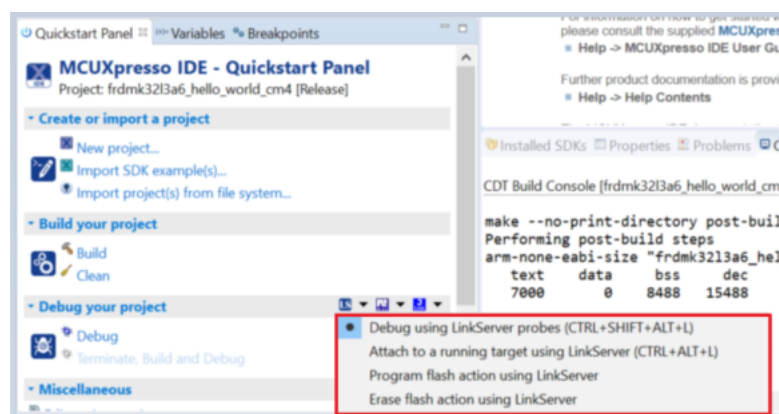


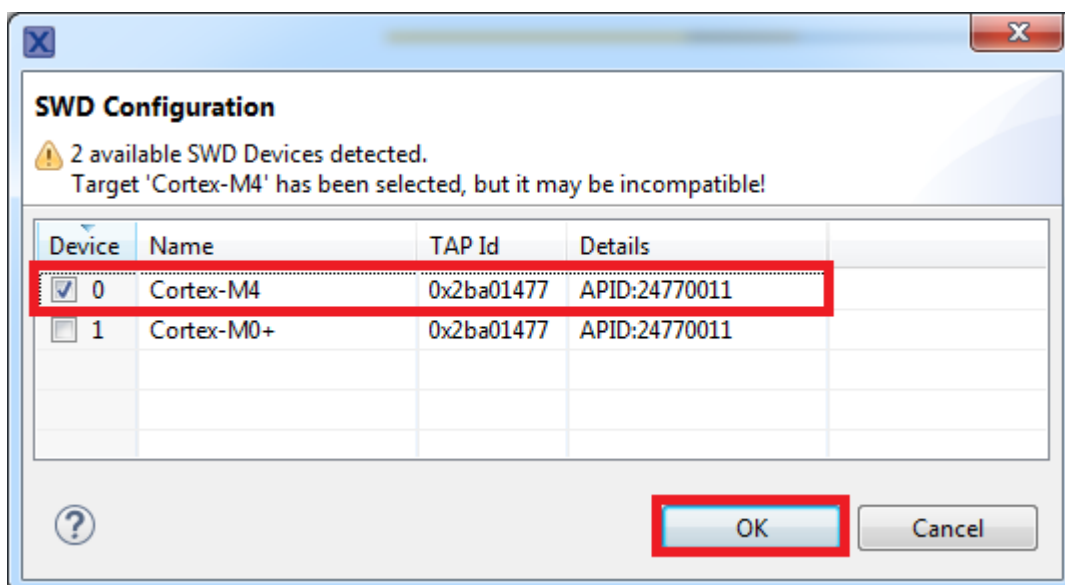
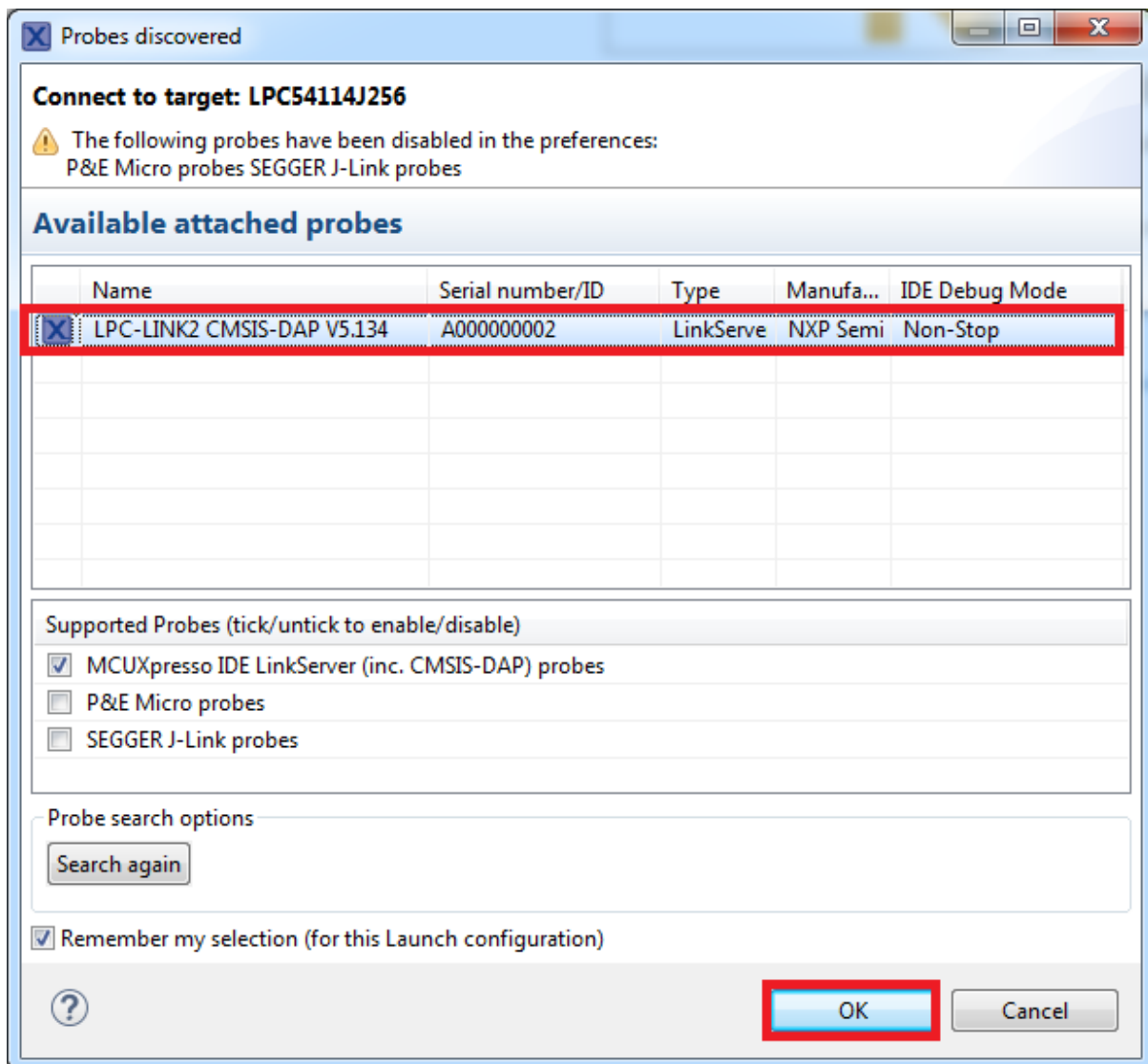
The project starts building after the build target is selected. Because of the project reference settings in multicore projects, triggering the build of the primary core application (cm4) also causes the referenced auxiliary core application (cm0plus) to build.

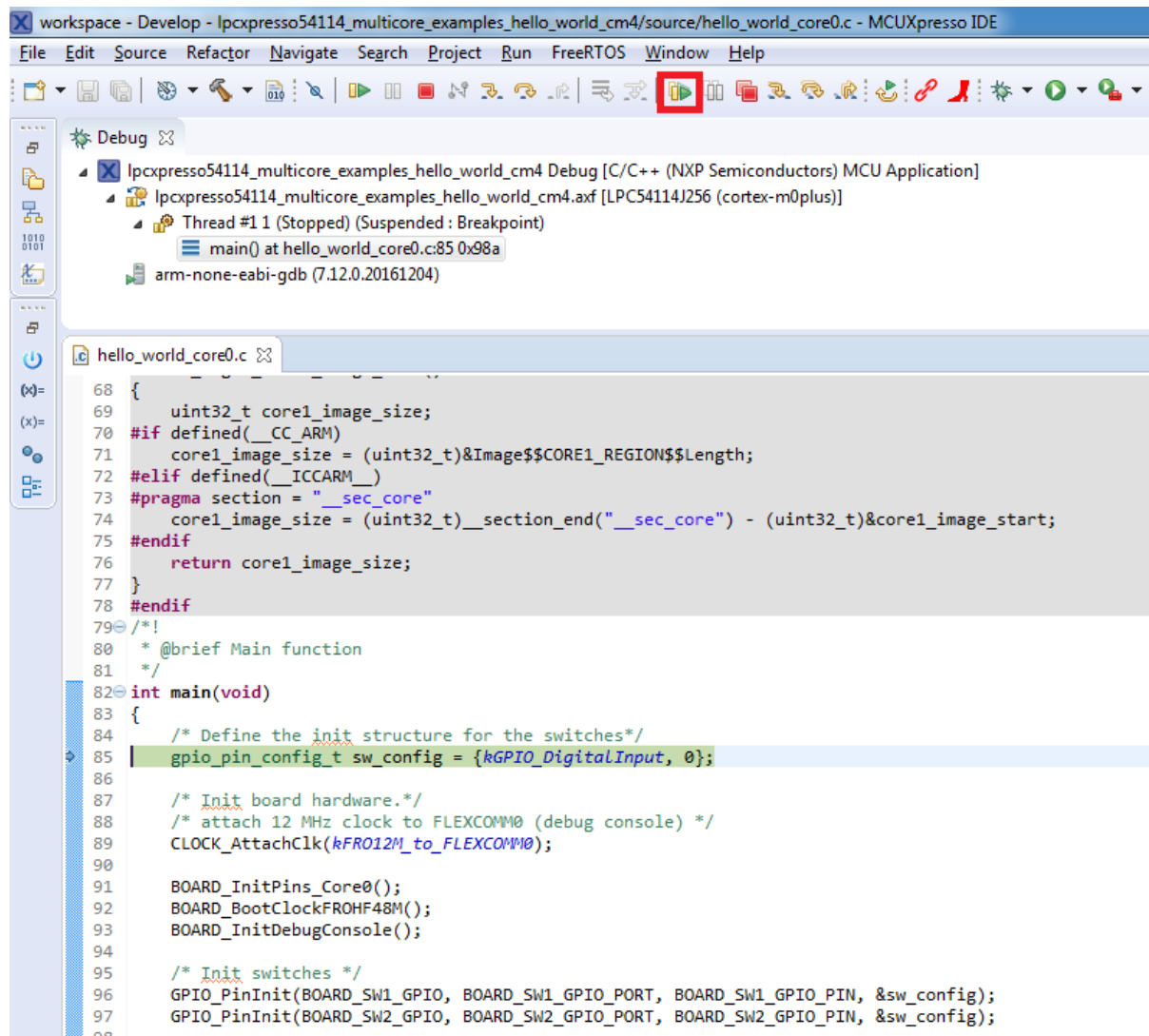
Note: When the **Release** build is requested, it is necessary to change the build configuration of both the primary and auxiliary core application projects first. To do this, select both projects in the Project Explorer view and then right click which displays the context-sensitive menu. Select **Build Configurations -> Set Active -> Release**. This alternate navigation using the menu item is **Project -> Build Configuration -> Set Active -> Release**. After switching to the **Release** build configuration, the build of the multicore example can be started by triggering the primary core application (cm4) build.



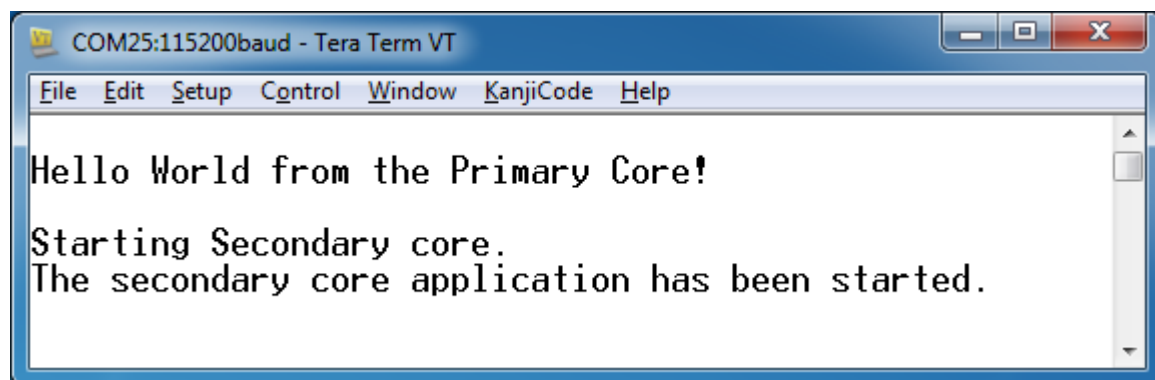
Run a multicore example application The primary core debugger handles flashing of both the primary and the auxiliary core applications into the SoC flash memory. To download and run the multicore application, switch to the primary core application project and perform all steps as described in **Run an example application**. These steps are common for both single-core applications and the primary side of dual-core applications, ensuring both sides of the multicore application are properly loaded and started. However, there is one additional dialogue that is specific to multicore examples which requires selecting the target core. See the following figures as reference.





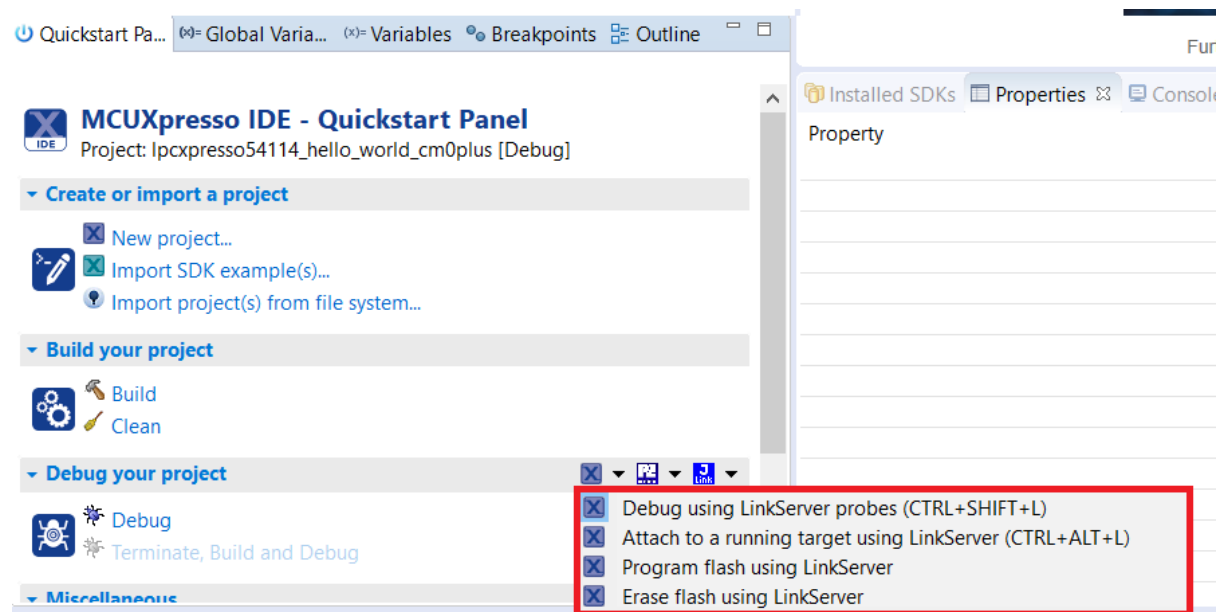


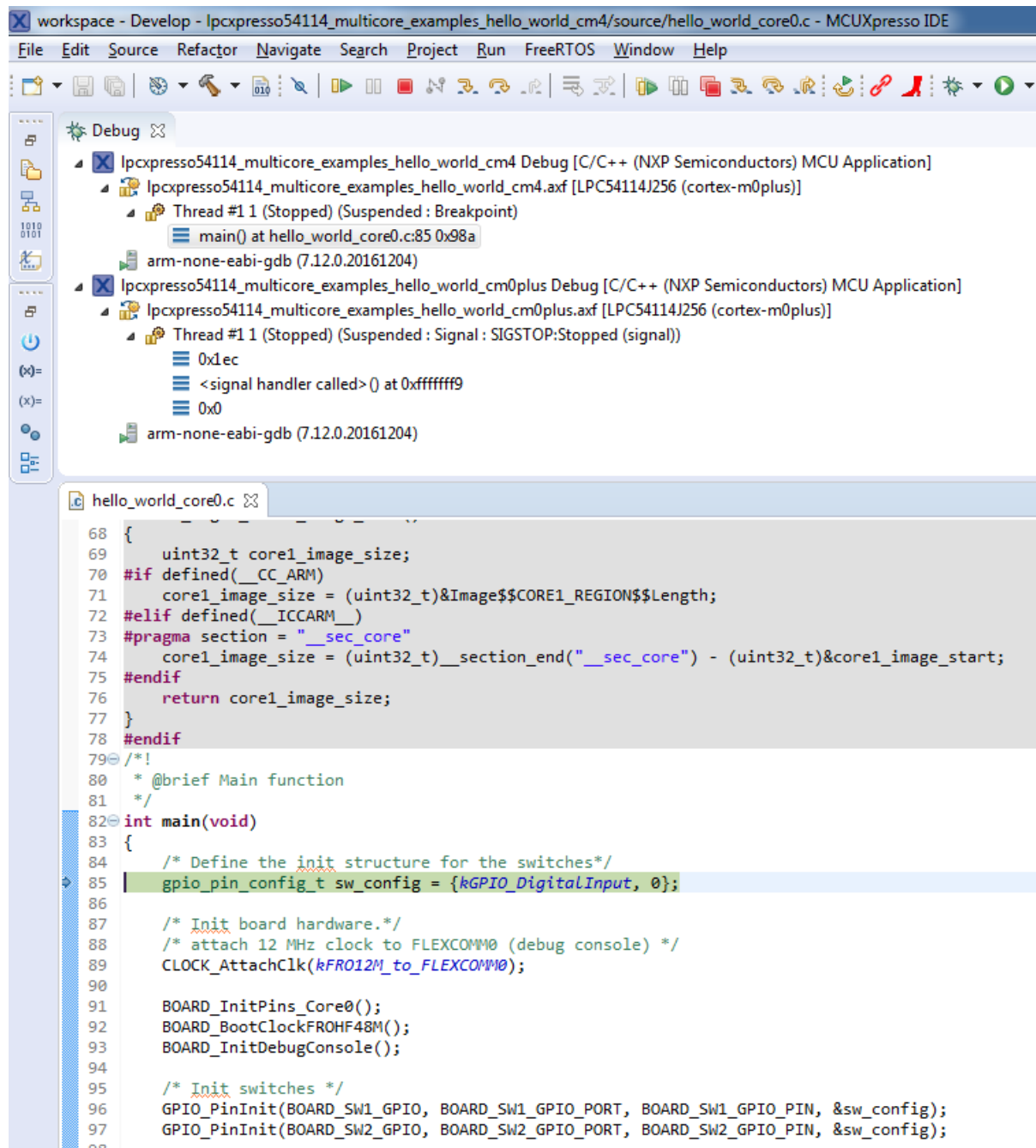
After clicking the “Resume All Debug sessions” button, the hello_world multicore application runs and a banner is displayed on the terminal. If this is not the case, check your terminal settings and connections.



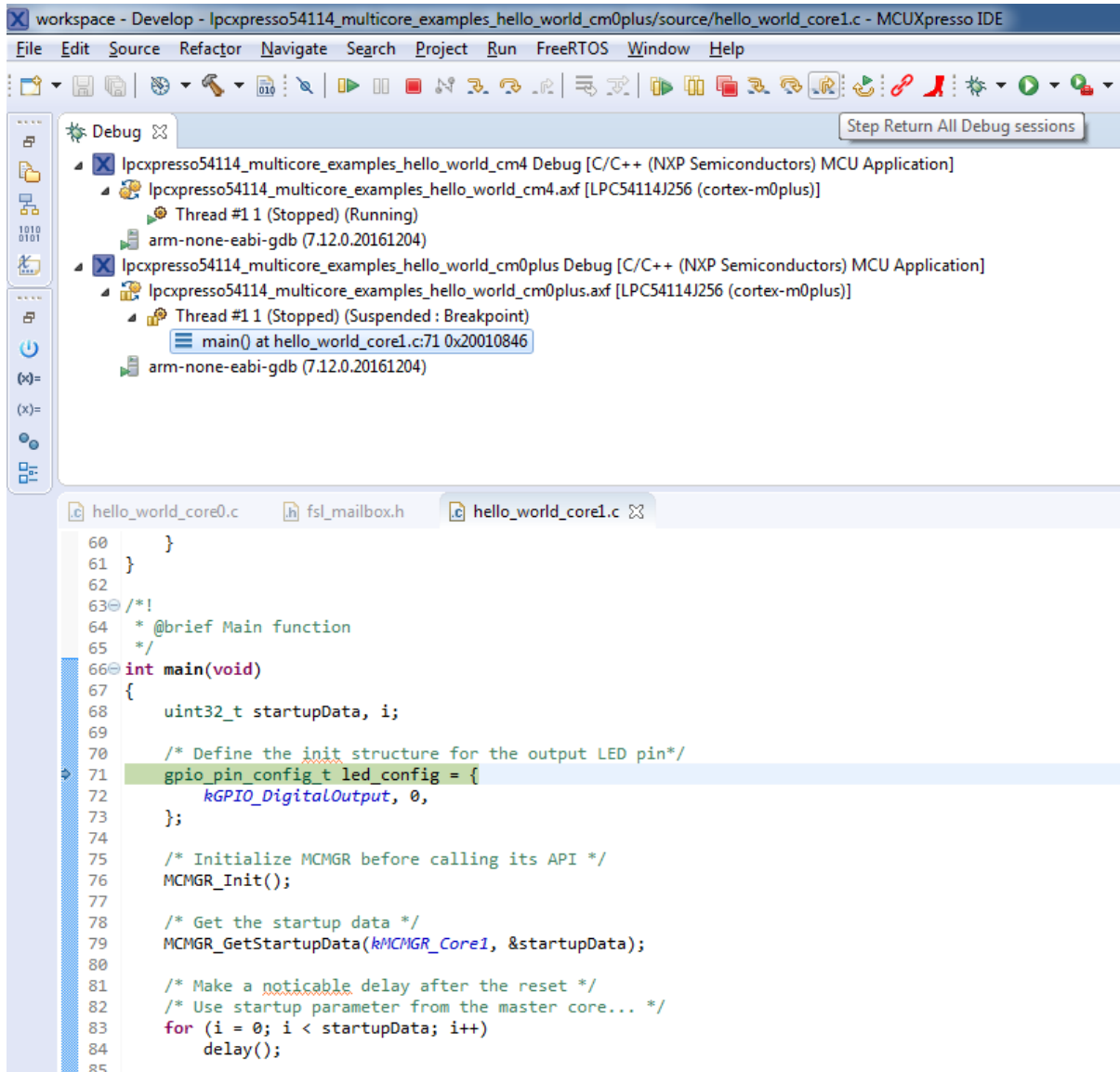
An LED controlled by the auxiliary core starts flashing, indicating that the auxiliary core has been released from the reset and running correctly. It is also possible to debug both sides of the multicore application in parallel. After creating the debug session for the primary core, perform same steps also for the auxiliary core application. Highlight the lpcxpresso54114_multicore_examples_hello_world_cm0plus project (multicore slave project) in the Project Explorer. On the Quickstart Panel, click “Debug ‘lpcxpresso54114_multicore_examples_hello_world_cm0plus’ [Debug]” to launch the second debug

session.

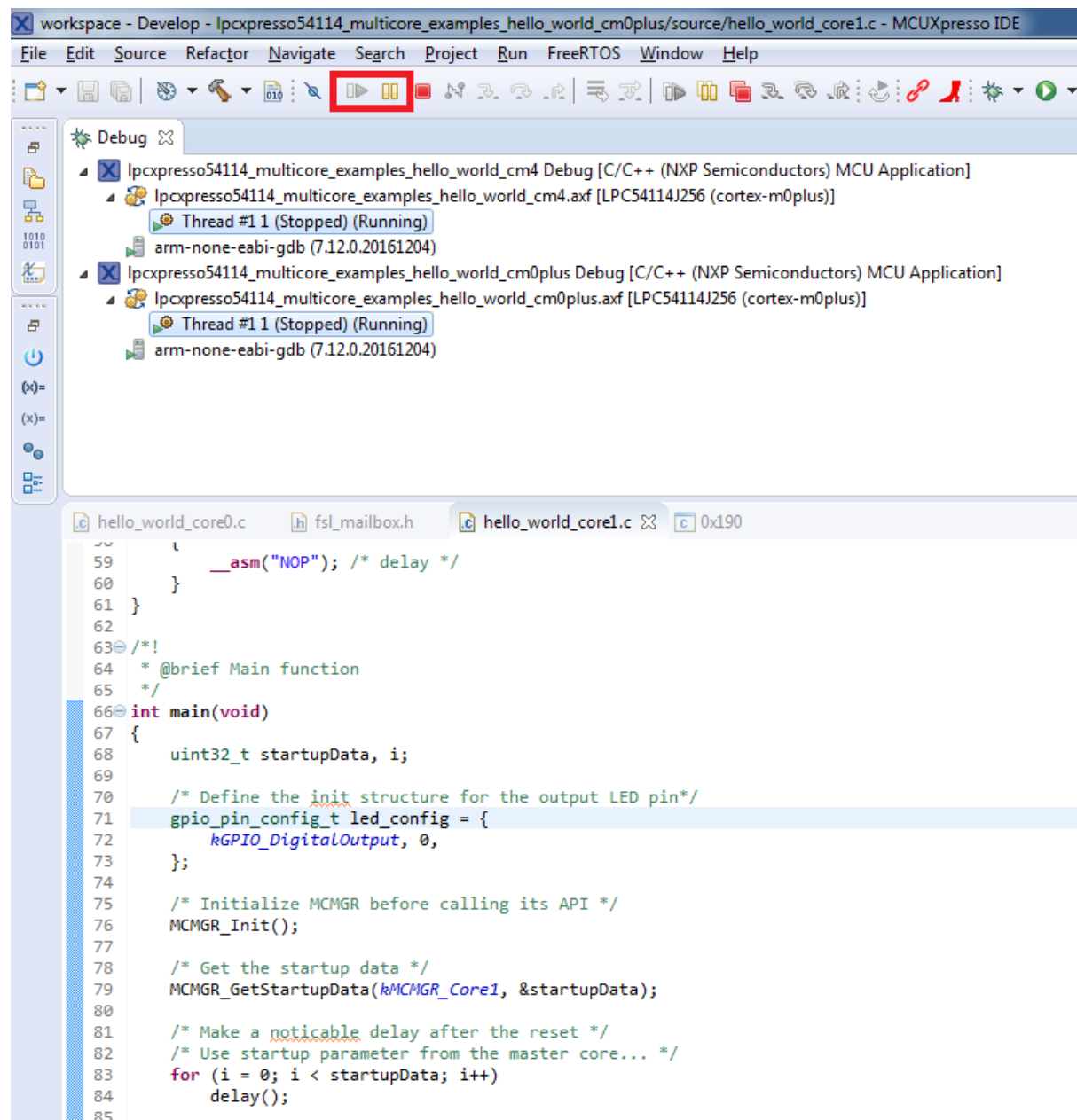


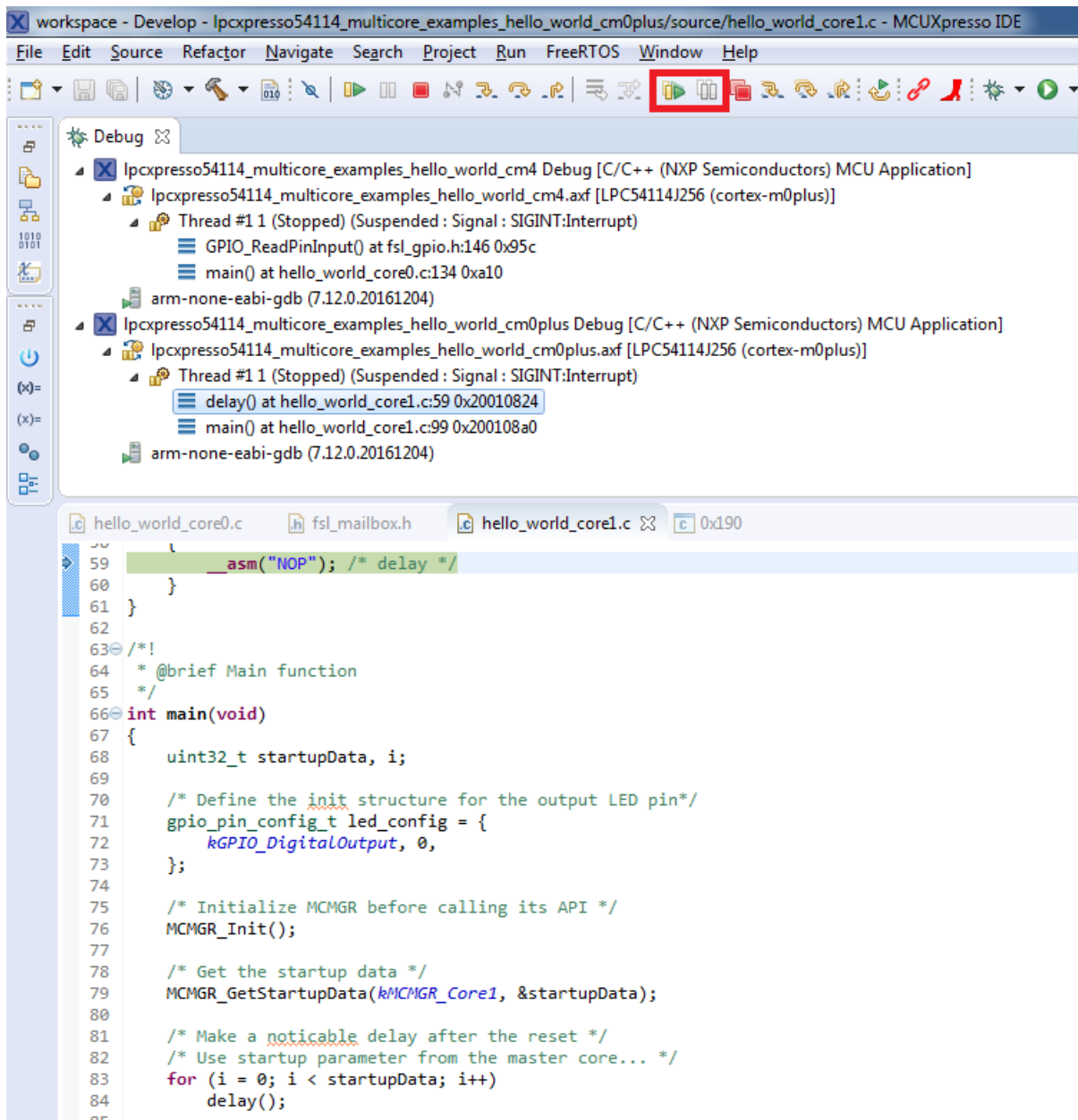


Now, the two debug sessions should be opened, and the debug controls can be used for both debug sessions depending on the debug session selection. Keep the primary core debug session selected by clicking the “Resume” button. The `hello_world` multicore application then starts running. The primary core application starts the auxiliary core application during runtime, and the auxiliary core application stops at the beginning of the `main()` function. The debug session of the auxiliary core application is highlighted. After clicking the “Resume” button, it is applied to the auxiliary core debug session. Therefore, the auxiliary core application continues its execution.



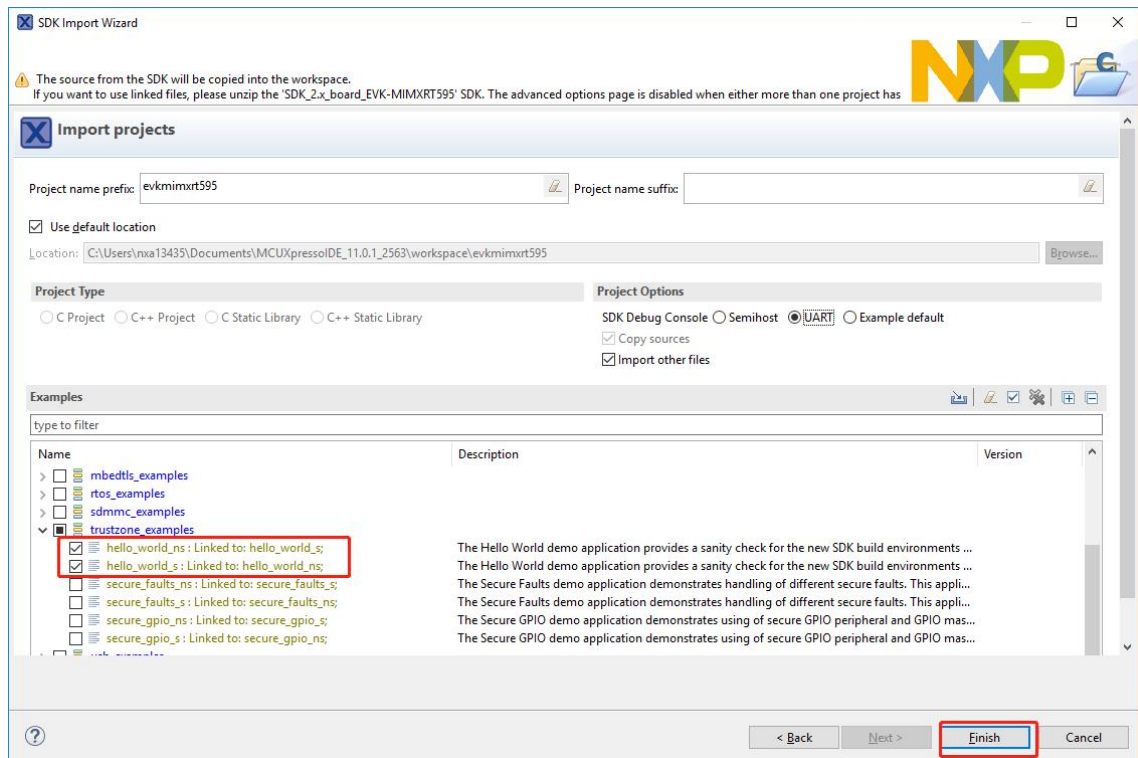
At this point, it is possible to suspend and resume individual cores independently. It is also possible to make synchronous suspension and resumption of both the cores. This is done either by selecting both opened debug sessions (multiple selections) and clicking the “Suspend” / “Resume” control button, or just using the “Suspend All Debug sessions” and the “Resume All Debug sessions” buttons.



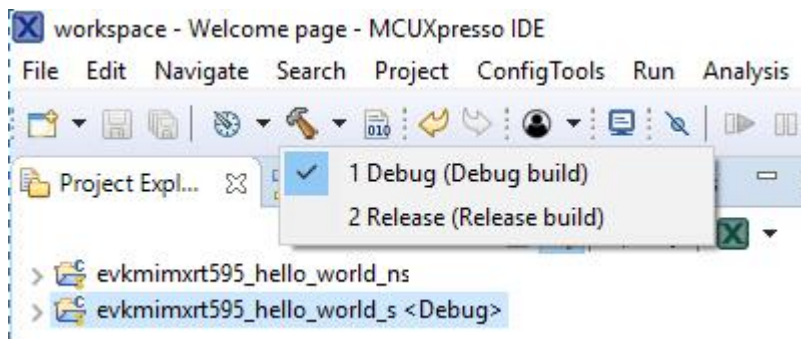


Build a TrustZone example application This section describes the steps required to configure MCUXpresso IDE to build, run, and debug TrustZone example applications. The TrustZone version of the `hello_world` example application targeted for the MIMXRT595-EVK hardware platform is used as an example, though these steps can be applied to any TrustZone example application in the MCUXpresso SDK.

1. TrustZone examples are imported into the workspace in a similar way as single core applications. When the SDK zip package for MIMXRT595-EVK is installed and available in the **Installed SDKs** view, click **Import SDK example(s)...** on the Quickstart Panel. In the window that appears, expand the **MIMXRT500** folder and select **MIMXRT595S**. Then, select **evkmimxrt595** and click **Next**.
2. Expand the `trustzone_examples/` folder and select `hello_world_s`. Because TrustZone examples are linked together, the non-secure project is automatically imported with the secure project, and there is no need to select it explicitly. Then, click **Finish**.

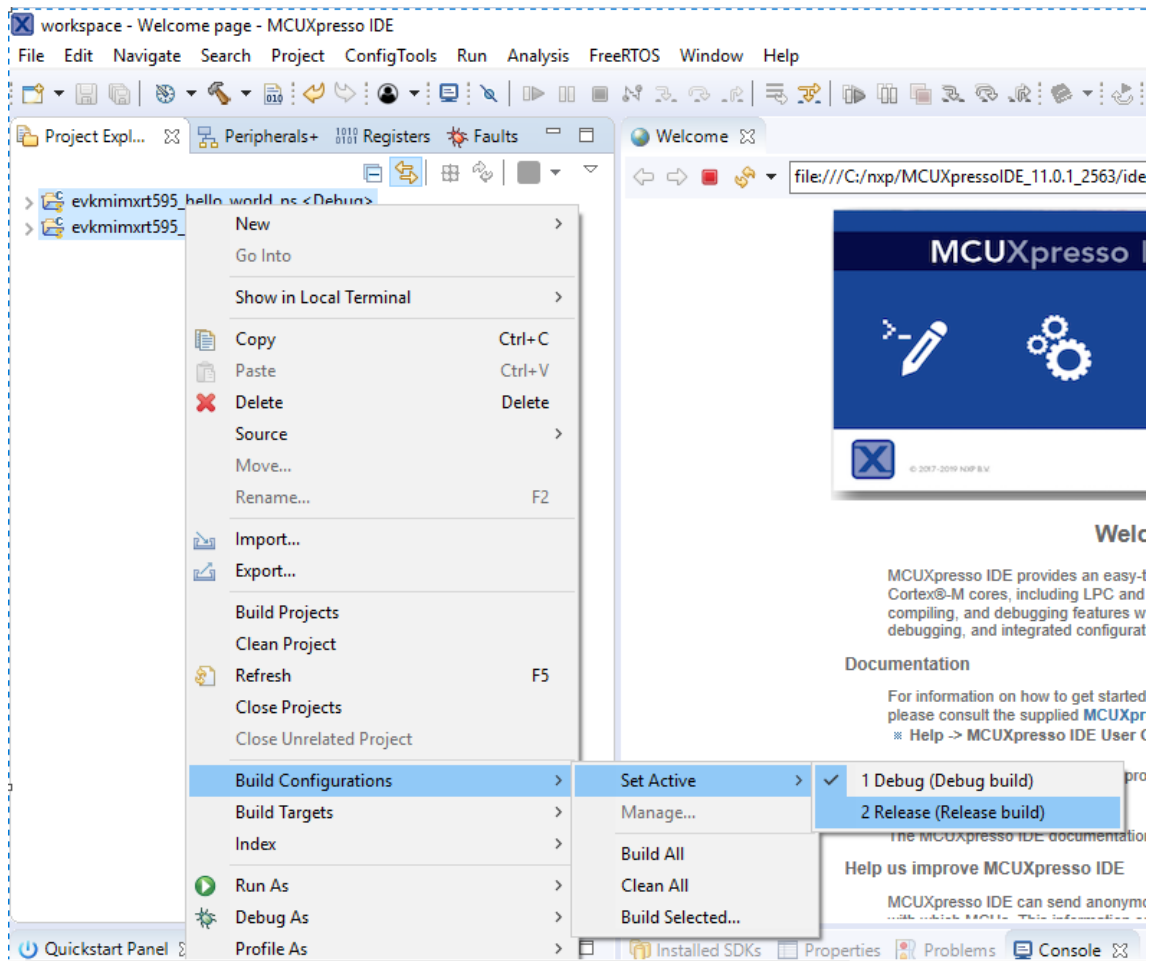


3. Now, two projects should be imported into the workspace. To start building the TrustZone application, highlight the `evkmimxrt595_hello_world_s` project (TrustZone master project) in the Project Explorer. Then, choose the appropriate build target, **Debug** or **Release**, by clicking the downward facing arrow next to the hammer icon, as shown in following figure. For this example, select the **Debug** target.



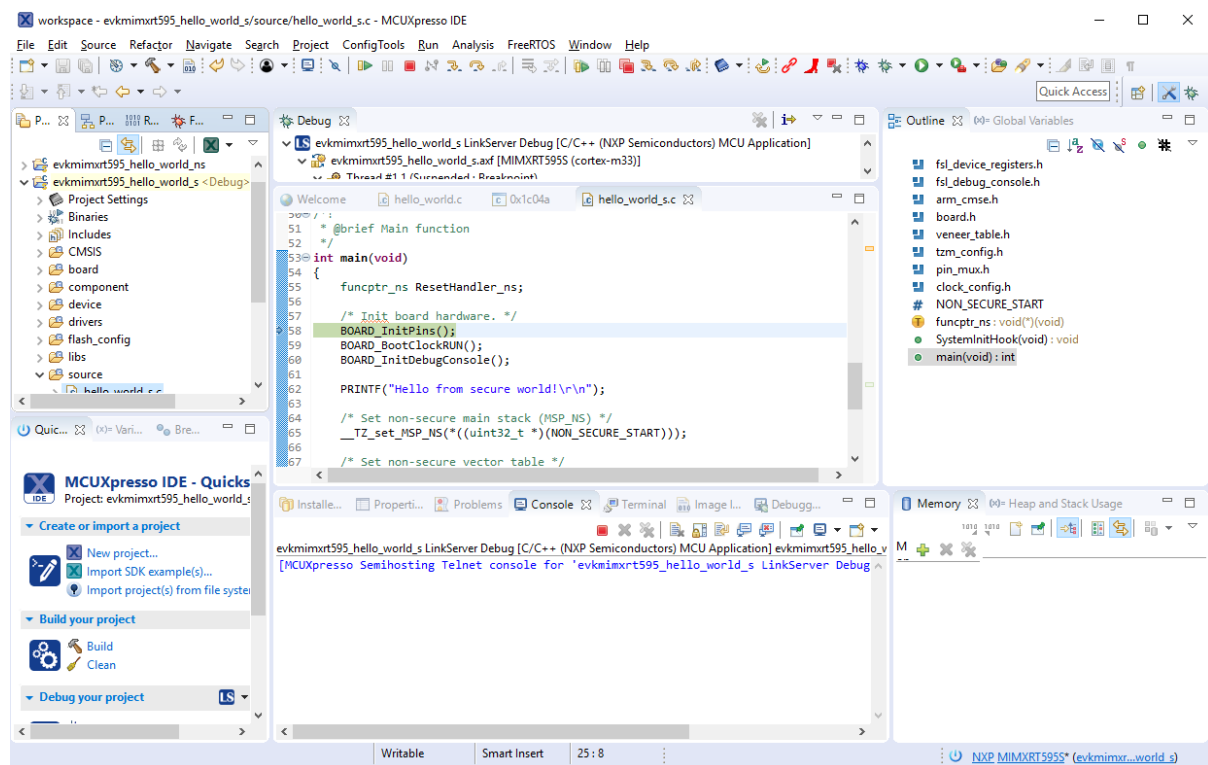
The project starts building after the build target is selected. It is requested to build the application for the secure project first, because the non-secure project must know the secure project since CMSE library when running the linker. It is not possible to finish the non-secure project linker when the secure project since CMSE library is not ready.

Note: When the **Release** build is requested, it is necessary to change the build configuration of both the secure and non-secure application projects first. To do this, select both projects in the Project Explorer view by clicking to select the first project, then using shift-click or control-click to select the second project. Right click in the Project Explorer view to display the context-sensitive menu and select **Build Configurations > Set Active > Release**. This is also possible by using the menu item of **Project > Build Configuration > Set Active > Release**. After switching to the **Release** build configuration. Build the application for the secure project first.



Run a TrustZone example application To download and run the application, perform all steps as described in **Run an example application**. These steps are common for single core, and TrustZone applications, ensuring <board_name>_hello_world_s is selected for debugging.

In the Quickstart Panel, click **Debug** to launch the second debug session.



Now, the TrustZone sessions should be opened. Click **Resume**. The `hello_world` TrustZone application then starts running, and the secure application starts the non-secure application during runtime.

Run a demo application using IAR

This section describes the steps required to build, run, and debug example applications provided in the MCUXpresso SDK.

Note: IAR Embedded Workbench for Arm version 8.32.3 is used in the following example, and the IAR toolchain should correspond to the latest supported version, as described in the *MCUXpresso SDK Release Notes*.

Build an example application Do the following steps to build the `hello_world` example application.

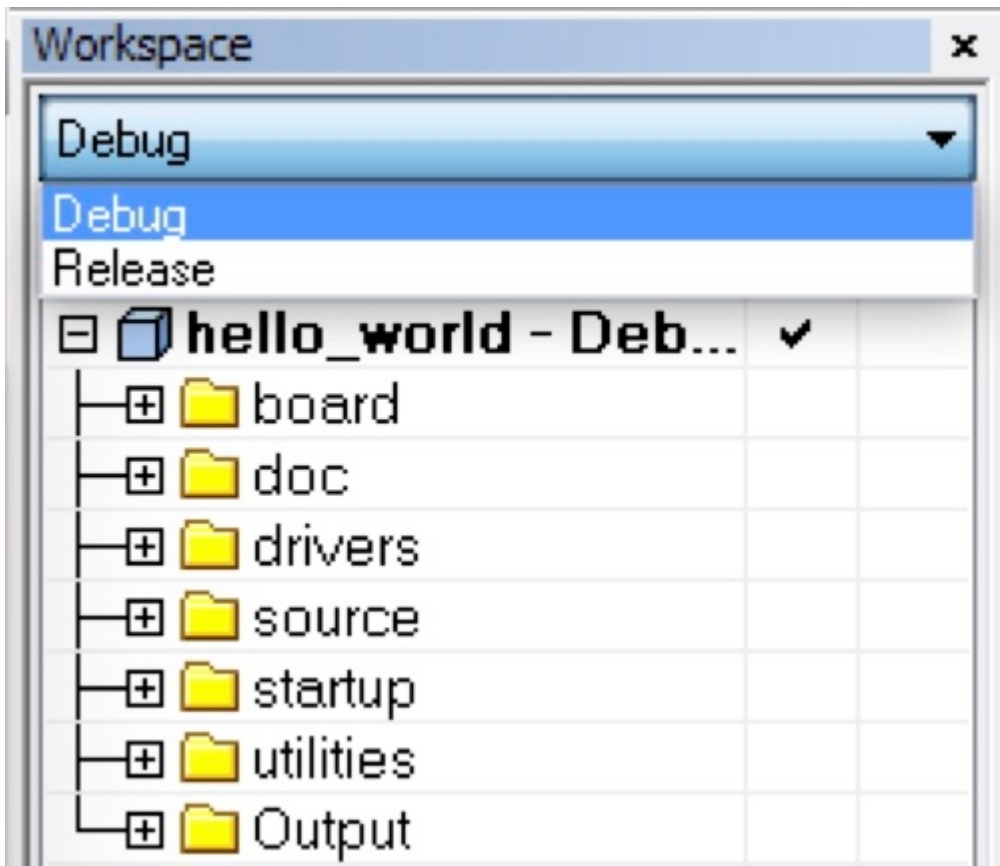
1. Open the desired demo application workspace. Most example application workspace files can be located using the following path:

```
<install_dir>/boards/<board_name>/<example_type>/<application_name>/iar
```

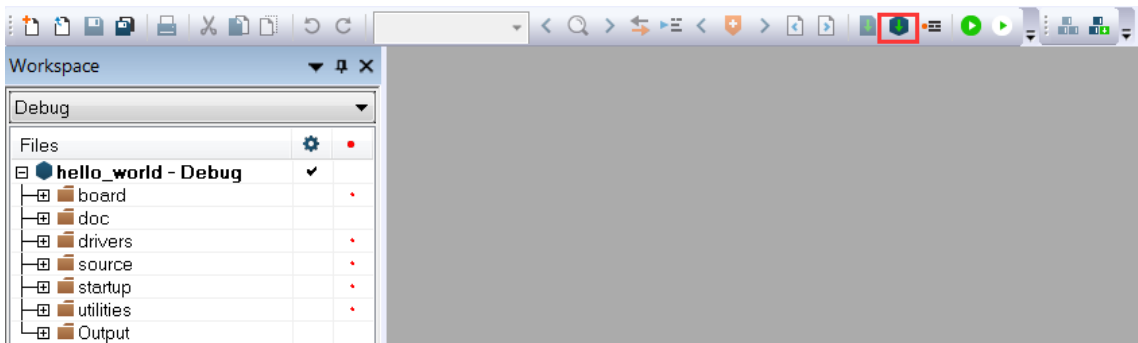
Other example applications may have additional folders in their path.

2. Select the desired build target from the drop-down menu.

For this example, select **hello_world – debug**.



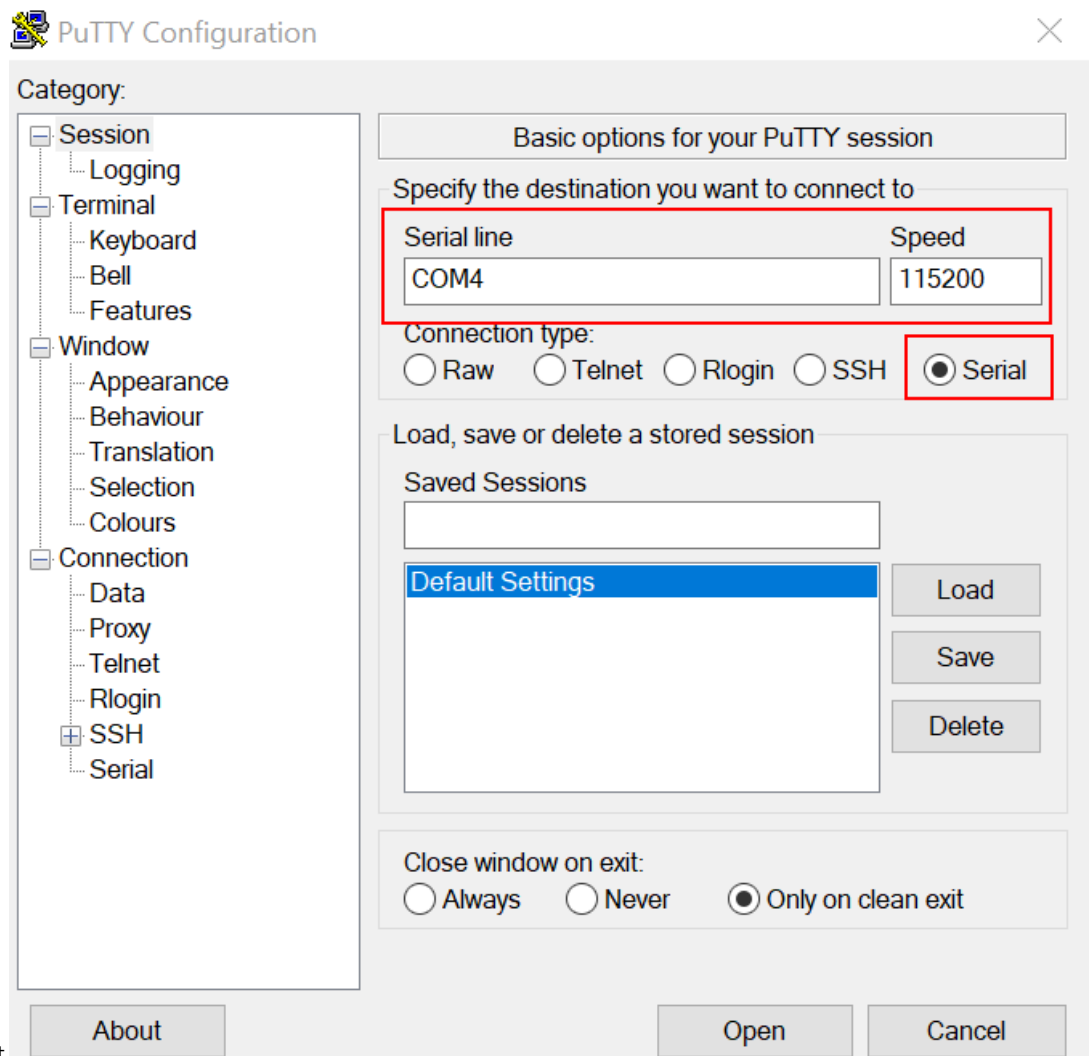
3. To build the demo application, click **Make**, highlighted in red in following figure.



4. The build completes without errors.

Run an example application To download and run the application, perform these steps:

1. Ensure the host driver for the debugger firmware has been installed. See [On-board debugger](#).
2. Connect the development platform to your PC via USB cable.
3. Open the terminal application on the PC, such as PuTTY or TeraTerm, and connect to the debug COM port (to determine the COM port number, see [How to determine COM port](#)). Configure the terminal with these settings:
 1. 115200 or 9600 baud rate, depending on your board (reference BOARD_DEBUG_UART_BAUDRATE variable in the board.h file)
 2. No parity
 3. 8 data bits

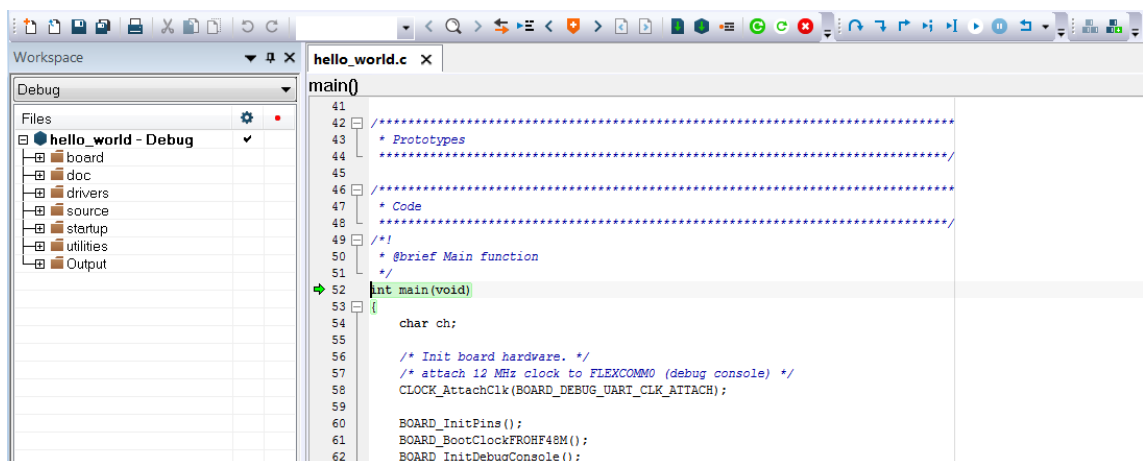


4. 1 stop bit

4. In IAR, click the **Download and Debug** button to download the application to the target.



5. The application is then downloaded to the target and automatically runs to the `main()` function.



6. Run the code by clicking the **Go** button.

7. The `hello_world` application is now running and a banner is displayed on the terminal. If it does not appear, check your terminal settings and connections.



Build a multicore example application This section describes the steps to build and run a dual-core application. The demo applications workspace files are located in this folder:

```
<install_dir>/boards/<board_name>/multicore_examples/<application_name>/<core_type>/iar
```

Begin with a simple dual-core version of the Hello World application. The multicore Hello World IAR workspaces are located in this folder:

```
<install_dir>/boards/lpcxpresso54114/multicore_examples/hello_world/cm0plus/iar/hello_world_cm0plus.  
↪ eww
```

```
<install_dir>/boards/lpcxpresso54114/multicore_examples/hello_world/cm4/iar/hello_world_cm4.eww
```

Build both applications separately by clicking the **Make** button. Build the application for the auxiliary core (cm0plus) first, because the primary core application project (cm4) must know the auxiliary core application binary when running the linker. It is not possible to finish the primary core linker when the auxiliary core application binary is not ready.

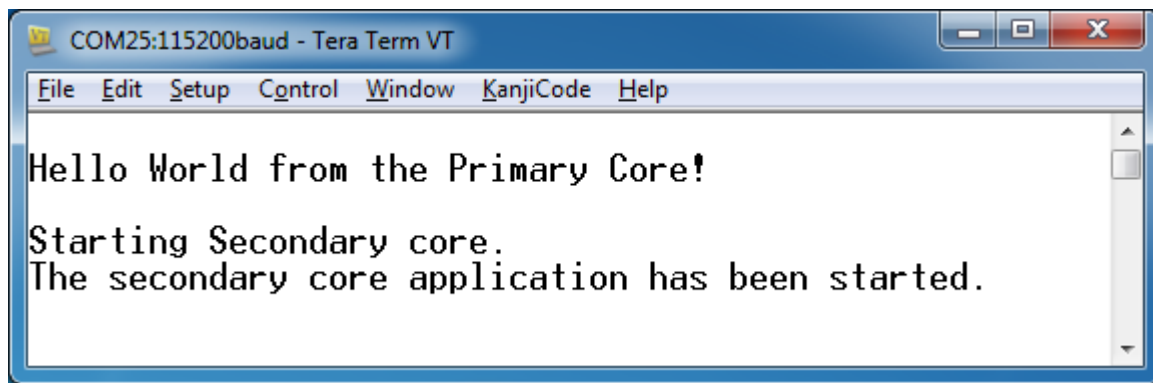
Run a multicore example application The primary core debugger handles flashing both primary and the auxiliary core applications into the SoC flash memory. To download and run the multicore application, switch to the primary core application project and perform steps 1 – 4 as described in **Run an example application**. These steps are common for both single core and dual-core applications in IAR.

After clicking the “Download and Debug” button, the auxiliary core project is opened in the separate EWARM instance. Both the primary and auxiliary images are loaded into the device flash memory and the primary core application is executed. It stops at the default C language entry point in the `*main()*function`.

Run both cores by clicking the “Start all cores” button to start the multicore application.



During the primary core code execution, the auxiliary core is released from the reset. The `hello_world` multicore application is now running and a banner is displayed on the terminal. If this does not appear, check the terminal settings and connections.



An LED controlled by the auxiliary core starts flashing, indicating that the auxiliary core has been released from the reset and is running correctly. When both cores are running, use the “Stop all cores”, and “Start all cores” control buttons to stop or run both cores simultaneously.

Build a TrustZone example application This section describes the particular steps that must be done in order to build and run a TrustZone application. The demo applications workspace files are located in this folder:

```
<install_dir>/boards/<board_name>/trustzone_examples/<application_name>/[<core_type>]/iar/  
↪<application_name>_ns/iar
```

```
<install_dir>/boards/<board_name>/trustzone_examples/<application_name>/[<core_type>]/iar/  
↪<application_name>_s/iar
```

Begin with a simple TrustZone version of the Hello World application. The TrustZone Hello World IAR workspaces are located in this folder:

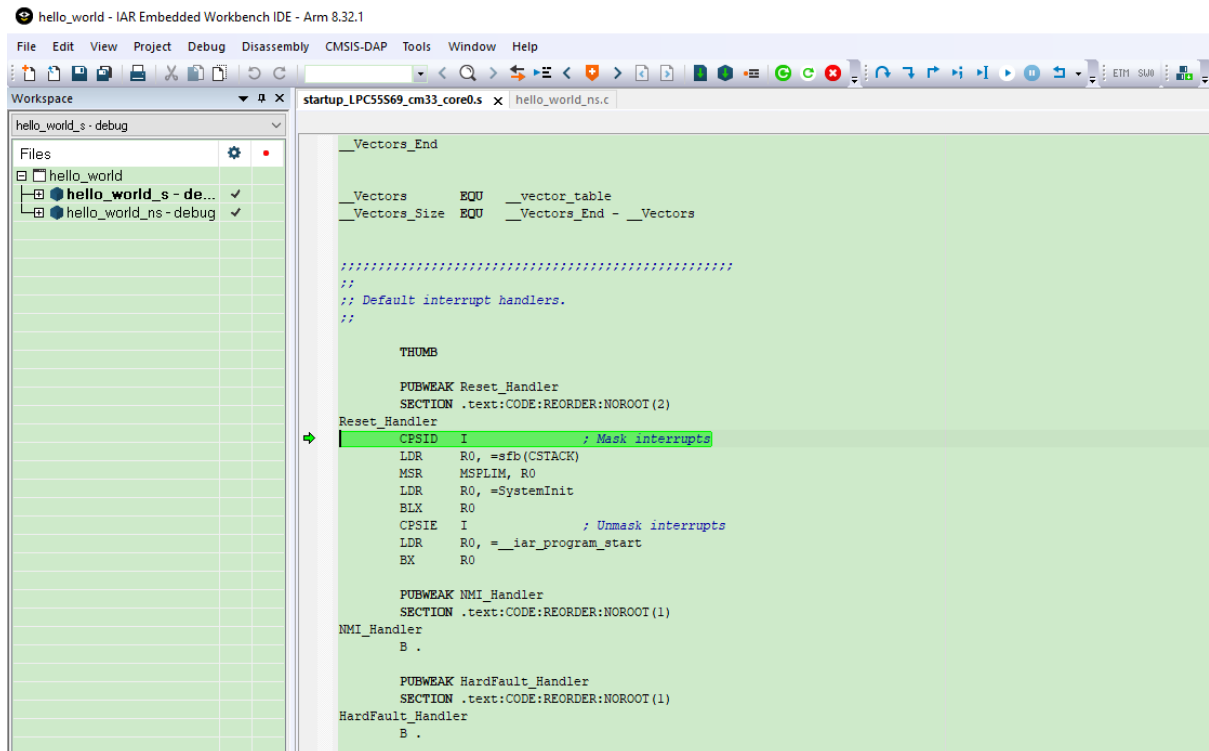
```
<install_dir>/boards/<board_name>/trustzone_examples/hello_world/hello_world_ns/iar/hello_world_  
↪ns.eww
```

```
<install_dir>/boards/<board_name>/trustzone_examples/hello_world/hello_world_s/iar/hello_world_s.  
↪eww
```

```
<install_dir>/boards/<board_name>/trustzone_examples/hello_world/hello_world_s/iar/hello_world.eww
```

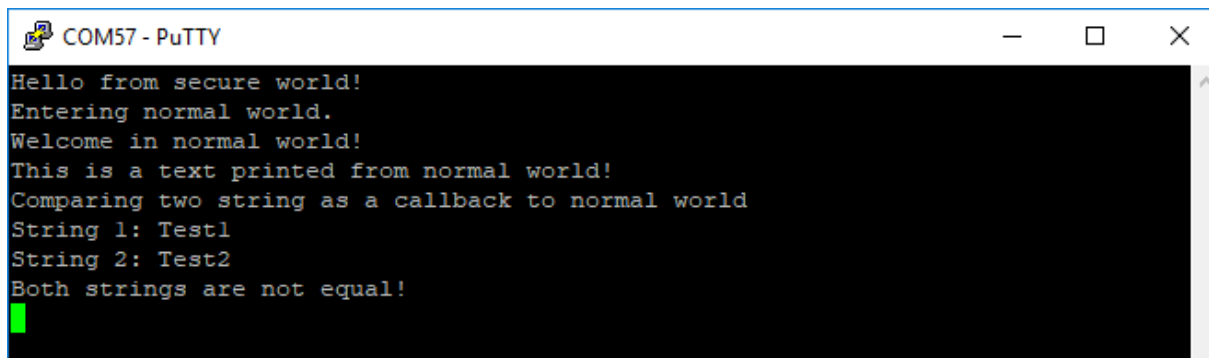
This project `hello_world.eww` contains both secure and non-secure projects in one workspace and it allows the user to easily transition from one project to another. Build both applications separately by clicking **Make**. It is requested to build the application for the secure project first, because the non-secure project must know the secure project, since the CMSE library is running the linker. It is not possible to finish the non-secure project linker with the secure project since CMSE library is not ready.

Run a TrustZone example application The secure project is configured to download both secure and non-secure output files, so debugging can be fully managed from the secure project. To download and run the TrustZone application, switch to the secure application project and perform steps 1 – 4 as described in **Run an example application**. These steps are common for both single core, and TrustZone applications in IAR. After clicking **Download and Debug**, both the secure and non-secure images are loaded into the device memory, and the secure application is executed. It stops at the `Reset_Handler` function.

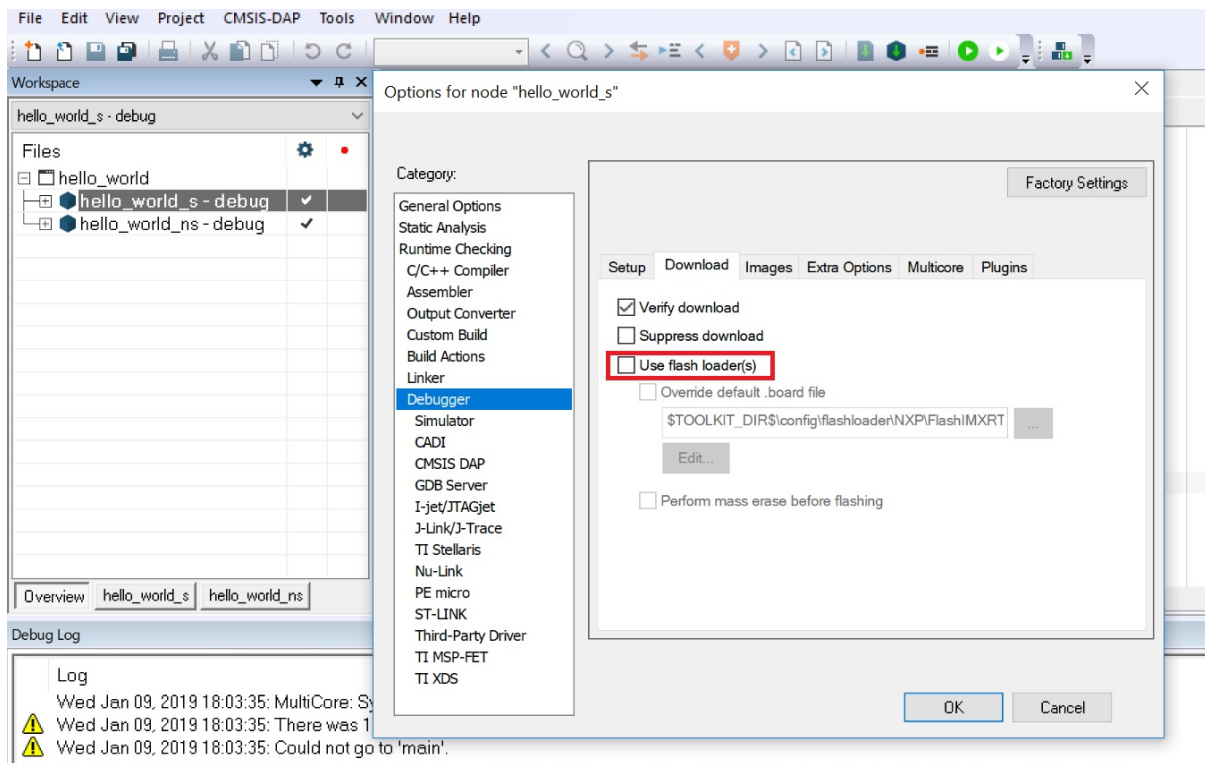


Run the code by clicking **Go** to start the application.

The TrustZone hello_world application is now running and a banner is displayed on the terminal. If this is not true, check your terminal settings and connections.



Note: If the application is running in RAM (debug/release build target), in **Options**>**Debugger > Download** tab, disable **Use flash loader(s)**. This can avoid the `__ns` download issue on i.MXRT500.

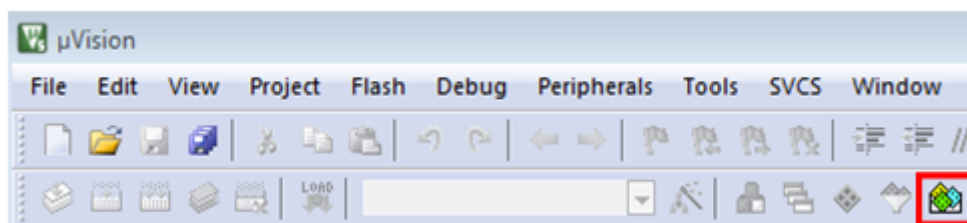


Run a demo using Keil MDK/µVision

This section describes the steps required to build, run, and debug example applications provided in the MCUXpresso SDK.

Install CMSIS device pack After the MDK tools are installed, Cortex Microcontroller Software Interface Standard (CMSIS) device packs must be installed to fully support the device from a debug perspective. These packs include things such as memory map information, register definitions, and flash programming algorithms. Follow these steps to install the appropriate CMSIS pack.

1. Open the MDK IDE, which is called µVision. In the IDE, select the **Pack Installer** icon.



2. After the installation finishes, close the Pack Installer window and return to the µVision IDE.

Build an example application

1. Open the desired example application workspace in:

```
<install_dir>/boards/<board_name>/<example_type>/<application_name>/mdk
```

The workspace file is named as <demo_name>.uvmpw. For this specific example, the actual path is:

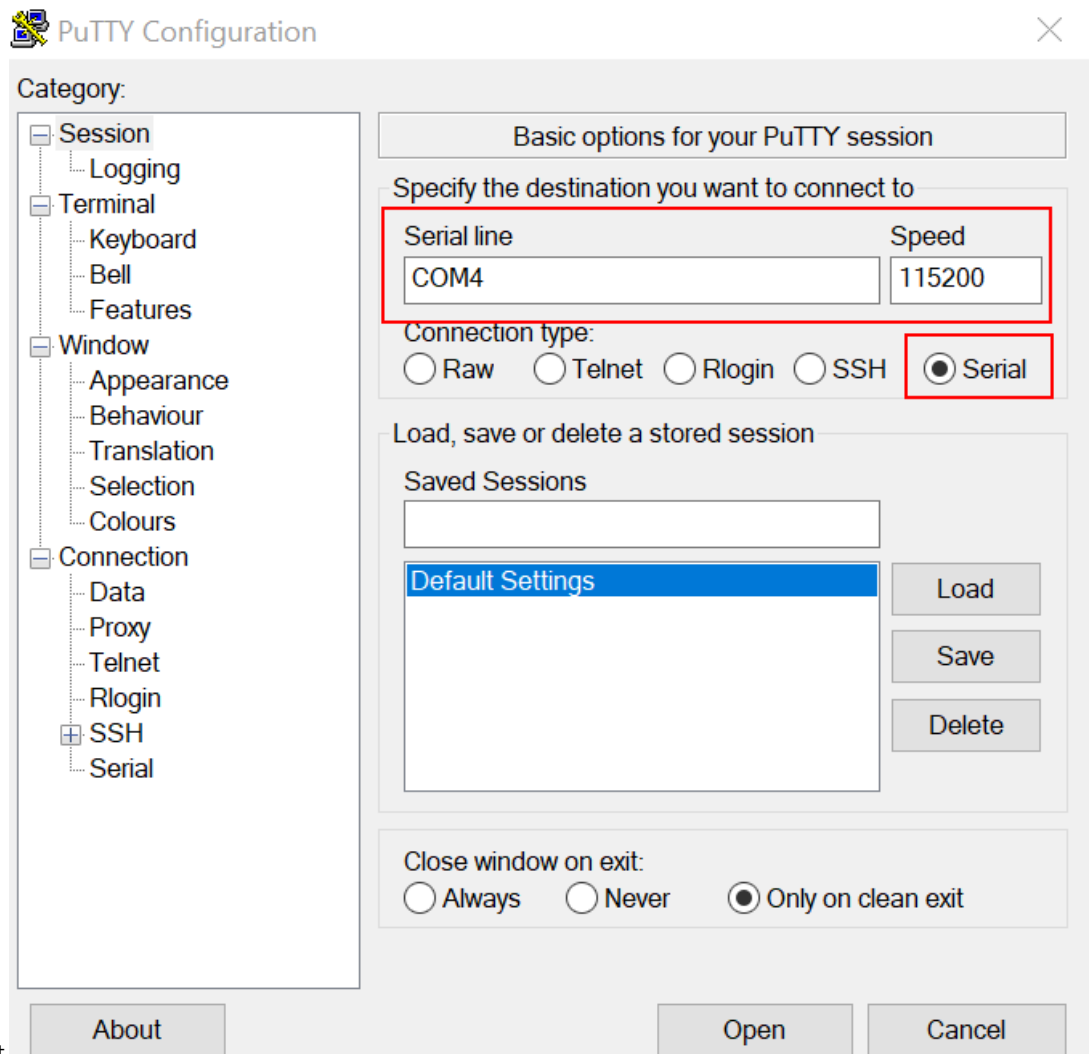
- To build the demo project, select **Rebuild**, highlighted in red.



- The build completes without errors.

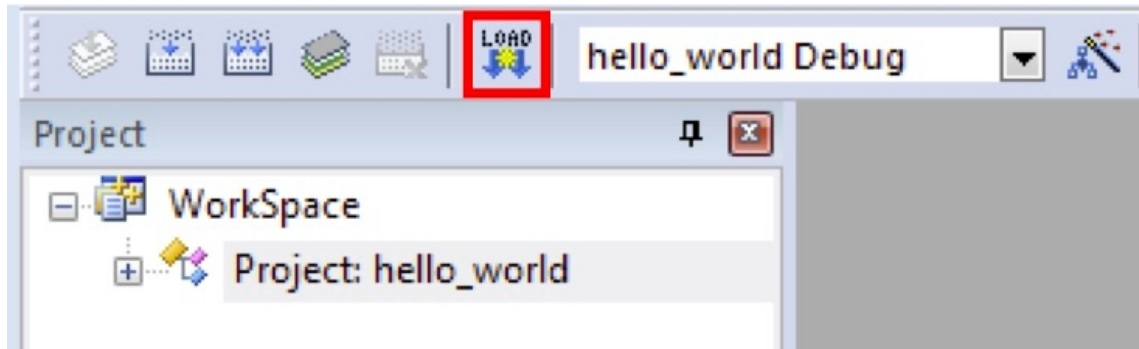
Run an example application To download and run the application, perform these steps:

- Ensure the host driver for the debugger firmware has been installed. See [On-board debugger](#).
- Connect the development platform to your PC via USB cable using USB connector.
- Open the terminal application on the PC, such as PuTTY or TeraTerm and connect to the debug serial port number (to determine the COM port number, see [How to determine COM port](#)). Configure the terminal with these settings:
 - 115200 or 9600 baud rate, depending on your board (reference BOARD_DEBUG_UART_BAUDRATE variable in the board.h file)
 - No parity
 - 8 data bits

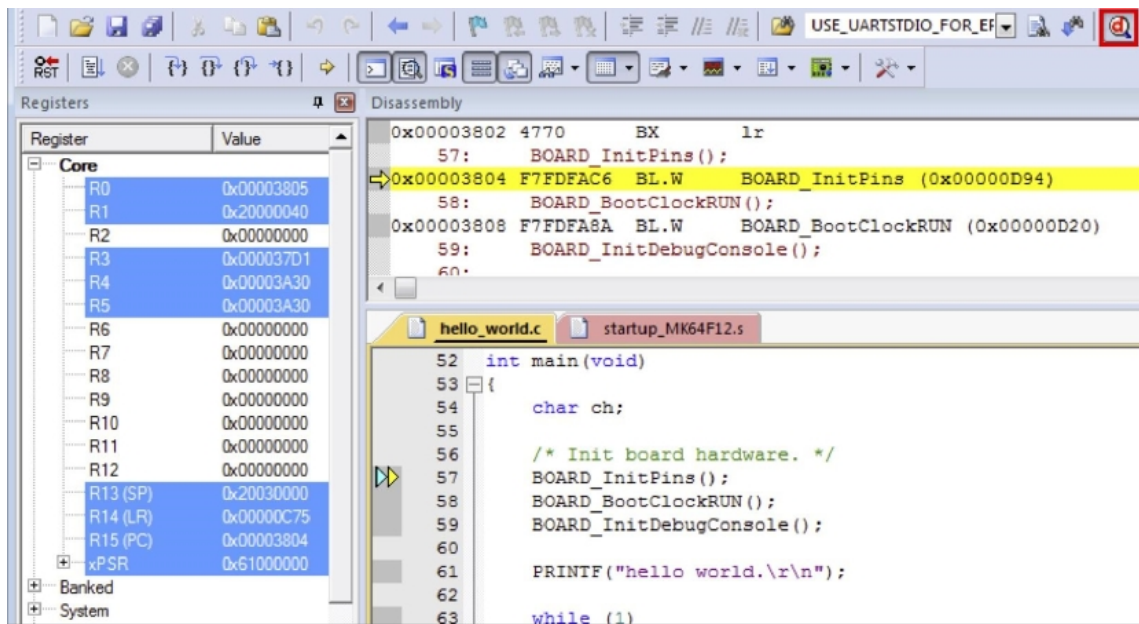


- 1 stop bit

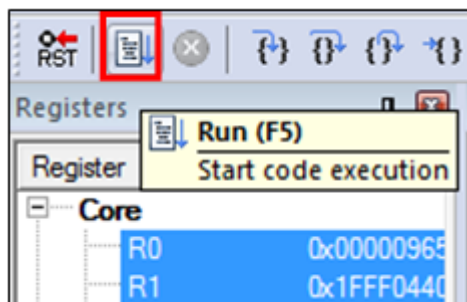
- In μ Vision, after the application is built, click the **Download** button to download the application to the target.



5. After clicking the **Download** button, the application downloads to the target and is running. To debug the application, click the **Start/Stop Debug Session** button, highlighted in red.



6. Run the code by clicking the **Run** button to start the application.



The hello_world application is now running and a banner is displayed on the terminal. If this does not appear, check your terminal settings and connections.



Build a multicore example application This section describes the steps to build and run a dual-core application. The demo applications workspace files are located in this folder:

```
<install_dir>/boards/<board_name>/multicore_examples/<application_name>/<core_type>/mdk
```

Begin with a simple dual-core version of the Hello World application. The multicore Hello World Keil MSDK/μVision workspaces are located in this folder:

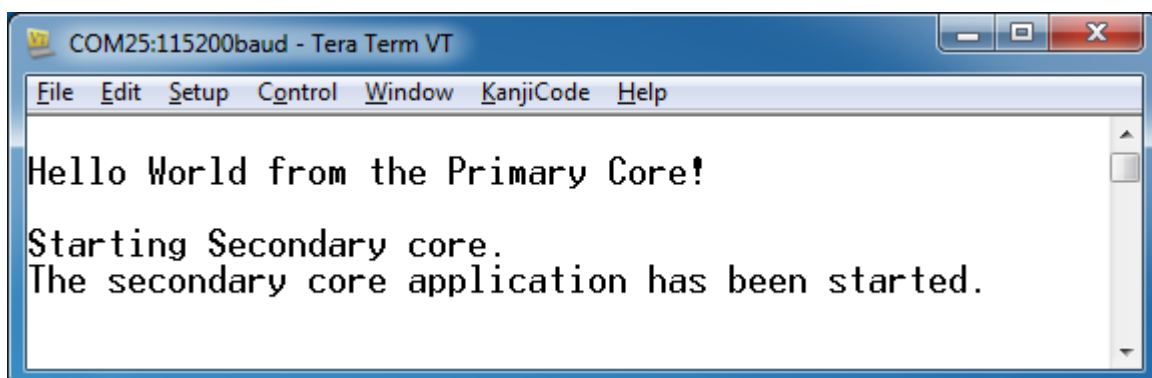
```
<install_dir>/boards/lpcxpresso54114/multicore_examples/hello_world/cm0plus/mdk/hello_world_
→cm0plus.uvmpw
```

```
<install_dir>/boards/lpcxpresso54114/multicore_examples/hello_world/cm4/mdk/hello_world_cm4.uvmpw
```

Build both applications separately by clicking the **Rebuild** button. Build the application for the auxiliary core (cm0plus) first because the primary core application project (cm4) must know the auxiliary core application binary when running the linker. It is not possible to finish the primary core linker when the auxiliary core application binary is not ready.

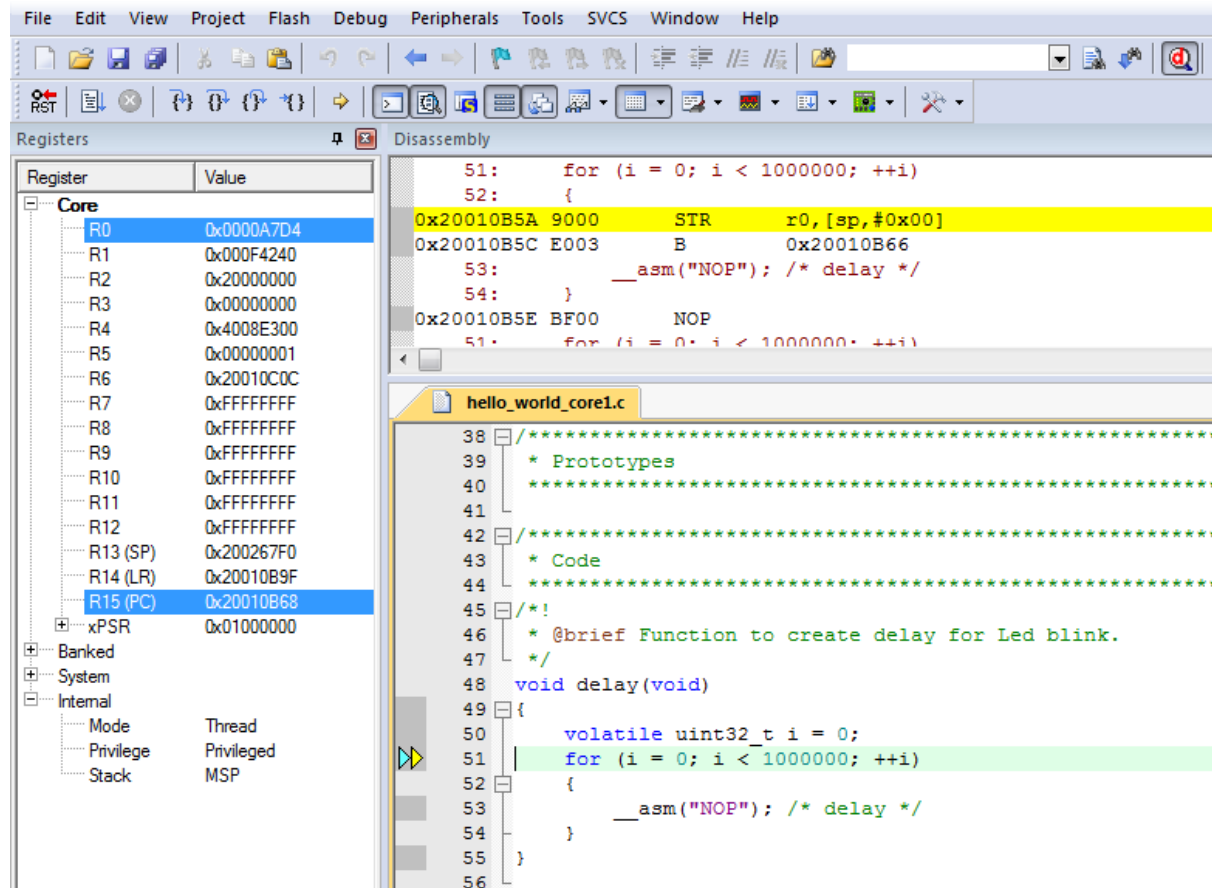
Run a multicore example application The primary core debugger flashes both the primary and the auxiliary core applications into the SoC flash memory. To download and run the multicore application, switch to the primary core application project and perform steps 1 – 5 as described in **Run an example application**. These steps are common for both single-core and dual-core applications in μVision.

Both the primary and the auxiliary image is loaded into the device flash memory. After clicking the “Run” button, the primary core application is executed. During the primary core code execution, the auxiliary core is released from the reset. The hello_world multicore application is now running and a banner is displayed on the terminal. If this does not appear, check your terminal settings and connections.



An LED controlled by the auxiliary core starts flashing indicating that the auxiliary core has been released from the reset and is running correctly.

Attach the running application of the auxiliary core by opening the auxiliary core project in the second μ Vision instance and clicking the “Start/Stop Debug Session” button. After this, the second debug session is opened and the auxiliary core application can be debugged.



Arm describes multicore debugging using the NXP LPC54114 Cortex-M4/M0+ dual-core processor and Keil uVision IDE in Application Note 318 at www.keil.com/appnotes/docs/apnt_318.asp. The associated video can be found [here](#).

Build a TrustZone example application This section describes the particular steps that must be done in order to build and run a TrustZone application. The demo applications workspace files are located in this folder:

```
<install_dir>/boards/<board_name>/trustzone_examples/<application_name>/<application_name>_ns/
↪ mdk
```

```
<install_dir>/boards/<board_name>/trustzone_examples/<application_name>/<application_name>_s/
↪ mdk
```

Begin with a simple TrustZone version of the Hello World application. The TrustZone Hello World Keil MSDK/ μ Vision workspaces are located in this folder:

```
<install_dir>/boards/<board_name>/trustzone_examples/hello_world/hello_world_ns/mdk/hello_world_
↪ ns.uvmpw
```

```
<install_dir>/boards/<board_name>/trustzone_examples/hello_world/hello_world_s/mdk/hello_world_s.
↪ uvmpw
```

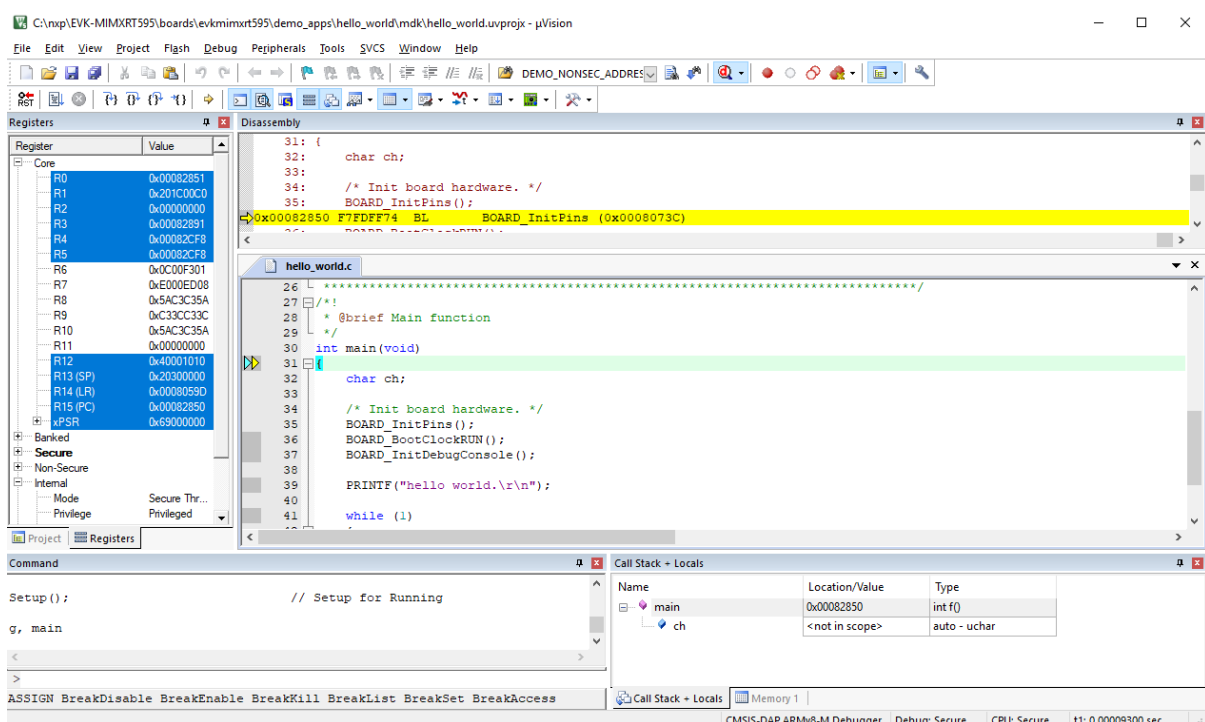
```
<install_dir>/boards/<board_name>/trustzone_examples/hello_world/hello_world_s/mdk/hello_world.  
→ uvmpw
```

This project `hello_world.uvmpw` contains both secure and non-secure projects in one workspace and it allows the user to easily transition from one project to another.

Build both applications separately by clicking **Rebuild**. It is requested to build the application for the secure project first, because the non-secure project must know the secure project since CMSE library is running the linker. It is not possible to finish the non-secure project linker with the secure project because CMSE library is not ready.

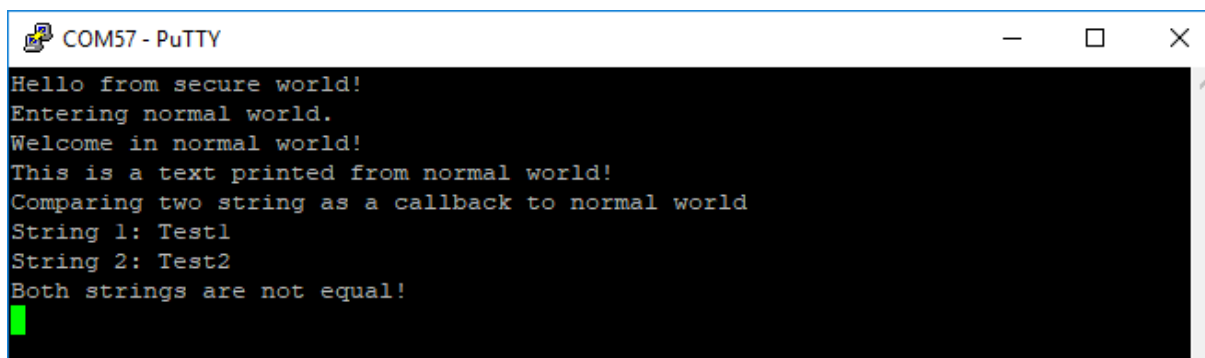
Run a TrustZone example application The secure project is configured to download both secure and non-secure output files so debugging can be fully managed from the secure project.

To download and run the TrustZone application, switch to the secure application project and perform steps as described in **Run an example application**. These steps are common for single core, dual-core, and TrustZone applications in μ Vision. After clicking **Download and Debug**, both the secure and non-secure images are loaded into the device flash memory, and the secure application is executed. It stops at the `main()` function.



Run the code by clicking **Run** to start the application.

The `hello_world` application is now running and a banner is displayed on the terminal. If not, check your terminal settings and connections.



Run a demo using Arm GCC

This section describes the steps to configure the command-line Arm GCC tools to build, run, and debug demo applications and necessary driver libraries provided in the MCUXpresso SDK. The `hello_world` demo application is targeted which is used as an example.

Set up toolchain This section contains the steps to install the necessary components required to build and run an MCUXpresso SDK demo application with the Arm GCC toolchain, as supported by the MCUXpresso SDK. There are many ways to use Arm GCC tools, but this example focuses on a Windows operating system environment.

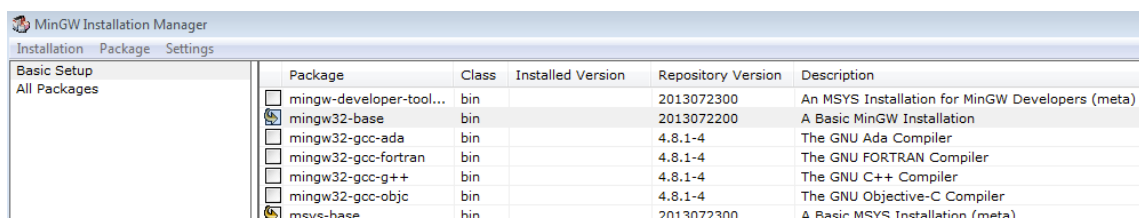
Install GCC Arm Embedded tool chain Download and run the installer from GNU Arm Embedded Toolchain. This is the actual toolset (in other words, compiler, linker, and so on). The GCC toolchain should correspond to the latest supported version, as described in **MCUXpresso SDK Release Notes**.

Install MinGW (only required on Windows OS) The Minimalist GNU for Windows (MinGW) development tools provide a set of tools that are not dependent on third-party C-Runtime DLLs (such as Cygwin). The build environment used by the MCUXpresso SDK does not use the MinGW build tools, but does leverage the base install of both MinGW and MSYS. MSYS provides a basic shell with a Unix-like interface and tools.

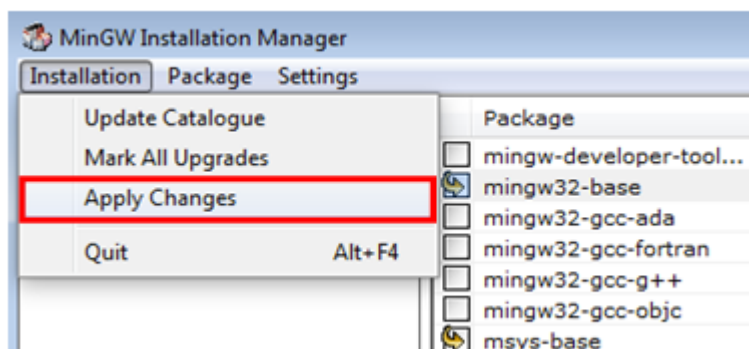
1. Download the latest MinGW mingw-get-setup installer from [MinGW](#).
2. Run the installer. The recommended installation path is `C:\MinGW`, however, you may install to any location.

Note: The installation path cannot contain any spaces.

3. Ensure that the **mingw32-base** and **msys-base** are selected under **Basic Setup**.



4. In the **Installation** menu, click **Apply Changes** and follow the remaining instructions to complete the installation.

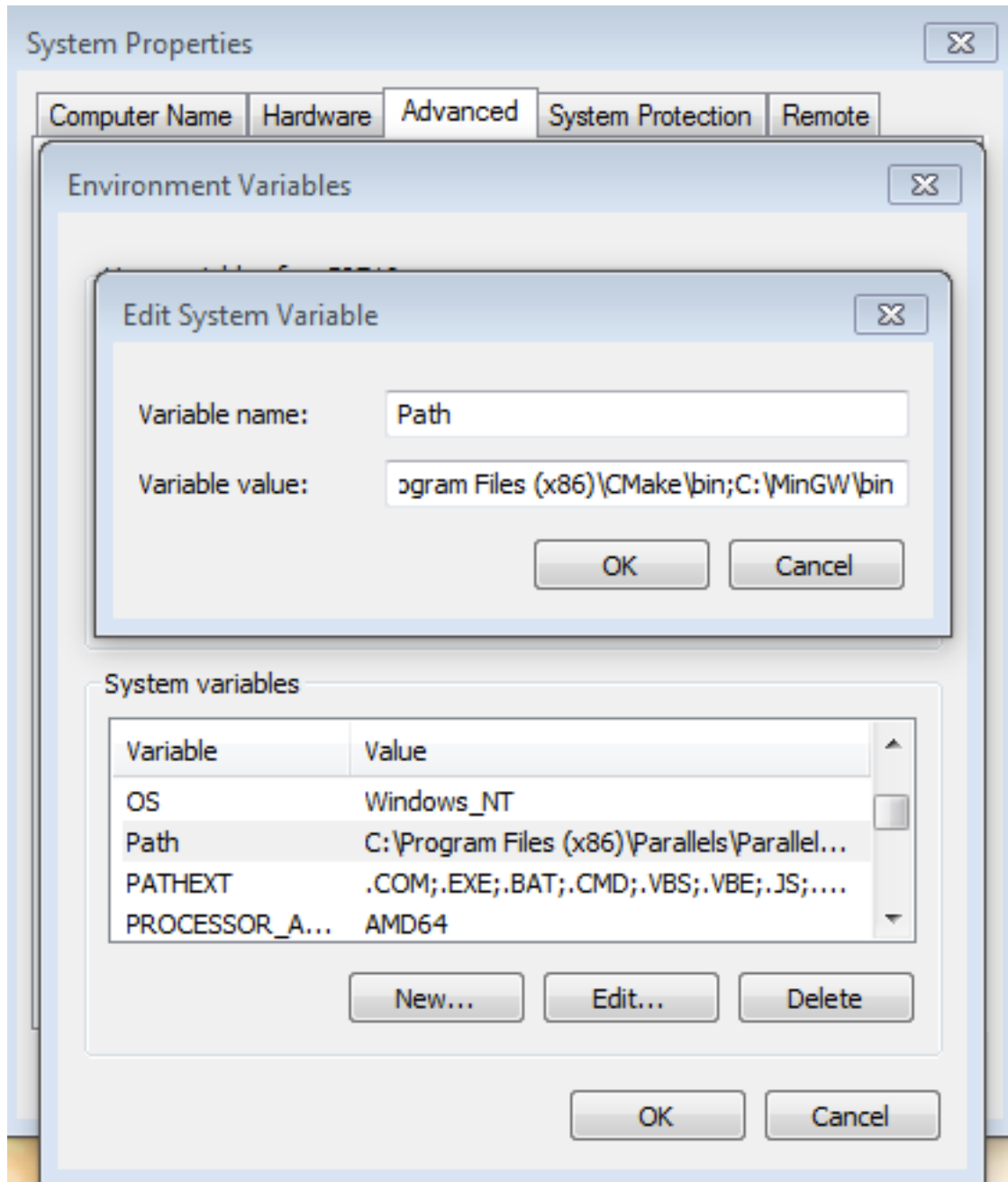


5. Add the appropriate item to the Windows operating system path environment variable. It can be found under **Control Panel->System and Security->System->Advanced System Settings** in the **Environment Variables...** section. The path is:


```
<mingw_install_dir>\bin
```

Assuming the default installation path, C:\MinGW, an example is shown below. If the path is not set correctly, the toolchain will not work.

Note: If you have C:\MinGW\msys\x.x\bin in your PATH variable (as required by Kinetis SDK 1.0.0), remove it to ensure that the new GCC build system works correctly.



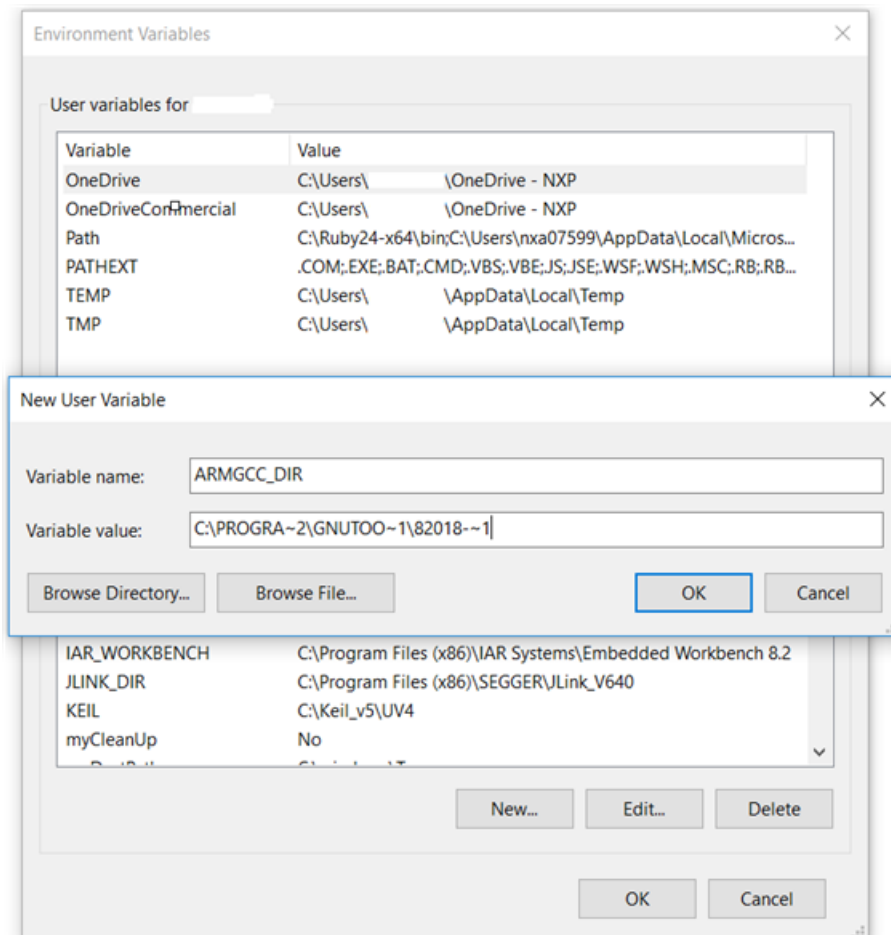
Add a new system environment variable for ARMGCC_DIR Create a new *system* environment variable and name it as ARMGCC_DIR. The value of this variable should point to the Arm GCC Embedded tool chain installation path. For this example, the path is:

```
C:\Program Files (x86)\GNU Tools Arm Embedded\8 2018-q4-major
```

See the installation folder of the GNU Arm GCC Embedded tools for the exact pathname of your installation.

Short path should be used for path setting, you could convert the path to short path by running command for %I in (.) do echo %~sI

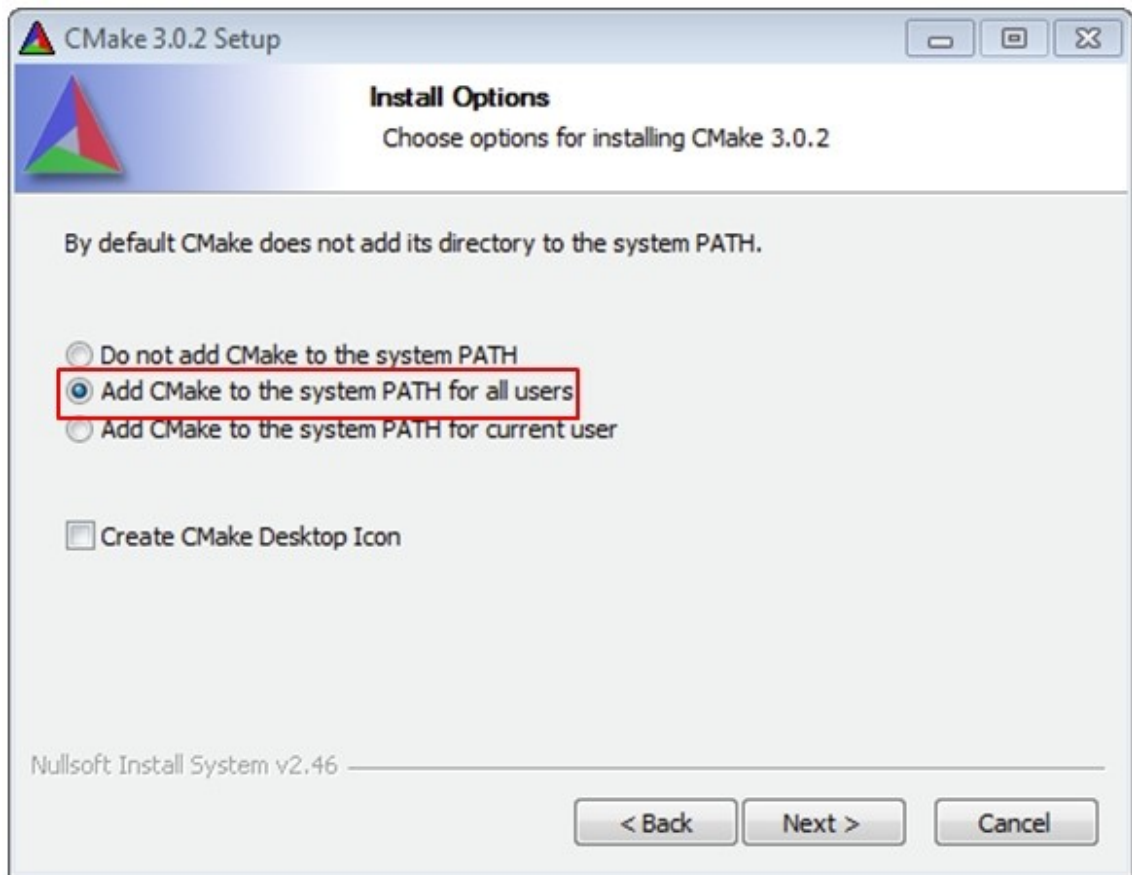
```
C:\Program Files (x86)\GNU Tools Arm Embedded\8 2018-q4-major>for %I in (.) do echo %~sI
C:\Program Files (x86)\GNU Tools Arm Embedded\8 2018-q4-major>echo C:\PROGRA~2\GNUTOO~1\82018~1
C:\PROGRA~2\GNUTOO~1\82018~1
```



Install CMake

Windows OS

1. Download CMake 3.0.x from www.cmake.org/cmake/resources/software.html.
2. Install CMake, ensuring that the option **Add CMake to system PATH** is selected when installing. The user chooses to select whether it is installed into the PATH for all users or just the current user. In this example, it is installed for all users.



3. Follow the remaining instructions of the installer.
4. You may need to reboot your system for the PATH changes to take effect.
5. Make sure `sh.exe` is not in the Environment Variable PATH. This is a limitation of mingw32-make.

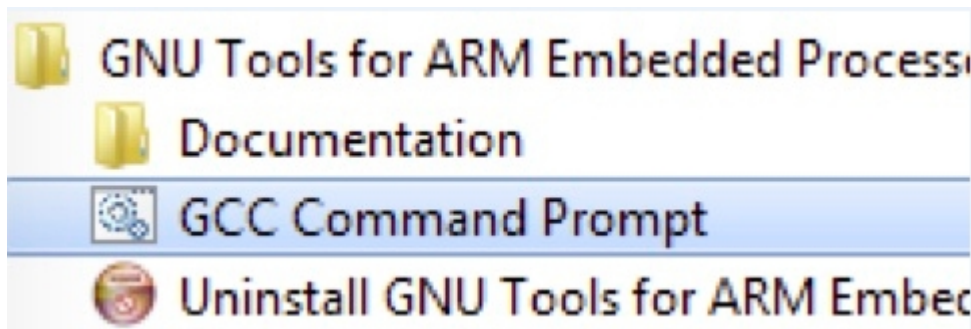
Linux OS It depends on the distributions of Linux Operation System. Here we use Ubuntu as an example.

Open shell and use following commands to install cmake and its version. Ensure the cmake version is above 3.0.x.

```
$ sudo apt-get install cmake
$ cmake --version
```

Build an example application To build an example application, follow these steps.

1. Open a GCC Arm Embedded tool chain command window. To launch the window, from the Windows operating system **Start** menu, go to **Programs > GNU Tools Arm Embedded <version>** and select **GCC Command Prompt**.



2. Change the directory to the example application project directory which has a path similar to the following:

```
<install_dir>/boards/<board_name>/<example_type>/<application_name>/armgcc
```

For this example, the exact path is:

Note: To change directories, use the `cd` command.

3. Type **build_debug.bat** on the command line or double click on **build_debug.bat** file in Windows Explorer to build it. The output is as shown in following figure.

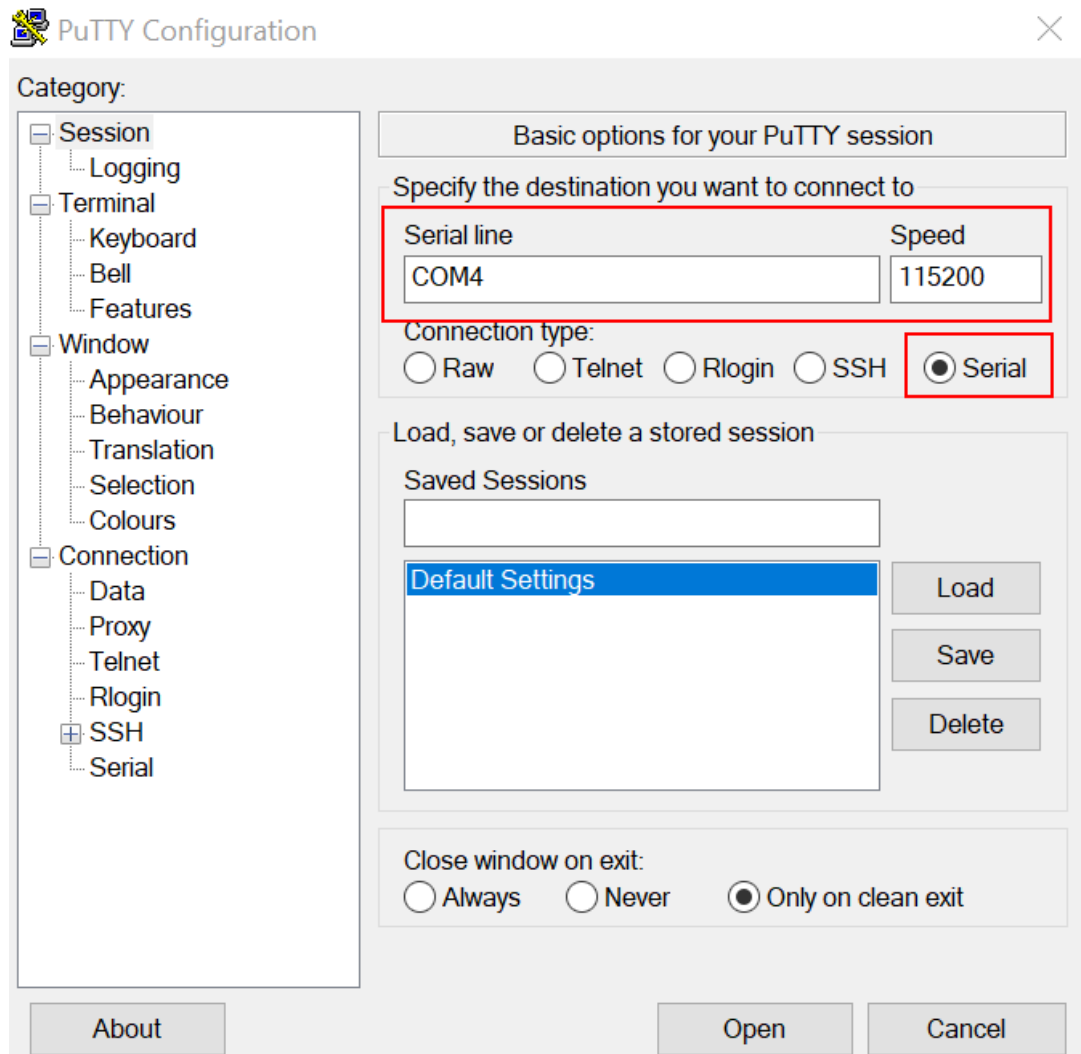
```
[ 84%] Building C object CMakeFiles/hello_world.elf.dir/C:/nxp/SDK_2.0_FRDM-K64F
/devices/MK64F12/drivers/fsl_smc.c.obj
[ 92%] Building C object CMakeFiles/hello_world.elf.dir/C:/nxp/SDK_2.0_FRDM-K64F
/devices/MK64F12/drivers/fsl_clock.c.obj
[100%] Linking C executable debug\hello_world.elf
[100%] Built target hello_world.elf

C:\nxp\SDK_2.0_FRDM-K64F\boards\frdmk64f\demo_apps\hello_world\armgcc>IF "" == "
" <pause >
Press any key to continue . . .
```

Run an example application This section describes steps to run a demo application using J-Link GDB Server application. To install J-Link host driver and update the on-board debugger firmware to Jlink firmware, see [On-board debugger](#).

After the J-Link interface is configured and connected, follow these steps to download and run the demo applications:

1. Connect the development platform to your PC via USB cable between the on-board debugger USB connector and the PC USB connector. If using a standalone J-Link debug pod, connect it to the SWD/JTAG connector of the board.
2. Open the terminal application on the PC, such as PuTTY or TeraTerm, and connect to the debug serial port number (to determine the COM port number, see [How to determine COM port](#)). Configure the terminal with these settings:
 1. 115200 or 9600 baud rate, depending on your board (reference BOARD_DEBUG_UART_BAUDRATE variable in board.h file)
 2. No parity
 3. 8 data bits
 4. 1 stop bit

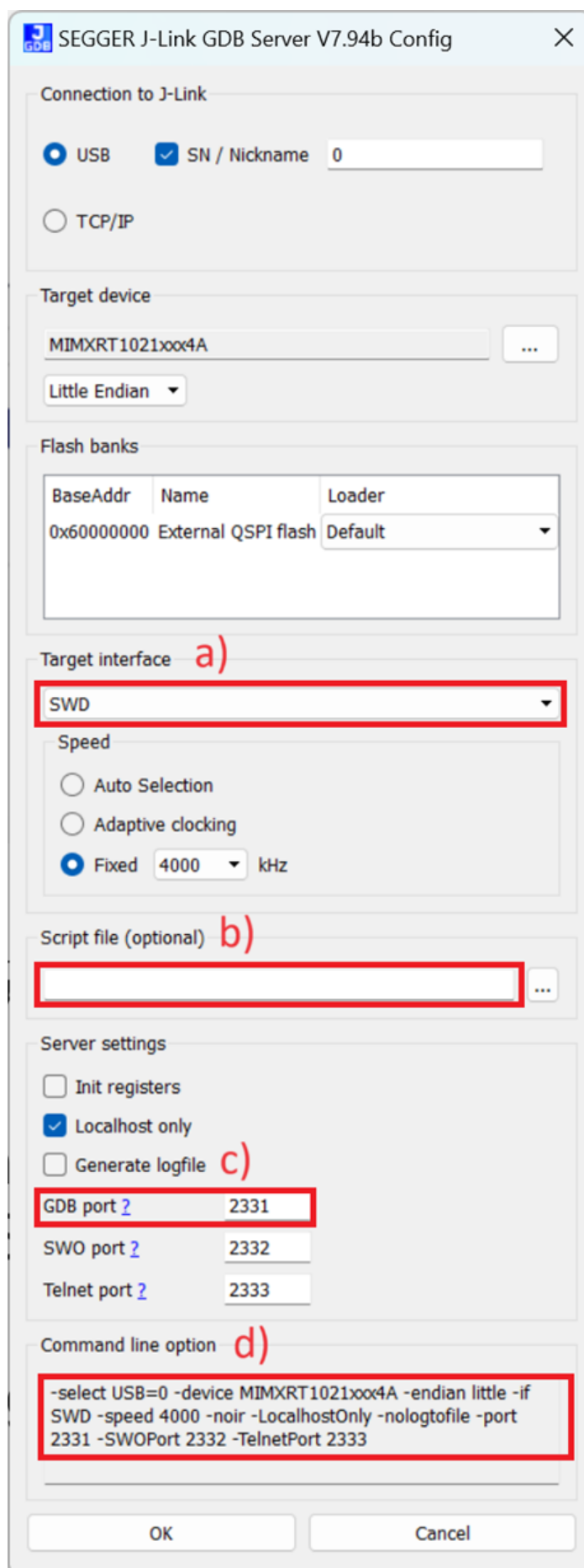


3. To launch the application, open the Windows **Start** menu and select **Programs > SEGGER > J-Link <version> J-Link GDB Server**.

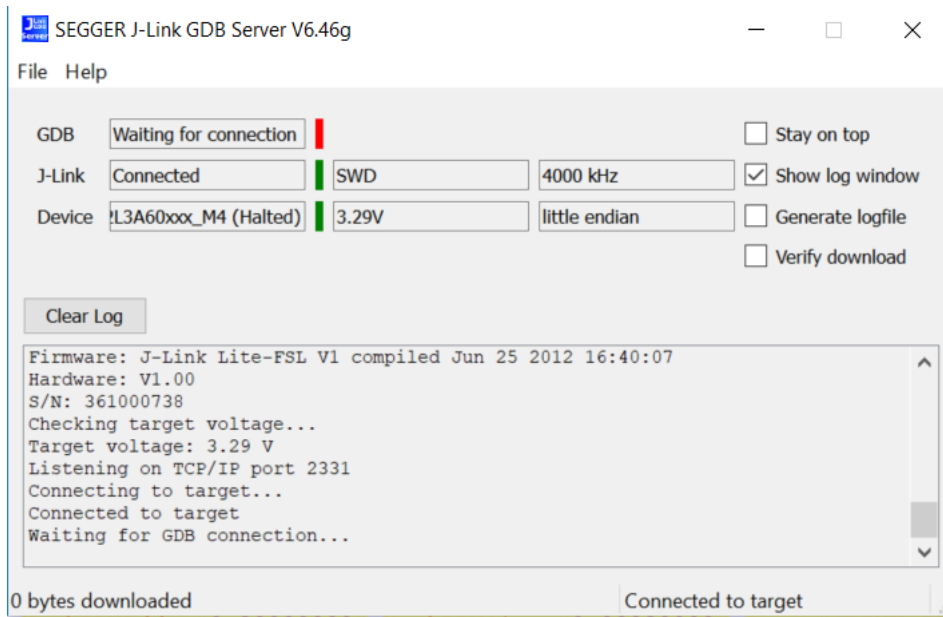
Note: It is assumed that the J-Link software is already installed.

The **SEGGER J-Link GDB Server Config** settings dialog appears.

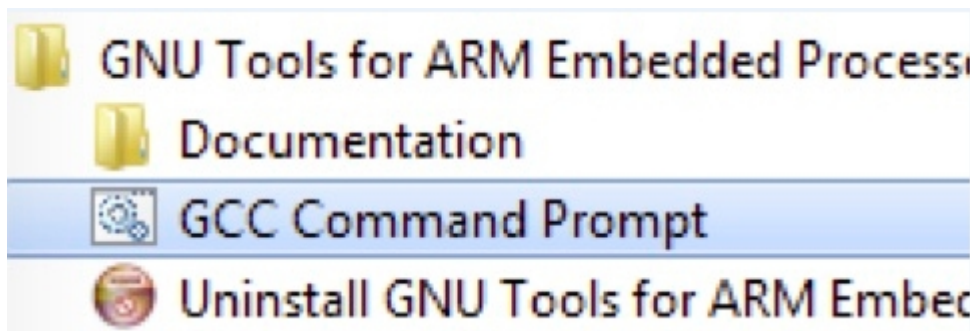
4. Make sure to check the following options.
 1. **Target interface:** The debug connection on board uses internal SWD signaling. In case of a wrong setting J-Link is unable to communicate with device under test.
 2. **Script file:** If required, a J-Link init script file can be used for board initialization. The file with the ".jlinkscript" file extension is located in the <install_dir>/boards/<board_name>/ directory.
 3. Under the **Server settings**, check the GDB port for connection with the gdb target remote command. For more information, see step 9.
 4. There is a command line version of J-Link GDB server "JLinkGDBServerCL.exe". Typical path is C:\Program Files\SEGGER\JLink\. To start the J-Link GDB server with the same settings as are selected in the UI, you can use these command line options.



5. After it is connected, the screen should look like this figure:



6. If not already running, open a GCC Arm Embedded tool chain command window. To launch the window, from the Windows operating system Start menu, go to **Programs - GNU Tools Arm Embedded <version>** and select **GCC Command Prompt**.



7. Change to the directory that contains the example application output. The output can be found in using one of these paths, depending on the build target selected:

```
<install_dir>/boards/<board_name>/<example_type>/<application_name>/armgcc/debug
```

```
<install_dir>/boards/<board_name>/<example_type>/<application_name>/armgcc/release
```

8. Run the `arm-none-eabi-gdb.exe <application_name>.elf` command. For this example, it is `arm-none-eabi-gdb.exe hello_world.elf`.

```

GCC Command Prompt - arm-none-eabi-gdb.exe C:\Users\nxa12829\Desktop\k3213\boards\frdmk3213a6\demo_apps\hello_world\cm4\armgcc\debug\hello_world_demo_cm4.elf
C:\Program Files (x86)\GNU Tools ARM Embedded\8 2018-q4-major>arm-none-eabi-gdb.exe C:\Users\nxa12829\Desktop\k3213\boards\frdmk3213a6\demo_apps\hello_world\cm4\armgcc\debug\hello_world_demo_cm4.elf
C:\Program Files (x86)\GNU Tools ARM Embedded\8 2018-q4-major\bin>arm-none-eabi-gdb.exe: warning: Couldn't determine a path for the index cache directory.
GNU gdb (GNU Tools for Arm Embedded Processors 8-2018-q4-major) 8.2.50.20181213-git
Copyright (C) 2018 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
This GDB was configured as "--host=i686-w64-mingw32 --target=arm-none-eabi".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.

For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from C:\Users\nxa12829\Desktop\k3213\boards\frdmk3213a6\demo_apps\hello_world\cm4\armgcc\debug\hello_world_demo_cm4.elf...
(gdb)

```

9. Run these commands:

1. target remote localhost:2331
2. monitor reset
3. monitor halt
4. load
5. monitor reset

10. The application is now downloaded and halted. Execute the `monitor go` command to start the demo application.

The `hello_world` application is now running and a banner is displayed on the terminal. If this does not appear, check your terminal settings and connections.

```

COM4 - PuTTY
hello world.

```

Build a multicore example application This section describes the steps to build and run a dual-core application. The demo application build scripts are located in this folder:

```
<install_dir>/boards/<board_name>/multicore_examples/<application_name>/<core_type>/armgcc
```

Begin with a simple dual-core version of the Hello World application. The multicore Hello World GCC build scripts are located in this folder:

```
<install_dir>/boards/lpcxpresso54114/multicore_examples/hello_world/cm0plus/armgcc/build_debug.bat
```

```
<install_dir>/boards/lpcxpresso54114/multicore_examples/hello_world/cm4/armgcc/build_debug.bat
```

Build both applications separately following steps for single core examples as described in **Build an example application**.

```

GCC Command Prompt - build_debug.bat

[ 47%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/drivers/fsl_common.c.obj
[ 52%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/drivers/fsl_msmc.c.obj
[ 56%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/utilities/debug_console/fsl_debug_console.c.obj
[ 60%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/utilities/fsl_assert.c.obj
[ 65%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/utilities/str/fsl_str.c.obj
[ 69%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/uart/lpuart_adapter.c.obj
[ 73%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/serial_manager/serial_manager.c.obj
[ 78%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/serial_manager/serial_port_uart.c.obj
[ 82%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/lists/generic_list.c.obj
[ 86%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/system_K32L3A60_cm0plus.c.obj
[ 91%] Building ASM object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/gcc/startup_K32L3A60_cm0plus.S.obj
[ 95%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/middleware/multicore/mcmgr/src/mcmgr.c.obj
[100%] Linking C executable debug\hello_world_cm0plus.elf
[100%] Built target hello_world_cm0plus.elf

c:\packages\SDK_2.6.0_FRDM-K32L3A6_RC1\boards\frdmk32l3a6\multicore_examples\hello_world\cm0plus\armgcc>IF "" == "" (pause)
Press any key to continue . . .

GCC Command Prompt - build_debug.bat

[ 50%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/drivers/fsl_lpuart.c.obj
[ 54%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/drivers/fsl_common.c.obj
[ 58%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/drivers/fsl_msmc.c.obj
[ 62%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/utilities/str/fsl_str.c.obj
[ 66%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/utilities/fsl_assert.c.obj
[ 70%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/utilities/debug_console/fsl_debug_console.c.obj
[ 75%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/uart/lpuart_adapter.c.obj
[ 79%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/serial_manager/serial_port_uart.c.obj
[ 83%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/serial_manager/serial_manager.c.obj
[ 87%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/lists/generic_list.c.obj
[ 91%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/system_K32L3A60_cm4.c.obj
[ 95%] Building ASM object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/gcc/startup_K32L3A60_cm4.S.obj
[100%] Linking C executable debug\hello_world_cm4.elf
[100%] Built target hello_world_cm4.elf

c:\packages\SDK_2.6.0_FRDM-K32L3A6_RC1\boards\frdmk32l3a6\multicore_examples\hello_world\cm4\armgcc>IF "" == "" (pause)
Press any key to continue . . .

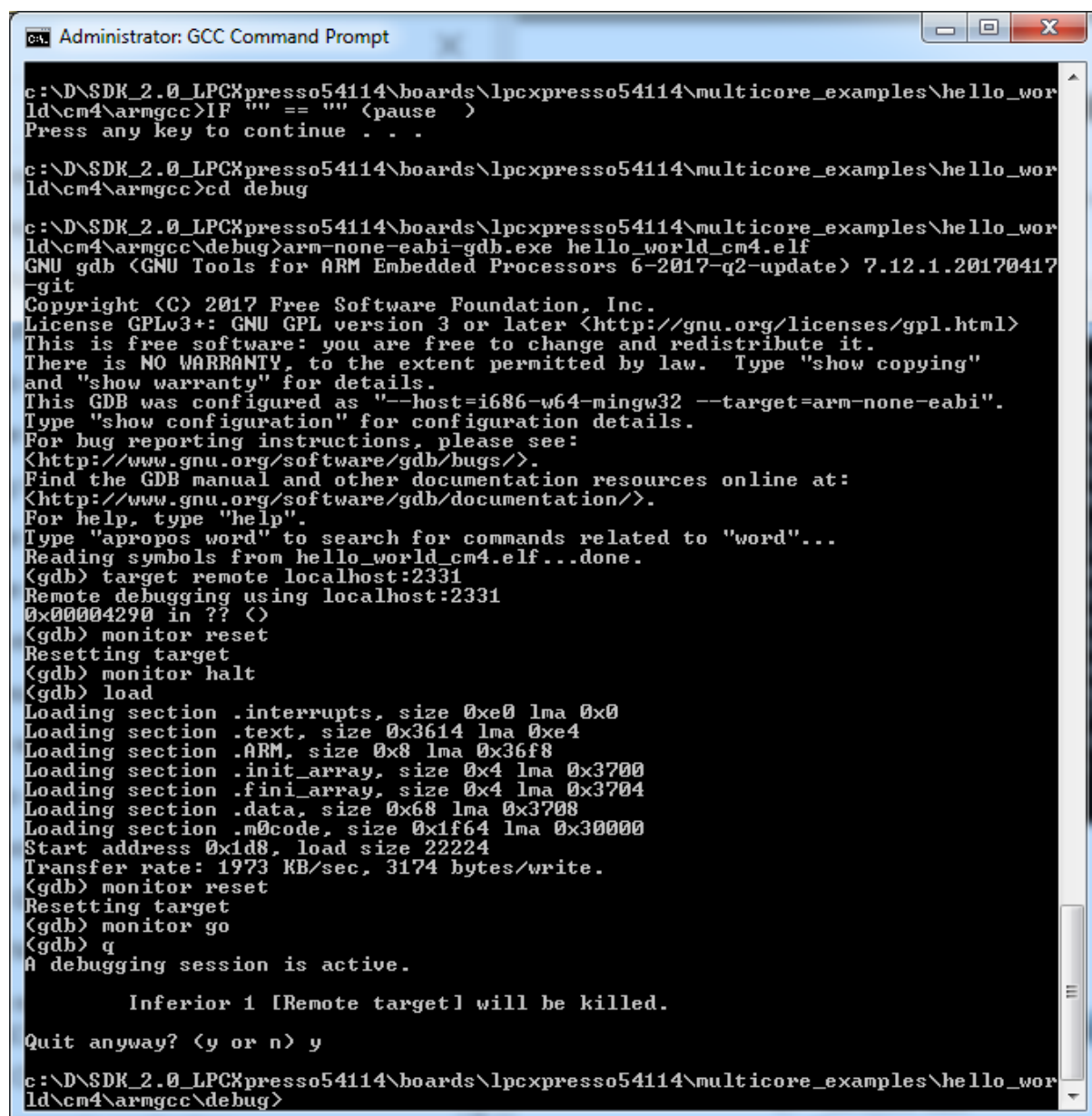
```

Run a multicore example application When running a multicore application, the same prerequisites for J-Link/J-Link OpenSDA firmware, and the serial console as for the single-core application, applies, as described in **Run an example application**.

The primary core debugger handles flashing of both the primary and the auxiliary core applications into the SoC flash memory. To download and run the multicore application, switch to the primary core application project and perform steps 1 to 10, as described in **Run an example application**. These steps are common for both single-core and dual-core applications in Arm GCC.

Both the primary and the auxiliary image is loaded into the SPI flash memory. After execution of the monitor go command, the primary core application is executed. During the primary core code execution, the auxiliary core code is reallocated from the flash memory to the RAM, and the auxiliary core is released from the reset. The hello_world multicore application is now running

and a banner is displayed on the terminal. If this is not true, check your terminal settings and connections.



```

Administrator: GCC Command Prompt

c:\D\SDK_2.0_LPCXpresso54114\boards\lpcxpresso54114\multicore_examples\hello_world_cm4\armgcc>IF "" == "" <pause >
Press any key to continue . . .

c:\D\SDK_2.0_LPCXpresso54114\boards\lpcxpresso54114\multicore_examples\hello_world_cm4\armgcc>cd debug

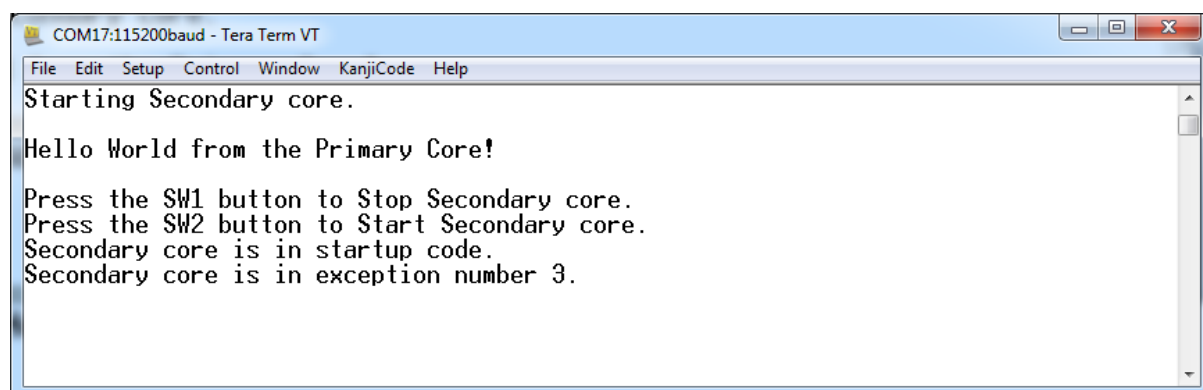
c:\D\SDK_2.0_LPCXpresso54114\boards\lpcxpresso54114\multicore_examples\hello_world_cm4\armgcc\debug>arm-none-eabi-gdb.exe hello_world_cm4.elf
GNU gdb (GNU Tools for ARM Embedded Processors 6-2017-q2-update) 7.12.1.20170417-git
Copyright (C) 2017 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "--host=i686-w64-mingw32 --target=arm-none-eabi".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.
For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from hello_world_cm4.elf...done.
(gdb) target remote localhost:2331
Remote debugging using localhost:2331
0x00004290 in ?? ()
(gdb) monitor reset
Resetting target
(gdb) monitor halt
(gdb) load
Loading section .interrupts, size 0xe0 lma 0x0
Loading section .text, size 0x3614 lma 0xe4
Loading section .ARM, size 0x8 lma 0x36f8
Loading section .init_array, size 0x4 lma 0x3700
Loading section .fini_array, size 0x4 lma 0x3704
Loading section .data, size 0x68 lma 0x3708
Loading section .m0code, size 0x1f64 lma 0x30000
Start address 0x1d8, load size 22224
Transfer rate: 1973 KB/sec, 3174 bytes/write.
(gdb) monitor reset
Resetting target
(gdb) monitor go
(gdb) q
A debugging session is active.

    Inferior 1 [Remote target] will be killed.

Quit anyway? (y or n) y

c:\D\SDK_2.0_LPCXpresso54114\boards\lpcxpresso54114\multicore_examples\hello_world_cm4\armgcc\debug>

```



```

COM17:115200baud - Tera Term VT
File Edit Setup Control Window KanjiCode Help
Starting Secondary core.

Hello World from the Primary Core!

Press the SW1 button to Stop Secondary core.
Press the SW2 button to Start Secondary core.
Secondary core is in startup code.
Secondary core is in exception number 3.

```

Build a TrustZone example application This section describes the steps to build and run a TrustZone application. The demo application build scripts are located in this folder:


```
<install_dir>/boards/<board_name>/trustzone_examples/<application_name>/[<core_type>]/
↪<application_name>_ns/armgcc
```

```
<install_dir>/boards/<board_name>/trustzone_examples/<application_name>/[<core_type>]/
↪<application_name>_s/armgcc
```

Begin with a simple TrustZone version of the Hello World application. The TrustZone Hello World GCC build scripts are located in this folder:

```
<install_dir>/boards/<board_name>/trustzone_examples/hello_world/hello_world_ns/armgcc/build_
↪debug.bat
```

```
<install_dir>/boards/<board_name>/trustzone_examples/hello_world/hello_world_s/armgcc/build_
↪debug.bat
```

Build both applications separately, following steps for single core examples as described in **Build an example application**. It is requested to build the application for the secure project first, because the non-secure project must know the secure project, since CMSE library is running the linker. It is not possible to finish the non-secure project linker with the secure project because the CMSE library is not ready.

```
C:\WINDOWS\system32\cmd.exe
[ 55%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/utilities/fsl_assert.c.obj
[ 59%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/components/uart/usart_adapter.c.obj
[ 62%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/fsl_flexspi.c.obj
[ 66%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/fsl_flexcomm.c.obj
[ 70%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/components/serial_manager/serial_manager.c.obj
[ 74%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/components/serial_manager/serial_port_uart.c.obj
[ 77%] Building ASM object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/gcc/startup_MIMXRT595S_cm33.S.obj
[ 81%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/components/lists/generic_list.c.obj
[ 85%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/fsl_usart.c.obj
[ 88%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/fsl_flexcomm.c.obj
[ 92%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/fsl_gpio.c.obj
[ 96%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/fsl_iap.c.obj
[100%] Linking C executable debug\hello_world_s.elf
[100%] Built target hello_world_s.elf
C:\npx\SDK_2.6.0_EVK-MIMXRT595\boards\evkmimxrt595\trustzone_examples\hello_world\hello_world_s\armgcc>IF "" == "" (pause)
Press any key to continue . . .
```

```

C:\WINDOWS\system32\cmd.exe
[ 52%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/components/uart/usart_adapter.c.obj
[ 56%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/utilities/flexspi_assert.c.obj
[ 60%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/flexspi/flexspi.c.obj
[ 64%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/flexspi/cache.c.obj
[ 68%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/components/serial_manager/serial_manager.c.obj
[ 72%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/components/serial_manager/serial_port_uart.c.obj
[ 76%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/flexspi/usart.c.obj
[ 80%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/components/lists/generic_list.c.obj
[ 84%] Building ASM object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/gcc/startup_MIMXRT595S_cm33.S.obj
[ 88%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/flexcomm/flexcomm.c.obj
[ 92%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/flexcomm/gpio.c.obj
[ 96%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/npx/SDK_2.6.0_EVK-MIMXRT595/devices/MIMXRT595S/drivers/flexcomm/iap.c.obj
[100%] Linking C executable debug\hello_world_ns.elf
[100%] Built target hello_world_ns.elf

C:\npx\SDK_2.6.0_EVK-MIMXRT595\boards\evkmimxrt595\trustzone_examples\hello_world\hello_world_ns\armgcc>IF "" == "" (pause)
Press any key to continue . . .

```

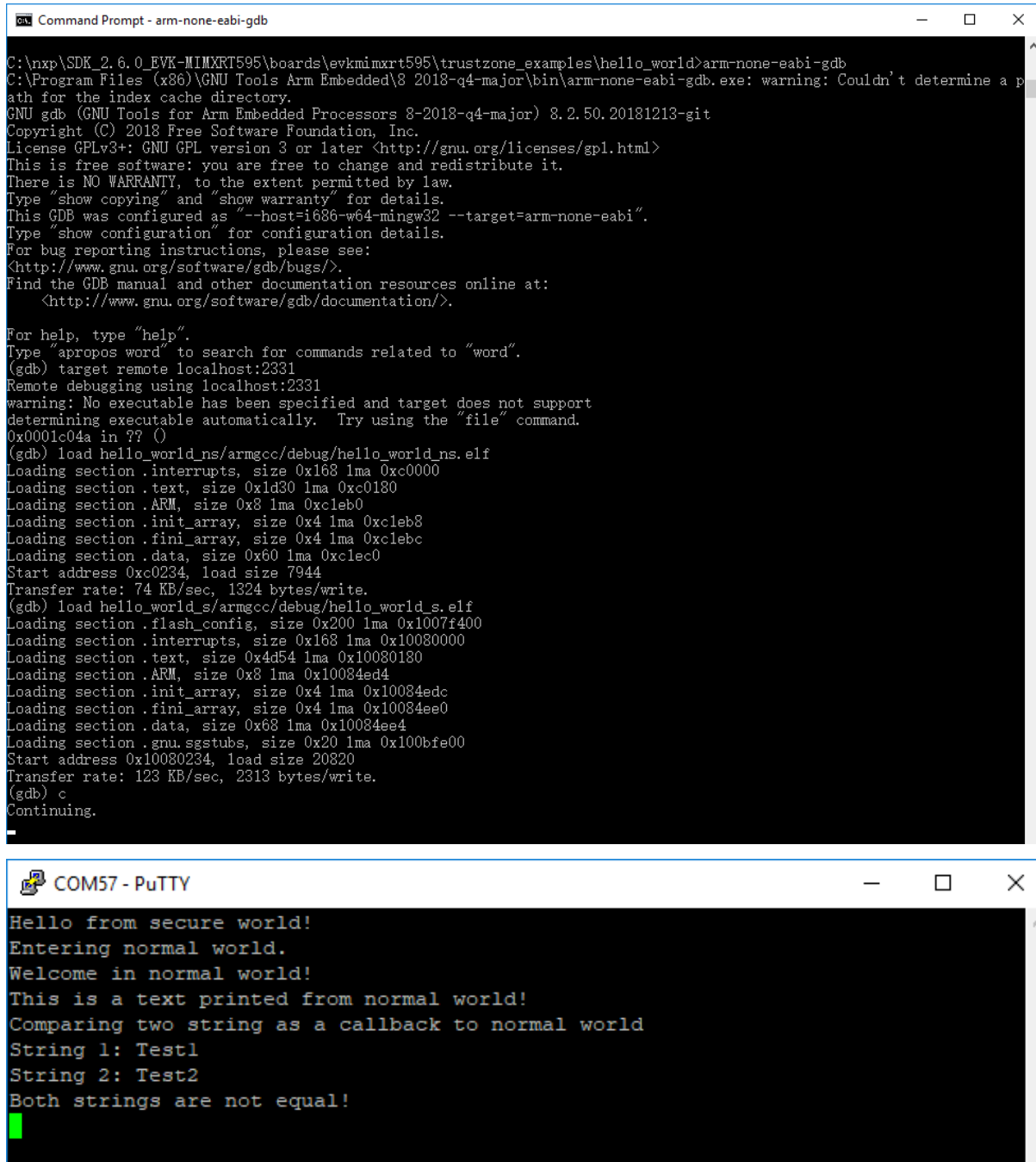
Run a TrustZone example application When running a TrustZone application, the same prerequisites for J-Link/J-Link OpenSDA firmware, and the serial console as for the single core application, apply, as described in **Run an example application**.

To download and run the TrustZone application, perform steps 1 to 10, as described in **Run an example application**. These steps are common for both single core and TrustZone applications in Arm GCC.

Then, run these commands:

1. arm-none-eabi-gdb.exe
2. target remote localhost:2331
3. monitor reset
4. monitor halt
5. monitor exec SetFlashDLNoRMWThreshold = 0x20000
6. load <install_dir>/boards/evkmimxrt595/trustzone_examples/hello_world/hello_world_ns/armgcc/debug/hello_world_ns.elf
7. load <install_dir>/boards/evkmimxrt595/trustzone_examples/hello_world/hello_world_s/armgcc/debug/hello_world_s.elf
8. monitor reset

The application is now downloaded and halted. Execute the `c` command to start the demo application.



```

C:\nxp\SDK_2.6.0_EVK-MIMXRT595\boards\evkmimxrt595\trustzone_examples\hello_world>arm-none-eabi-gdb
C:\Program Files (x86)\GNU Tools Arm Embedded\8 2018-q4-major\bin\arm-none-eabi-gdb.exe: warning: Couldn't determine a path for the index cache directory.
GNU gdb (GNU Tools for Arm Embedded Processors 8-2018-q4-major) 8.2.50.20181213-git
Copyright (C) 2018 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software; you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
This GDB was configured as "--host=i686-w64-mingw32 --target=arm-none-eabi".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.

For help, type "help".
Type "apropos word" to search for commands related to "word".
(gdb) target remote localhost:2331
Remote debugging using localhost:2331
warning: No executable has been specified and target does not support
determining executable automatically. Try using the "file" command.
0x0001c04a in ?? ()
(gdb) load hello_world_ns/armgcc/debug/hello_world_ns.elf
Loading section .interrupts, size 0x168 lma 0xc0000
Loading section .text, size 0x1d30 lma 0xc0180
Loading section .ARM, size 0x8 lma 0xc1eb0
Loading section .init_array, size 0x4 lma 0xc1eb8
Loading section .fini_array, size 0x4 lma 0xc1ebc
Loading section .data, size 0x60 lma 0xc1ec0
Start address 0xc0234, load size 7944
Transfer rate: 74 KB/sec, 1324 bytes/write.
(gdb) load hello_world_s/armgcc/debug/hello_world_s.elf
Loading section .flash_config, size 0x200 lma 0x1007f400
Loading section .interrupts, size 0x168 lma 0x10080000
Loading section .text, size 0x4d54 lma 0x10080180
Loading section .ARM, size 0x8 lma 0x10084ed4
Loading section .init_array, size 0x4 lma 0x10084edc
Loading section .fini_array, size 0x4 lma 0x10084ee0
Loading section .data, size 0x68 lma 0x10084ee4
Loading section .gnu.sgstubs, size 0x20 lma 0x100bfe00
Start address 0x10080234, load size 20820
Transfer rate: 123 KB/sec, 2313 bytes/write.
(gdb) c
Continuing.

```

```

COM57 - PuTTY
Hello from secure world!
Entering normal world.
Welcome in normal world!
This is a text printed from normal world!
Comparing two string as a callback to normal world
String 1: Test1
String 2: Test2
Both strings are not equal!

```

MCUXpresso Config Tools

MCUXpresso Config Tools can help configure the processor and generate initialization code for the on chip peripherals. The tools are able to modify any existing example project, or create a new configuration for the selected board or processor. The generated code is designed to be used with MCUXpresso SDK version 24.12.00 or later.

Following table describes the tools included in the MCUXpresso Config Tools.

Config Tool	Description	Image
Pins tool	For configuration of pin routing and pin electrical properties.	
Clock tool	For system clock configuration	
Peripherals tools	For configuration of other peripherals	
TEE tool	Configures access policies for memory area and peripherals helping to protect and isolate sensitive parts of the application.	
Device Configuration tool	Configures Device Configuration Data (DCD) contained in the program image that the Boot ROM code interprets to set up various on-chip peripherals prior to the program launch.	

MCUXpresso Config Tools can be accessed in the following products:

- **Integrated** in the MCUXpresso IDE. Config tools are integrated with both compiler and debugger which makes it the easiest way to begin the development.
- **Standalone version** available for download from www.nxp.com/mcuxpresso. Recommended for customers using IAR Embedded Workbench, Keil MDK μ Vision, or Arm GCC.
- **Online version** available on mcuxpresso.nxp.com. Recommended doing a quick evaluation of the processor or use the tool without installation.

Each version of the product contains a specific *Quick Start Guide* document MCUXpresso IDE Config Tools installation folder that can help start your work.

How to determine COM port

This section describes the steps necessary to determine the debug COM port number of your NXP hardware development platform. All NXP boards ship with a factory programmed, onboard debug interface, whether it is based on MCU-Link or the legacy OpenSDA, LPC-Link2, P&E Micro OSJTAG interface. To determine what your specific board ships with, see [Default debug interfaces](#).

1. **Linux:** The serial port can be determined by running the following command after the USB Serial is connected to the host:

```
$ dmesg | grep "ttyUSB"
[503175.307873] usb 3-12: cp210x converter now attached to ttyUSB0
[503175.309372] usb 3-12: cp210x converter now attached to ttyUSB1
```

There are two ports, one is for core0 debug console and the other is for core1.

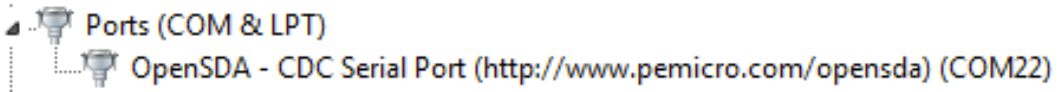
2. **Windows:** To determine the COM port open Device Manager in the Windows operating system. Click the **Start** menu and type **Device Manager** in the search bar.

In the Device Manager, expand the **Ports (COM & LPT)** section to view the available ports. The COM port names are different for all the NXP boards.

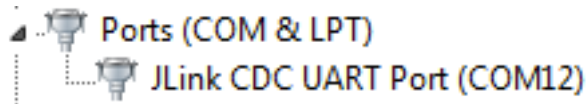
1. **CMSIS-DAP/mbed/DAPLink** interface:



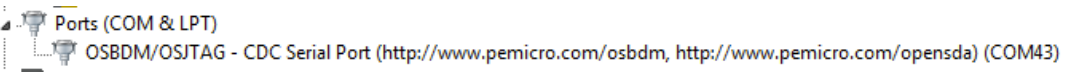
2. P&E Micro:



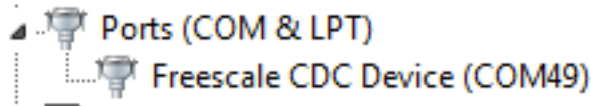
3. J-Link:



4. P&E Micro OSJTAG:



5. MRB-KW01:



On-board Debugger

This section describes the on-board debuggers used on NXP development boards.

On-board debugger MCU-Link MCU-Link is a powerful and cost effective debug probe that can be used seamlessly with MCUXpresso IDE, and is also compatible with 3rd party IDEs that support CMSIS-DAP protocol. MCU-Link also includes a USB to UART bridge feature (VCOM) that can be used to provide a serial connection between the target MCU and a host computer. MCU-Link features a high-speed USB interface for high performance debug. MCU-Link is compatible with Windows, MacOS and Linux. A free utility from NXP provides an easy way to install firmware updates.

On-board MCU-Link debugger supports CMSIS-DAP and J-Link firmware. See the table in [Default debug interfaces](#) to determine the default debug interface that comes loaded on your specific hardware platform.

The corresponding host driver must be installed before debugging.

- For boards with CMSIS-DAP firmware, visit developer.mbed.org/handbook/Windows-serial-configuration and follow the instructions to install the Windows operating system serial driver. If running on Linux OS, this step is not required.
- If using J-Link with either a standalone debug pod or MCU-Link, install the J-Link software (drivers and utilities) from www.segger.com/jlink-software.html.

Updating MCU-Link firmware This firmware in this debug interface may be updated using the host computer utility called MCU-Link. This typically used when switching between the default debugger protocol (CMSIS-DAP) to SEGGER J-Link, or for updating this firmware with new releases of these. This section contains the steps to reprogram the debug probe firmware.

Note: If MCUXpresso IDE is used and the jumper making DFUlink is installed on the board (JP5 on some boards, but consult the board user manual or schematic for specific jumper number), MCU-Link debug probe boots to DFU mode, and MCUXpresso IDE automatically downloads the

CMSIS-DAP firmware to the probe before flash memory programming (after clicking **Debug**). Using DFU mode ensures that most up-to-date/compatible firmware is used with MCUXpresso IDE.

NXP provides the MCU-Link utility, which is the recommended tool for programming the latest versions of CMSIS-DAP and J-Link firmware onto MCU-Link or NXP boards. The utility can be downloaded from [MCU-Link](#).

These steps show how to update the debugger firmware on your board for Windows operating system.

1. Install the MCU-Link utility.
2. Unplug the board's USB cable.
3. Make the DFU link (install the jumper labeled DFUlink).
4. Connect the probe to the host via USB (use Link USB connector).
5. Open a command shell and call the appropriate script located in the MCU-Link installation directory (<MCU-Link install dir>).
 1. To program CMSIS-DAP debug firmware: <MCU-Link install dir>/scripts/program_CMSIS
 2. To program J-Link debug firmware: <MCU-Link install dir>/scripts/program_JLINK
6. Remove DFU link (remove the jumper installed in Step 3).
7. Repower the board by removing the USB cable and plugging it in again.

On-board debugger LPC-Link LPC-Link 2 is an extensible debug probe that can be used seamlessly with MCUXpresso IDE, and is also compatible with 3rd party IDEs that support CMSIS-DAP protocol. MCU-Link also includes a USB to UART bridge feature (VCOM) that can be used to provide a serial connection between the target MCU and a host computer. LPC-Link 2 is compatible with Windows, MacOS and Linux. A free utility from NXP provides an easy way to install firmware updates.

On-board LPC-Link 2 debugger supports CMSIS-DAP and J-Link firmware. See the table in [Default debug interfaces](#) to determine the default debug interface that comes loaded on your specific hardware platform.

The corresponding host driver must be installed before debugging.

- For boards with CMSIS-DAP firmware, visit developer.mbed.org/handbook/Windows-serial-configuration and follow the instructions to install the Windows operating system serial driver. If running on Linux OS, this step is not required.
- If using J-Link with either a standalone debug pod or MCU-Link, install the J-Link software (drivers and utilities) from www.segger.com/jlink-software.html.

Updating LPC-Link firmware The LPCXpresso hardware platform comes with a CMSIS-DAP-compatible debug interface (known as LPC-Link2). This firmware in this debug interface may be updated using the host computer utility called LPCScript. This typically used when switching between the default debugger protocol (CMSIS-DAP) to SEGGER J-Link, or for updating this firmware with new releases of these. This section contains the steps to reprogram the debug probe firmware.

Note: If MCUXpresso IDE is used and the jumper making DFUlink is installed on the board (JP5 on some boards, but consult the board user manual or schematic for specific jumper number), LPC-Link2 debug probe boots to DFU mode, and MCUXpresso IDE automatically downloads the CMSIS-DAP firmware to the probe before flash memory programming (after clicking **Debug**). Using DFU mode ensures that most up-to-date/compatible firmware is used with MCUXpresso IDE.

NXP provides the LPCScript utility, which is the recommended tool for programming the latest versions of CMSIS-DAP and J-Link firmware onto LPC-Link2 or LPCXpresso boards. The utility can be downloaded from [LPCScript](#).

These steps show how to update the debugger firmware on your board for Windows operating system. For Linux OS, follow the instructions described in LPCScript user guide ([LPCScript](#), select **LPCScript**, and then the documentation tab).

1. Install the LPCScript utility.
2. Unplug the board's USB cable.
3. Make the DFU link (install the jumper labeled DFUlink).
4. Connect the probe to the host via USB (use Link USB connector).
5. Open a command shell and call the appropriate script located in the LPCScript installation directory (<LPCScript install dir>).
 1. To program CMSIS-DAP debug firmware: <LPCScript install dir>/scripts/program_CMSIS
 2. To program J-Link debug firmware: <LPCScript install dir>/scripts/program_JLINK
6. Remove DFU link (remove the jumper installed in Step 3).
7. Repower the board by removing the USB cable and plugging it in again.

On-board debugger OpenSDA OpenSDA/OpenSDAv2 is a serial and debug adapter that is built into several NXP evaluation boards. It provides a bridge between your computer (or other USB host) and the embedded target processor, which can be used for debugging, flash programming, and serial communication, all over a simple USB cable.

The difference is the firmware implementation: OpenSDA: Programmed with the proprietary P&E Micro developed bootloader. P&E Micro is the default debug interface app. OpenSDAv2: Programmed with the open-sourced CMSIS-DAP/mbd bootloader. CMSIS-DAP is the default debug interface app.

See the table in [Default debug interfaces](#) to determine the default debug interface that comes loaded on your specific hardware platform.

The corresponding host driver must be installed before debugging.

- For boards with CMSIS-DAP firmware, visit developer.mbed.org/handbook/Windows-serial-configuration and follow the instructions to install the Windows operating system serial driver. If running on Linux OS, this step is not required.
- For boards with a P&E Micro interface, see [PE micro](#) to download and install the P&E Micro Hardware Interface Drivers package.

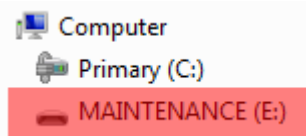
Updating OpenSDA firmware Any NXP hardware platform that comes with an OpenSDA-compatible debug interface has the ability to update the OpenSDA firmware. This typically means to switch from the default application (either CMSIS-DAP or P&E Micro) to a SEGGER J-Link. This section contains the steps to switch the OpenSDA firmware to a J-Link interface. However, the steps can be applied to restoring the original image also. For reference, OpenSDA firmware files can be found at the links below:

- J-Link: Download appropriate image from www.segger.com/opensda.html. Choose the appropriate J-Link binary based on the table in [Default debug interfaces](#). Any OpenSDA v1.0 interface should use the standard OpenSDA download (in other words, the one with no version). For OpenSDA 2.0 or 2.1, select the corresponding binary.
- CMSIS-DAP: CMSIS-DAP OpenSDA firmware is available at www.nxp.com/opensda.

- P&E Micro: Downloading P&E Micro OpenSDA firmware images requires registration with P&E Micro (www.pemicro.com).

Perform the following steps to update the OpenSDA firmware on your board for Windows and Linux OS users:

1. Unplug the board's USB cable.
2. Press the **Reset** button on the board. While still holding the button, plug the USB cable back into the board.
3. When the board re-enumerates, it shows up as a disk drive called **MAINTENANCE**.



4. Drag and drop the new firmware image onto the MAINTENANCE drive.

Note: If for any reason the firmware update fails, the board can always reenter maintenance mode by holding down **Reset** button and power cycling.

These steps show how to update the OpenSDA firmware on your board for Mac OS users.

1. Unplug the board's USB cable.
2. Press the **Reset** button of the board. While still holding the button, plug the USB cable back into the board.
3. For boards with OpenSDA v2.0 or v2.1, it shows up as a disk drive called **BOOTLOADER** in **Finder**. Boards with OpenSDA v1.0 may or may not show up depending on the bootloader version. If you see the drive in **Finder**, proceed to the next step. If you do not see the drive in **Finder**, use a PC with Windows OS 7 or an earlier version to either update the OpenSDA firmware, or update the OpenSDA bootloader to version 1.11 or later. The bootloader update instructions and image can be obtained from P&E Microcomputer website.
4. For OpenSDA v2.1 and OpenSDA v1.0 (with bootloader 1.11 or later) users, drag the new firmware image onto the BOOTLOADER drive in **Finder**.
5. For OpenSDA v2.0 users, type these commands in a Terminal window:

```
> sudo mount -u -w -o sync /Volumes/BOOTLOADER  
> cp -X <path to update file> /Volumes/BOOTLOADER
```

Note: If for any reason the firmware update fails, the board can always reenter bootloader mode by holding down the **Reset** button and power cycling.

On-board debugger Multilink An on-board Multilink debug circuit provides a JTAG interface and a power supply input through a single micro-USB connector. It is a hardware interface that allows PC software to debug and program a target processor through its debug port.

The host driver must be installed before debugging.

- See [PE micro](#) to download and install the P&E Micro Hardware Interface Drivers package.

On-board debugger OSJTAG An on-board OSJTAG debug circuit provides a JTAG interface and a power supply input through a single micro-USB connector. It is a hardware interface that allows PC software to debug and program a target processor through its debug port.

The host driver must be installed before debugging.

- See [PE micro](#) to download and install the P&E Micro Hardware Interface Drivers package.

Default debug interfaces

The MCUXpresso SDK supports various hardware platforms that come loaded with various factory programmed debug interface configurations. The following table lists the hardware platforms supported by the MCUXpresso SDK, their default debug firmware, and any version information that helps differentiate a specific interface configuration.

Hardware platform	Default debugger firmware	On-board debugger probe
EVK-MCIMX7ULP	N/A	N/A
EVK-MIMX8MM	N/A	N/A
EVK-MIMX8MN	N/A	N/A
EVK-MIMX8MNDDR3L	N/A	N/A
EVK-MIMX8MP	N/A	N/A
EVK-MIMX8MQ	N/A	N/A
EVK-MIMX8ULP	N/A	N/A
EVK-MIMXRT1010	CMSIS-DAP	LPC-Link2
EVK-MIMXRT1015	CMSIS-DAP	LPC-Link2
EVK-MIMXRT1020	CMSIS-DAP	LPC-Link2
EVK-MIMXRT1064	CMSIS-DAP	LPC-Link2
EVK-MIMXRT595	CMSIS-DAP	LPC-Link2
EVK-MIMXRT685	CMSIS-DAP	LPC-Link2
EVK9-MIMX8ULP	N/A	N/A
EVKB-IMXRT1050	CMSIS-DAP	LPC-Link2
FRDM-K22F	CMSIS-DAP	OpenSDA v2
FRDM-K32L2A4S	CMSIS-DAP	OpenSDA v2
FRDM-K32L2B	CMSIS-DAP	OpenSDA v2
FRDM-K32L3A6	CMSIS-DAP	OpenSDA v2
FRDM-KE02Z40M	P&E Micro	OpenSDA v1
FRDM-KE15Z	CMSIS-DAP	OpenSDA v2
FRDM-KE16Z	CMSIS-DAP	OpenSDA v2
FRDM-KE17Z	CMSIS-DAP	OpenSDA v2
FRDM-KE17Z512	CMSIS-DAP	MCU-Link
FRDM-MCXA153	CMSIS-DAP	MCU-Link
FRDM-MCXA156	CMSIS-DAP	MCU-Link
FRDM-MCXA346	CMSIS-DAP	MCU-Link
FRDM-MCXC041	CMSIS-DAP	MCU-Link
FRDM-MCXC242	CMSIS-DAP	MCU-Link
FRDM-MCXC444	CMSIS-DAP	MCU-Link
FRDM-MCXE247	CMSIS-DAP	MCU-Link
FRDM-MCXN236	CMSIS-DAP	MCU-Link
FRDM-MCXN947	CMSIS-DAP	MCU-Link
FRDM-MCXW23	CMSIS-DAP	MCU-Link
FRDM-MCXW71	CMSIS-DAP	MCU-Link
FRDM-MCXW72	CMSIS-DAP	MCU-Link
FRDM-RW612	CMSIS-DAP	MCU-Link
IMX943-EVK	N/A	N/A
IMX95LP4XEVK-15	N/A	N/A
IMX95LPD5EVK-19	N/A	N/A
IMX95VERDINEVK	N/A	N/A
KW45B41Z-EVK	CMSIS-DAP	MCU-Link
KW45B41Z-LOC	CMSIS-DAP	MCU-Link
KW47-EVK	CMSIS-DAP	MCU-Link
KW47-LOC	CMSIS-DAP	MCU-Link
LPC845BREAKOUT	CMSIS-DAP	LPC-Link2
LPCXpresso51U68	CMSIS-DAP	LPC-Link2
LPCXpresso54628	CMSIS-DAP	LPC-Link2

continues on next page

Table 1 – continued from previous page

Hardware platform	Default debugger firmware	On-board debugger probe
LPCXpresso54S018	CMSIS-DAP	LPC-Link2
LPCXpresso54S018M	CMSIS-DAP	LPC-Link2
LPCXpresso55S06	CMSIS-DAP	LPC-Link2
LPCXpresso55S16	CMSIS-DAP	LPC-Link2
LPCXpresso55S28	CMSIS-DAP	LPC-Link2
LPCXpresso55S36	CMSIS-DAP	MCU-Link
LPCXpresso55S69	CMSIS-DAP	LPC-Link2
LPCXpresso802	CMSIS-DAP	LPC-Link2
LPCXpresso804	CMSIS-DAP	LPC-Link2
LPCXpresso824MAX	CMSIS-DAP	LPC-Link2
LPCXpresso845MAX	CMSIS-DAP	LPC-Link2
LPCXpresso860MAX	CMSIS-DAP	LPC-Link2
MC56F80000-EVK	P&E Micro	Multilink
MC56F81000-EVK	P&E Micro	Multilink
MC56F83000-EVK	P&E Micro	OSJTAG
MCIMX93-EVK	N/A	N/A
MCIMX93-QSB	N/A	N/A
MCIMX93AUTO-EVK	N/A	N/A
MCX-N5XX-EVK	CMSIS-DAP	MCU-Link
MCX-N9XX-EVK	CMSIS-DAP	MCU-Link
MCX-W71-EVK	CMSIS-DAP	MCU-Link
MCX-W72-EVK	CMSIS-DAP	MCU-Link
MIMXRT1024-EVK	CMSIS-DAP	LPC-Link2
MIMXRT1040-EVK	CMSIS-DAP	LPC-Link2
MIMXRT1060-EVKB	CMSIS-DAP	LPC-Link2
MIMXRT1060-EVKC	CMSIS-DAP	MCU-Link
MIMXRT1160-EVK	CMSIS-DAP	LPC-Link2
MIMXRT1170-EVKB	CMSIS-DAP	MCU-Link
MIMXRT1180-EVK	CMSIS-DAP	MCU-Link
MIMXRT685-AUD-EVK	CMSIS-DAP	LPC-Link2
MIMXRT700-EVK	CMSIS-DAP	MCU-Link
RD-RW612-BGA	CMSIS-DAP	MCU-Link
TWR-KM34Z50MV3	P&E Micro	OpenSDA v1
TWR-KM34Z75M	P&E Micro	OpenSDA v1
TWR-KM35Z75M	CMSIS-DAP	OpenSDA v2
TWR-MC56F8200	P&E Micro	OSJTAG
TWR-MC56F8400	P&E Micro	OSJTAG

How to define IRQ handler in CPP files

With MCUXpresso SDK, users could define their own IRQ handler in application level to override the default IRQ handler. For example, to override the default PIT_IRQHandler define in startup_DEVICE.s, application code like app.c can be implement like:

```
// c
void PIT_IRQHandler(void)
{
    // Your code
}
```

When application file is CPP file, like app.cpp, then extern "C" should be used to ensure the function prototype alignment.

```
// cpp
extern "C" {
    void PIT_IRQHandler(void);
}
void PIT_IRQHandler(void)
{
    // Your code
}
```

1.3 Getting Started with MCUXpresso SDK GitHub

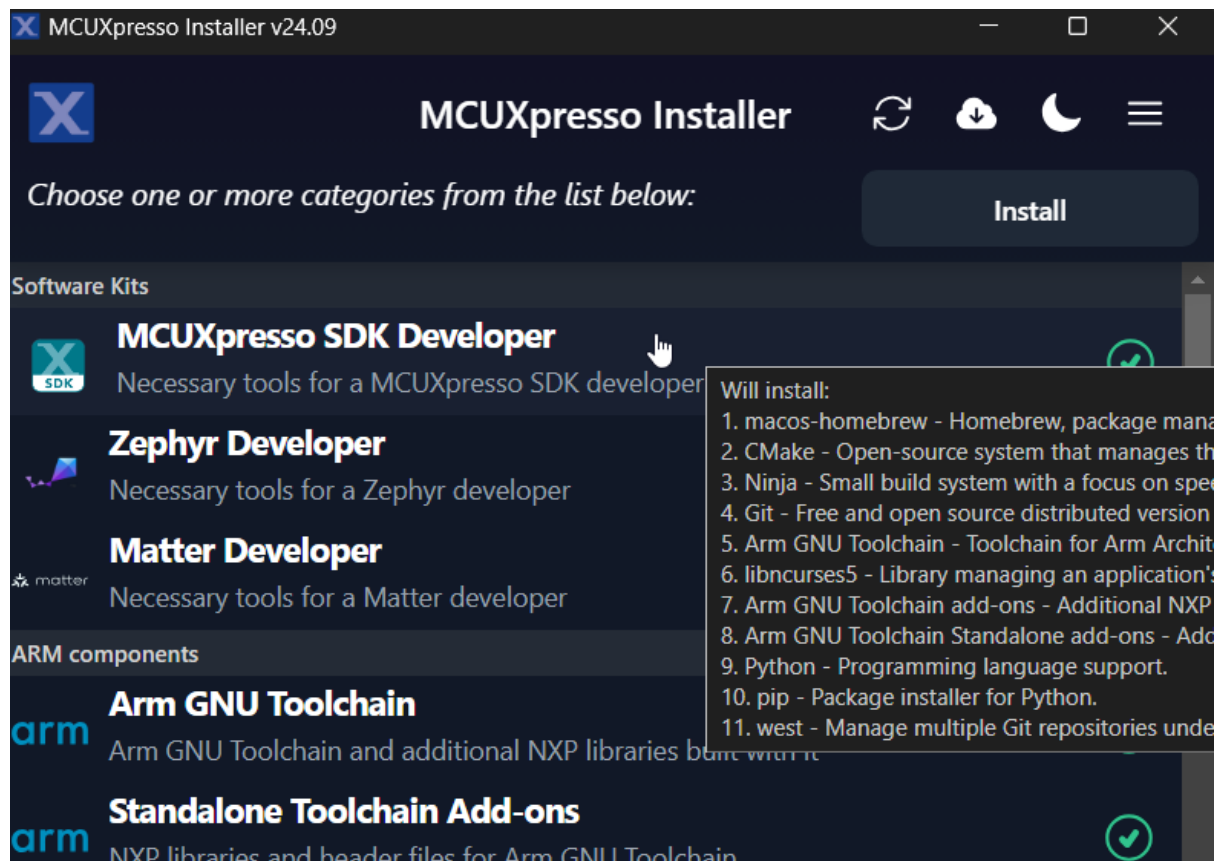
1.3.1 Getting Started with MCUXpresso SDK Repository

Installation

NOTE

If the installation instruction asks/selects whether to have the tool installation path added to the PATH variable, agree/select the choice. This option ensures that the tool can be used in any terminal in any path. *Verify the installation* after each tool installation.

Install Prerequisites with MCUXpresso Installer The MCUXpresso Installer offers a quick and easy way to install the basic tools needed. The MCUXpresso Installer can be obtained from <https://github.com/nxp-mcuxpresso/vscode-for-mcux/wiki/Dependency-Installation>. The MCUXpresso Installer is an automated installation process, simply select MCUXpresso SDK Developer from the menu and click install. If you prefer to install the basic tools manually, refer to the next section.



Alternative: Manual Installation

Basic tools

Git Git is a free and open source distributed version control system. Git is designed to handle everything from small to large projects with speed and efficiency. To install Git, visit the official [Git website](#). Download the appropriate version(you may use the latest one) for your operating system (Windows, macOS, Linux). Then run the installer and follow the installation instructions.

User `git --version` to check the version if you have a version installed.

Then configure your username and email using the commands:

```
git config --global user.name "Your Name"
git config --global user.email "youremail@example.com"
```

Python Install python 3.10 or latest. Follow the [Python Download](#) guide.

Use `python --version` to check the version if you have a version installed.

West Please use the west version equal or greater than 1.2.0

```
# Note: you can add option '--default-timeout=1000' if you meet connection issue. Or you may set a different
↪source using option '-i'.
# for example, in China you could try: pip install -U west -i https://pypi.tuna.tsinghua.edu.cn/simple
pip install -U west
```

Build And Configuration System

CMake It is strongly recommended to use CMake version equal or later than 3.30.0. You can get latest CMake distributions from [the official CMake download page](#).

For Windows, you can directly use the .msi installer like [cmake-3.31.4-windows-x86_64.msi](#) to install.

For Linux, CMake can be installed using the system package manager or by getting binaries from [the official CMake download page](#).

After installation, you can use `cmake --version` to check the version.

Ninja Please use the ninja version equal or later than 1.12.1.

By default, Windows comes with the Ninja program. If the default Ninja version is too old, you can directly download the [ninja binary](#) and register the ninja executor location path into your system path variable to work.

For Linux, you can use your [system package manager](#) or you can directly download the [ninja binary](#) to work.

After installation, you can use `ninja --version` to check the version.

Kconfig MCUXpresso SDK uses Kconfig python implementation. We customize it based on our needs and integrate it into our build and configuration system. The Kconfiglib sources are placed under `mcuxsdk/scripts/kconfig` folder.

Please make sure [python](#) environment is setup ready then you can use the Kconfig.

Ruby Our build system supports IDE project generation for iar, mdk, codewarrior and xtensa to provide OOB from build to debug. This feature is implemented with ruby. You can follow the guide ruby environment setup to setup the ruby environment. Since we provide a built-in portable ruby, it is just a simple one cmd installation.

If you only work with CLI, you can skip this step.

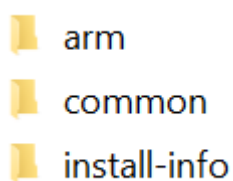
Toolchain MCUXpresso SDK supports all mainstream toolchains for embedded development. You can install your used or interested toolchains following the guides.

Toolchain	Download and Installation Guide	Note
Armgcc	Arm GNU Toolchain Install Guide	ARMGCC is default toolchain
IAR	IAR Installation and Licensing quick reference guide	
MDK	MDK Installation	
Armclang	Installing Arm Compiler for Embedded	
Zephyr	Zephyr SDK	
Codewarrior	NXP CodeWarrior	
Xtensa	Tensilica Tools	
NXP S32Compiler RISC-V Zen-V	NXP Website	

After you have installed the toolchains, register them in the system environment variables. This will allow the west build to recognize them:

Toolchain	Environment Variable	Example	Cmd Line Argument
Armgcc	AR-MGCC_DIR	C:\armgcc for windows/usr for Linux. Typically arm-none-eabi-* is installed under /usr/bin	– toolchain armgcc
IAR	IAR_DIR	C:\iar\ewarm-9.60.3 for Windows/opt/iarsystems/bxarm-9.60.3 for Linux	– toolchain iar
MDK	MDK_DIR	C:\Keil_v5 for Windows.MDK IDE is not officially supported with Linux.	– toolchain mdk
Armclang	ARM-CLANG_DIR	C:\ArmCompilerforEmbedded6.22 for Windows/opt/ArmCompilerforEmbedded6.21 for Linux	– toolchain mdk
Zephyr	ZEPHYR_DIR	c:\NXP\zephyr-sdk-<version> for windows/opt/zephyr-sdk-<version> for Linux	– toolchain zephyr
CodeWarrior	CW_DIR	C:\Freescall\CW MCU v11.2 for windowsCodeWarrior is not supported with Linux	– toolchain code-warrior
Xtensa	XCC_DIR	C:\xtensa\XtDevTools\install\tools\RI-2023.11-win32\XtensaTools for windows/opt/xtensa/XtDevTools/install/tools/RI-2023.11-Linux/XtensaTools for Linux	– toolchain xtensa
NXP S32Compiler RISC-V Zen-V	RISCV-LVM_DIR	C:\riscv-llvm-win32_b298_b298_2024.08.12 for Windows/opt/riscv-llvm-Linux-x64_b298_b298_2024.08.12 for Linux	– toolchain riscv-llvm

- The <toolchain>_DIR is the root installation folder, not the binary location folder. For IAR, it is directory containing following installation folders:



- MDK IDE using armclang toolchain only officially supports Windows. In Linux, please directly use armclang toolchain by setting ARMCLANG_DIR. In Windows, since most Keil users will install MDK IDE instead of standalone armclang toolchain, the MDK_DIR has higher priority than ARMCLANG_DIR.
- For Xtensa toolchain, please set the XTENSA_CORE environment variable. Here's an example list:

Device Core	XTENSA_CORE
RT500 fusion1	nxp_rt500_RI23_11_newlib
RT600 hifi4	nxp_rt600_RI23_11_newlib
RT700 hifi1	rt700_hifi1_RI23_11_nlib
RT700 hifi4	t700_hifi4_RI23_11_nlib
i.MX8ULP fusion1	fusion_nxp02_dsp_prod

- In Windows, the short path is used in environment variables. If any toolchain is using the long path, you can open a command window from the toolchain folder and use below command to get the short path: `for %i in (.) do echo %~fsi`

Tool installation check Once installed, open a terminal or command prompt and type the associated command to verify the installation.

If you see the version number, you have successfully installed the tool. Else, check whether the tool's installation path is added into the PATH variable. You can add the installation path to the PATH with the commands below:

- Windows: Open command prompt or powershell, run below command to show the user PATH variable.

```
reg query HKEY_CURRENT_USER\Environment /v PATH
```

The tool installation path should be `C:\Users\xxx\AppData\Local\Programs\Git\cmd`. If the path is not seen in the output from above, append the path value to the PATH variable with the command below:

```
reg add HKEY_CURRENT_USER\Environment /v PATH /d "%PATH%;C:\Users\xxx\AppData\
↪Local\Programs\Git\cmd"
```

Then close the command prompt or powershell and verify the tool command again.

- Linux:
 1. Open the `$HOME/.bashrc` file using a text editor, such as `vim`.
 2. Go to the end of the file.
 3. Add the line which appends the tool installation path to the PATH variable and export PATH at the end of the file. For example, `export PATH="/Directory1:$PATH"`.
 4. Save and exit.
 5. Execute the script with `source .bashrc` or reboot the system to make the changes live. To verify the changes, run `echo $PATH`.
- macOS:
 1. Open the `$HOME/.bash_profile` file using a text editor, such as `nano`.
 2. Go to the end of the file.
 3. Add the line which appends the tool installation path to the PATH variable and export PATH at the end of the file. For example, `export PATH="/Directory1:$PATH"`.
 4. Save and exit.
 5. Execute the script with `source .bash_profile` or reboot the system to make the changes live. To verify the changes, run `echo $PATH`.

Get MCUXpresso SDK Repo

Establish SDK Workspace To get the MCUXpresso SDK repository, use the `west` tool to clone the manifest repository and checkout all the west projects.

```
# Initialize west with the manifest repository
west init -m https://github.com/nxp-mcuxpresso/mcuxsdk-manifests/ mcuxpresso-sdk

# Update the west projects
cd mcuxpresso-sdk
west update

# Allow the usage of west extensions provided by MCUXpresso SDK
west config commands.allow_extensions true
```

Install Python Dependency(If do tool installation manually) To create a Python virtual environment in the west workspace core repo directory `mcuxsdk`, follow these steps:

1. Navigate to the core directory:

```
cd mcuxsdk
```

2. [Optional] Create and activate the virtual environment: If you don't want to use the python virtual environment, skip this step. **We strongly suggest you use `venv` to avoid conflicts with other projects using python.**

```
python -m venv .venv

# For Linux/macOS
source .venv/bin/activate

# For Windows
.\.venv\Scripts\activate
# If you are using powershell and see the issue that the activate script cannot be run.
# You may fix the issue by opening the powershell as administrator and run below command:
powershell Set-ExecutionPolicy RemoteSigned
# then run above activate command again.
```

Once activated, your shell will be prefixed with `(.venv)`. The virtual environment can be deactivated at any time by running `deactivate` command.

Remember to activate the virtual environment every time you start working in this directory. If you are using some modern shell like `zsh`, there are some powerful plugins to help you auto switch `venv` among workspaces. For example, `zsh-autoswitch-virtualenv`.

3. Install the required Python packages:

```
# Note: you can add option '--default-timeout=1000' if you meet connection issue. Or you may set a
↪ different source using option '-i'.
# for example, in China you could try: pip3 install -r mcuxsdk/scripts/requirements.txt -i https://pypi.
↪ tuna.tsinghua.edu.cn/simple
pip install -r scripts/requirements.txt
```

Explore Contents

This section helps you build basic understanding of current fundamental project content and guides you how to build and run the provided example project in whole SDK delivery.

Folder View The whole MCUXpresso SDK project, after you have done the `west init` and `west update` operations follow the guideline at [Getting Started Guide](#), have below folder structure:

Folder	Description
manifests	Manifest repo, contains the manifest file to initialize and update the west workspace.
mcuxsdk	The MCUXpresso SDK source code, examples, middleware integration and script files.

All the projects record in the **Manifest repo** are checked out to the folder `mcuxsdk/`, the layout of `mcuxsdk` folder is shown as below:

Folder	Description
arch	Arch related files such as ARM CMSIS core files, RISC-V files and the build files related to the architecture.
cmake	The cmake modules, files which organize the build system.
components	Software components.
devices	Device support package which categorized by device series. For each device, header file, feature file, startup file and linker files are provided, also device specific drivers are included.
docs	Documentation source and build configuration for this sphinx built online documentation.
drivers	Peripheral drivers.
examples	Various demos and examples, support files on different supported boards. For each board support, there are board configuration files.
middleware	Middleware components integrated into SDK.
rtos	Rtos components integrated into SDK.
scripts	Script files for the west extension command and build system support.
svd	Svd files for devices, this is optional because of large size. Customers run <code>west manifest config group.filter +optional</code> and <code>west update mcux-soc-svd</code> to get this folder.

Examples Project The examples project is part of the whole SDK delivery, and locates in the folder `mcuxsdk/examples` of west workspace.

Examples files are placed in folder of `<example_category>`, these examples include (but are not limited to)

- `demo_apps`: Basic demo set to start using SDK, including `hello_world` and `led_blinky`.
- `driver_examples`: Simple applications that show how to use the peripheral drivers for a single use case. These applications typically only use a single peripheral but there are cases where multiple peripherals are used (for example, SPI transfer using DMA).

Board porting layers are placed in folder of `_boards/<board_name>` which aims at providing the board specific parts for examples code mentioned above.

Run a demo using MCUXpresso for VS Code

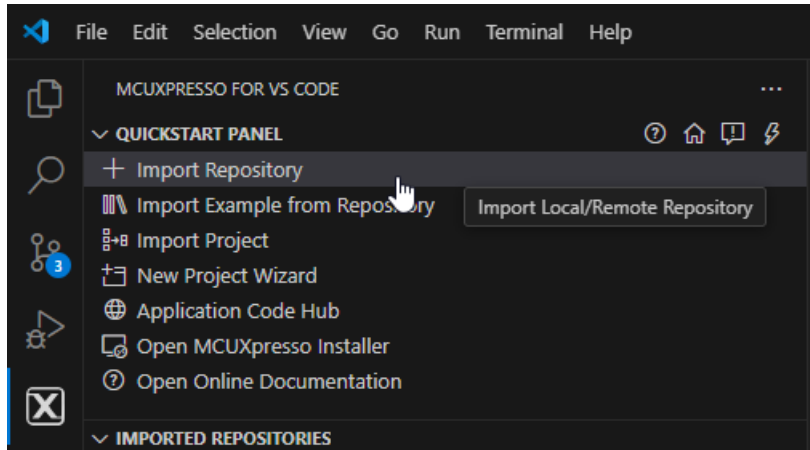
This section explains how to configure MCUXpresso for VS Code to build, run, and debug example applications. This guide uses the `hello_world` demo application as an example. However, these

steps can be applied to any example application in the MCUXpresso SDK.

Build an example application This section assumes that the user has already obtained the SDK as outlined in [Get MCUXpresso SDK Repo](#).

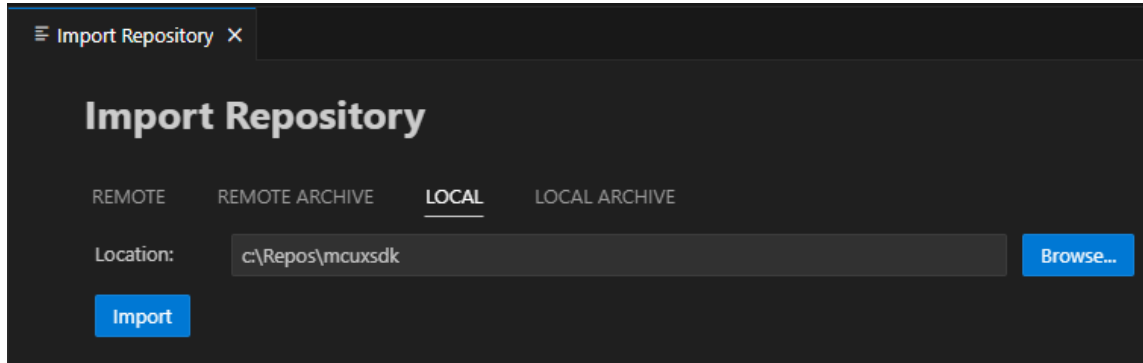
To build an example application:

1. Import the SDK into your workspace. Click **Import Repository** from the **QUICKSTART PANEL**.

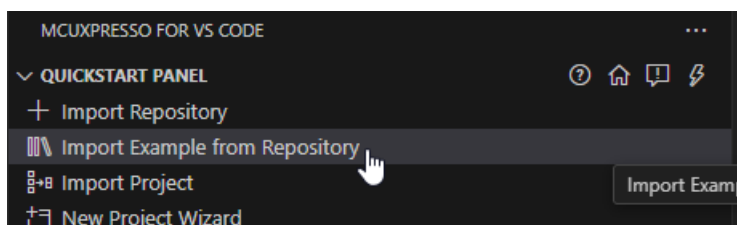


Note: You can import the SDK in several ways. Refer to [MCUXpresso for VS Code Wiki](#) for details.

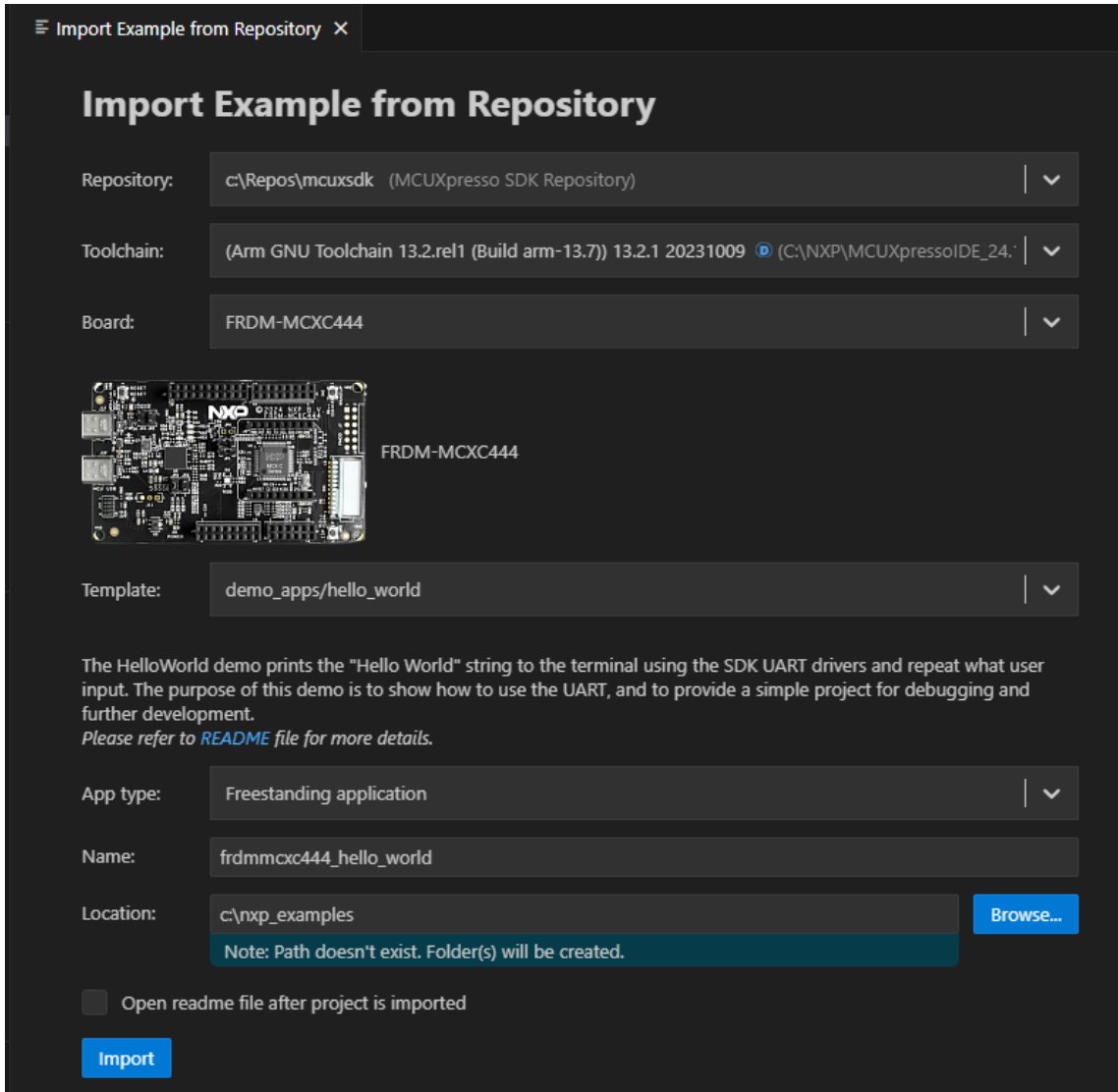
Select **Local** if you've already obtained the SDK as seen in [Get MCUXpresso SDK Repo](#). Select your location and click **Import**.



2. Click **Import Example from Repository** from the **QUICKSTART PANEL**.



In the dropdown menu, select the MCUXpresso SDK, the Arm GNU Toolchain, your board, template, and application type. Click **Import**.



Import Example from Repository

Repository: c:\Repos\mcuxsdk (MCUXpresso SDK Repository) | v

Toolchain: (Arm GNU Toolchain 13.2.rel1 (Build arm-13.7)) 13.2.1 20231009 | v

Board: FRDM-MCXC444 | v

 FRDM-MCXC444

Template: demo_apps/hello_world | v

The HelloWorld demo prints the "Hello World" string to the terminal using the SDK UART drivers and repeat what user input. The purpose of this demo is to show how to use the UART, and to provide a simple project for debugging and further development.
Please refer to [README](#) file for more details.

App type: Freestanding application | v

Name: frdmmcxc444_hello_world

Location: c:\nxp_examples [Browse...](#)

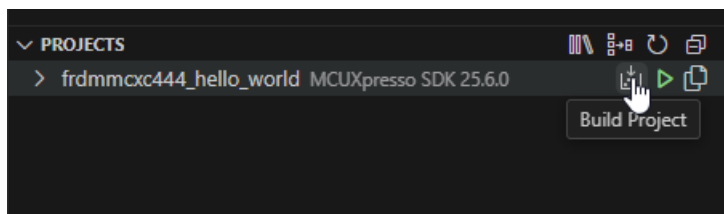
Note: Path doesn't exist. Folder(s) will be created.

☐ Open readme file after project is imported

[Import](#)

Note: The MCUXpresso SDK projects can be imported as **Repository applications** or **Freestanding applications**. The difference between the two is the import location. Projects imported as Repository examples will be located inside the MCUXpresso SDK, whereas Freestanding examples can be imported to a user-defined location. Select between these by designating your selection in the **App type** dropdown menu.

- VS Code will prompt you to confirm if the imported files are trusted. Click **Yes**.
- Navigate to the **PROJECTS** view. Find your project and click the **Build Project** icon.



The integrated terminal will open at the bottom and will display the build output.

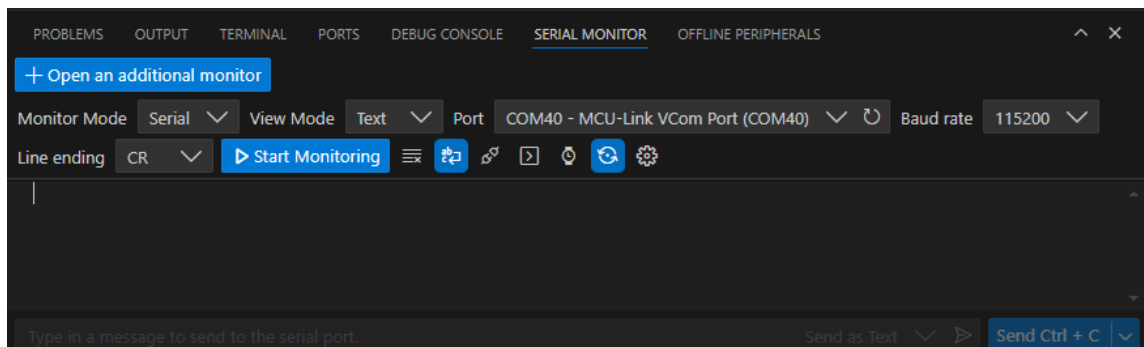
```

[17/21] Building C object CMakeFiles/hello_world.dir/C:/Repos/mcuxsdk/mcuxsdk/components/debug_console_lite/fsl_debug_console.c.obj
[18/21] Building C object CMakeFiles/hello_world.dir/C:/Repos/mcuxsdk/mcuxsdk/devices/MCXC/MCXC444/drivers/fsl_clock.c.obj
[19/21] Building C object CMakeFiles/hello_world.dir/C:/Repos/mcuxsdk/mcuxsdk/drivers/lpuart/fsl_lpuart.c.obj
[20/21] Building C object CMakeFiles/hello_world.dir/C:/Repos/mcuxsdk/mcuxsdk/drivers/uart/fsl_uart.c.obj
[21/21] Linking C executable hello_world.elf
Memory region      Used Size  Region Size  %age Used
  m_interrupts:     192 B      512 B      37.50%
  m_flash_config:    16 B       16 B     100.00%
    m_text:       7892 B    261104 B     3.02%
    m_data:       2128 B      32 KB     6.49%
build finished successfully.
Terminal will be reused by tasks, press any key to close it.

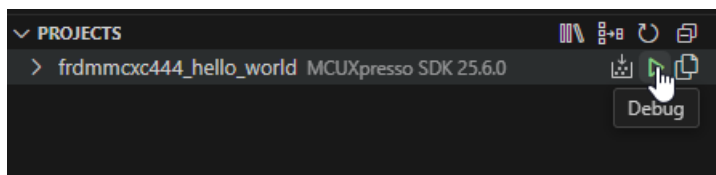
```

Run an example application **Note:** for full details on MCUXpresso for VS Code debug probe support, see [MCUXpresso for VS Code Wiki](#).

1. Open the **Serial Monitor** from the VS Code's integrated terminal. Select the VCom Port for your device and set the baud rate to 115200.



2. Navigate to the **PROJECTS** view and click the play button to initiate a debug session.



The debug session will begin. The debug controls are initially at the top.

```

18  /*****
21
22  /*****
23  * Variables
24  *****/
25
26  /*****
27  * Code
28  *****/
29  /*!
30  * @brief Main function
31  */
32  int main(void)
33  {
34      char ch;
35
36      /* Init board hardware. */
37      BOARD_InitHardware();
38
39      PRINTF("hello world.\r\n");
40
41      while (1)
42      {
43          ch = GETCHAR();
44          PUTCHAR(ch);
45      }
46  }
47

```

3. Click **Continue** on the debug controls to resume execution of the code. Observe the output on the **Serial Monitor**.

```

PROBLEMS  OUTPUT  TERMINAL  PERIPHERALS  RTOS DETAILS  PORTS  DEBUG CONSOLE  SERIAL MONITOR
+ Open an additional monitor
Monitor Mode Serial View Mode Text Port COM40 - MCU-Link VCom Port (COM40)
[Stop Monitoring] [Icons]
---- Opened the serial port COM40 ----
hello world.
|

```

Running a demo using ARMGCC CLI/IAR/MDK

Supported Boards Use the west extension `west list_project` to understand the board support scope for a specified example. All supported build command will be listed in output:

```
west list_project -p examples/demo_apps/hello_world [-t armgcc]
```

```
INFO: [ 1][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
↳ evk9mimx8ulp -Dcore_id=cm33]
```

```
INFO: [ 2][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
↳ evkbimxrt1050]
```

```
INFO: [ 3][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
```

(continues on next page)

(continued from previous page)

```

↪ evkbnimxrt1060]
INFO: [ 4][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
↪ evkbnimxrt1170 -Dcore_id=cm4]
INFO: [ 5][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
↪ evkbnimxrt1170 -Dcore_id=cm7]
INFO: [ 6][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
↪ evkbnimxrt1060]
INFO: [ 7][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
↪ evkbnimxrt7ulp]
...

```

The supported toolchains and build targets for an example are decided by the example-self example.yml and board example.yml, please refer Example Toolchains and Targets for more details.

Build the project Use west build -h to see help information for west build command. Compared to zephyr's west build, MCUXpresso SDK's west build command provides following additional options for mcux examples:

- --toolchain: specify the toolchain for this build, default armgcc.
- --config: value for CMAKE_BUILD_TYPE. If not provided, build system will get all the example supported build targets and use the first debug target as the default one. Please refer Example Toolchains and Targets for more details about example supported build targets.

Here are some typical usages for generating a SDK example:

```

# Generate example with default settings, default used device is the mainset MK22F51212
west build -b frdmk22f examples/demo_apps/hello_world

# Just print cmake commands, do not execute it
west build -b frdmk22f examples/demo_apps/hello_world --dry-run

# Generate example with other toolchain like iar, default armgcc
west build -b frdmk22f examples/demo_apps/hello_world --toolchain iar

# Generate example with other config type
west build -b frdmk22f examples/demo_apps/hello_world --config release

# Generate example with other devices with --device
west build -b frdmk22f examples/demo_apps/hello_world --device MK22F12810 --config release

```

For multicore devices, you shall specify the corresponding core id by passing the command line argument -Dcore_id. For example

```

west build -b evkbnimxrt1170 examples/demo_apps/hello_world --toolchain iar -Dcore_id=cm7 --config_
↪ flexspi_nor_debug

```

For shield, please use the --shield to specify the shield to run, like

```

west build -b mimxrt700evk --shield a8974 examples/issdk_examples/sensors/fxls8974cf/fxls8974cf_poll -
↪ Dcore_id=cm33_core0

```

Sysbuild(System build) To support multicore project building, we ported Sysbuild from Zephyr. It supports combine multiple projects for compilation. You can build all projects by adding --sysbuild for main application. For example:

```

west build -b evkbnimxrt1170 --sysbuild ./examples/multicore_examples/hello_world/primary -Dcore_
↪ id=cm7 --config flexspi_nor_debug --toolchain=armgcc -p always

```

For more details, please refer to System build.

Config a Project Example in MCUXpresso SDK is configured and tested with pre-defined configuration. You can follow steps blow to change the configuration.

1. Run cmake configuration

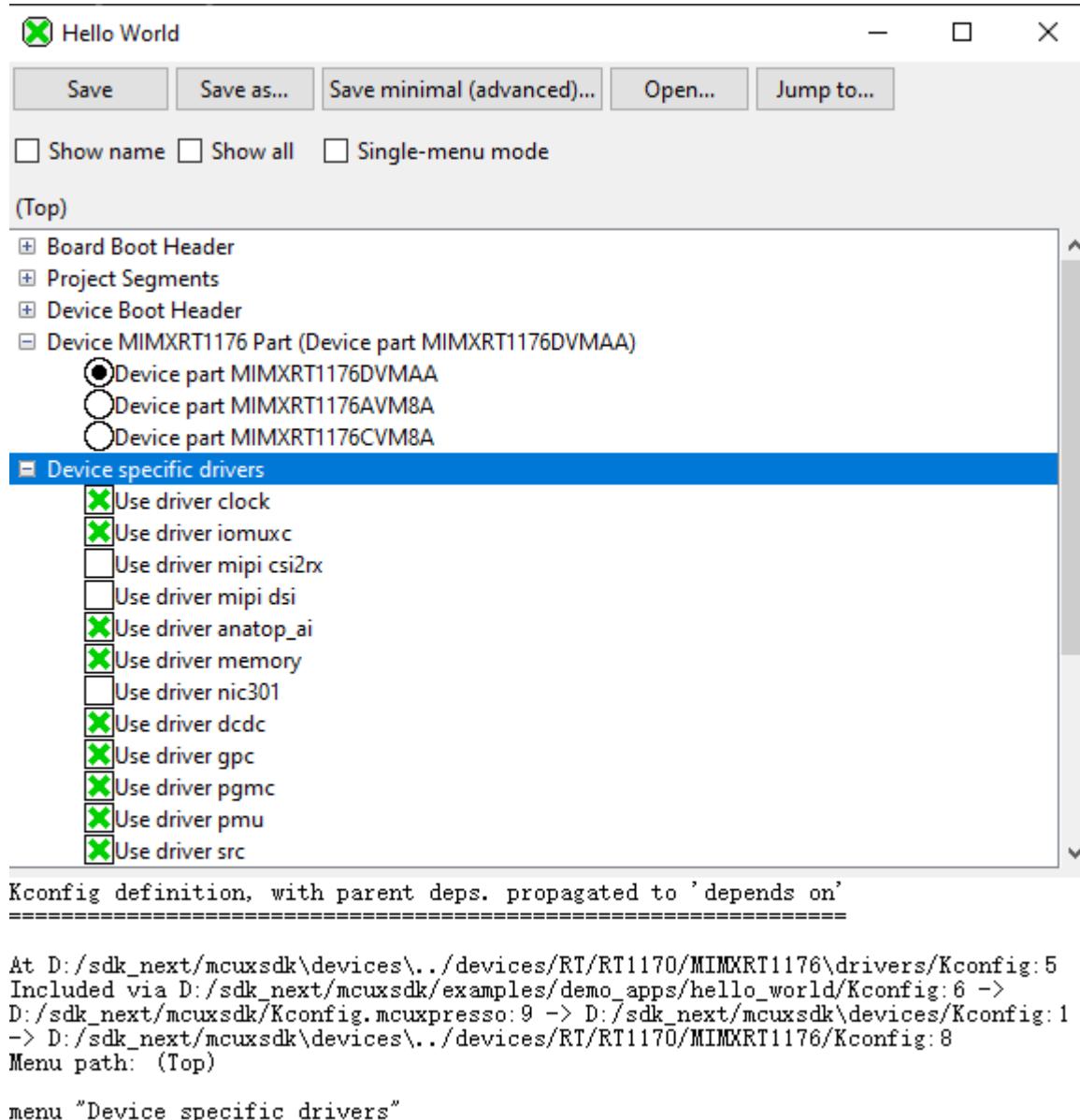
```
west build -b evkbmimxrt1170 examples/demo_apps/hello_world -Dcore_id=cm7 --cmake-only -p
```

Please note the project will be built without --cmake-only parameter.

2. Run guiconfig target

```
west build -t guiconfig
```

Then you will get the Kconfig GUI launched, like



You can reconfigure the project by selecting/deselecting Kconfig options.

After saving and closing the Kconfig GUI, you can directly run `west build` to build with the new configuration.

Flash *Note:* Please refer Flash and Debug The Example to enable west flash/debug support. Flash the hello_world example:

```
west flash -r linkserver
```

Debug Start a gdb interface by following command:

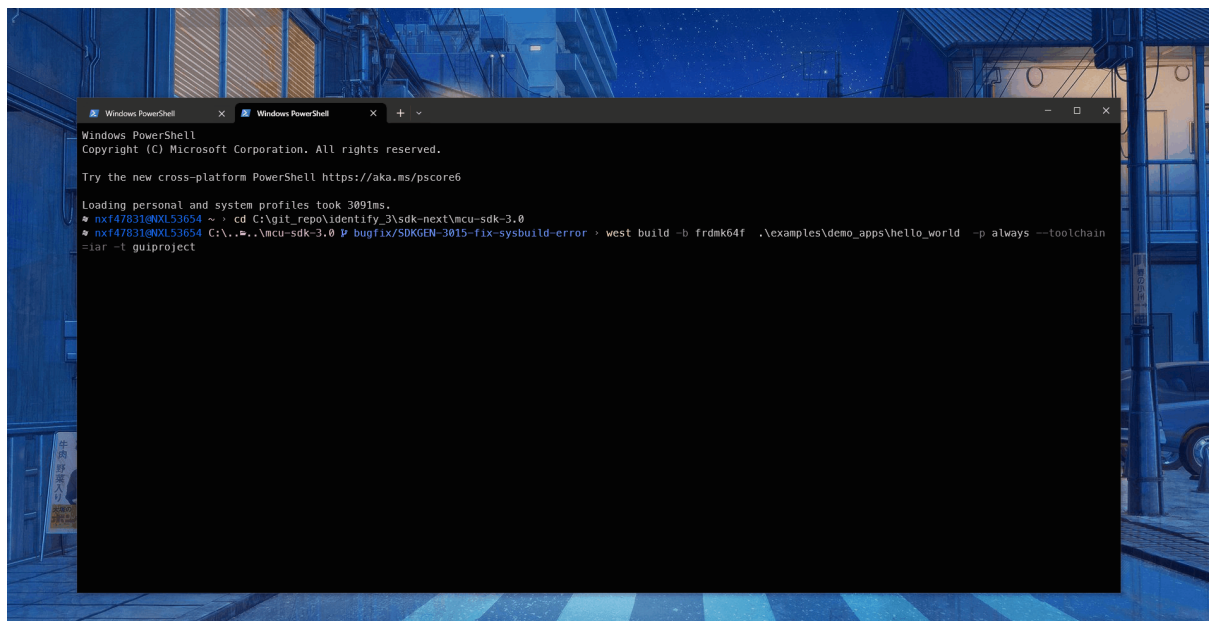
```
west debug -r linkserver
```

Work with IDE Project The above build functionalities are all with CLI. If you want to use the toolchain IDE to work to enjoy the better user experience especially for debugging or you are already used to develop with IDEs like IAR, MDK, Xtensa and CodeWarrior in the embedded world, you can play with our IDE project generation functionality.

This is the cmd to generate the evkbmimxrt1170 hello_world IAR IDE project files.

```
west build -b evkbmimxrt1170 examples/demo_apps/hello_world --toolchain iar -Dcore_id=cm7 --config ↵
↵ flexspi_nor_debug -p always -t guiproject
```

By default, the IDE project files are generated in mcuxsdk/build/<toolchain> folder, you can open the project file with the IDE tool to work:



Note, please follow the [Installation](#) to setup the environment especially make sure that [ruby](#) has been installed.

1.4 Release Notes

1.4.1 MCUXpresso SDK Release Notes

Overview

The MCUXpresso SDK is a comprehensive software enablement package designed to simplify and accelerate application development with Arm Cortex-M-based devices from NXP, including its general purpose, crossover and Bluetooth-enabled MCUs. MCUXpresso SW and Tools for DSC

further extends the SDK support to current 32-bit Digital Signal Controllers. The MCUXpresso SDK includes production-grade software with integrated RTOS (optional), integrated enabling software technologies (stacks and middleware), reference software, and more.

In addition to working seamlessly with the MCUXpresso IDE, the MCUXpresso SDK also supports and provides example projects for various toolchains. The Development tools chapter in the associated Release Notes provides details about toolchain support for your board. Support for the MCUXpresso Config Tools allows easy cloning of existing SDK examples and demos, allowing users to leverage the existing software examples provided by the SDK for their own projects.

Underscoring our commitment to high quality, the MCUXpresso SDK is MISRA compliant and checked with Coverity static analysis tools. For details on MCUXpresso SDK, see [MCUXpresso-SDK: Software Development Kit for MCUXpresso](#).

MCUXpresso SDK

As part of the MCUXpresso software and tools, MCUXpresso SDK is the evolution of Kinetis SDK, includes support for LPC, DSC, PN76, and i.MX System-on-Chip (SoC). The same drivers, APIs, and middleware are still available with support for Kinetis, LPC, DSC, and i.MX silicon. The MCUXpresso SDK adds support for the MCUXpresso IDE, an Eclipse-based toolchain that works with all MCUXpresso SDKs. Easily import your SDK into the new toolchain to access to all of the available components, examples, and demos for your target silicon. In addition to the MCUXpresso IDE, support for the MCUXpresso Config Tools allows easy cloning of existing SDK examples and demos, allowing users to leverage the existing software examples provided by the SDK for their own projects.

In order to maintain compatibility with legacy Freescale code, the filenames and source code in MCUXpresso SDK containing the legacy Freescale prefix FSL has been left as is. The FSL prefix has been redefined as the NXP Foundation Software Library.

Development tools

The MCUXpresso SDK was tested with following development tools. Same versions or above are recommended.

- MCUXpresso IDE, Rev. 25.06.xx
- IAR Embedded Workbench for Arm, version is 9.60.4
- Keil MDK, version is 5.41
- MCUXpresso for VS Code v25.06
- GCC Arm Embedded Toolchain 14.2.x

Supported development systems

This release supports board and devices listed in following table. The board and devices in bold were tested in this release.

Development boards	MCU devices
FRDM-MCXC041	MCXC041VFG, MCXC041VFK

MCUXpresso SDK release package

The MCUXpresso SDK release package content is aligned with the silicon subfamily it supports. This includes the boards, CMSIS, devices, middleware, and RTOS support.

Device support The device folder contains the whole software enablement available for the specific System-on-Chip (SoC) subfamily. This folder includes clock-specific implementation, device register header files, device register feature header files, and the system configuration source files. Included with the standard SoC support are folders containing peripheral drivers, toolchain support, and a standard debug console. The device-specific header files provide a direct access to the microcontroller peripheral registers. The device header file provides an overall SoC memory mapped register definition. The folder also includes the feature header file for each peripheral on the microcontroller. The toolchain folder contains the startup code and linker files for each supported toolchain. The startup code efficiently transfers the code execution to the main() function.

Board support The boards folder provides the board-specific demo applications, driver examples, and middleware examples.

Demo application and other examples The demo applications demonstrate the usage of the peripheral drivers to achieve a system level solution. Each demo application contains a readme file that describes the operation of the demo and required setup steps. The driver examples demonstrate the capabilities of the peripheral drivers. Each example implements a common use case to help demonstrate the driver functionality.

RTOS

FreeRTOS Real-time operating system for microcontrollers from Amazon

Middleware

CMSIS DSP Library The MCUXpresso SDK is shipped with the standard CMSIS development pack, including the prebuilt libraries.

TinyCBOR Concise Binary Object Representation (CBOR) Library

SDMMC stack The SDMMC software is integrated with MCUXpresso SDK to support SD/MMC/SDIO standard specification. This also includes a host adapter layer for bare-metal/RTOS applications.

PKCS#11 The PKCS#11 standard specifies an application programming interface (API), called “Cryptoki,” for devices that hold cryptographic information and perform cryptographic functions. Cryptoki follows a simple object based approach, addressing the goals of technology independence (any kind of device) and resource sharing (multiple applications accessing multiple devices), presenting to applications a common, logical view of the device called a “cryptographic token”.

llhttp HTTP parser llhttp

FreeMASTER FreeMASTER communication driver for 32-bit platforms.

File systemFatfs The FatFs file system is integrated with the MCUXpresso SDK and can be used to access either the SD card or the USB memory stick when the SD card driver or the USB Mass Storage Device class implementation is used.

Release contents

Provides an overview of the MCUXpresso SDK release package contents and locations.

Deliverable	Location
Boards	INSTALL_DIR/boards
Demo Applications	INSTALL_DIR/boards/<board_name>/demo_apps
Driver Examples	INSTALL_DIR/boards/<board_name>/driver_examples
eIQ examples	INSTALL_DIR/boards/<board_name>/eiq_examples
Board Project Template for MCUXpresso IDE NPW	INSTALL_DIR/boards/<board_name>/project_template
Driver, SoC header files, extension header files and feature header files, utilities	INSTALL_DIR/devices/<device_name>
CMSIS drivers	INSTALL_DIR/devices/<device_name>/cmsis_drivers
Peripheral drivers	INSTALL_DIR/devices/<device_name>/drivers
Toolchain linker files and startup code	INSTALL_DIR/devices/<device_name>/<toolchain_name>
Utilities such as debug console	INSTALL_DIR/devices/<device_name>/utilities
Device Project Template for MCUXpresso IDE NPW	INSTALL_DIR/devices/<device_name>/project_template
CMSIS Arm Cortex-M header files, DSP library source	INSTALL_DIR/CMSIS
Components and board device drivers	INSTALL_DIR/components
RTOS	INSTALL_DIR/rtos
Release Notes, Getting Started Document and other documents	INSTALL_DIR/docs
Tools such as shared cmake files	INSTALL_DIR/tools
Middleware	INSTALL_DIR/middleware

Known Issues

This section lists the known issues, limitations, and/or workarounds.

Cannot add SDK components into FreeRTOS projects

It is not possible to add any SDK components into FreeRTOS project using the MCUXpresso IDE New Project wizard.

USBFS controller issue

Due to the USBFS controller design issues, the USB host suspend/resume demos (usb_suspend_resume_host_hid_mouse) of the full speed controller do not support the low speed device directly.

USB PID issue

Because the PID of all USB device examples is updated, uninstall the device drivers and then reinstall when the device (with new PID) is plugged in the first time

1.5 ChangeLog

1.5.1 MCUXpresso SDK Changelog

Board Support Files

board

[25.06.00]

- Initial version

clock_config

[25.06.00]

- Initial version

pin_mux

[25.06.00]

- Initial version
-

ADC16

[2.3.0]

- Improvements
 - Added new API ADC16_EnableAsynchronousClockOutput() to enable/disable ADACK output.
 - In ADC16_GetDefaultConfig(), set enableAsynchronousClock to false.

[2.2.0]

- Improvements
 - Added hardware average mode in adc_config_t structure, then the hardware average mode can be set by invoking ADC16_Init() function.

[2.1.0]

- New Features:
 - Supported KM series' new ADC reference voltage source, bandgap from PMC.

[2.0.3]

- Bug Fixes
 - Fixed IAR warning Pa082: the order of volatile access should be defined.

[2.0.2]

- Improvements
 - Used conversion control feature macro instead of that in IO map.

[2.0.1]

- Bug Fixes
 - Fixed MISRA-2012 rules.
 - * Rule 16.4, 10.1, 13.2, 14.4 and 17.7.

[2.0.0]

- Initial version
-

CLOCK**[2.0.0]**

- Initial version.
-

CMP**[2.0.3]**

- Improvements
 - Updated to clear CMP settings in DeInit function.

[2.0.2]

- Bug Fixes
 - Fixed the violations of MISRA 2012 rules:
 - * Rule 10.3

[2.0.1]

- Bug Fixes
 - Fixed MISRA-2012 rules.
 - * Rule 14.4, rule 10.3, rule 10.1, rule 10.4 and rule 17.7.

[2.0.0]

- Initial version.
-

COMMON

[2.6.0]

- Bug Fixes
 - Fix CERT-C violations.

[2.5.0]

- New Features
 - Added new APIs `InitCriticalSectionMeasurementContext`, `DisableGlobalIRQEx` and `EnableGlobalIRQEx` so that user can measure the execution time of the protected sections.

[2.4.3]

- Improvements
 - Enable irq's that mount under `irqsteer` interrupt extender.

[2.4.2]

- Improvements
 - Add the macros to convert peripheral address to secure address or non-secure address.

[2.4.1]

- Improvements
 - Improve for the macro redefinition error when integrated with `zephyr`.

[2.4.0]

- New Features
 - Added `EnableIRQWithPriority`, `IRQ_SetPriority`, and `IRQ_ClearPendingIRQ` for ARM.
 - Added `MSDK_EnableCpuCycleCounter`, `MSDK_GetCpuCycleCount` for ARM.

[2.3.3]

- New Features
 - Added `NETC` into status group.

[2.3.2]

- Improvements
 - Make driver `aarch64` compatible

[2.3.1]

- Bug Fixes
 - Fixed `MAKE_VERSION` overflow on 16-bit platforms.

[2.3.0]

- Improvements
 - Split the driver to common part and CPU architecture related part.

[2.2.10]

- Bug Fixes
 - Fixed the ATOMIC macros build error in cpp files.

[2.2.9]

- Bug Fixes
 - Fixed MISRA C-2012 issue, 5.6, 5.8, 8.4, 8.5, 8.6, 10.1, 10.4, 17.7, 21.3.
 - Fixed SDK_Malloc issue that not allocate memory with required size.

[2.2.8]

- Improvements
 - Included stddef.h header file for MDK tool chain.
- New Features:
 - Added atomic modification macros.

[2.2.7]

- Other Change
 - Added MECC status group definition.

[2.2.6]

- Other Change
 - Added more status group definition.
- Bug Fixes
 - Undef __VECTOR_TABLE to avoid duplicate definition in cmsis_clang.h

[2.2.5]

- Bug Fixes
 - Fixed MISRA C-2012 rule-15.5.

[2.2.4]

- Bug Fixes
 - Fixed MISRA C-2012 rule-10.4.

[2.2.3]

- New Features
 - Provided better accuracy of SDK_DelayAtLeastUs with DWT, use macro SDK_DELAY_USE_DWT to enable this feature.
 - Modified the Cortex-M7 delay count divisor based on latest tests on RT series boards, this setting lets result be closer to actual delay time.

[2.2.2]

- New Features
 - Added include RTE_Components.h for CMSIS pack RTE.

[2.2.1]

- Bug Fixes
 - Fixed violation of MISRA C-2012 Rule 3.1, 10.1, 10.3, 10.4, 11.6, 11.9.

[2.2.0]

- New Features
 - Moved SDK_DelayAtLeastUs function from clock driver to common driver.

[2.1.4]

- New Features
 - Added OTFAD into status group.

[2.1.3]

- Bug Fixes
 - MISRA C-2012 issue fixed.
 - * Fixed the rule: rule-10.3.

[2.1.2]

- Improvements
 - Add SUPPRESS_FALL_THROUGH_WARNING() macro for the usage of suppressing fallthrough warning.

[2.1.1]

- Bug Fixes
 - Deleted and optimized repeated macro.

[2.1.0]

- New Features
 - Added IRQ operation for XCC toolchain.
 - Added group IDs for newly supported drivers.

[2.0.2]

- Bug Fixes
 - MISRA C-2012 issue fixed.
 - * Fixed the rule: rule-10.4.

[2.0.1]

- Improvements
 - Removed the implementation of LPC8XX Enable/DisableDeepSleepIRQ() function.
 - Added new feature macro switch “FSL_FEATURE_HAS_NO_NONCACHEABLE_SECTION” for specific SoCs which have no noncacheable sections, that helps avoid an unnecessary complex in link file and the startup file.
 - Updated the align(x) to **attribute**(aligned(x)) to support MDK v6 armclang compiler.

[2.0.0]

- Initial version.
-

COP

[2.0.2]

- Bug Fixes
 - Fixed CERT INT31-C violations.

[2.0.1]

- Bug Fixes
 - Fixed MISRA-2012 issues.
 - * Rule 10.1 and rule 17.7.

[2.0.0]

- Initial version.
-

FLASH

[3.2.0]

- New Feature
 - Basic support for FTFC

[3.1.3]

- New Feature
 - Support 512KB flash for Kinetis E serials.

[3.1.2]

- Bug Fixes — Remove redundant comments.

[3.1.1]

- Bug Fixes — MISRA C-2012 issue fixed: rule 10.3

[3.1.0]

- New Feature
 - Support erase flash asynchronously.

[3.0.2]

- Bug Fixes — MISRA C-2012 issue fixed: rule 8.4, 17.7, 10.4, 16.1, 21.15, 11.3, 10.7 — building warning -Wnull-dereference on arm compiler v6

[3.0.1]

- New Features
 - Added support FlexNVM alias for (kw37/38/39).

[3.0.0]

- Improvements
 - Reorganized FTFx flash driver source file.
 - Extracted flash cache driver from FTFx driver.
 - Extracted flexnvm flash driver from FTFx driver.

[2.3.1]

- Bug Fixes
 - Unified Flash IFR design from K3.
 - New encoding rule for K3 flash size.

[2.3.0]

- New Features
 - Added support for device with LP flash (K3S/G).
 - Added flash prefetch speculation APIs.
- Improvements
 - Refined flash_cache_clear function.
 - Reorganized the member of flash_config_t struct.

[2.2.0]

- New Features
 - Supported FTFL device in FLASH_Swap API.
 - Supported various pflash start addresses.
 - Added support for KV58 in cache clear function.
 - Added support for device with secondary flash (KW40).
- Bug Fixes
 - Compiled execute-in-ram functions as PIC binary code for driver use.
 - Added missed flexram properties.
 - Fixed unaligned variable issue for execute-in-ram function code array.

[2.1.0]

- Improvements
 - Updated coding style to align with KSDK 2.0.
 - Different-alignment-size support for pflash and flexnvm.
 - Improved the implementation of execute-in-ram functions.

[2.0.0]

- Initial version
-

GPIO**[2.8.2]**

- Bug Fixes
 - Fixed COVERITY issue that GPIO_GetInstance could return clock array overflow values due to GPIO base and clock being out of sync.

[2.8.1]

- Bug Fixes
 - Fixed CERT INT31-C issues.

[2.8.0]

- Improvements
 - Add API GPIO_PortInit/GPIO_PortDeinit to set GPIO clock enable and releasing GPIO reset.

[2.8.0]

- Improvements
 - Add API GPIO_PortInit/GPIO_PortDeinit to set GPIO clock enable and releasing GPIO reset.
 - Remove support for API GPIO_GetPinsDMARequestFlags with GPIO_ISFR_COUNT <= 1.

[2.7.3]

- Improvements
 - Release peripheral from reset if necessary in init function.

[2.7.2]

- New Features
 - Support devices without PORT module.

[2.7.1]

- Bug Fixes
 - Fixed MISRA C-2012 rule 10.4 issues in GPIO_GpioGetInterruptChannelFlags() function and GPIO_GpioClearInterruptChannelFlags() function.

[2.7.0]

- New Features
 - Added API to support Interrupt select (IRQS) bitfield.

[2.6.0]

- New Features
 - Added API to get GPIO version information.
 - Added API to control a pin for general purpose input.
 - Added some APIs to control pin in secure and privilege status.

[2.5.3]

- Bug Fixes
 - Correct the feature macro typo: FSL_FEATURE_GPIO_HAS_NO_INDEP_OUTPUT_CONTORL.

[2.5.2]

- Improvements
 - Improved GPIO_PortSet/GPIO_PortClear/GPIO_PortToggle functions to support devices without Set/Clear/Toggle registers.

[2.5.1]

- Bug Fixes
 - Fixed wrong macro definition.
 - Fixed MISRA C-2012 rule issues in the FGPIO_CheckAttributeBytes() function.
 - Defined the new macro to separate the scene when the width of registers is different.
 - Removed some redundant macros.
- New Features
 - Added some APIs to get/clear the interrupt status flag when the port doesn't control pins' interrupt.

[2.4.1]

- Improvements
 - Improved GPIO_CheckAttributeBytes() function to support 8 bits width GACR register.

[2.4.0]

- Improvements
 - API interface added:
 - * New APIs were added to configure the GPIO interrupt clear settings.

[2.3.2]

- Bug Fixes
 - Fixed the issue for MISRA-2012 check.
 - * Fixed rule 3.1, 10.1, 8.6, 10.6, and 10.3.

[2.3.1]

- Improvements
 - Removed deprecated APIs.

[2.3.0]

- New Features
 - Updated the driver code to adapt the case of interrupt configurations in GPIO module. New APIs were added to configure the GPIO interrupt settings if the module has this feature on it.

[2.2.1]

- Improvements
 - API interface changes:
 - * Refined naming of APIs while keeping all original APIs by marking them as deprecated. The original APIs will be removed in next release. The main change is updating APIs with prefix of _PinXXX() and _PortXXX.

[2.1.1]

- Improvements
 - API interface changes:
 - * Added an API for the check attribute bytes.

[2.1.0]

- Improvements
 - API interface changes:
 - * Added “pins” or “pin” to some APIs’ names.
 - * Renamed “_PinConfigure” to “GPIO_PinInit”.
-

I2C

[2.0.10]

- Bug Fixes
 - Fixed coverity issues.

[2.0.9]

- Bug Fixes
 - Fixed the MISRA-2012 violations.
 - * Fixed rule 8.4, 10.1, 10.4, 13.5, 20.8.

[2.0.8]

- Bug Fixes
 - Fixed the bug that DFEN bit of I2C Status register 2 could not be set in I2C_MasterInit.
 - MISRA C-2012 issue fixed: rule 14.2, 15.7, and 16.4.
 - Eliminated IAR Pa082 warnings from I2C_MasterTransferDMA and I2C_MasterTransferCallbackDMA by assigning volatile variables to local variables and using local variables instead.
 - Fixed MISRA issues.
 - * Fixed rules 10.1, 10.3, 10.4, 11.9, 14.4, 15.7, 17.7.
- Improvements
 - Improved timeout mechanism when waiting certain state in transfer API.
 - Updated the I2C_WAIT_TIMEOUT macro to unified name I2C_RETRY_TIMES.
 - Moved the master manually acknowledge byte operation into static function I2C_MasterAckByte.
 - Fixed control/status clean flow issue inside I2C_MasterReadBlocking to avoid potential issue that pending status is cleaned before it’s proceeded.

[2.0.7]

- Bug Fixes
 - Fixed the issue for MISRA-2012 check.
 - * Fixed rule 11.9 ,15.7 ,14.4 ,10.4 ,10.8 ,10.3, 10.1, 10.6, 13.5, 11.3, 13.2, 17.7, 5.7, 8.3, 8.5, 11.1, 16.1.
 - Fixed Coverity issue of unchecked return value in I2C_RTOS_Transfer.
 - Fixed variable redefine issue by moving i2cBases from fsl_i2c.h to fsl_i2c.c.
- Improvements
 - Added I2C_MASTER_FACK_CONTROL macro to enable FACK control for master transfer receive flow with IP supporting double buffer, then master could hold the SCL by manually setting TX AK/NAK during data transfer.

[2.0.6]

- Bug Fixes
 - Fixed the issue that I2C Master transfer APIs(blocking/non-blocking) did not support the situation of master transfer with subaddress and transfer data size being zero, which means no data followed by the subaddress.

[2.0.5]

- Improvements
 - Added I2C_WATI_TIMEOUT macro to allow the user to specify the timeout times for waiting flags in functional API and blocking transfer API.

[2.0.4]

- Bug Fixes
 - Added a proper handle for transfer config flag kI2C_TransferNoStartFlag to support transmit with kI2C_TransferNoStartFlag flag. Support write only or write+read with no start flag; does not support read only with no start flag.

[2.0.3]

- Bug Fixes
 - Removed enableHighDrive member in the master/slave configuration structure because the operation to HDRS bit is useless, the user need to use DSE bit in port register to configure the high drive capability.
 - Added register reset operation in I2C_MasterInit and I2C_SlaveInit APIs. Fixed issue where I2C could not switch between master and slave mode.
 - Improved slave IRQ handler to handle the corner case that stop flag and address match flag come synchronously.

[2.0.2]

- Bug Fixes
 - Fixed issue in master receive and slave transmit mode with no stop flag. The master could not succeed to start next transfer because the master could not send out re-start signal.

- Fixed the out-of-order issue of data transfer due to memory barrier.
- Added hold time configuration for slave. By leaving the SCL divider and MULT reset values when configured to slave mode, the setup and hold time of the slave is then reduced outside of spec for lower baudrates. This can cause intermittent arbitration loss on the master side.
- New Features
 - Added address nak event for master.
 - Added general call event for slave.

[2.0.1]

- New Features
 - Added double buffer enable configuration for SoCs which have the DFEN bit in S2 register.
 - Added flexible transmit/receive buffer size support in I2C_SlaveHandleIRQ.
 - Added start flag clear, address match, and release bus operation in I2C_SlaveWrite/ReadBlocking API.
- Bug Fixes
 - Changed the kI2C_SlaveRepeatedStartEvent to kI2C_SlaveStartEvent.

[2.0.0]

- Initial version.
-

LLWU

[2.0.5]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 10.3.
 - Fixed the issue that function LLWU_SetExternalWakeupPinMode() does not work on 32-bit width platforms.

[2.0.4]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 10.3, 10.4, 10.6, 10.7, 11.3.
 - Fixed issue that LLWU_ClearExternalWakeupPinFlag may clear other filter flags by mistake on platforms with 32-bit LLWU registers.

[2.0.3]

- Bug Fixes
 - Fixed MISRA-2012 rules.
 - * Rule 16.4.

[2.0.2]

- Improvements
 - Corrected driver function LLWU_SetResetPinMode parameter name.
- Bug Fixes
 - Fixed MISRA-2012 rules.
 - * Rule 14.4, 10.8, 10.4, 10.3.

[2.0.1]

- Other Changes
 - Updates for KL8x.

[2.0.0]

- Initial version.
-

LPTMR**[2.2.1]**

- Bug Fixes
 - Fix CERT INT31-C issues.

[2.2.0]

- Improvements
 - Updated lptmr_prescaler_clock_select_t, only define the valid options.

[2.1.1]

- Improvements
 - Updated the characters from “PTMR” to “LPTMR” in “FSL_FEATURE_PTMR_HAS_NO_PRESCALER_CLOCK_SOURCE_1_SUPPORT” feature definition.

[2.1.0]

- Improvements
 - Implement for some special devices’ not supporting for all clock sources.
- Bug Fixes
 - Fixed issue when accessing CMR register.

[2.0.2]

- Bug Fixes
 - Fixed MISRA-2012 issues.
 - * Rule 10.1.

[2.0.1]

- Improvements
 - Updated the LPTMR driver to support 32-bit CNR and CMR registers in some devices.

[2.0.0]

- Initial version.
-

LPUART

[2.9.2]

- Bug Fixes
 - Fixed coverity issues.

[2.9.1]

- Bug Fixes
 - Fixed coverity issues.

[2.9.0]

- New Feature
 - Added support for swap TXD and RXD pins.
 - Added common IRQ handler entry LPUART_DriverIRQHandler.

[2.8.3]

- Improvements
 - Conditionally compile interrupt handling code to solve the problem of using this driver on CPU cores that do not support interrupts.

[2.8.2]

- Bug Fix
 - Fixed the bug that LPUART_TransferEnable16Bit controlled by wrong feature macro.

[2.8.1]

- Bug Fixes
 - Fixed issue for MISRA-2012 check.
 - * Fixed rule-5.3, rule-5.8, rule-10.4, rule-11.3, rule-11.8.

[2.8.0]

- Improvements
 - Added support of DATA register for 9bit or 10bit data transmit in write and read API. Such as: LPUART_WriteBlocking16bit, LPUART_ReadBlocking16bit, LPUART_TransferEnable16Bit LPUART_WriteNonBlocking16bit, LPUART_ReadNonBlocking16bit.

[2.7.7]

- Bug Fixes
 - Fixed the bug that baud rate calculation overflow when srcClock_Hz is 528MHz.

[2.7.6]

- Bug Fixes
 - Fixed LPUART_EnableInterrupts and LPUART_DisableInterrupts bug that blocks if the LPUART address doesn't support exclusive access.

[2.7.5]

- Improvements
 - Release peripheral from reset if necessary in init function.

[2.7.4]

- Improvements
 - Added support for atomic register accessing in LPUART_EnableInterrupts and LPUART_DisableInterrupts.

[2.7.3]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 15.7.

[2.7.2]

- Bug Fix
 - Fixed the bug that the OSR calculation error when lpuart init and lpuart set baud rate.

[2.7.1]

- Improvements
 - Added support for LPUART_BASE_PTRS_NS in security mode in file fsl_lpuart.c.

[2.7.0]

- Improvements
 - Split some functions, fixed CCM problem in file fsl_lpuart.c.

[2.6.0]

- Bug Fixes
 - Fixed bug that when there are multiple lpuart instance, unable to support different ISR.

[2.5.3]

- Bug Fixes
 - Fixed comments by replacing unused status flags `kLPUART_NoiseErrorInRxDataRegFlag` and `kLPUART_ParityErrorInRxDataRegFlag` with `kLPUART_NoiseErrorFlag` and `kLPUART_ParityErrorFlag`.

[2.5.2]

- Bug Fixes
 - Fixed bug that when setting watermark for TX or RX FIFO, the value may exceed the maximum limit.
- Improvements
 - Added check in `LPUART_TransferDMAHandleIRQ` and `LPUART_TransferEdmaHandleIRQ` to ensure if user enables any interrupts other than transfer complete interrupt, the dma transfer is not terminated by mistake.

[2.5.1]

- Improvements
 - Use separate data for TX and RX in `lpuart_transfer_t`.
- Bug Fixes
 - Fixed bug that when ring buffer is used, if some data is received in ring buffer first before calling `LPUART_TransferReceiveNonBlocking`, the received data count returned by `LPUART_TransferGetReceiveCount` is wrong.

[2.5.0]

- Bug Fixes
 - Added missing interrupt enable masks `kLPUART_Match1InterruptEnable` and `kLPUART_Match2InterruptEnable`.
 - Fixed bug in `LPUART_EnableInterrupts`, `LPUART_DisableInterrupts` and `LPUART_GetEnabledInterrupts` that the `BAUD[LBKDIE]` bit field should be soc specific.
 - Fixed bug in `LPUART_TransferHandleIRQ` that idle line interrupt should be disabled when rx data size is zero.
 - Deleted unused status flags `kLPUART_NoiseErrorInRxDataRegFlag` and `kLPUART_ParityErrorInRxDataRegFlag`, since firstly their function are the same as `kLPUART_NoiseErrorFlag` and `kLPUART_ParityErrorFlag`, secondly to obtain them one data word must be read out thus interfering with the receiving process.
 - Fixed bug in `LPUART_GetStatusFlags` that the `STAT[LBKDIF]`, `STAT[MA1F]` and `STAT[MA2F]` should be soc specific.
 - Fixed bug in `LPUART_ClearStatusFlags` that tx/rx FIFO is reset by mistake when clearing flags.

- Fixed bug in LPUART_TransferHandleIRQ that while clearing idle line flag the other bits should be masked in case other status bits be cleared by accident.
- Fixed bug of race condition during LPUART transfer using transactional APIs, by disabling and re-enabling the global interrupt before and after critical operations on interrupt enable register.
- Fixed DMA/eDMA transfer blocking issue by enabling tx idle interrupt after DMA/eDMA transmission finishes.
- New Features
 - Added APIs LPUART_GetRxFifoCount/LPUART_GetTxFifoCount to get rx/tx FIFO data count.
 - Added APIs LPUART_SetRxFifoWatermark/LPUART_SetTxFifoWatermark to set rx/tx FIFO water mark.

[2.4.1]

- Bug Fixes
 - Fixed MISRA advisory 17.7 issues.

[2.4.0]

- New Features
 - Added APIs to configure 9-bit data mode, set slave address and send address.

[2.3.1]

- Bug Fixes
 - Fixed MISRA advisory 15.5 issues.

[2.3.0]

- Improvements
 - Modified LPUART_TransferHandleIRQ so that txState will be set to idle only when all data has been sent out to bus.
 - Modified LPUART_TransferGetSendCount so that this API returns the real byte count that LPUART has sent out rather than the software buffer status.
 - Added timeout mechanism when waiting for certain states in transfer driver.

[2.2.8]

- Bug Fixes
 - Fixed issue for MISRA-2012 check.
 - * Fixed rule-10.3, rule-14.4, rule-15.5.
 - Eliminated Pa082 warnings by assigning volatile variables to local variables and using local variables instead.
 - Fixed MISRA issues.
 - * Fixed rules 10.1, 10.3, 10.4, 10.8, 14.4, 11.6, 17.7.
- Improvements

- Added check for `kLPUART_TransmissionCompleteFlag` in `LPUART_WriteBlocking`, `LPUART_TransferHandleIRQ`, `LPUART_TransferSendDMACallback` and `LPUART_SendEDMACallback` to ensure all the data would be sent out to bus.
- Rounded up the calculated `sbr` value in `LPUART_SetBaudRate` and `LPUART_Init` to achieve more accurate baudrate setting. Changed `osr` from `uint32_t` to `uint8_t` since `osr`'s biggest value is 31.
- Modified `LPUART_ReadBlocking` so that if more than one receiver errors occur, all status flags will be cleared and the most severe error status will be returned.

[2.2.7]

- Bug Fixes
 - Fixed issue for MISRA-2012 check.
 - * Fixed rule-12.1, rule-17.7, rule-14.4, rule-13.3, rule-14.4, rule-10.4, rule-10.8, rule-10.3, rule-10.7, rule-10.1, rule-11.6, rule-13.5, rule-11.3, rule-13.2, rule-8.3.

[2.2.6]

- Bug Fixes
 - Fixed the issue of register's being in repeated reading status while dealing with the IRQ routine.

[2.2.5]

- Bug Fixes
 - Do not set or clear the TIE/RIE bits when using `LPUART_EnableTxDMA` and `LPUART_EnableRxDMA`.

[2.2.4]

- Improvements
 - Added hardware flow control function support.
 - Added idle-line-detecting feature in `LPUART_TransferNonBlocking` function. If an idle line is detected, a callback is triggered with status `kStatus_LPUART_IdleLineDetected` returned. This feature may be useful when the received Bytes is less than the expected received data size. Before triggering the callback, data in the FIFO (if has FIFO) is read out, and no interrupt will be disabled, except for that the receive data size reaches 0.
 - Enabled the RX FIFO watermark function. With the idle-line-detecting feature enabled, users can set the watermark value to whatever you want (should be less than the RX FIFO size). Data is received and a callback will be triggered when data receive ends.

[2.2.3]

- Improvements
 - Changed parameter type in `LPUART_RTOS_Init` struct from `rtos_lpuart_config` to `lpuart_rtos_config_t`.
- Bug Fixes

- Disabled LPUART receive interrupt instead of all NVICs when reading data from ring buffer. Otherwise when the ring buffer is used, receive nonblocking method will disable all NVICs to protect the ring buffer. This may have a negative effect on other IPs that are using the interrupt.

[2.2.2]

- Improvements
 - Added software reset feature support.
 - Added software reset API in LPUART_Init.

[2.2.1]

- Improvements
 - Added separate RX/TX IRQ number support.

[2.2.0]

- Improvements
 - Added support of 7 data bits and MSB.

[2.1.1]

- Improvements
 - Removed unnecessary check of event flags and assert in LPUART_RTOS_Receive.
 - Added code to always wait for RX event flag in LPUART_RTOS_Receive.

[2.1.0]

- Improvements
 - Update transactional APIs.
-

MCM

[2.2.0]

- Improvements
 - Support platforms with less features.

[2.1.0]

- Others
 - Remove byteID from mcm_lmem_fault_attribute_t for document update.

[2.0.0]

- Initial version.
-

PMC

[2.0.3]

- Bug Fixes
 - Fixed the violation of MISRA C-2012 rule 11.3.

[2.0.2]

- Bug Fixes
 - Fixed the violations of MISRA 2012 rules:
 - * Rule 10.3.

[2.0.1]

- Bug Fixes
 - Fixed MISRA issues.
 - * Rule 10.8, Rule 10.3.

[2.0.0]

- Initial version.
-

PORT

[2.5.1]

- Bug Fixes
 - Fix CERT INT31-C issues.

[2.5.0]

- Bug Fixes
 - Correct the kPORT_MuxAsGpio for some platforms.

[2.4.1]

- Bug Fixes
 - Fixed the violations of MISRA C-2012 rules: 10.1, 10.8 and 14.4.

[2.4.0]

- New Features
 - Updated port_pin_config_t to support input buffer and input invert.

[2.3.0]

- New Features
 - Added new APIs for Electrical Fast Transient(EFT) detect.
 - Added new API to configure port voltage range.

[2.2.0]

- New Features
 - Added new api PORT_EnablePinDoubleDriveStrength.

[2.1.1]

- Bug Fixes
 - Fixed the violations of MISRA C-2012 rules: 10.1, 10.4□11.3□11.8, 14.4.

[2.1.0]

- New Features
 - Updated the driver code to adapt the case of the interrupt configurations in GPIO module. Will move the pin configuration APIs to GPIO module.

[2.0.2]

- Other Changes
 - Added feature guard macros in the driver.

[2.0.1]

- Other Changes
 - Added “const” in function parameter.
 - Updated some enumeration variables’ names.
-

RCM**[2.0.4]**

- Bug Fixes
 - Fixed violation of MISRA C-2012 rule 10.3

[2.0.3]

- Bug Fixes
 - Fixed violation of MISRA C-2012 rules.

[2.0.2]

- Bug Fixes
 - Fixed MISRA issue.
 - * Rule 10.8, rule 10.1, rule 13.2, rule 3.1.

[2.0.1]

- Bug Fixes
 - Fixed kRCM_SourceSw bit shift issue.

[2.0.0]

- Initial version.
-

RTC

[2.3.3]

- Bug Fixes
 - Fix RTC_GetDatetime function validating datetime issue.

[2.3.2]

- Improvements
 - Handle errata 010716: Disable the counter before setting alarm register and then reen-able the counter.

[2.3.1]

- Bug Fixes
 - Fixed CERT INT31-C violations.

[2.3.0]

- Improvements
 - Added API RTC_EnableLPOClock to set 1kHz LPO clock.
 - Added API RTC_EnableCrystalClock to replace API RTC_SetClockSource.

[2.2.2]

- Improvements
 - Refine _rtc_interrupt_enable order.

[2.2.1]

- Bug Fixes
 - Fixed the issue of Pa082 warning.
 - Fixed the issue of bit field mask checking.
 - Fixed the issue of hard code in RTC_Init.

[2.2.0]

- Bug Fixes
 - Fixed MISRA C-2012 issue.
 - * Fixed rule contain: rule-17.7, rule-14.4, rule-10.4, rule-10.7, rule-10.1, rule-10.3.
 - Fixed central repository code formatting issue.
- Improvements
 - Added an API for enabling wakeup pin.

[2.1.0]

- Improvements
 - Added feature macro check for many features.

[2.0.0]

- Initial version.
-

SIM

[2.2.0]

- Improvements
 - Added API to trigger TRGMUX.

[2.1.3]

- Improvements
 - Updated function SIM_GetUniqueId to support different register names.

[2.1.2]

- Bug Fixes
 - Fixed SIM_GetUniqueId bug that could not get UIDH.

[2.1.1]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 10.1, 10.4

[2.1.0]

- Improvements
 - Added new APIs: SIM_GetRfAddr() and SIM_EnableSystickClock().

[2.0.0]

- Initial version.
-

SMC

[2.0.7]

- Bug Fixes
 - Fixed MISRA-2012 issue 10.3.

[2.0.6]

- Bug Fixes
 - Fixed issue for MISRA-2012 check.
 - * Fixed rule 10.3, rule 11.3.

[2.0.5]

- Bug Fixes
 - Fixed issue for MISRA-2012 check.
 - * Fixed rule 15.7, rule 14.4, rule 10.3, rule 10.1, rule 10.4.

[2.0.4]

- Bug Fixes
 - When entering stop modes, used RAM function for the flash synchronization issue. Application should make sure that, the RW data of fsl_smc.c is located in memory region which is not powered off in stop modes.

[2.0.3]

- Improvements
 - Added APIs SMC_PreEnterStopModes, SMC_PreEnterWaitModes, SMC_PostExitWaitModes, and SMC_PostExitStopModes.

[2.0.2]

- Bug Fixes
 - Added DSB before WFI while ISB after WFI.
- Other Changes
 - Updated SMC_SetPowerModeVlppw implementation.

[2.0.1]

- Other Changes
 - Updated for KL8x.

[2.0.0]

- Initial version.
-

SPI**[2.1.4]**

- Bug Fixes
 - Fixed coverity issues.

[2.1.3]

- Bug Fixes
 - Fixed the txData from void * to const void * in transmit API.

[2.1.2]

- Improvements
 - Changed SPI_DUMMYDATA to 0x00.

[2.1.1]

- Bug Fixes
 - Fixed MISRA 10.3 violation.

[2.1.0]

- Improvements
 - Added timeout mechanism when waiting certain states in transfer driver.
- Bug Fixes
 - Fixed the bug that, when working as a slave, instance that does not have FIFO may miss some rx data.
 - Fixed master RX data overflow issue by synchronizing transmit and receive process.
 - Fixed issue that slave should not share the same non-blocking initialization API and IRQ handler with master to prevent dead lock issue.
 - Fixed issue that callback should be invoked after all data is sent out to bus.
 - Added code in SPI_SlaveTransferNonBlocking to empty rx buffer before initializing transfer.

[2.0.5]

- Bug Fixes
 - Eliminated Pa082 warnings from SPI_WriteNonBlocking and SPI_GetStatusFlags.
 - Fixed MISRA issues.
 - * Fixed issues 10.1, 10.3, 10.4, 10.7, 10.8, 11.9, 14.4, 17.7.

[2.0.4]

- New Features
 - Supported 3-wire mode for SPI driver. Added new API SPI_SetPinMode() to control the transfer direction of the single wire. For master instance, MOSI is selected as I/O pin. For slave instance, MISO is selected as I/O pin.
 - Added dummy data setup API to allow users to configure the dummy data to be transferred.

[2.0.3]

- Bug Fixes
 - Fixed the potential interrupt race condition at high baudrate when calling API SPI_MasterTransferNonBlocking.

[2.0.2]

- New Features
 - Allowed users to set the transfer size for SPI_TransferNoBlocking non-integer times of watermark.
 - Allowed users to define the dummy data. Users only need to define the macro SPI_DUMMYDATA in applications.

[2.0.1]

- Bug Fixes
 - Fixed SPI_Enable function parameter error.
 - Set the s_dummy variable as static variable in fsl_spi_dma.c.
- Improvements
 - Optimized the code size while not using transactional API.
 - Improved performance in polling method.
 - Added #ifndef/#endif to allow users to change the default tx value at compile time.

[2.0.0]

- Initial version.
-

TPM

[2.4.0]

- New Feature
 - Added while loop timeout for MOD CnV CnSC and SC register write sequence.
 - Change the return type from void to status_t for following API:
 - * TPM_DisableChannel
 - * TPM_EnableChannel
 - * TPM_SetupOutputCompare
 - * TPM_SetTimerPeriod
 - * TPM_StopTimer

[2.3.6]

- Bug Fixes
 - Fixed CERT INT30-C INT31-C issue for TPM_SetupDualEdgeCapture.

[2.3.5]

- New Feature
 - Added IRQ handler entry for TPM2.

[2.3.4]

- New Feature
 - Added common IRQ handler entry TPM_DriverIRQHandler.

[2.3.3]

- Improvements
 - Conditionally compile interrupt handling code to solve the problem of using this driver on CPU cores that do not support interrupts.

[2.3.2]

- Bug Fixes
 - Fixed ERR008085 TPM writing the TPMx_MOD or TPMx_CnV registers more than once may fail when the timer is disabled.

[2.3.1]

- Bug Fixes
 - Fixed compilation error when macro FSL_SDK_DISABLE_DRIVER_CLOCK_CONTROL is 1.

[2.3.0]

- Improvements
 - Create callback feature for TPM match and timer overflow interrupts.

[2.2.4]

- Improvements
 - Add feature macros(FSL_FEATURE_TPM_HAS_GLOBAL_TIME_BASE_EN, FSL_FEATURE_TPM_HAS_GLOBAL_TIME_BASE_SYNC).

[2.2.3]

- Improvements
 - Release peripheral from reset if necessary in init function.

[2.2.2]

- Bug Fixes
 - Fixed violations of MISRA C-2012 rule 10.4.

[2.2.1]

- Bug Fixes
 - Fixed CCM issue by splitting function from TPM_SetupPwm() function to reduce function complexity.
 - Fixed violations of MISRA C-2012 rule 17.7.

[2.2.0]

- Improvements
 - Added TPM_SetChannelPolarity to support select channel input/output polarity.
 - Added TPM_EnableChannelExtTrigger to support enable external trigger input to be used by channel.
 - Added TPM_CalculateCounterClkDiv to help calculates the counter clock prescaler.
 - Added TPM_GetChannelValue to support get TPM channel value.
 - Added new TPM configuration.
 - * syncGlobalTimeBase
 - * extTriggerPolarity
 - * chnlPolarity
 - Added new PWM signal configuration.
 - * secPauseLevel
- Bug Fixes
 - Fixed TPM_SetupPwm can't configure 0% combined PWM issues.

[2.1.1]

- Improvements
 - Add feature macro for PWM pause level select feature.

[2.1.0]

- Improvements
 - Added TPM_EnableChannel and TPM_DisableChannel APIs.
 - Added new PWM signal configuration.
 - * pauseLevel - Support select output level when counter first enabled or paused.
 - * enableComplementary - Support enable/disable generate complementary PWM signal.
 - * deadTimeValue - Support deadtime insertion for each pair of channels in combined PWM mode.
- Bug Fixes
 - Fixed issues about channel MSnB:MSnA and ELSnB:ELSnA bit fields and CnV register change request acknowledgement. Writes to these bits are ignored when the interval between successive writes is less than the TPM clock period.

[2.0.8]

- Bug Fixes
 - Fixed violations of MISRA C-2012 rule 10.1, 10.4 ,10.7 and 14.4.

[2.0.7]

- Bug Fixes
 - Fixed violations of MISRA C-2012 rule 10.4 and 17.7.

[2.0.6]

- Bug Fixes
 - Fixed Out-of-bounds issue.

[2.0.5]

- Bug Fixes
 - Fixed MISRA-2012 rules.
 - * Rule 10.6, 10.7

[2.0.4]

- Bug Fixes
 - Fixed ERR050050 in functions TPM_SetupPwm/TPM_UpdatePwmDutycycle. When TPM was configured in EPWM mode as PS = 0, the compare event was missed on the first reload/overflow after writing 1 to the CnV register.

[2.0.3]

- Bug Fixes
 - MISRA-2012 issue fixed.
 - * Fixed rules: rule-12.1, rule-17.7, rule-16.3, rule-14.4, rule-1.3, rule-10.4, rule-10.3, rule-10.7, rule-10.1, rule-10.6, and rule-18.1.

[2.0.2]

- Bug Fixes
 - Fixed issues in functions TPM_SetupPwm/TPM_UpdateChnEdgeLevelSelect/TPM_SetupInputCapture/TPM_SetupOutputCompare/TPM_SetupDualEdgeCapture, wait acknowledgement when the channel is disabled.

[2.0.1]

- Bug Fixes
 - Fixed TPM_UpdateChnEdgeLevelSelect ACK wait issue.
 - Fixed the issue that TPM_SetupDualEdgeCapture could not set FILTER register.
 - Fixed TPM_UpdateChnEdgeLevelSelect ACK wait issue.

[2.0.0]

- Initial version.
-

VREF

[2.1.3]

- Improvements
 - Add timeout for APIs with dfmea issues.

[2.1.2]

- Bug Fixes
 - Fixed the violation of MISRA-2012 rule 10.3.
 - Fixed MISRA C-2012 rule 10.3, rule 10.4 violation.

[2.1.1]

- Bug Fixes
 - MISRA-2012 issue fixed.
 - * Fixed rules containing: rule-10.4, rule-10.3, rule-10.1.

[2.1.0]

- Improvements
 - Added new functions to support L5K board: added VREF_SetTrim2V1Val() and VREF_GetTrim2V1Val() functions to supply 2V1 output mode.

[2.0.0]

- Initial version.
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1.6 Driver API Reference Manual

This section provides a link to the Driver API RM, detailing available drivers and their usage to help you integrate hardware efficiently.

[MCXC041](#)

1.7 Middleware Documentation

Find links to detailed middleware documentation for key components. While not all onboard middleware is covered, this serves as a useful reference for configuration and development.

1.7.1 FreeMASTER

[freemaster](#)

1.7.2 FreeRTOS

[FreeRTOS](#)

1.7.3 File systemFatfs

[FatFs](#)

Chapter 2

MCXC041

2.1 ADC16: 16-bit SAR Analog-to-Digital Converter Driver

`void ADC16_Init(ADC_Type *base, const adc16_config_t *config)`

Initializes the ADC16 module.

Parameters

- `base` – ADC16 peripheral base address.
- `config` – Pointer to configuration structure. See “*adc16_config_t*”.

`void ADC16_Deinit(ADC_Type *base)`

De-initializes the ADC16 module.

Parameters

- `base` – ADC16 peripheral base address.

`void ADC16_GetDefaultConfig(adc16_config_t *config)`

Gets an available pre-defined settings for the converter’s configuration.

This function initializes the converter configuration structure with available settings. The default values are as follows.

```
config->referenceVoltageSource = kADC16_ReferenceVoltageSourceVref;
config->clockSource            = kADC16_ClockSourceAsynchronousClock;
config->enableAsynchronousClock = false;
config->clockDivider           = kADC16_ClockDivider8;
config->resolution              = kADC16_ResolutionSE12Bit;
config->longSampleMode          = kADC16_LongSampleDisabled;
config->enableHighSpeed         = false;
config->enableLowPower          = false;
config->enableContinuousConversion = false;
```

Parameters

- `config` – Pointer to the configuration structure.

`status_t ADC16_DoAutoCalibration(ADC_Type *base)`

Automates the hardware calibration.

This auto calibration helps to adjust the plus/minus side gain automatically. Execute the calibration before using the converter. Note that the hardware trigger should be used during the calibration.

Parameters

- `base` – ADC16 peripheral base address.

Return values

- `kStatus_Success` – Calibration is done successfully.
- `kStatus_Fail` – Calibration has failed.

Returns

Execution status.

```
static inline void ADC16_SetOffsetValue(ADC_Type *base, int16_t value)
```

Sets the offset value for the conversion result.

This offset value takes effect on the conversion result. If the offset value is not zero, the reading result is subtracted by it. Note, the hardware calibration fills the offset value automatically.

Parameters

- `base` – ADC16 peripheral base address.
- `value` – Setting offset value.

```
static inline void ADC16_EnableDMA(ADC_Type *base, bool enable)
```

Enables generating the DMA trigger when the conversion is complete.

Parameters

- `base` – ADC16 peripheral base address.
- `enable` – Switcher of the DMA feature. “true” means enabled, “false” means not enabled.

```
static inline void ADC16_EnableHardwareTrigger(ADC_Type *base, bool enable)
```

Enables the hardware trigger mode.

Parameters

- `base` – ADC16 peripheral base address.
- `enable` – Switcher of the hardware trigger feature. “true” means enabled, “false” means not enabled.

```
void ADC16_SetChannelMuxMode(ADC_Type *base, adc16_channel_mux_mode_t mode)
```

Sets the channel mux mode.

Some sample pins share the same channel index. The channel mux mode decides which pin is used for an indicated channel.

Parameters

- `base` – ADC16 peripheral base address.
- `mode` – Setting channel mux mode. See “`adc16_channel_mux_mode_t`”.

```
void ADC16_SetHardwareCompareConfig(ADC_Type *base, const  
                                     adc16_hardware_compare_config_t *config)
```

Configures the hardware compare mode.

The hardware compare mode provides a way to process the conversion result automatically by using hardware. Only the result in the compare range is available. To compare the range, see “`adc16_hardware_compare_mode_t`” or the appropriate reference manual for more information.

Parameters

- `base` – ADC16 peripheral base address.

- `config` – Pointer to the “`adc16_hardware_compare_config_t`” structure. Passing “NULL” disables the feature.

`void ADC16_SetHardwareAverage(ADC_Type *base, adc16_hardware_average_mode_t mode)`

Sets the hardware average mode.

The hardware average mode provides a way to process the conversion result automatically by using hardware. The multiple conversion results are accumulated and averaged internally making them easier to read.

Parameters

- `base` – ADC16 peripheral base address.
- `mode` – Setting the hardware average mode. See “`adc16_hardware_average_mode_t`”.

`void ADC16_SetPGAConfig(ADC_Type *base, const adc16_pga_config_t *config)`

Configures the PGA for the converter’s front end.

Parameters

- `base` – ADC16 peripheral base address.
- `config` – Pointer to the “`adc16_pga_config_t`” structure. Passing “NULL” disables the feature.

`uint32_t ADC16_GetStatusFlags(ADC_Type *base)`

Gets the status flags of the converter.

Parameters

- `base` – ADC16 peripheral base address.

Returns

Flags’ mask if indicated flags are asserted. See “`_adc16_status_flags`”.

`void ADC16_ClearStatusFlags(ADC_Type *base, uint32_t mask)`

Clears the status flags of the converter.

Parameters

- `base` – ADC16 peripheral base address.
- `mask` – Mask value for the cleared flags. See “`_adc16_status_flags`”.

`static inline void ADC16_EnableAsynchronousClockOutput(ADC_Type *base, bool enable)`

Enable/disable ADC Asynchronous clock output to other modules.

Parameters

- `base` – ADC16 peripheral base address.
- `enable` – Used to enable/disable ADC ADACK output.
 - **true** Asynchronous clock and clock output is enabled regardless of the state of the ADC.
 - **false** Asynchronous clock output disabled, asynchronous clock is enabled only if it is selected as input clock and a conversion is active.

`void ADC16_SetChannelConfig(ADC_Type *base, uint32_t channelGroup, const adc16_channel_config_t *config)`

Configures the conversion channel.

This operation triggers the conversion when in software trigger mode. When in hardware trigger mode, this API configures the channel while the external trigger source helps to trigger the conversion.

Note that the “Channel Group” has a detailed description. To allow sequential conversions of the ADC to be triggered by internal peripherals, the ADC has more than one group of status and control registers, one for each conversion. The channel group parameter indicates which group of registers are used, for example, channel group 0 is for Group A registers and channel group 1 is for Group B registers. The channel groups are used in a “ping-pong” approach to control the ADC operation. At any point, only one of the channel groups is actively controlling ADC conversions. The channel group 0 is used for both software and hardware trigger modes. Channel group 1 and greater indicates multiple channel group registers for use only in hardware trigger mode. See the chip configuration information in the appropriate MCU reference manual for the number of SC1n registers (channel groups) specific to this device. Channel group 1 or greater are not used for software trigger operation. Therefore, writing to these channel groups does not initiate a new conversion. Updating the channel group 0 while a different channel group is actively controlling a conversion is allowed and vice versa. Writing any of the channel group registers while that specific channel group is actively controlling a conversion aborts the current conversion.

Parameters

- base – ADC16 peripheral base address.
- channelGroup – Channel group index.
- config – Pointer to the “adc16_channel_config_t” structure for the conversion channel.

```
static inline uint32_t ADC16_GetChannelConversionValue(ADC_Type *base, uint32_t
                                                    channelGroup)
```

Gets the conversion value.

Parameters

- base – ADC16 peripheral base address.
- channelGroup – Channel group index.

Returns

Conversion value.

```
uint32_t ADC16_GetChannelStatusFlags(ADC_Type *base, uint32_t channelGroup)
```

Gets the status flags of channel.

Parameters

- base – ADC16 peripheral base address.
- channelGroup – Channel group index.

Returns

Flags’ mask if indicated flags are asserted. See “_adc16_channel_status_flags”.

FSL_ADC16_DRIVER_VERSION

ADC16 driver version 2.3.0.

```
enum _adc16_channel_status_flags
```

Channel status flags.

Values:

```
enumerator kADC16_ChannelConversionDoneFlag
```

Conversion done.

```
enum _adc16_status_flags
```

Converter status flags.

Values:

enumerator kADC16_ActiveFlag

Converter is active.

enumerator kADC16_CalibrationFailedFlag

Calibration is failed.

enum _adc_channel_mux_mode

Channel multiplexer mode for each channel.

For some ADC16 channels, there are two pin selections in channel multiplexer. For example, ADC0_SE4a and ADC0_SE4b are the different channels that share the same channel number.

Values:

enumerator kADC16_ChannelMuxA

For channel with channel mux a.

enumerator kADC16_ChannelMuxB

For channel with channel mux b.

enum _adc16_clock_divider

Clock divider for the converter.

Values:

enumerator kADC16_ClockDivider1

For divider 1 from the input clock to the module.

enumerator kADC16_ClockDivider2

For divider 2 from the input clock to the module.

enumerator kADC16_ClockDivider4

For divider 4 from the input clock to the module.

enumerator kADC16_ClockDivider8

For divider 8 from the input clock to the module.

enum _adc16_resolution

Converter's resolution.

Values:

enumerator kADC16_Resolution8or9Bit

Single End 8-bit or Differential Sample 9-bit.

enumerator kADC16_Resolution12or13Bit

Single End 12-bit or Differential Sample 13-bit.

enumerator kADC16_Resolution10or11Bit

Single End 10-bit or Differential Sample 11-bit.

enumerator kADC16_ResolutionSE8Bit

Single End 8-bit.

enumerator kADC16_ResolutionSE12Bit

Single End 12-bit.

enumerator kADC16_ResolutionSE10Bit

Single End 10-bit.

enumerator kADC16_ResolutionDF9Bit

Differential Sample 9-bit.

enumerator kADC16__ResolutionDF13Bit
Differential Sample 13-bit.

enumerator kADC16__ResolutionDF11Bit
Differential Sample 11-bit.

enum __adc16__clock__source
Clock source.

Values:

enumerator kADC16__ClockSourceAlt0
Selection 0 of the clock source.

enumerator kADC16__ClockSourceAlt1
Selection 1 of the clock source.

enumerator kADC16__ClockSourceAlt2
Selection 2 of the clock source.

enumerator kADC16__ClockSourceAlt3
Selection 3 of the clock source.

enumerator kADC16__ClockSourceAsynchronousClock
Using internal asynchronous clock.

enum __adc16__long__sample__mode
Long sample mode.

Values:

enumerator kADC16__LongSampleCycle24
20 extra ADCK cycles, 24 ADCK cycles total.

enumerator kADC16__LongSampleCycle16
12 extra ADCK cycles, 16 ADCK cycles total.

enumerator kADC16__LongSampleCycle10
6 extra ADCK cycles, 10 ADCK cycles total.

enumerator kADC16__LongSampleCycle6
2 extra ADCK cycles, 6 ADCK cycles total.

enumerator kADC16__LongSampleDisabled
Disable the long sample feature.

enum __adc16__reference__voltage__source
Reference voltage source.

Values:

enumerator kADC16__ReferenceVoltageSourceVref
For external pins pair of VrefH and VrefL.

enumerator kADC16__ReferenceVoltageSourceValt
For alternate reference pair of ValtH and ValtL.

enum __adc16__hardware__average__mode
Hardware average mode.

Values:

enumerator kADC16__HardwareAverageCount4
For hardware average with 4 samples.

enumerator kADC16__HardwareAverageCount8

For hardware average with 8 samples.

enumerator kADC16__HardwareAverageCount16

For hardware average with 16 samples.

enumerator kADC16__HardwareAverageCount32

For hardware average with 32 samples.

enumerator kADC16__HardwareAverageDisabled

Disable the hardware average feature.

enum _adc16__hardware__compare__mode

Hardware compare mode.

Values:

enumerator kADC16__HardwareCompareMode0

$x < \text{value1}$.

enumerator kADC16__HardwareCompareMode1

$x > \text{value1}$.

enumerator kADC16__HardwareCompareMode2

if $\text{value1} \leq \text{value2}$, then $x < \text{value1} \mid \mid x > \text{value2}$; else, $\text{value1} > x > \text{value2}$.

enumerator kADC16__HardwareCompareMode3

if $\text{value1} \leq \text{value2}$, then $\text{value1} \leq x \leq \text{value2}$; else $x \geq \text{value1} \mid \mid x \leq \text{value2}$.

enum _adc16__pga__gain

PGA's Gain mode.

Values:

enumerator kADC16__PGAGainValueOf1

For amplifier gain of 1.

enumerator kADC16__PGAGainValueOf2

For amplifier gain of 2.

enumerator kADC16__PGAGainValueOf4

For amplifier gain of 4.

enumerator kADC16__PGAGainValueOf8

For amplifier gain of 8.

enumerator kADC16__PGAGainValueOf16

For amplifier gain of 16.

enumerator kADC16__PGAGainValueOf32

For amplifier gain of 32.

enumerator kADC16__PGAGainValueOf64

For amplifier gain of 64.

typedef enum _adc_channel_mux_mode adc16_channel_mux_mode_t

Channel multiplexer mode for each channel.

For some ADC16 channels, there are two pin selections in channel multiplexer. For example, ADC0_SE4a and ADC0_SE4b are the different channels that share the same channel number.

typedef enum _adc16_clock_divider adc16_clock_divider_t

Clock divider for the converter.


```
typedef enum _adc16_resolution adc16_resolution_t
    Converter's resolution.

typedef enum _adc16_clock_source adc16_clock_source_t
    Clock source.

typedef enum _adc16_long_sample_mode adc16_long_sample_mode_t
    Long sample mode.

typedef enum _adc16_reference_voltage_source adc16_reference_voltage_source_t
    Reference voltage source.

typedef enum _adc16_hardware_average_mode adc16_hardware_average_mode_t
    Hardware average mode.

typedef enum _adc16_hardware_compare_mode adc16_hardware_compare_mode_t
    Hardware compare mode.

typedef enum _adc16_pga_gain adc16_pga_gain_t
    PGA's Gain mode.

typedef struct _adc16_config adc16_config_t
    ADC16 converter configuration.

typedef struct _adc16_hardware_compare_config adc16_hardware_compare_config_t
    ADC16 Hardware comparison configuration.

typedef struct _adc16_channel_config adc16_channel_config_t
    ADC16 channel conversion configuration.

typedef struct _adc16_pga_config adc16_pga_config_t
    ADC16 programmable gain amplifier configuration.

struct _adc16_config
    #include <fsl_adc16.h> ADC16 converter configuration.
```

Public Members

```
adc16_reference_voltage_source_t referenceVoltageSource
    Select the reference voltage source.

adc16_clock_source_t clockSource
    Select the input clock source to converter.

bool enableAsynchronousClock
    Enable the asynchronous clock output.

adc16_clock_divider_t clockDivider
    Select the divider of input clock source.

adc16_resolution_t resolution
    Select the sample resolution mode.

adc16_long_sample_mode_t longSampleMode
    Select the long sample mode.

bool enableHighSpeed
    Enable the high-speed mode.

bool enableLowPower
    Enable low power.
```

bool enableContinuousConversion

Enable continuous conversion mode.

adc16_hardware_average_mode_t hardwareAverageMode

Set hardware average mode.

struct __adc16_hardware_compare_config

#include <fsl_adc16.h> ADC16 Hardware comparison configuration.

Public Members

adc16_hardware_compare_mode_t hardwareCompareMode

Select the hardware compare mode. See “adc16_hardware_compare_mode_t”.

int16_t value1

Setting value1 for hardware compare mode.

int16_t value2

Setting value2 for hardware compare mode.

struct __adc16_channel_config

#include <fsl_adc16.h> ADC16 channel conversion configuration.

Public Members

uint32_t channelNumber

Setting the conversion channel number. The available range is 0-31. See channel connection information for each chip in Reference Manual document.

bool enableInterruptOnConversionCompleted

Generate an interrupt request once the conversion is completed.

bool enableDifferentialConversion

Using Differential sample mode.

struct __adc16_pga_config

#include <fsl_adc16.h> ADC16 programmable gain amplifier configuration.

Public Members

adc16_pga_gain_t pgaGain

Setting PGA gain.

bool enableRunInNormalMode

Enable PGA working in normal mode, or low power mode by default.

bool disablePgaChopping

Disable the PGA chopping function. The PGA employs chopping to remove/reduce offset and 1/f noise and offers an offset measurement configuration that aids the offset calibration.

bool enableRunInOffsetMeasurement

Enable the PGA working in offset measurement mode. When this feature is enabled, the PGA disconnects itself from the external inputs and auto-configures into offset measurement mode. With this field set, run the ADC in the recommended settings and enable the maximum hardware averaging to get the PGA offset number. The output is the (PGA offset * (64+1)) for the given PGA setting.

2.2 Clock Driver

enum _clock_name

Clock name used to get clock frequency.

Values:

enumerator kCLOCK_CoreSysClk

Core/system clock

enumerator kCLOCK_PlatClk

Platform clock

enumerator kCLOCK_BusClk

Bus clock

enumerator kCLOCK_FlashClk

Flash clock

enumerator kCLOCK_Er32kClk

External reference 32K clock (ERCLK32K)

enumerator kCLOCK_Osc0ErClk

OSC0 external reference clock (OSC0ERCLK)

enumerator kCLOCK_McgFixedFreqClk

MCG fixed frequency clock (MCGFFCLK)

enumerator kCLOCK_McgInternalRefClk

MCG internal reference clock (MCGIRCLK)

enumerator kCLOCK_McgFllClk

MCGFLLCLK

enumerator kCLOCK_McgPeriphClk

MCG peripheral clock (MCGPCLK)

enumerator kCLOCK_McgIrc48MClk

MCG IRC48M clock

enumerator kCLOCK_LpoClk

LPO clock

enum _clock_ip_name

Clock gate name used for CLOCK_EnableClock/CLOCK_DisableClock.

Values:

enumerator kCLOCK_IpInvalid

enumerator kCLOCK_I2c0

enumerator kCLOCK_Cmp0

enumerator kCLOCK_Vref0

enumerator kCLOCK_Spi0

enumerator kCLOCK_Lptmr0

enumerator kCLOCK_PortA

enumerator kCLOCK_PortB

enumerator kCLOCK_Lpuart0

enumerator kCLOCK_Ftf0

enumerator kCLOCK_Tpm0

enumerator kCLOCK_Tpm1

enumerator kCLOCK_Adc0

enumerator kCLOCK_Rtc0

enum __osc_cap_load
Oscillator capacitor load setting.
Values:

enumerator kOSC_Cap2P
2 pF capacitor load

enumerator kOSC_Cap4P
4 pF capacitor load

enumerator kOSC_Cap8P
8 pF capacitor load

enumerator kOSC_Cap16P
16 pF capacitor load

enum __oscer_enable_mode
OSCERCLK enable mode.
Values:

enumerator kOSC_ErClkEnable
Enable.

enumerator kOSC_ErClkEnableInStop
Enable in stop mode.

enum __osc_mode
The OSC work mode.
Values:

enumerator kOSC_ModeExt
Use external clock.

enumerator kOSC_ModeOscLowPower
Oscillator low power.

enum __mcglite_clkout_src
MCG_Lite clock source selection.
Values:

enumerator kMCGLITE_ClkSrcHirc
MCGOUTCLK source is HIRC

enumerator kMCGLITE_ClkSrcLirc
MCGOUTCLK source is LIRC

enumerator kMCGLITE_ClkSrcExt
MCGOUTCLK source is external clock source

enumerator kMCGLITE_ClkSrcReserved

enum _mcglite_lirc_mode

MCG_Lite LIRC select.

Values:

enumerator kMCGLITE_Lirc2M

Slow internal reference(LIRC) 2 MHz clock selected

enumerator kMCGLITE_Lirc8M

Slow internal reference(LIRC) 8 MHz clock selected

enum _mcglite_lirc_div

MCG_Lite divider factor selection for clock source.

Values:

enumerator kMCGLITE_LircDivBy1

Divider is 1

enumerator kMCGLITE_LircDivBy2

Divider is 2

enumerator kMCGLITE_LircDivBy4

Divider is 4

enumerator kMCGLITE_LircDivBy8

Divider is 8

enumerator kMCGLITE_LircDivBy16

Divider is 16

enumerator kMCGLITE_LircDivBy32

Divider is 32

enumerator kMCGLITE_LircDivBy64

Divider is 64

enumerator kMCGLITE_LircDivBy128

Divider is 128

enum _mcglite_mode

MCG_Lite clock mode definitions.

Values:

enumerator kMCGLITE_ModeHirc48M

Clock mode is HIRC 48 M

enumerator kMCGLITE_ModeLirc8M

Clock mode is LIRC 8 M

enumerator kMCGLITE_ModeLirc2M

Clock mode is LIRC 2 M

enumerator kMCGLITE_ModeExt

Clock mode is EXT

enumerator kMCGLITE_ModeError

Unknown mode

enum `_mcglite_ircclk_enable_mode`

MCG internal reference clock (MCGIRCLK) enable mode definition.

Values:

enumerator `kMCGLITE_IrcclkEnable`

MCGIRCLK enable.

enumerator `kMCGLITE_IrcclkEnableInStop`

MCGIRCLK enable in stop mode.

typedef enum `_clock_name` `clock_name_t`

Clock name used to get clock frequency.

typedef enum `_clock_ip_name` `clock_ip_name_t`

Clock gate name used for `CLOCK_EnableClock/CLOCK_DisableClock`.

typedef struct `_sim_clock_config` `sim_clock_config_t`

SIM configuration structure for clock setting.

typedef struct `_oscer_config` `oscer_config_t`

The OSC configuration for OSCERCLK.

typedef enum `_osc_mode` `osc_mode_t`

The OSC work mode.

typedef struct `_osc_config` `osc_config_t`

OSC Initialization Configuration Structure.

Defines the configuration data structure to initialize the OSC. When porting to a new board, set the following members according to the board settings:

- a. `freq`: The external frequency.
- b. `workMode`: The OSC module mode.

typedef enum `_mcglite_clkout_src` `mcglite_clkout_src_t`

MCG_Lite clock source selection.

typedef enum `_mcglite_lirc_mode` `mcglite_lirc_mode_t`

MCG_Lite LIRC select.

typedef enum `_mcglite_lirc_div` `mcglite_lirc_div_t`

MCG_Lite divider factor selection for clock source.

typedef enum `_mcglite_mode` `mcglite_mode_t`

MCG_Lite clock mode definitions.

typedef struct `_mcglite_config` `mcglite_config_t`

MCG_Lite configure structure for mode change.

volatile uint32_t `g_xtal0Freq`

External XTAL0 (OSC0) clock frequency.

The XTAL0/EXTAL0 (OSC0) clock frequency in Hz. When the clock is set up, use the function `CLOCK_SetXtal0Freq` to set the value in the clock driver. For example, if XTAL0 is 8 MHz:

```
CLOCK_InitOsc0(...); // Set up the OSC0
CLOCK_SetXtal0Freq(8000000); // Set the XTAL0 value to clock driver.
```

This is important for the multicore platforms where one core needs to set up the OSC0 using the `CLOCK_InitOsc0`. All other cores need to call the `CLOCK_SetXtal0Freq` to get a valid clock frequency.

volatile uint32_t g_xtal32Freq

The external XTAL32/EXTAL32/RTC_CLKIN clock frequency.

The XTAL32/EXTAL32/RTC_CLKIN clock frequency in Hz. When the clock is set up, use the function `CLOCK_SetXtal32Freq` to set the value in the clock driver.

This is important for the multicore platforms where one core needs to set up the clock. All other cores need to call the `CLOCK_SetXtal32Freq` to get a valid clock frequency.

static inline void `CLOCK_EnableClock`(*clock_ip_name_t* name)

Enable the clock for specific IP.

Parameters

- name – Which clock to enable, see `clock_ip_name_t`.

static inline void `CLOCK_DisableClock`(*clock_ip_name_t* name)

Disable the clock for specific IP.

Parameters

- name – Which clock to disable, see `clock_ip_name_t`.

static inline void `CLOCK_SetEr32kClock`(uint32_t src)

Set ERCLK32K source.

Parameters

- src – The value to set ERCLK32K clock source.

static inline void `CLOCK_SetLpuart0Clock`(uint32_t src)

Set LPUART clock source.

Parameters

- src – The value to set LPUART clock source.

static inline void `CLOCK_SetTpmClock`(uint32_t src)

Set TPM clock source.

Parameters

- src – The value to set TPM clock source.

static inline void `CLOCK_SetClkOutClock`(uint32_t src)

Set CLKOUT source.

Parameters

- src – The value to set CLKOUT source.

static inline void `CLOCK_SetRtcClkOutClock`(uint32_t src)

Set RTC_CLKOUT source.

Parameters

- src – The value to set RTC_CLKOUT source.

static inline void `CLOCK_SetOutDiv`(uint32_t outdiv1, uint32_t outdiv4)

System clock divider.

Set the `SIM_CLKDIV1[OUTDIV1]`, `SIM_CLKDIV1[OUTDIV4]`.

Parameters

- outdiv1 – Clock 1 output divider value.
- outdiv4 – Clock 4 output divider value.

uint32_t CLOCK_GetFreq(*clock_name_t* clockName)

Gets the clock frequency for a specific clock name.

This function checks the current clock configurations and then calculates the clock frequency for a specific clock name defined in *clock_name_t*. The MCG must be properly configured before using this function.

Parameters

- clockName – Clock names defined in *clock_name_t*

Returns

Clock frequency value in Hertz

uint32_t CLOCK_GetCoreSysClkFreq(void)

Get the core clock or system clock frequency.

Returns

Clock frequency in Hz.

uint32_t CLOCK_GetPlatClkFreq(void)

Get the platform clock frequency.

Returns

Clock frequency in Hz.

uint32_t CLOCK_GetBusClkFreq(void)

Get the bus clock frequency.

Returns

Clock frequency in Hz.

uint32_t CLOCK_GetFlashClkFreq(void)

Get the flash clock frequency.

Returns

Clock frequency in Hz.

uint32_t CLOCK_GetEr32kClkFreq(void)

Get the external reference 32K clock frequency (ERCLK32K).

Returns

Clock frequency in Hz.

uint32_t CLOCK_GetOsc0ErClkFreq(void)

Get the OSC0 external reference clock frequency (OSC0ERCLK).

Returns

Clock frequency in Hz.

void CLOCK_SetSimConfig(*sim_clock_config_t* const *config)

Set the clock configure in SIM module.

This function sets system layer clock settings in SIM module.

Parameters

- config – Pointer to the configure structure.

static inline void CLOCK_SetSimSafeDivs(void)

Set the system clock dividers in SIM to safe value.

The system level clocks (core clock, bus clock, flexbus clock and flash clock) must be in allowed ranges. During MCG clock mode switch, the MCG output clock changes then the system level clocks may be out of range. This function could be used before MCG mode change, to make sure system level clocks are in allowed range.

Parameters

- config – Pointer to the configure structure.

FSL_CLOCK_DRIVER_VERSION

CLOCK driver version 2.0.0.

SDK_DEVICE_MAXIMUM_CPU_CLOCK_FREQUENCY

RTC_CLOCKS

Clock ip name array for RTC.

LPUART_CLOCKS

Clock ip name array for LPUART.

SPI_CLOCKS

Clock ip name array for SPI.

LPTMR_CLOCKS

Clock ip name array for LPTMR.

ADC16_CLOCKS

Clock ip name array for ADC16.

TPM_CLOCKS

Clock ip name array for TPM.

VREF_CLOCKS

Clock ip name array for VREF.

I2C_CLOCKS

Clock ip name array for I2C.

PORT_CLOCKS

Clock ip name array for PORT.

FTF_CLOCKS

Clock ip name array for FTF.

CMP_CLOCKS

Clock ip name array for CMP.

LPO_CLK_FREQ

LPO clock frequency.

SYS_CLK

Peripherals clock source definition.

BUS_CLK

I2C0_CLK_SRC

SPI0_CLK_SRC

CLK_GATE_REG_OFFSET_SHIFT

CLK_GATE_REG_OFFSET_MASK

CLK_GATE_BIT_SHIFT_SHIFT

CLK_GATE_BIT_SHIFT_MASK

CLK_GATE_DEFINE(reg_offset, bit_shift)

CLK_GATE_ABSTRACT_REG_OFFSET(x)

CLK_GATE_ABSTRACT_BITS_SHIFT(x)

uint32_t CLOCK_GetOutClkFreq(void)

Gets the MCG_Lite output clock (MCGOUTCLK) frequency.

This function gets the MCG_Lite output clock frequency in Hz based on the current MCG_Lite register value.

Returns

The frequency of MCGOUTCLK.

uint32_t CLOCK_GetInternalRefClkFreq(void)

Gets the MCG internal reference clock (MCGIRCLK) frequency.

This function gets the MCG_Lite internal reference clock frequency in Hz based on the current MCG register value.

Returns

The frequency of MCGIRCLK.

uint32_t CLOCK_GetPeriphClkFreq(void)

Gets the current MCGPCLK frequency.

This function gets the MCGPCLK frequency in Hz based on the current MCG_Lite register settings.

Returns

The frequency of MCGPCLK.

mcglite_mode_t CLOCK_GetMode(void)

Gets the current MCG_Lite mode.

This function checks the MCG_Lite registers and determines the current MCG_Lite mode.

Returns

The current MCG_Lite mode or error code.

status_t CLOCK_SetMcgliteConfig(mcglite_config_t const *targetConfig)

Sets the MCG_Lite configuration.

This function configures the MCG_Lite, includes the output clock source, MCGIRCLK settings, HIRC settings, and so on. See mcglite_config_t for details.

Parameters

- targetConfig – Pointer to the target MCG_Lite mode configuration structure.

Returns

Error code.

static inline void OSC_SetExtRefClkConfig(OSC_Type *base, oscr_config_t const *config)

Configures the OSC external reference clock (OSCERCLK).

This function configures the OSC external reference clock (OSCERCLK). This is an example to enable the OSCERCLK in normal mode and stop mode, and set the output divider to 1.

```
oscer_config_t config =
{
    .enableMode = kOSC_ErClkEnable | kOSC_ErClkEnableInStop,
    .erclkDiv   = 1U,
};

OSC_SetExtRefClkConfig(OSC, &config);
```

Parameters

- base – OSC peripheral address.

- `config` – Pointer to the configuration structure.

`static inline void OSC_SetCapLoad(OSC_Type *base, uint8_t capLoad)`

Sets the capacitor load configuration for the oscillator.

This function sets the specified capacitor configuration for the oscillator. This should be done in the early system level initialization function call based on the system configuration.

Example:

```
// To enable only 2 pF and 8 pF capacitor load, please use like this.  
OSC_SetCapLoad(OSC, kOSC_Cap2P | kOSC_Cap8P);
```

Parameters

- `base` – OSC peripheral address.
- `capLoad` – OR'ed value for the capacitor load option. See `_osc_cap_load`.

`void CLOCK_InitOsc0(osc_config_t const *config)`

Initializes the OSC0.

This function initializes the OSC0 according to the board configuration.

Parameters

- `config` – Pointer to the OSC0 configuration structure.

`void CLOCK_DeinitOsc0(void)`

Deinitializes the OSC0.

This function deinitializes the OSC0.

`static inline void CLOCK_SetXtal0Freq(uint32_t freq)`

Sets the XTAL0 frequency based on board settings.

Parameters

- `freq` – The XTAL0/EXTAL0 input clock frequency in Hz.

`static inline void CLOCK_SetXtal32Freq(uint32_t freq)`

Sets the XTAL32/RTC_CLKIN frequency based on board settings.

Parameters

- `freq` – The XTAL32/EXTAL32/RTC_CLKIN input clock frequency in Hz.

`uint8_t er32kSrc`

ERCLK32K source selection.

`uint32_t clkdiv1`

SIM_CLKDIV1.

`uint8_t enableMode`

OSCERCLK enable mode. OR'ed value of `_oscer_enable_mode`.

`uint32_t freq`

External clock frequency.

`uint8_t capLoad`

Capacitor load setting.

`osc_mode_t workMode`

OSC work mode setting.

oscer_config_t oscerConfig

Configuration for OSCERCLK.

mcglite_clkout_src_t outSrc

MCGOUT clock select.

uint8_t irclkEnableMode

MCGIRCLK enable mode, OR'ed value of *_mcglite_irclk_enable_mode*.

mcglite_lirc_mode_t lircs

MCG_C2[IRCS].

mcglite_lirc_div_t fcrdiv

MCG_SC[FCRDIV].

mcglite_lirc_div_t lircDiv2

MCG_MC[LIRC_DIV2].

bool hircEnableInNotHircMode

HIRC enable when not in HIRC mode.

FSL_SDK_DISABLE_DRIVER_CLOCK_CONTROL

Configure whether driver controls clock.

When set to 0, peripheral drivers will enable clock in initialize function and disable clock in de-initialize function. When set to 1, peripheral driver will not control the clock, application could control the clock out of the driver.

Note: All drivers share this feature switcher. If it is set to 1, application should handle clock enable and disable for all drivers.

struct _sim_clock_config

#include <fsl_clock.h> SIM configuration structure for clock setting.

struct _oscer_config

#include <fsl_clock.h> The OSC configuration for OSCERCLK.

struct _osc_config

#include <fsl_clock.h> OSC Initialization Configuration Structure.

Defines the configuration data structure to initialize the OSC. When porting to a new board, set the following members according to the board settings:

- a. *freq*: The external frequency.
- b. *workMode*: The OSC module mode.

struct _mcglite_config

#include <fsl_clock.h> MCG_Lite configure structure for mode change.

2.3 CMP: Analog Comparator Driver

void CMP_Init(CMP_Type *base, const *cmp_config_t* *config)

Initializes the CMP.

This function initializes the CMP module. The operations included are as follows.

- Enabling the clock for CMP module.
- Configuring the comparator.

- Enabling the CMP module. Note that for some devices, multiple CMP instances share the same clock gate. In this case, to enable the clock for any instance enables all CMPs. See the appropriate MCU reference manual for the clock assignment of the CMP.

Parameters

- base – CMP peripheral base address.
- config – Pointer to the configuration structure.

void CMP_Deinit(CMP_Type *base)

De-initializes the CMP module.

This function de-initializes the CMP module. The operations included are as follows.

- Disabling the CMP module.
- Disabling the clock for CMP module.

This function disables the clock for the CMP. Note that for some devices, multiple CMP instances share the same clock gate. In this case, before disabling the clock for the CMP, ensure that all the CMP instances are not used.

Parameters

- base – CMP peripheral base address.

static inline void CMP_Enable(CMP_Type *base, bool enable)

Enables/disables the CMP module.

Parameters

- base – CMP peripheral base address.
- enable – Enables or disables the module.

void CMP_GetDefaultConfig(*cmp_config_t* *config)

Initializes the CMP user configuration structure.

This function initializes the user configuration structure to these default values.

```
config->enableCmp      = true;
config->hysteresisMode  = kCMP_HysteresisLevel0;
config->enableHighSpeed = false;
config->enableInvertOutput = false;
config->useUnfilteredOutput = false;
config->enablePinOut     = false;
config->enableTriggerMode = false;
```

Parameters

- config – Pointer to the configuration structure.

void CMP_SetInputChannels(CMP_Type *base, uint8_t positiveChannel, uint8_t negativeChannel)

Sets the input channels for the comparator.

This function sets the input channels for the comparator. Note that two input channels cannot be set the same way in the application. When the user selects the same input from the analog mux to the positive and negative port, the comparator is disabled automatically.

Parameters

- base – CMP peripheral base address.
- positiveChannel – Positive side input channel number. Available range is 0-7.

- `negativeChannel` – Negative side input channel number. Available range is 0-7.

`void CMP_EnableDMA(CMP_Type *base, bool enable)`

Enables/disables the DMA request for rising/falling events.

This function enables/disables the DMA request for rising/falling events. Either event triggers the generation of the DMA request from CMP if the DMA feature is enabled. Both events are ignored for generating the DMA request from the CMP if the DMA is disabled.

Parameters

- `base` – CMP peripheral base address.
- `enable` – Enables or disables the feature.

`static inline void CMP_EnableWindowMode(CMP_Type *base, bool enable)`

Enables/disables the window mode.

Parameters

- `base` – CMP peripheral base address.
- `enable` – Enables or disables the feature.

`static inline void CMP_EnablePassThroughMode(CMP_Type *base, bool enable)`

Enables/disables the pass through mode.

Parameters

- `base` – CMP peripheral base address.
- `enable` – Enables or disables the feature.

`void CMP_SetFilterConfig(CMP_Type *base, const cmp_filter_config_t *config)`

Configures the filter.

Parameters

- `base` – CMP peripheral base address.
- `config` – Pointer to the configuration structure.

`void CMP_SetDACConfig(CMP_Type *base, const cmp_dac_config_t *config)`

Configures the internal DAC.

Parameters

- `base` – CMP peripheral base address.
- `config` – Pointer to the configuration structure. “NULL” disables the feature.

`void CMP_EnableInterrupts(CMP_Type *base, uint32_t mask)`

Enables the interrupts.

Parameters

- `base` – CMP peripheral base address.
- `mask` – Mask value for interrupts. See “`_cmp_interrupt_enable`”.

`void CMP_DisableInterrupts(CMP_Type *base, uint32_t mask)`

Disables the interrupts.

Parameters

- `base` – CMP peripheral base address.
- `mask` – Mask value for interrupts. See “`_cmp_interrupt_enable`”.

uint32_t CMP_GetStatusFlags(CMP_Type *base)

Gets the status flags.

Parameters

- base – CMP peripheral base address.

Returns

Mask value for the asserted flags. See “_cmp_status_flags”.

void CMP_ClearStatusFlags(CMP_Type *base, uint32_t mask)

Clears the status flags.

Parameters

- base – CMP peripheral base address.
- mask – Mask value for the flags. See “_cmp_status_flags”.

FSL_CMP_DRIVER_VERSION

CMP driver version 2.0.3.

enum _cmp_interrupt_enable

Interrupt enable/disable mask.

Values:

enumerator kCMP_OutputRisingInterruptEnable

Comparator interrupt enable rising.

enumerator kCMP_OutputFallingInterruptEnable

Comparator interrupt enable falling.

enum _cmp_status_flags

Status flags' mask.

Values:

enumerator kCMP_OutputRisingEventFlag

Rising-edge on the comparison output has occurred.

enumerator kCMP_OutputFallingEventFlag

Falling-edge on the comparison output has occurred.

enumerator kCMP_OutputAssertEventFlag

Return the current value of the analog comparator output.

enum _cmp_hysteresis_mode

CMP Hysteresis mode.

Values:

enumerator kCMP_HysteresisLevel0

Hysteresis level 0.

enumerator kCMP_HysteresisLevel1

Hysteresis level 1.

enumerator kCMP_HysteresisLevel2

Hysteresis level 2.

enumerator kCMP_HysteresisLevel3

Hysteresis level 3.

enum `_cmp_reference_voltage_source`

CMP Voltage Reference source.

Values:

enumerator `kCMP_VrefSourceVin1`

Vin1 is selected as a resistor ladder network supply reference Vin.

enumerator `kCMP_VrefSourceVin2`

Vin2 is selected as a resistor ladder network supply reference Vin.

typedef enum `_cmp_hysteresis_mode` `cmp_hysteresis_mode_t`

CMP Hysteresis mode.

typedef enum `_cmp_reference_voltage_source` `cmp_reference_voltage_source_t`

CMP Voltage Reference source.

typedef struct `_cmp_config` `cmp_config_t`

Configures the comparator.

typedef struct `_cmp_filter_config` `cmp_filter_config_t`

Configures the filter.

typedef struct `_cmp_dac_config` `cmp_dac_config_t`

Configures the internal DAC.

struct `_cmp_config`

#include <fsl_cmp.h> Configures the comparator.

Public Members

bool `enableCmp`

Enable the CMP module.

`cmp_hysteresis_mode_t` `hysteresisMode`

CMP Hysteresis mode.

bool `enableHighSpeed`

Enable High-speed (HS) comparison mode.

bool `enableInvertOutput`

Enable the inverted comparator output.

bool `useUnfilteredOutput`

Set the compare output(COUT) to equal COUTA(true) or COUT(false).

bool `enablePinOut`

The comparator output is available on the associated pin.

bool `enableTriggerMode`

Enable the trigger mode.

struct `_cmp_filter_config`

#include <fsl_cmp.h> Configures the filter.

Public Members

bool `enableSample`

Using the external SAMPLE as a sampling clock input or using a divided bus clock.

uint8_t filterCount

Filter Sample Count. Available range is 1-7; 0 disables the filter.

uint8_t filterPeriod

Filter Sample Period. The divider to the bus clock. Available range is 0-255.

struct __cmp_dac_config

#include <fsl_cmp.h> Configures the internal DAC.

Public Members

cmp_reference_voltage_source_t referenceVoltageSource

Supply voltage reference source.

uint8_t DACValue

Value for the DAC Output Voltage. Available range is 0-63.

2.4 COP: Watchdog Driver

void COP_GetDefaultConfig(*cop_config_t* *config)

Initializes the COP configuration structure.

This function initializes the COP configuration structure to default values. The default values are:

```
copConfig->enableWindowMode = false;
copConfig->timeoutMode = kCOP_LongTimeoutMode;
copConfig->enableStop = false;
copConfig->enableDebug = false;
copConfig->clockSource = kCOP_LpoClock;
copConfig->timeoutCycles = kCOP_2Power10CyclesOr2Power18Cycles;
```

See also:

cop_config_t

Parameters

- config – Pointer to the COP configuration structure.

void COP_Init(*SIM_Type* *base, const *cop_config_t* *config)

Initializes the COP module.

This function configures the COP. After it is called, the COP starts running according to the configuration. Because all COP control registers are write-once only, the COP_Init function and the COP_Disable function can be called only once. A second call has no effect.

Example:

```
cop_config_t config;
COP_GetDefaultConfig(&config);
config.timeoutCycles = kCOP_2Power8CyclesOr2Power16Cycles;
COP_Init(sim_base,&config);
```

Parameters

- base – SIM peripheral base address.
- config – The configuration of COP.

static inline void COP_Disable(SIM_Type *base)

De-initializes the COP module. This dedicated function is not provided. Instead, the COP_Disable function can be used to disable the COP.

Disables the COP module.

This function disables the COP Watchdog. Note: The COP configuration register is a write-once after reset. To disable the COP Watchdog, call this function first.

Parameters

- base – SIM peripheral base address.

void COP_Refresh(SIM_Type *base)

Refreshes the COP timer.

This function feeds the COP.

Parameters

- base – SIM peripheral base address.

FSL_COP_DRIVER_VERSION

COP driver version 2.0.2.

COP_FIRST_BYTE_OF_REFRESH

First byte of refresh sequence

COP_SECOND_BYTE_OF_REFRESH

Second byte of refresh sequence

enum _cop_clock_source

COP clock source selection.

Values:

enumerator kCOP_LpoClock

COP clock sourced from LPO

enumerator kCOP_McgIrClock

COP clock sourced from MCGIRCLK

enumerator kCOP_OscErClock

COP clock sourced from OSCERCLK

enumerator kCOP_BusClock

COP clock sourced from Bus clock

enum _cop_timeout_cycles

Define the COP timeout cycles.

Values:

enumerator kCOP_2Power5CyclesOr2Power13Cycles

2⁵ or 2¹³ clock cycles

enumerator kCOP_2Power8CyclesOr2Power16Cycles

2⁸ or 2¹⁶ clock cycles

enumerator kCOP_2Power10CyclesOr2Power18Cycles

2¹⁰ or 2¹⁸ clock cycles

enum _cop_timeout_mode

Define the COP timeout mode.

Values:

```
enumerator kCOP_ShortTimeoutMode
    COP selects long timeout
enumerator kCOP_LongTimeoutMode
    COP selects short timeout
typedef enum _cop_clock_source cop_clock_source_t
    COP clock source selection.
typedef enum _cop_timeout_cycles cop_timeout_cycles_t
    Define the COP timeout cycles.
typedef enum _cop_timeout_mode cop_timeout_mode_t
    Define the COP timeout mode.
typedef struct _cop_config cop_config_t
    Describes COP configuration structure.
struct _cop_config
    #include <fsl_cop.h> Describes COP configuration structure.
```

Public Members

```
bool enableWindowMode
    COP run mode: window mode or normal mode
cop_timeout_mode_t timeoutMode
    COP timeout mode: long timeout or short timeout
bool enableStop
    Enable or disable COP in STOP mode
bool enableDebug
    Enable or disable COP in DEBUG mode
cop_clock_source_t clockSource
    Set COP clock source
cop_timeout_cycles_t timeoutCycles
    Set COP timeout value
```

2.5 FGPIO Driver

`void FGPIO_PinInit(FGPIO_Type *base, uint32_t pin, const gpio_pin_config_t *config)`
Initializes a FGPIO pin used by the board.

To initialize the FGPIO driver, define a pin configuration, as either input or output, in the user file. Then, call the FGPIO_PinInit() function.

This is an example to define an input pin or an output pin configuration:

```
Define a digital input pin configuration,
gpio_pin_config_t config =
{
    kGPIO_DigitalInput,
    0,
}
Define a digital output pin configuration,
gpio_pin_config_t config =
```

(continues on next page)

(continued from previous page)

```
{
    kGPIO_DigitalOutput,
    0,
}
```

Parameters

- base – FGPIO peripheral base pointer (FGPIOA, FGPIOB, FGPIOC, and so on.)
- pin – FGPIO port pin number
- config – FGPIO pin configuration pointer

static inline void FGPIO_PinWrite(FGPIO_Type *base, uint32_t pin, uint8_t output)

Sets the output level of the multiple FGPIO pins to the logic 1 or 0.

Parameters

- base – FGPIO peripheral base pointer (FGPIOA, FGPIOB, FGPIOC, and so on.)
- pin – FGPIO pin number
- output – FGPIOpin output logic level.
 - 0: corresponding pin output low-logic level.
 - 1: corresponding pin output high-logic level.

static inline void FGPIO_PortSet(FGPIO_Type *base, uint32_t mask)

Sets the output level of the multiple FGPIO pins to the logic 1.

Parameters

- base – FGPIO peripheral base pointer (FGPIOA, FGPIOB, FGPIOC, and so on.)
- mask – FGPIO pin number macro

static inline void FGPIO_PortClear(FGPIO_Type *base, uint32_t mask)

Sets the output level of the multiple FGPIO pins to the logic 0.

Parameters

- base – FGPIO peripheral base pointer (FGPIOA, FGPIOB, FGPIOC, and so on.)
- mask – FGPIO pin number macro

static inline void FGPIO_PortToggle(FGPIO_Type *base, uint32_t mask)

Reverses the current output logic of the multiple FGPIO pins.

Parameters

- base – FGPIO peripheral base pointer (FGPIOA, FGPIOB, FGPIOC, and so on.)
- mask – FGPIO pin number macro

static inline uint32_t FGPIO_PinRead(FGPIO_Type *base, uint32_t pin)

Reads the current input value of the FGPIO port.

Parameters

- base – FGPIO peripheral base pointer (FGPIOA, FGPIOB, FGPIOC, and so on.)

- pin – FGPIO pin number

Return values

FGPIO – port input value

- 0: corresponding pin input low-logic level.
- 1: corresponding pin input high-logic level.

uint32_t FGPIO_PortGetInterruptFlags(FGPIO_Type *base)

Reads the FGPIO port interrupt status flag.

If a pin is configured to generate the DMA request, the corresponding flag is cleared automatically at the completion of the requested DMA transfer. Otherwise, the flag remains set until a logic one is written to that flag. If configured for a level-sensitive interrupt that remains asserted, the flag is set again immediately.

Parameters

- base – FGPIO peripheral base pointer (FGPIOA, FGPIOB, FGPIOC, and so on.)

Return values

The – current FGPIO port interrupt status flags, for example, 0x00010001 means the pin 0 and 17 have the interrupt.

void FGPIO_PortClearInterruptFlags(FGPIO_Type *base, uint32_t mask)

Clears the multiple FGPIO pin interrupt status flag.

Parameters

- base – FGPIO peripheral base pointer (FGPIOA, FGPIOB, FGPIOC, and so on.)
- mask – FGPIO pin number macro

2.6 C90TFS Flash Driver

2.7 ftfx adapter

2.8 Ftftx CACHE Driver

enum _ftfx_cache_ram_func_constants

Constants for execute-in-RAM flash function.

Values:

enumerator kFTFx_CACHE_RamFuncMaxSizeInWords

The maximum size of execute-in-RAM function.

typedef struct _flash_prefetch_speculation_status ftfx_prefetch_speculation_status_t

FTFx prefetch speculation status.

typedef struct _ftfx_cache_config ftfx_cache_config_t

FTFx cache driver state information.

An instance of this structure is allocated by the user of the flash driver and passed into each of the driver APIs.

status_t FTFx_CACHE_Init(*ftfx_cache_config_t* *config)

Initializes the global FTFx cache structure members.

This function checks and initializes the Flash module for the other FTFx cache APIs.

Parameters

- config – Pointer to the storage for the driver runtime state.

Return values

- kStatus_FTFx_Success – API was executed successfully.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_ExecuteInRamFunctionNotReady – Execute-in-RAM function is not available.

status_t FTFx_CACHE_ClearCachePrefetchSpeculation(*ftfx_cache_config_t* *config, bool isPreProcess)

Process the cache/prefetch/speculation to the flash.

Parameters

- config – A pointer to the storage for the driver runtime state.
- isPreProcess – The possible option used to control flash cache/prefetch/speculation

Return values

- kStatus_FTFx_Success – API was executed successfully.
- kStatus_FTFx_InvalidArgument – Invalid argument is provided.
- kStatus_FTFx_ExecuteInRamFunctionNotReady – Execute-in-RAM function is not available.

status_t FTFx_CACHE_PflashSetPrefetchSpeculation(*ftfx_prefetch_speculation_status_t* *speculationStatus)

Sets the PFlash prefetch speculation to the intended speculation status.

Parameters

- speculationStatus – The expected protect status to set to the PFlash protection register. Each bit is

Return values

- kStatus_FTFx_Success – API was executed successfully.
- kStatus_FTFx_InvalidSpeculationOption – An invalid speculation option argument is provided.

status_t FTFx_CACHE_PflashGetPrefetchSpeculation(*ftfx_prefetch_speculation_status_t* *speculationStatus)

Gets the PFlash prefetch speculation status.

Parameters

- speculationStatus – Speculation status returned by the PFlash IP.

Return values

- kStatus_FTFx_Success – API was executed successfully.

struct *_flash_prefetch_speculation_status*

#include <fsl_ftfx_cache.h> FTFx prefetch speculation status.

Public Members

bool instructionOff

Instruction speculation.

bool dataOff

Data speculation.

union function_bit_operation_ptr_t

#include <fsl_ftfx_cache.h>

Public Members

uint32_t commadAddr

void (*callFlashCommand)(volatile uint32_t *base, uint32_t bitMask, uint32_t bitShift, uint32_t bitValue)

struct _ftfx_cache_config

#include <fsl_ftfx_cache.h> FTFx cache driver state information.

An instance of this structure is allocated by the user of the flash driver and passed into each of the driver APIs.

Public Members

uint8_t flashMemoryIndex

0 - primary flash; 1 - secondary flash

function_bit_operation_ptr_t bitOperFuncAddr

An buffer point to the flash execute-in-RAM function.

2.9 ftfx controller

FTFx driver status codes.

Values:

enumerator kStatus_FTFx_Success

API is executed successfully

enumerator kStatus_FTFx_InvalidArgument

Invalid argument

enumerator kStatus_FTFx_SizeError

Error size

enumerator kStatus_FTFx_AlignmentError

Parameter is not aligned with the specified baseline

enumerator kStatus_FTFx_AddressError

Address is out of range

enumerator kStatus_FTFx_AccessError

Invalid instruction codes and out-of bound addresses

enumerator kStatus_FTFx_ProtectionViolation

The program/erase operation is requested to execute on protected areas

enumerator kStatus_FTFx_CommandFailure

Run-time error during command execution.

enumerator kStatus_FTFx_UnknownProperty

Unknown property.

enumerator kStatus_FTFx_EraseKeyError

API erase key is invalid.

enumerator kStatus_FTFx_RegionExecuteOnly

The current region is execute-only.

enumerator kStatus_FTFx_ExecuteInRamFunctionNotReady

Execute-in-RAM function is not available.

enumerator kStatus_FTFx_PartitionStatusUpdateFailure

Failed to update partition status.

enumerator kStatus_FTFx_SetFlexramAsEepromError

Failed to set FlexRAM as EEPROM.

enumerator kStatus_FTFx_RecoverFlexramAsRamError

Failed to recover FlexRAM as RAM.

enumerator kStatus_FTFx_SetFlexramAsRamError

Failed to set FlexRAM as RAM.

enumerator kStatus_FTFx_RecoverFlexramAsEepromError

Failed to recover FlexRAM as EEPROM.

enumerator kStatus_FTFx_CommandNotSupported

Flash API is not supported.

enumerator kStatus_FTFx_SwapSystemNotInUninitialized

Swap system is not in an uninitialized state.

enumerator kStatus_FTFx_SwapIndicatorAddressError

The swap indicator address is invalid.

enumerator kStatus_FTFx_ReadOnlyProperty

The flash property is read-only.

enumerator kStatus_FTFx_InvalidPropertyValue

The flash property value is out of range.

enumerator kStatus_FTFx_InvalidSpeculationOption

The option of flash prefetch speculation is invalid.

enumerator kStatus_FTFx_CommandOperationInProgress

The option of flash command is processing.

enum _ftfx_driver_api_keys

Enumeration for FTFx driver API keys.

Note: The resulting value is built with a byte order such that the string being readable in expected order when viewed in a hex editor, if the value is treated as a 32-bit little endian value.

Values:

enumerator kFTFx_ApiEraseKey

Key value used to validate all FTFx erase APIs.

void FTFx_API_Init(*ftfx_config_t* *config)

Initializes the global flash properties structure members.

This function checks and initializes the Flash module for the other Flash APIs.

Parameters

- config – Pointer to the storage for the driver runtime state.

status_t FTFx_API_UpdateFlexnvmPartitionStatus(*ftfx_config_t* *config)

Updates FlexNVM memory partition status according to data flash 0 IFR.

This function updates FlexNVM memory partition status.

Parameters

- config – Pointer to the storage for the driver runtime state.

Return values

- kStatus_FTFx_Success – API was executed successfully.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_PartitionStatusUpdateFailure – Failed to update the partition status.

status_t FTFx_CMD_Erase(*ftfx_config_t* *config, uint32_t start, uint32_t lengthInBytes, uint32_t key)

Erases the flash sectors encompassed by parameters passed into function.

This function erases the appropriate number of flash sectors based on the desired start address and length.

Parameters

- config – The pointer to the storage for the driver runtime state.
- start – The start address of the desired flash memory to be erased. The start address does not need to be sector-aligned but must be word-aligned.
- lengthInBytes – The length, given in bytes (not words or long-words) to be erased. Must be word-aligned.
- key – The value used to validate all flash erase APIs.

Return values

- kStatus_FTFx_Success – API was executed successfully.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_AlignmentError – The parameter is not aligned with the specified baseline.
- kStatus_FTFx_AddressError – The address is out of range.
- kStatus_FTFx_EraseKeyError – The API erase key is invalid.
- kStatus_FTFx_ExecuteInRamFunctionNotReady – Execute-in-RAM function is not available.
- kStatus_FTFx_AccessError – Invalid instruction codes and out-of bounds addresses.
- kStatus_FTFx_ProtectionViolation – The program/erase operation is requested to execute on protected areas.

- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_EraseSectorNonBlocking(ftfx_config_t *config, uint32_t start, uint32_t key)`

Erases the flash sectors encompassed by parameters passed into function.

This function erases one flash sector size based on the start address.

Parameters

- `config` – The pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be erased. The start address does not need to be sector-aligned but must be word-aligned.
- `key` – The value used to validate all flash erase APIs.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – The parameter is not aligned with the specified baseline.
- `kStatus_FTFx_AddressError` – The address is out of range.
- `kStatus_FTFx_EraseKeyError` – The API erase key is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.

`status_t FTFx_CMD_EraseAll(ftfx_config_t *config, uint32_t key)`

Erases entire flash.

Parameters

- `config` – Pointer to the storage for the driver runtime state.
- `key` – A value used to validate all flash erase APIs.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_EraseKeyError` – API erase key is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.
- `kStatus_FTFx_PartitionStatusUpdateFailure` – Failed to update the partition status.

`status_t FTFx_CMD_EraseAllUnsecure(ftfx_config_t *config, uint32_t key)`

Erases the entire flash, including protected sectors.

Parameters

- `config` – Pointer to the storage for the driver runtime state.

- `key` – A value used to validate all flash erase APIs.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_EraseKeyError` – API erase key is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.
- `kStatus_FTFx_PartitionStatusUpdateFailure` – Failed to update the partition status.

`status_t FTFx_CMD_EraseAllExecuteOnlySegments(ftfx_config_t *config, uint32_t key)`

Erases all program flash execute-only segments defined by the FXACC registers.

Parameters

- `config` – Pointer to the storage for the driver runtime state.
- `key` – A value used to validate all flash erase APIs.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_EraseKeyError` – API erase key is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_Program(ftfx_config_t *config, uint32_t start, const uint8_t *src, uint32_t lengthInBytes)`

Programs flash with data at locations passed in through parameters.

This function programs the flash memory with the desired data for a given flash area as determined by the start address and the length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be programmed. Must be word-aligned.
- `src` – A pointer to the source buffer of data that is to be programmed into the flash.

- `lengthInBytes` – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with the specified baseline.
- `kStatus_FTFx_AddressError` – Address is out of range.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_ProgramOnce(ftfx_config_t *config, uint32_t index, const uint8_t *src, uint32_t lengthInBytes)`

Programs Program Once Field through parameters.

This function programs the Program Once Field with the desired data for a given flash area as determined by the index and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `index` – The index indicating which area of the Program Once Field to be programmed.
- `src` – A pointer to the source buffer of data that is to be programmed into the Program Once Field.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_ProgramSection(ftfx_config_t *config, uint32_t start, const uint8_t *src, uint32_t lengthInBytes)`

Programs flash with data at locations passed in through parameters via the Program Section command.

This function programs the flash memory with the desired data for a given flash area as determined by the start address and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be programmed. Must be word-aligned.
- `src` – A pointer to the source buffer of data that is to be programmed into the flash.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with specified baseline.
- `kStatus_FTFx_AddressError` – Address is out of range.
- `kStatus_FTFx_SetFlexramAsRamError` – Failed to set flexram as RAM.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.
- `kStatus_FTFx_RecoverFlexramAsEepromError` – Failed to recover FlexRAM as EEPROM.

`status_t FTFx_CMD_ProgramPartition(ftfx_config_t *config, ftfx_partition_flexram_load_opt_t option, uint32_t eepromDataSizeCode, uint32_t flexnvmPartitionCode, uint8_t CSEcKeySize, uint8_t CFE)`

Prepares the FlexNVM block for use as data flash, EEPROM backup, or a combination of both and initializes the FlexRAM.

Parameters

- `config` – Pointer to storage for the driver runtime state.
- `option` – The option used to set FlexRAM load behavior during reset.
- `eepromDataSizeCode` – Determines the amount of FlexRAM used in each of the available EEPROM subsystems.
- `flexnvmPartitionCode` – Specifies how to split the FlexNVM block between data flash memory and EEPROM backup memory supporting EEPROM functions.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – Invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.

- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.

`status_t FTFx_CMD_ReadOnce(ftfx_config_t *config, uint32_t index, uint8_t *dst, uint32_t lengthInBytes)`

Reads the Program Once Field through parameters.

This function reads the read once feild with given index and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `index` – The index indicating the area of program once field to be read.
- `dst` – A pointer to the destination buffer of data that is used to store data to be read.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_ReadResource(ftfx_config_t *config, uint32_t start, uint8_t *dst, uint32_t lengthInBytes, ftfx_read_resource_opt_t option)`

Reads the resource with data at locations passed in through parameters.

This function reads the flash memory with the desired location for a given flash area as determined by the start address and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be programmed. Must be word-aligned.
- `dst` – A pointer to the destination buffer of data that is used to store data to be read.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be read. Must be word-aligned.
- `option` – The resource option which indicates which area should be read back.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with the specified baseline.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_VerifyErase(ftfx_config_t *config, uint32_t start, uint32_t lengthInBytes, ftfx_margin_value_t margin)`

Verifies an erasure of the desired flash area at a specified margin level.

This function checks the appropriate number of flash sectors based on the desired start address and length to check whether the flash is erased to the specified read margin level.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be verified. The start address does not need to be sector-aligned but must be word-aligned.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be verified. Must be word-aligned.
- `margin` – Read margin choice.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with specified baseline.
- `kStatus_FTFx_AddressError` – Address is out of range.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_VerifyEraseAll(ftfx_config_t *config, ftfx_margin_value_t margin)`

Verifies erasure of the entire flash at a specified margin level.

This function checks whether the flash is erased to the specified read margin level.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `margin` – Read margin choice.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_VerifyEraseAllExecuteOnlySegments(ftfx_config_t *config,
ftfx_margin_value_t margin)`

Verifies whether the program flash execute-only segments have been erased to the specified read margin level.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `margin` – Read margin choice.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_VerifyProgram(ftfx_config_t *config, uint32_t start, uint32_t lengthInBytes,
const uint8_t *expectedData, ftfx_margin_value_t margin,
uint32_t *failedAddress, uint32_t *failedData)`

Verifies programming of the desired flash area at a specified margin level.

This function verifies the data programed in the flash memory using the Flash Program Check Command and compares it to the expected data for a given flash area as determined by the start address and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be verified. Must be word-aligned.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be verified. Must be word-aligned.
- `expectedData` – A pointer to the expected data that is to be verified against.
- `margin` – Read margin choice.

- `failedAddress` – A pointer to the returned failing address.
- `failedData` – A pointer to the returned failing data. Some derivatives do not include failed data as part of the FCCOBx registers. In this case, zeros are returned upon failure.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with specified baseline.
- `kStatus_FTFx_AddressError` – Address is out of range.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_REG_GetSecurityState(ftfx_config_t *config, ftfx_security_state_t *state)`

Returns the security state via the pointer passed into the function.

This function retrieves the current flash security status, including the security enabling state and the backdoor key enabling state.

Parameters

- `config` – A pointer to storage for the driver runtime state.
- `state` – A pointer to the value returned for the current security status code:

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.

`status_t FTFx_CMD_SecurityBypass(ftfx_config_t *config, const uint8_t *backdoorKey)`

Allows users to bypass security with a backdoor key.

If the MCU is in secured state, this function unsecures the MCU by comparing the provided backdoor key with ones in the flash configuration field.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `backdoorKey` – A pointer to the user buffer containing the backdoor key.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.

- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_SetFlexramFunction(ftfx_config_t *config, ftfx_flexram_func_opt_t option)`
Sets the FlexRAM function command.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `option` – The option used to set the work mode of FlexRAM.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FTFx_CMD_SwapControl(ftfx_config_t *config, uint32_t address, ftfx_swap_control_opt_t option, ftfx_swap_state_config_t *returnInfo)`

Configures the Swap function or checks the swap state of the Flash module.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `address` – Address used to configure the flash Swap function.
- `option` – The possible option used to configure Flash Swap function or check the flash Swap status
- `returnInfo` – A pointer to the data which is used to return the information of flash Swap.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with specified baseline.
- `kStatus_FTFx_SwapIndicatorAddressError` – Swap indicator address is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.

- kStatus_FTFx_CommandFailure – Run-time error during the command execution.

enum _ftfx_partition_flexram_load_option

Enumeration for the FlexRAM load during reset option.

Values:

enumerator kFTFx_PartitionFlexramLoadOptLoadedWithValidEepromData

FlexRAM is loaded with valid EEPROM data during reset sequence.

enumerator kFTFx_PartitionFlexramLoadOptNotLoaded

FlexRAM is not loaded during reset sequence.

enum _ftfx_read_resource_opt

Enumeration for the two possible options of flash read resource command.

Values:

enumerator kFTFx_ResourceOptionFlashIfr

Select code for Program flash 0 IFR, Program flash swap 0 IFR, Data flash 0 IFR

enumerator kFTFx_ResourceOptionVersionId

Select code for the version ID

enum _ftfx_margin_value

Enumeration for supported FTFx margin levels.

Values:

enumerator kFTFx_MarginValueNormal

Use the ‘normal’ read level for 1s.

enumerator kFTFx_MarginValueUser

Apply the ‘User’ margin to the normal read-1 level.

enumerator kFTFx_MarginValueFactory

Apply the ‘Factory’ margin to the normal read-1 level.

enumerator kFTFx_MarginValueInvalid

Not real margin level, Used to determine the range of valid margin level.

enum _ftfx_security_state

Enumeration for the three possible FTFx security states.

Values:

enumerator kFTFx_SecurityStateNotSecure

Flash is not secure.

enumerator kFTFx_SecurityStateBackdoorEnabled

Flash backdoor is enabled.

enumerator kFTFx_SecurityStateBackdoorDisabled

Flash backdoor is disabled.

enum _ftfx_flexram_function_option

Enumeration for the two possible options of set FlexRAM function command.

Values:

enumerator kFTFx_FlexramFuncOptAvailableAsRam

An option used to make FlexRAM available as RAM

enumerator kFTFx_FlexramFuncOptAvailableForEeprom

An option used to make FlexRAM available for EEPROM

enum _flash_acceleration_ram_property

Enumeration for acceleration ram property.

Values:

enumerator kFLASH_AccelerationRamSize

enum _ftfx_swap_control_option

Enumeration for the possible options of Swap control commands.

Values:

enumerator kFTFx_SwapControlOptionIntializeSystem

An option used to initialize the Swap system

enumerator kFTFx_SwapControlOptionSetInUpdateState

An option used to set the Swap in an update state

enumerator kFTFx_SwapControlOptionSetInCompleteState

An option used to set the Swap in a complete state

enumerator kFTFx_SwapControlOptionReportStatus

An option used to report the Swap status

enumerator kFTFx_SwapControlOptionDisableSystem

An option used to disable the Swap status

enum _ftfx_swap_state

Enumeration for the possible flash Swap status.

Values:

enumerator kFTFx_SwapStateUninitialized

Flash Swap system is in an uninitialized state.

enumerator kFTFx_SwapStateReady

Flash Swap system is in a ready state.

enumerator kFTFx_SwapStateUpdate

Flash Swap system is in an update state.

enumerator kFTFx_SwapStateUpdateErased

Flash Swap system is in an updateErased state.

enumerator kFTFx_SwapStateComplete

Flash Swap system is in a complete state.

enumerator kFTFx_SwapStateDisabled

Flash Swap system is in a disabled state.

enum _ftfx_swap_block_status

Enumeration for the possible flash Swap block status.

Values:

enumerator kFTFx_SwapBlockStatusLowerHalfProgramBlocksAtZero

Swap block status is that lower half program block at zero.

enumerator kFTFx_SwapBlockStatusUpperHalfProgramBlocksAtZero

Swap block status is that upper half program block at zero.

enum *_ftfx_memory_type*

Enumeration for FTFx memory type.

Values:

enumerator *kFTFx_MemTypePflash*

enumerator *kFTFx_MemTypeFlexnvm*

typedef enum *_ftfx_partition_flexram_load_option* *ftfx_partition_flexram_load_opt_t*

Enumeration for the FlexRAM load during reset option.

typedef enum *_ftfx_read_resource_opt* *ftfx_read_resource_opt_t*

Enumeration for the two possible options of flash read resource command.

typedef enum *_ftfx_margin_value* *ftfx_margin_value_t*

Enumeration for supported FTFx margin levels.

typedef enum *_ftfx_security_state* *ftfx_security_state_t*

Enumeration for the three possible FTFx security states.

typedef enum *_ftfx_flexram_function_option* *ftfx_flexram_func_opt_t*

Enumeration for the two possible options of set FlexRAM function command.

typedef enum *_ftfx_swap_control_option* *ftfx_swap_control_opt_t*

Enumeration for the possible options of Swap control commands.

typedef enum *_ftfx_swap_state* *ftfx_swap_state_t*

Enumeration for the possible flash Swap status.

typedef enum *_ftfx_swap_block_status* *ftfx_swap_block_status_t*

Enumeration for the possible flash Swap block status.

typedef struct *_ftfx_swap_state_config* *ftfx_swap_state_config_t*

Flash Swap information.

typedef struct *_ftfx_special_mem* *ftfx_spec_mem_t*

ftfx special memory access information.

typedef struct *_ftfx_mem_descriptor* *ftfx_mem_desc_t*

Flash memory descriptor.

typedef struct *_ftfx_ops_config* *ftfx_ops_config_t*

Active FTFx information for the current operation.

typedef struct *_ftfx_ifr_descriptor* *ftfx_ifr_desc_t*

Flash IFR memory descriptor.

typedef struct *_ftfx_config* *ftfx_config_t*

Flash driver state information.

An instance of this structure is allocated by the user of the flash driver and passed into each of the driver APIs.

struct *_ftfx_swap_state_config*

#include <fsl_ftfx_controller.h> Flash Swap information.

Public Members

ftfx_swap_state_t flashSwapState

The current Swap system status.

ftfx_swap_block_status_t currentSwapBlockStatus

The current Swap block status.

ftfx_swap_block_status_t nextSwapBlockStatus

The next Swap block status.

struct *_ftfx_special_mem*

#include <fsl_ftfx_controller.h> ftfx special memory access information.

Public Members

uint32_t base

Base address of flash special memory.

uint32_t size

size of flash special memory.

uint32_t count

flash special memory count.

struct *_ftfx_mem_descriptor*

#include <fsl_ftfx_controller.h> Flash memory descriptor.

Public Members

uint32_t blockBase

A base address of the flash block

uint32_t aliasBlockBase

A base address of the alias flash block

uint32_t totalSize

The size of the flash block.

uint32_t sectorSize

The size in bytes of a sector of flash.

uint32_t blockCount

A number of flash blocks.

struct *_ftfx_ops_config*

#include <fsl_ftfx_controller.h> Active FTFx information for the current operation.

Public Members

uint32_t convertedAddress

A converted address for the current flash type.

struct *_ftfx_ifr_descriptor*

#include <fsl_ftfx_controller.h> Flash IFR memory descriptor.

union *function_ptr_t*

#include <fsl_ftfx_controller.h>

Public Members

uint32_t commadAddr

void (*callFlashCommand)(volatile uint8_t *FTMRx_fstat)

struct __ftfx_config

#include <fsl_ftfx_controller.h> Flash driver state information.

An instance of this structure is allocated by the user of the flash driver and passed into each of the driver APIs.

Public Members

uint32_t flexramBlockBase

The base address of the FlexRAM/acceleration RAM

uint32_t flexramTotalSize

The size of the FlexRAM/acceleration RAM

uint16_t eepromTotalSize

The size of EEPROM area which was partitioned from FlexRAM

function_ptr_t runCmdFuncAddr

An buffer point to the flash execute-in-RAM function.

struct __unnamed3__

Public Members

uint8_t type

Type of flash block.

uint8_t index

Index of flash block.

struct feature

struct addrAligment

struct feature

struct resRange

Public Members

uint8_t versionIdStart

Version ID start address

uint32_t pflashIfrStart

Program Flash 0 IFR start address

uint32_t dflashIfrStart

Data Flash 0 IFR start address

uint32_t pflashSwapIfrStart

Program Flash Swap IFR start address

struct idxInfo

2.10 ftfx feature

FTFx_DRIVER_IS_FLASH_RESIDENT

Flash driver location.

Used for the flash resident application.

FTFx_DRIVER_IS_EXPORTED

Flash Driver Export option.

Used for the MCUXpresso SDK application.

FTFx_FLASH1_HAS_PROT_CONTROL

Indicates whether the secondary flash has its own protection register in flash module.

FTFx_FLASH1_HAS_XACC_CONTROL

Indicates whether the secondary flash has its own Execute-Only access register in flash module.

FTFx_DRIVER_HAS_FLASH1_SUPPORT

Indicates whether the secondary flash is supported in the Flash driver.

FTFx_FLASH_COUNT

FTFx_FLASH1_IS_INDEPENDENT_BLOCK

2.11 Fftfx FLASH Driver

status_t FLASH_Init(*flash_config_t* *config)

Initializes the global flash properties structure members.

This function checks and initializes the Flash module for the other Flash APIs.

Parameters

- config – Pointer to the storage for the driver runtime state.

Return values

- kStatus_FTFx_Success – API was executed successfully.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_ExecuteInRamFunctionNotReady – Execute-in-RAM function is not available.
- kStatus_FTFx_PartitionStatusUpdateFailure – Failed to update the partition status.

status_t FLASH_Erase(*flash_config_t* *config, uint32_t start, uint32_t lengthInBytes, uint32_t key)

Erases the Dflash sectors encompassed by parameters passed into function.

This function erases the appropriate number of flash sectors based on the desired start address and length.

Parameters

- config – The pointer to the storage for the driver runtime state.
- start – The start address of the desired flash memory to be erased. The start address does not need to be sector-aligned but must be word-aligned.

- `lengthInBytes` – The length, given in bytes (not words or long-words) to be erased. Must be word-aligned.
- `key` – The value used to validate all flash erase APIs.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the appropriate number of flash sectors based on the desired start address and length were erased successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – The parameter is not aligned with the specified baseline.
- `kStatus_FTFx_AddressError` – The address is out of range.
- `kStatus_FTFx_EraseKeyError` – The API erase key is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t` FLASH_EraseSectorNonBlocking(*flash_config_t* *config, uint32_t start, uint32_t key)

Erases the Dflash sectors encompassed by parameters passed into function.

This function erases one flash sector size based on the start address, and it is executed asynchronously.

NOTE: This function can only erase one flash sector at a time, and the other commands can be executed after the previous command has been completed.

Parameters

- `config` – The pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be erased. The start address does not need to be sector-aligned but must be word-aligned.
- `key` – The value used to validate all flash erase APIs.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – The parameter is not aligned with the specified baseline.
- `kStatus_FTFx_AddressError` – The address is out of range.
- `kStatus_FTFx_EraseKeyError` – The API erase key is invalid.

`status_t` FLASH_EraseAll(*flash_config_t* *config, uint32_t key)

Erases entire flexnvm.

Parameters

- `config` – Pointer to the storage for the driver runtime state.
- `key` – A value used to validate all flash erase APIs.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the all pflash and flexnvm were erased successfully, the swap and eeprom have been reset to unconfigured state.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_EraseKeyError` – API erase key is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.
- `kStatus_FTFx_PartitionStatusUpdateFailure` – Failed to update the partition status.

`status_t FLASH_EraseAllUnsecure(flash_config_t *config, uint32_t key)`

Erases the entire flexnvm, including protected sectors.

Parameters

- `config` – Pointer to the storage for the driver runtime state.
- `key` – A value used to validate all flash erase APIs.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the protected sectors of flash were reset to unprotected status.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_EraseKeyError` – API erase key is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.
- `kStatus_FTFx_PartitionStatusUpdateFailure` – Failed to update the partition status.

`status_t FLASH_Program(flash_config_t *config, uint32_t start, uint8_t *src, uint32_t lengthInBytes)`

Programs flash with data at locations passed in through parameters.

This function programs the flash memory with the desired data for a given flash area as determined by the start address and the length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be programmed. Must be word-aligned.

- `src` – A pointer to the source buffer of data that is to be programmed into the flash.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the desired data were programmed successfully into flash based on desired start address and length.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with the specified baseline.
- `kStatus_FTFx_AddressError` – Address is out of range.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t` FLASH_ProgramOnce(*flash_config_t* *config, uint32_t index, uint8_t *src, uint32_t lengthInBytes)

Program the Program-Once-Field through parameters.

This function Program the Program-once-field with given index and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `index` – The index indicating the area of program once field to be read.
- `src` – A pointer to the source buffer of data that is used to store data to be write.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; The index indicating the area of program once field was programmed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

status_t FLASH_ProgramSection(*flash_config_t* *config, uint32_t start, uint8_t *src, uint32_t lengthInBytes)

Programs flash with data at locations passed in through parameters via the Program Section command.

This function programs the flash memory with the desired data for a given flash area as determined by the start address and length.

Parameters

- config – A pointer to the storage for the driver runtime state.
- start – The start address of the desired flash memory to be programmed. Must be word-aligned.
- src – A pointer to the source buffer of data that is to be programmed into the flash.
- lengthInBytes – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- kStatus_FTFx_Success – API was executed successfully; the desired data have been programed successfully into flash based on start address and length.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_AlignmentError – Parameter is not aligned with specified baseline.
- kStatus_FTFx_AddressError – Address is out of range.
- kStatus_FTFx_SetFlexramAsRamError – Failed to set flexram as RAM.
- kStatus_FTFx_ExecuteInRamFunctionNotReady – Execute-in-RAM function is not available.
- kStatus_FTFx_AccessError – Invalid instruction codes and out-of bounds addresses.
- kStatus_FTFx_ProtectionViolation – The program/erase operation is requested to execute on protected areas.
- kStatus_FTFx_CommandFailure – Run-time error during command execution.
- kStatus_FTFx_RecoverFlexramAsEepromError – Failed to recover FlexRAM as EEPROM.

status_t FLASH_ReadResource(*flash_config_t* *config, uint32_t start, uint8_t *dst, uint32_t lengthInBytes, *ftfx_read_resource_opt_t* option)

Reads the resource with data at locations passed in through parameters.

This function reads the flash memory with the desired location for a given flash area as determined by the start address and length.

Parameters

- config – A pointer to the storage for the driver runtime state.
- start – The start address of the desired flash memory to be programmed. Must be word-aligned.
- dst – A pointer to the destination buffer of data that is used to store data to be read.

- `lengthInBytes` – The length, given in bytes (not words or long-words), to be read. Must be word-aligned.
- `option` – The resource option which indicates which area should be read back.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the data have been read successfully from program flash IFR, data flash IFR space, and the Version ID field.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with the specified baseline.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t` FLASH_ReadOnce(*flash_config_t* *config, uint32_t index, uint8_t *dst, uint32_t lengthInBytes)

Reads the Program Once Field through parameters.

This function reads the read once feild with given index and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `index` – The index indicating the area of program once field to be read.
- `dst` – A pointer to the destination buffer of data that is used to store data to be read.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the data have been successfully read form Program flash0 IFR map and Program Once field based on index and length.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

status_t FLASH_VerifyErase(*flash_config_t* *config, uint32_t start, uint32_t lengthInBytes, *ftfx_margin_value_t* margin)

Verifies an erasure of the desired flash area at a specified margin level.

This function checks the appropriate number of flash sectors based on the desired start address and length to check whether the flash is erased to the specified read margin level.

Parameters

- config – A pointer to the storage for the driver runtime state.
- start – The start address of the desired flash memory to be verified. The start address does not need to be sector-aligned but must be word-aligned.
- lengthInBytes – The length, given in bytes (not words or long-words), to be verified. Must be word-aligned.
- margin – Read margin choice.

Return values

- kStatus_FTFx_Success – API was executed successfully; the specified FLASH region has been erased.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_AlignmentError – Parameter is not aligned with specified baseline.
- kStatus_FTFx_AddressError – Address is out of range.
- kStatus_FTFx_ExecuteInRamFunctionNotReady – Execute-in-RAM function is not available.
- kStatus_FTFx_AccessError – Invalid instruction codes and out-of bounds addresses.
- kStatus_FTFx_ProtectionViolation – The program/erase operation is requested to execute on protected areas.
- kStatus_FTFx_CommandFailure – Run-time error during the command execution.

status_t FLASH_VerifyEraseAll(*flash_config_t* *config, *ftfx_margin_value_t* margin)

Verifies erasure of the entire flash at a specified margin level.

This function checks whether the flash is erased to the specified read margin level.

Parameters

- config – A pointer to the storage for the driver runtime state.
- margin – Read margin choice.

Return values

- kStatus_FTFx_Success – API was executed successfully; all program flash and flexnvm were in erased state.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_ExecuteInRamFunctionNotReady – Execute-in-RAM function is not available.
- kStatus_FTFx_AccessError – Invalid instruction codes and out-of bounds addresses.
- kStatus_FTFx_ProtectionViolation – The program/erase operation is requested to execute on protected areas.

- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FLASH_VerifyProgram(flash_config_t *config, uint32_t start, uint32_t lengthInBytes, const uint8_t *expectedData, ftfx_margin_value_t margin, uint32_t *failedAddress, uint32_t *failedData)`

Verifies programming of the desired flash area at a specified margin level.

This function verifies the data programmed in the flash memory using the Flash Program Check Command and compares it to the expected data for a given flash area as determined by the start address and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be verified. Must be word-aligned.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be verified. Must be word-aligned.
- `expectedData` – A pointer to the expected data that is to be verified against.
- `margin` – Read margin choice.
- `failedAddress` – A pointer to the returned failing address.
- `failedData` – A pointer to the returned failing data. Some derivatives do not include failed data as part of the FCCOBx registers. In this case, zeros are returned upon failure.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the desired data have been successfully programmed into specified FLASH region.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with specified baseline.
- `kStatus_FTFx_AddressError` – Address is out of range.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FLASH_GetSecurityState(flash_config_t *config, ftfx_security_state_t *state)`

Returns the security state via the pointer passed into the function.

This function retrieves the current flash security status, including the security enabling state and the backdoor key enabling state.

Parameters

- `config` – A pointer to storage for the driver runtime state.
- `state` – A pointer to the value returned for the current security status code:

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the security state of flash was stored to state.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.

`status_t` FLASH_SecurityBypass(*flash_config_t* *config, const uint8_t *backdoorKey)

Allows users to bypass security with a backdoor key.

If the MCU is in secured state, this function unsecures the MCU by comparing the provided backdoor key with ones in the flash configuration field.

Parameters

- config – A pointer to the storage for the driver runtime state.
- backdoorKey – A pointer to the user buffer containing the backdoor key.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t` FLASH_SetFlexramFunction(*flash_config_t* *config, *ftfx_flexram_func_opt_t* option)

Sets the FlexRAM function command.

Parameters

- config – A pointer to the storage for the driver runtime state.
- option – The option used to set the work mode of FlexRAM.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the FlexRAM has been successfully configured as RAM or EEPROM.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t` FLASH_Swap(*flash_config_t* *config, uint32_t address, bool isSetEnable)

Swaps the lower half flash with the higher half flash.

Parameters

- config – A pointer to the storage for the driver runtime state.
- address – Address used to configure the flash swap function

- `isSetEnable` – The possible option used to configure the Flash Swap function or check the flash Swap status.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the lower half flash and higher half flash have been swapped.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with specified baseline.
- `kStatus_FTFx_SwapIndicatorAddressError` – Swap indicator address is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.
- `kStatus_FTFx_SwapSystemNotInUninitialized` – Swap system is not in an uninitialized state.

`status_t` FLASH_IsProtected(*flash_config_t* *config, uint32_t start, uint32_t lengthInBytes, *flash_prot_state_t* *protection_state)

Returns the protection state of the desired flash area via the pointer passed into the function.

This function retrieves the current flash protect status for a given flash area as determined by the start address and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be checked. Must be word-aligned.
- `lengthInBytes` – The length, given in bytes (not words or long-words) to be checked. Must be word-aligned.
- `protection_state` – A pointer to the value returned for the current protection status code for the desired flash area.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the protection state of specified FLASH region was stored to `protection_state`.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with specified baseline.
- `kStatus_FTFx_AddressError` – The address is out of range.

`status_t` FLASH_IsExecuteOnly(*flash_config_t* *config, uint32_t start, uint32_t lengthInBytes, *flash_xacc_state_t* *access_state)

Returns the access state of the desired flash area via the pointer passed into the function.

This function retrieves the current flash access status for a given flash area as determined by the start address and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be checked. Must be word-aligned.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be checked. Must be word-aligned.
- `access_state` – A pointer to the value returned for the current access status code for the desired flash area.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the `executeOnly` state of specified FLASH region was stored to `access_state`.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – The parameter is not aligned to the specified baseline.
- `kStatus_FTFx_AddressError` – The address is out of range.

`status_t` FLASH_PflashSetProtection(*flash_config_t* *config, *pflash_prot_status_t* *protectStatus)

Sets the PFlash Protection to the intended protection status.

Parameters

- `config` – A pointer to storage for the driver runtime state.
- `protectStatus` – The expected protect status to set to the PFlash protection register. Each bit is corresponding to protection of 1/32(64) of the total PFlash. The least significant bit is corresponding to the lowest address area of PFlash. The most significant bit is corresponding to the highest address area of PFlash. There are two possible cases as shown below: 0: this area is protected. 1: this area is unprotected.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the specified FLASH region is protected.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.

`status_t` FLASH_PflashGetProtection(*flash_config_t* *config, *pflash_prot_status_t* *protectStatus)

Gets the PFlash protection status.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `protectStatus` – Protect status returned by the PFlash IP. Each bit is corresponding to the protection of 1/32(64) of the total PFlash. The least significant bit corresponds to the lowest address area of the PFlash. The most significant bit corresponds to the highest address area of PFlash. There are two possible cases as shown below: 0: this area is protected. 1: this area is unprotected.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the Protection state was stored to `protectStatus`;
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.

status_t FLASH_GetProperty(*flash_config_t* *config, *flash_property_tag_t* whichProperty, *uint32_t* *value)

Returns the desired flash property.

Parameters

- config – A pointer to the storage for the driver runtime state.
- whichProperty – The desired property from the list of properties in enum *flash_property_tag_t*
- value – A pointer to the value returned for the desired flash property.

Return values

- *kStatus_FTFx_Success* – API was executed successfully; the flash property was stored to value.
- *kStatus_FTFx_InvalidArgument* – An invalid argument is provided.
- *kStatus_FTFx_UnknownProperty* – An unknown property tag.

status_t FLASH_GetCommandState(*void*)

Get previous command status.

This function is used to obtain the execution status of the previous command.

Return values

- *kStatus_FTFx_Success* – The previous command is executed successfully.
- *kStatus_FTFx_ExecuteInRamFunctionNotReady* – Execute-in-RAM function is not available.
- *kStatus_FTFx_AccessError* – Invalid instruction codes and out-of bounds addresses.
- *kStatus_FTFx_ProtectionViolation* – The program/erase operation is requested to execute on protected areas.
- *kStatus_FTFx_CommandFailure* – Run-time error during the command execution.

FSL_FLASH_DRIVER_VERSION

Flash driver version for SDK.

Version 3.1.3.

FSL_FLASH_DRIVER_VERSION_ROM

Flash driver version for ROM.

Version 3.0.0.

enum *_flash_protection_state*

Enumeration for the three possible flash protection levels.

Values:

enumerator *kFLASH_ProtectionStateUnprotected*

Flash region is not protected.

enumerator *kFLASH_ProtectionStateProtected*

Flash region is protected.

enumerator *kFLASH_ProtectionStateMixed*

Flash is mixed with protected and unprotected region.

enum _flash_execute_only_access_state

Enumeration for the three possible flash execute access levels.

Values:

enumerator kFLASH__AccessStateUnLimited

Flash region is unlimited.

enumerator kFLASH__AccessStateExecuteOnly

Flash region is execute only.

enumerator kFLASH__AccessStateMixed

Flash is mixed with unlimited and execute only region.

enum _flash_property_tag

Enumeration for various flash properties.

Values:

enumerator kFLASH__PropertyPflash0SectorSize

Pflash sector size property.

enumerator kFLASH__PropertyPflash0TotalSize

Pflash total size property.

enumerator kFLASH__PropertyPflash0BlockSize

Pflash block size property.

enumerator kFLASH__PropertyPflash0BlockCount

Pflash block count property.

enumerator kFLASH__PropertyPflash0BlockBaseAddr

Pflash block base address property.

enumerator kFLASH__PropertyPflash0FacSupport

Pflash fac support property.

enumerator kFLASH__PropertyPflash0AccessSegmentSize

Pflash access segment size property.

enumerator kFLASH__PropertyPflash0AccessSegmentCount

Pflash access segment count property.

enumerator kFLASH__PropertyPflash1SectorSize

Pflash sector size property.

enumerator kFLASH__PropertyPflash1TotalSize

Pflash total size property.

enumerator kFLASH__PropertyPflash1BlockSize

Pflash block size property.

enumerator kFLASH__PropertyPflash1BlockCount

Pflash block count property.

enumerator kFLASH__PropertyPflash1BlockBaseAddr

Pflash block base address property.

enumerator kFLASH__PropertyPflash1FacSupport

Pflash fac support property.

enumerator kFLASH__PropertyPflash1AccessSegmentSize

Pflash access segment size property.

enumerator kFLASH_PropertyPflash1AccessSegmentCount

Pflash access segment count property.

enumerator kFLASH_PropertyFlexRamBlockBaseAddr

FlexRam block base address property.

enumerator kFLASH_PropertyFlexRamTotalSize

FlexRam total size property.

typedef enum *_flash_protection_state* flash_prot_state_t

Enumeration for the three possible flash protection levels.

typedef union *_pflash_protection_status* pflash_prot_status_t

PFlash protection status.

typedef enum *_flash_execute_only_access_state* flash_xacc_state_t

Enumeration for the three possible flash execute access levels.

typedef enum *_flash_property_tag* flash_property_tag_t

Enumeration for various flash properties.

typedef struct *_flash_config* flash_config_t

Flash driver state information.

An instance of this structure is allocated by the user of the flash driver and passed into each of the driver APIs.

kStatus_FLASH_Success

kFLASH_ApiEraseKey

union *_pflash_protection_status*

#include <fsl_ftfx_flash.h> PFlash protection status.

Public Members

uint32_t protl

PROT[31:0] .

uint32_t proth

PROT[63:32].

uint8_t protsl

PROTS[7:0] .

uint8_t protsh

PROTS[15:8] .

uint8_t reserved[2]

struct *_flash_config*

#include <fsl_ftfx_flash.h> Flash driver state information.

An instance of this structure is allocated by the user of the flash driver and passed into each of the driver APIs.

2.12 Fftfx FLEXNVM Driver

status_t FLEXNVM_Init(*flexnvm_config_t* *config)

Initializes the global flash properties structure members.

This function checks and initializes the Flash module for the other Flash APIs.

Parameters

- config – Pointer to the storage for the driver runtime state.

Return values

- kStatus_FTFx_Success – API was executed successfully.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_ExecuteInRamFunctionNotReady – Execute-in-RAM function is not available.
- kStatus_FTFx_PartitionStatusUpdateFailure – Failed to update the partition status.

status_t FLEXNVM_DflashErase(*flexnvm_config_t* *config, uint32_t start, uint32_t lengthInBytes, uint32_t key)

Erases the Dflash sectors encompassed by parameters passed into function.

This function erases the appropriate number of flash sectors based on the desired start address and length.

Parameters

- config – The pointer to the storage for the driver runtime state.
- start – The start address of the desired flash memory to be erased. The start address does not need to be sector-aligned but must be word-aligned.
- lengthInBytes – The length, given in bytes (not words or long-words) to be erased. Must be word-aligned.
- key – The value used to validate all flash erase APIs.

Return values

- kStatus_FTFx_Success – API was executed successfully; the appropriate number of data flash sectors based on the desired start address and length were erased successfully.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_AlignmentError – The parameter is not aligned with the specified baseline.
- kStatus_FTFx_AddressError – The address is out of range.
- kStatus_FTFx_EraseKeyError – The API erase key is invalid.
- kStatus_FTFx_ExecuteInRamFunctionNotReady – Execute-in-RAM function is not available.
- kStatus_FTFx_AccessError – Invalid instruction codes and out-of bounds addresses.
- kStatus_FTFx_ProtectionViolation – The program/erase operation is requested to execute on protected areas.
- kStatus_FTFx_CommandFailure – Run-time error during the command execution.

status_t FLEXNVM_EraseAll(*flexnvm_config_t* *config, uint32_t key)

Erases entire flexnvm.

Parameters

- `config` – Pointer to the storage for the driver runtime state.
- `key` – A value used to validate all flash erase APIs.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the entire flexnvm has been erased successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_EraseKeyError` – API erase key is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.
- `kStatus_FTFx_PartitionStatusUpdateFailure` – Failed to update the partition status.

`status_t FLEXNVM_EraseAllUnsecure(flexnvm_config_t *config, uint32_t key)`

Erases the entire flexnvm, including protected sectors.

Parameters

- `config` – Pointer to the storage for the driver runtime state.
- `key` – A value used to validate all flash erase APIs.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the flexnvm is not in security state.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_EraseKeyError` – API erase key is invalid.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.
- `kStatus_FTFx_PartitionStatusUpdateFailure` – Failed to update the partition status.

`status_t FLEXNVM_DflashProgram(flexnvm_config_t *config, uint32_t start, uint8_t *src, uint32_t lengthInBytes)`

Programs flash with data at locations passed in through parameters.

This function programs the flash memory with the desired data for a given flash area as determined by the start address and the length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.

- `start` – The start address of the desired flash memory to be programmed. Must be word-aligned.
- `src` – A pointer to the source buffer of data that is to be programmed into the flash.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the desired data have been successfully programmed into specified data flash region.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with the specified baseline.
- `kStatus_FTFx_AddressError` – Address is out of range.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t` FLEXNVM_DflashProgramSection(*flexnvm_config_t* *config, uint32_t start, uint8_t *src, uint32_t lengthInBytes)

Programs flash with data at locations passed in through parameters via the Program Section command.

This function programs the flash memory with the desired data for a given flash area as determined by the start address and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be programmed. Must be word-aligned.
- `src` – A pointer to the source buffer of data that is to be programmed into the flash.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the desired data have been successfully programmed into specified data flash area.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with specified baseline.
- `kStatus_FTFx_AddressError` – Address is out of range.
- `kStatus_FTFx_SetFlexramAsRamError` – Failed to set flexram as RAM.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.

- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.
- `kStatus_FTFx_RecoverFlexramAsEepromError` – Failed to recover FlexRAM as EEPROM.

`status_t FLEXNVM_ProgramPartition(flexnvm_config_t *config,
 ftfx_partition_flexram_load_opt_t option, uint32_t
 eepromDataSizeCode, uint32_t flexnvmPartitionCode)`

Prepares the FlexNVM block for use as data flash, EEPROM backup, or a combination of both and initializes the FlexRAM.

Parameters

- `config` – Pointer to storage for the driver runtime state.
- `option` – The option used to set FlexRAM load behavior during reset.
- `eepromDataSizeCode` – Determines the amount of FlexRAM used in each of the available EEPROM subsystems.
- `flexnvmPartitionCode` – Specifies how to split the FlexNVM block between data flash memory and EEPROM backup memory supporting EEPROM functions.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the FlexNVM block for use as data flash, EEPROM backup, or a combination of both have been Prepared.
- `kStatus_FTFx_InvalidArgument` – Invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.

`status_t FLEXNVM_ProgramPartition_CSE(flexnvm_config_t *config,
 ftfx_partition_flexram_load_opt_t option, uint32_t
 eepromDataSizeCode, uint32_t
 flexnvmPartitionCode, uint8_t CSEcKeySize, uint8_t
 SFE)`

Prepares the FlexNVM block for use as data flash, EEPROM backup, or a combination of both and initializes the FlexRAM. This is the CSE enabled version for IP's like FTFC.

Parameters

- `config` – Pointer to storage for the driver runtime state.
- `option` – The option used to set FlexRAM load behavior during reset.
- `eepromDataSizeCode` – Determines the amount of FlexRAM used in each of the available EEPROM subsystems.

- `flexnvmPartitionCode` – Specifies how to split the FlexNVM block between data flash memory and EEPROM backup memory supporting EEPROM functions.
- `CSEcKeySize` – CSEc/SHE key size, see RM for details and possible values
- `SFE` – Security Flag Extension (SFE), see RM for details and possible values

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the FlexNVM block for use as data flash, EEPROM backup, or a combination of both have been Prepared.
- `kStatus_FTFx_InvalidArgument` – Invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.

`status_t FLEXNVM_ReadResource(flexnvm_config_t *config, uint32_t start, uint8_t *dst, uint32_t lengthInBytes, ftfx_read_resource_opt_t option)`

Reads the resource with data at locations passed in through parameters.

This function reads the flash memory with the desired location for a given flash area as determined by the start address and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be programmed. Must be word-aligned.
- `dst` – A pointer to the destination buffer of data that is used to store data to be read.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be read. Must be word-aligned.
- `option` – The resource option which indicates which area should be read back.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the data have been read successfully from program flash IFR, data flash IFR space, and the Version ID field
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with the specified baseline.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.

- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FLEXNVM_DflashVerifyErase(flexnvm_config_t *config, uint32_t start, uint32_t lengthInBytes, ftfx_margin_value_t margin)`

Verifies an erasure of the desired flash area at a specified margin level.

This function checks the appropriate number of flash sectors based on the desired start address and length to check whether the flash is erased to the specified read margin level.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be verified. The start address does not need to be sector-aligned but must be word-aligned.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be verified. Must be word-aligned.
- `margin` – Read margin choice.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the specified data flash region is in erased state.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with specified baseline.
- `kStatus_FTFx_AddressError` – Address is out of range.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FLEXNVM_VerifyEraseAll(flexnvm_config_t *config, ftfx_margin_value_t margin)`

Verifies erasure of the entire flash at a specified margin level.

This function checks whether the flash is erased to the specified read margin level.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `margin` – Read margin choice.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the entire flexnvm region is in erased state.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.

- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FLEXNVM_DflashVerifyProgram(flexnvm_config_t *config, uint32_t start, uint32_t lengthInBytes, const uint8_t *expectedData, ftfx_margin_value_t margin, uint32_t *failedAddress, uint32_t *failedData)`

Verifies programming of the desired flash area at a specified margin level.

This function verifies the data programmed in the flash memory using the Flash Program Check Command and compares it to the expected data for a given flash area as determined by the start address and length.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `start` – The start address of the desired flash memory to be verified. Must be word-aligned.
- `lengthInBytes` – The length, given in bytes (not words or long-words), to be verified. Must be word-aligned.
- `expectedData` – A pointer to the expected data that is to be verified against.
- `margin` – Read margin choice.
- `failedAddress` – A pointer to the returned failing address.
- `failedData` – A pointer to the returned failing data. Some derivatives do not include failed data as part of the FCCOBx registers. In this case, zeros are returned upon failure.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the desired data have been programmed successfully into specified data flash region.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_AlignmentError` – Parameter is not aligned with specified baseline.
- `kStatus_FTFx_AddressError` – Address is out of range.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t FLEXNVM_GetSecurityState(flexnvm_config_t *config, ftfx_security_state_t *state)`

Returns the security state via the pointer passed into the function.

This function retrieves the current flash security status, including the security enabling state and the backdoor key enabling state.

Parameters

- `config` – A pointer to storage for the driver runtime state.

- `state` – A pointer to the value returned for the current security status code:

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the security state of flexnvm was stored to state.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.

`status_t` FLEXNVM_SecurityBypass(*flexnvm_config_t* *config, const uint8_t *backdoorKey)

Allows users to bypass security with a backdoor key.

If the MCU is in secured state, this function unsecures the MCU by comparing the provided backdoor key with ones in the flash configuration field.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `backdoorKey` – A pointer to the user buffer containing the backdoor key.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

`status_t` FLEXNVM_SetFlexramFunction(*flexnvm_config_t* *config, *ftfx_flexram_func_opt_t* option)

Sets the FlexRAM function command.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `option` – The option used to set the work mode of FlexRAM.

Return values

- `kStatus_FTFx_Success` – API was executed successfully; the FlexRAM has been successfully configured as RAM or EEPROM
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_ExecuteInRamFunctionNotReady` – Execute-in-RAM function is not available.
- `kStatus_FTFx_AccessError` – Invalid instruction codes and out-of bounds addresses.
- `kStatus_FTFx_ProtectionViolation` – The program/erase operation is requested to execute on protected areas.
- `kStatus_FTFx_CommandFailure` – Run-time error during the command execution.

status_t FLEXNVM_DflashSetProtection(*flexnvm_config_t* *config, uint8_t protectStatus)

Sets the DFlash protection to the intended protection status.

Parameters

- config – A pointer to the storage for the driver runtime state.
- protectStatus – The expected protect status to set to the DFlash protection register. Each bit corresponds to the protection of the 1/8 of the total DFlash. The least significant bit corresponds to the lowest address area of the DFlash. The most significant bit corresponds to the highest address area of the DFlash. There are two possible cases as shown below: 0: this area is protected. 1: this area is unprotected.

Return values

- kStatus_FTFx_Success – API was executed successfully; the specified DFlash region is protected.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_CommandNotSupported – Flash API is not supported.
- kStatus_FTFx_CommandFailure – Run-time error during command execution.

status_t FLEXNVM_DflashGetProtection(*flexnvm_config_t* *config, uint8_t *protectStatus)

Gets the DFlash protection status.

Parameters

- config – A pointer to the storage for the driver runtime state.
- protectStatus – DFlash Protect status returned by the PFlash IP. Each bit corresponds to the protection of the 1/8 of the total DFlash. The least significant bit corresponds to the lowest address area of the DFlash. The most significant bit corresponds to the highest address area of the DFlash, and so on. There are two possible cases as below: 0: this area is protected. 1: this area is unprotected.

Return values

- kStatus_FTFx_Success – API was executed successfully.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_CommandNotSupported – Flash API is not supported.

status_t FLEXNVM_EepromSetProtection(*flexnvm_config_t* *config, uint8_t protectStatus)

Sets the EEPROM protection to the intended protection status.

Parameters

- config – A pointer to the storage for the driver runtime state.
- protectStatus – The expected protect status to set to the EEPROM protection register. Each bit corresponds to the protection of the 1/8 of the total EEPROM. The least significant bit corresponds to the lowest address area of the EEPROM. The most significant bit corresponds to the highest address area of EEPROM, and so on. There are two possible cases as shown below: 0: this area is protected. 1: this area is unprotected.

Return values

- kStatus_FTFx_Success – API was executed successfully.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_CommandNotSupported – Flash API is not supported.

- `kStatus_FTFx_CommandFailure` – Run-time error during command execution.

`status_t FLEXNVM_EepromGetProtection(flexnvm_config_t *config, uint8_t *protectStatus)`

Gets the EEPROM protection status.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `protectStatus` – DFlash Protect status returned by the PFlash IP. Each bit corresponds to the protection of the 1/8 of the total EEPROM. The least significant bit corresponds to the lowest address area of the EEPROM. The most significant bit corresponds to the highest address area of the EEPROM. There are two possible cases as below: 0: this area is protected. 1: this area is unprotected.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_CommandNotSupported` – Flash API is not supported.

`status_t FLEXNVM_GetProperty(flexnvm_config_t *config, flexnvm_property_tag_t whichProperty, uint32_t *value)`

Returns the desired flexnvm property.

Parameters

- `config` – A pointer to the storage for the driver runtime state.
- `whichProperty` – The desired property from the list of properties in enum `flexnvm_property_tag_t`
- `value` – A pointer to the value returned for the desired flexnvm property.

Return values

- `kStatus_FTFx_Success` – API was executed successfully.
- `kStatus_FTFx_InvalidArgument` – An invalid argument is provided.
- `kStatus_FTFx_UnknownProperty` – An unknown property tag.

`enum_flexnvm_property_tag`

Enumeration for various flexnvm properties.

Values:

enumerator `kFLEXNVM_PropertyDflashSectorSize`
Dflash sector size property.

enumerator `kFLEXNVM_PropertyDflashTotalSize`
Dflash total size property.

enumerator `kFLEXNVM_PropertyDflashBlockSize`
Dflash block size property.

enumerator `kFLEXNVM_PropertyDflashBlockCount`
Dflash block count property.

enumerator `kFLEXNVM_PropertyDflashBlockBaseAddr`
Dflash block base address property.

enumerator `kFLEXNVM_PropertyAliasDflashBlockBaseAddr`
Dflash block base address Alias property.

enumerator kFLEXNVM_PropertyFlexRamBlockBaseAddr
FlexRam block base address property.

enumerator kFLEXNVM_PropertyFlexRamTotalSize
FlexRam total size property.

enumerator kFLEXNVM_PropertyEepromTotalSize
EEPROM total size property.

typedef enum *flexnvm_property_tag* flexnvm_property_tag_t
Enumeration for various flexnvm properties.

typedef struct *flexnvm_config* flexnvm_config_t
Flexnvm driver state information.

An instance of this structure is allocated by the user of the Flexnvm driver and passed into each of the driver APIs.

status_t FLEXNVM_EepromWrite(*flexnvm_config_t* *config, uint32_t start, uint8_t *src, uint32_t lengthInBytes)

Programs the EEPROM with data at locations passed in through parameters.

This function programs the emulated EEPROM with the desired data for a given flash area as determined by the start address and length.

Parameters

- config – A pointer to the storage for the driver runtime state.
- start – The start address of the desired flash memory to be programmed. Must be word-aligned.
- src – A pointer to the source buffer of data that is to be programmed into the flash.
- lengthInBytes – The length, given in bytes (not words or long-words), to be programmed. Must be word-aligned.

Return values

- kStatus_FTFx_Success – API was executed successfully; the desired data have been successfully programmed into specified eeprom region.
- kStatus_FTFx_InvalidArgument – An invalid argument is provided.
- kStatus_FTFx_AddressError – Address is out of range.
- kStatus_FTFx_SetFlexramAsEepromError – Failed to set flexram as eeprom.
- kStatus_FTFx_ProtectionViolation – The program/erase operation is requested to execute on protected areas.
- kStatus_FTFx_RecoverFlexramAsRamError – Failed to recover the FlexRAM as RAM.

struct *flexnvm_config*
#include <fsl_ftfx_flexnvm.h> Flexnvm driver state information.

An instance of this structure is allocated by the user of the Flexnvm driver and passed into each of the driver APIs.

2.13 ftfx utilities

ALIGN_DOWN(x, a)

Alignment(down) utility.

ALIGN_UP(x, a)

Alignment(up) utility.

MAKE_VERSION(major, minor, bugfix)

Constructs the version number for drivers.

MAKE_STATUS(group, code)

Constructs a status code value from a group and a code number.

FOUR_CHAR_CODE(a, b, c, d)

Constructs the four character code for the Flash driver API key.

B1P4(b)

bytes2word utility.

B1P3(b)

B1P2(b)

B1P1(b)

B2P3(b)

B2P2(b)

B2P1(b)

B3P2(b)

B3P1(b)

BYTE2WORD_1_3(x, y)

BYTE2WORD_2_2(x, y)

BYTE2WORD_3_1(x, y)

BYTE2WORD_1_1_2(x, y, z)

BYTE2WORD_1_2_1(x, y, z)

BYTE2WORD_2_1_1(x, y, z)

BYTE2WORD_1_1_1_1(x, y, z, w)

2.14 GPIO: General-Purpose Input/Output Driver

FSL_GPIO_DRIVER_VERSION

GPIO driver version.

enum _gpio_pin_direction

GPIO direction definition.

Values:

enumerator kGPIO_DigitalInput

Set current pin as digital input

enumerator kGPIO_DigitalOutput
Set current pin as digital output

enum _gpio_checker_attribute
GPIO checker attribute.

Values:

enumerator kGPIO_UsernonsecureRWUsersecureRWPrivilegedsecureRW
User nonsecure:Read+Write; User Secure:Read+Write; Privileged Secure:Read+Write

enumerator kGPIO_UsernonsecureRUsersecureRWPrivilegedsecureRW
User nonsecure:Read; User Secure:Read+Write; Privileged Secure:Read+Write

enumerator kGPIO_UsernonsecureNUsersecureRWPrivilegedsecureRW
User nonsecure:None; User Secure:Read+Write; Privileged Secure:Read+Write

enumerator kGPIO_UsernonsecureRUsersecureRPrivilegedsecureRW
User nonsecure:Read; User Secure:Read; Privileged Secure:Read+Write

enumerator kGPIO_UsernonsecureNUsersecureRPrivilegedsecureRW
User nonsecure:None; User Secure:Read; Privileged Secure:Read+Write

enumerator kGPIO_UsernonsecureNUsersecureNPrivilegedsecureRW
User nonsecure:None; User Secure:None; Privileged Secure:Read+Write

enumerator kGPIO_UsernonsecureNUsersecureNPrivilegedsecureR
User nonsecure:None; User Secure:None; Privileged Secure:Read

enumerator kGPIO_UsernonsecureNUsersecureNPrivilegedsecureN
User nonsecure:None; User Secure:None; Privileged Secure:None

enumerator kGPIO_IgnoreAttributeCheck
Ignores the attribute check

typedef enum _gpio_pin_direction gpio_pin_direction_t
GPIO direction definition.

typedef enum _gpio_checker_attribute gpio_checker_attribute_t
GPIO checker attribute.

typedef struct _gpio_pin_config gpio_pin_config_t
The GPIO pin configuration structure.

Each pin can only be configured as either an output pin or an input pin at a time. If configured as an input pin, leave the outputConfig unused. Note that in some use cases, the corresponding port property should be configured in advance with the PORT_SetPinConfig().

GPIO_FIT_REG(value)

struct _gpio_pin_config
#include <fsl_gpio.h> The GPIO pin configuration structure.

Each pin can only be configured as either an output pin or an input pin at a time. If configured as an input pin, leave the outputConfig unused. Note that in some use cases, the corresponding port property should be configured in advance with the PORT_SetPinConfig().

Public Members

gpio_pin_direction_t pinDirection
GPIO direction, input or output

uint8_t outputLogic
Set a default output logic, which has no use in input

2.15 GPIO Driver

`void GPIO_PortInit(GPIO_Type *base)`

Initializes the GPIO peripheral.

This function ungates the GPIO clock.

Parameters

- `base` – GPIO peripheral base pointer.

`void GPIO_PortDenit(GPIO_Type *base)`

Denitalizes the GPIO peripheral.

Parameters

- `base` – GPIO peripheral base pointer.

`void GPIO_PinInit(GPIO_Type *base, uint32_t pin, const gpio_pin_config_t *config)`

Initializes a GPIO pin used by the board.

To initialize the GPIO, define a pin configuration, as either input or output, in the user file. Then, call the `GPIO_PinInit()` function.

This is an example to define an input pin or an output pin configuration.

```
Define a digital input pin configuration,  
gpio_pin_config_t config =  
{  
    kGPIO_DigitalInput,  
    0,  
}  
Define a digital output pin configuration,  
gpio_pin_config_t config =  
{  
    kGPIO_DigitalOutput,  
    0,  
}
```

Parameters

- `base` – GPIO peripheral base pointer (GPIOA, GPIOB, GPIOC, and so on.)
- `pin` – GPIO port pin number
- `config` – GPIO pin configuration pointer

`static inline void GPIO_PinWrite(GPIO_Type *base, uint32_t pin, uint8_t output)`

Sets the output level of the multiple GPIO pins to the logic 1 or 0.

Parameters

- `base` – GPIO peripheral base pointer (GPIOA, GPIOB, GPIOC, and so on.)
- `pin` – GPIO pin number
- `output` – GPIO pin output logic level.
 - 0: corresponding pin output low-logic level.
 - 1: corresponding pin output high-logic level.

`static inline void GPIO_PortSet(GPIO_Type *base, uint32_t mask)`

Sets the output level of the multiple GPIO pins to the logic 1.

Parameters

- `base` – GPIO peripheral base pointer (GPIOA, GPIOB, GPIOC, and so on.)

- mask – GPIO pin number macro

static inline void GPIO_PortClear(GPIO_Type *base, uint32_t mask)

Sets the output level of the multiple GPIO pins to the logic 0.

Parameters

- base – GPIO peripheral base pointer (GPIOA, GPIOB, GPIOC, and so on.)
- mask – GPIO pin number macro

static inline void GPIO_PortToggle(GPIO_Type *base, uint32_t mask)

Reverses the current output logic of the multiple GPIO pins.

Parameters

- base – GPIO peripheral base pointer (GPIOA, GPIOB, GPIOC, and so on.)
- mask – GPIO pin number macro

static inline uint32_t GPIO_PinRead(GPIO_Type *base, uint32_t pin)

Reads the current input value of the GPIO port.

Parameters

- base – GPIO peripheral base pointer (GPIOA, GPIOB, GPIOC, and so on.)
- pin – GPIO pin number

Return values

GPIO – port input value

- 0: corresponding pin input low-logic level.
- 1: corresponding pin input high-logic level.

uint32_t GPIO_PortGetInterruptFlags(GPIO_Type *base)

Reads the GPIO port interrupt status flag.

If a pin is configured to generate the DMA request, the corresponding flag is cleared automatically at the completion of the requested DMA transfer. Otherwise, the flag remains set until a logic one is written to that flag. If configured for a level sensitive interrupt that remains asserted, the flag is set again immediately.

Parameters

- base – GPIO peripheral base pointer (GPIOA, GPIOB, GPIOC, and so on.)

Return values

The – current GPIO port interrupt status flag, for example, 0x00010001 means the pin 0 and 17 have the interrupt.

void GPIO_PortClearInterruptFlags(GPIO_Type *base, uint32_t mask)

Clears multiple GPIO pin interrupt status flags.

Parameters

- base – GPIO peripheral base pointer (GPIOA, GPIOB, GPIOC, and so on.)
- mask – GPIO pin number macro

void GPIO_CheckAttributeBytes(GPIO_Type *base, *gpio_checker_attribute_t* attribute)

brief The GPIO module supports a device-specific number of data ports, organized as 32-bit words/8-bit Bytes. Each 32-bit/8-bit data port includes a GACR register, which defines the byte-level attributes required for a successful access to the GPIO programming model. If the GPIO module's GACR register organized as 32-bit words, the attribute controls for the 4 data bytes in the GACR follow a standard little endian data convention.

Parameters

- base – GPIO peripheral base pointer (GPIOA, GPIOB, GPIOC, and so on.)
- attribute – GPIO checker attribute

2.16 I2C: Inter-Integrated Circuit Driver

2.17 I2C Driver

```
void I2C_MasterInit(I2C_Type *base, const i2c_master_config_t *masterConfig, uint32_t
srcClock_Hz)
```

Initializes the I2C peripheral. Call this API to ungate the I2C clock and configure the I2C with master configuration.

Note: This API should be called at the beginning of the application. Otherwise, any operation to the I2C module can cause a hard fault because the clock is not enabled. The configuration structure can be custom filled or it can be set with default values by using the I2C_MasterGetDefaultConfig(). After calling this API, the master is ready to transfer. This is an example.

```
i2c_master_config_t config = {
.enableMaster = true,
.enableStopHold = false,
.highDrive = false,
.baudRate_Bps = 100000,
.glitchFilterWidth = 0
};
I2C_MasterInit(I2C0, &config, 12000000U);
```

Parameters

- base – I2C base pointer
- masterConfig – A pointer to the master configuration structure
- srcClock_Hz – I2C peripheral clock frequency in Hz

```
void I2C_SlaveInit(I2C_Type *base, const i2c_slave_config_t *slaveConfig, uint32_t srcClock_Hz)
```

Initializes the I2C peripheral. Call this API to ungate the I2C clock and initialize the I2C with the slave configuration.

Note: This API should be called at the beginning of the application. Otherwise, any operation to the I2C module can cause a hard fault because the clock is not enabled. The configuration structure can partly be set with default values by I2C_SlaveGetDefaultConfig() or it can be custom filled by the user. This is an example.

```
i2c_slave_config_t config = {
.enableSlave = true,
.enableGeneralCall = false,
.addressingMode = kI2C_Address7bit,
.slaveAddress = 0x1DU,
.enableWakeUp = false,
.enablehighDrive = false,
.enableBaudRateCtl = false,
.sclStopHoldTime_ns = 4000
};
I2C_SlaveInit(I2C0, &config, 12000000U);
```

Parameters

- base – I2C base pointer
- slaveConfig – A pointer to the slave configuration structure
- srcClock_Hz – I2C peripheral clock frequency in Hz

```
void I2C_MasterDeinit(I2C_Type *base)
```

De-initializes the I2C master peripheral. Call this API to gate the I2C clock. The I2C master module can't work unless the I2C_MasterInit is called.

Parameters

- base – I2C base pointer

```
void I2C_SlaveDeinit(I2C_Type *base)
```

De-initializes the I2C slave peripheral. Calling this API gates the I2C clock. The I2C slave module can't work unless the I2C_SlaveInit is called to enable the clock.

Parameters

- base – I2C base pointer

```
uint32_t I2C_GetInstance(I2C_Type *base)
```

Get instance number for I2C module.

Parameters

- base – I2C peripheral base address.

```
void I2C_MasterGetDefaultConfig(i2c_master_config_t *masterConfig)
```

Sets the I2C master configuration structure to default values.

The purpose of this API is to get the configuration structure initialized for use in the I2C_MasterConfigure(). Use the initialized structure unchanged in the I2C_MasterConfigure() or modify the structure before calling the I2C_MasterConfigure(). This is an example.

```
i2c_master_config_t config;  
I2C_MasterGetDefaultConfig(&config);
```

Parameters

- masterConfig – A pointer to the master configuration structure.

```
void I2C_SlaveGetDefaultConfig(i2c_slave_config_t *slaveConfig)
```

Sets the I2C slave configuration structure to default values.

The purpose of this API is to get the configuration structure initialized for use in the I2C_SlaveConfigure(). Modify fields of the structure before calling the I2C_SlaveConfigure(). This is an example.

```
i2c_slave_config_t config;  
I2C_SlaveGetDefaultConfig(&config);
```

Parameters

- slaveConfig – A pointer to the slave configuration structure.

```
static inline void I2C_Enable(I2C_Type *base, bool enable)
```

Enables or disables the I2C peripheral operation.

Parameters

- base – I2C base pointer
- enable – Pass true to enable and false to disable the module.

uint32_t I2C_MasterGetStatusFlags(I2C_Type *base)

Gets the I2C status flags.

Parameters

- base – I2C base pointer

Returns

status flag, use status flag to AND _i2c_flags to get the related status.

static inline uint32_t I2C_SlaveGetStatusFlags(I2C_Type *base)

Gets the I2C status flags.

Parameters

- base – I2C base pointer

Returns

status flag, use status flag to AND _i2c_flags to get the related status.

static inline void I2C_MasterClearStatusFlags(I2C_Type *base, uint32_t statusMask)

Clears the I2C status flag state.

The following status register flags can be cleared kI2C_ArbitrationLostFlag and kI2C_IntPendingFlag.

Parameters

- base – I2C base pointer
- statusMask – The status flag mask, defined in type i2c_status_flag_t. The parameter can be any combination of the following values:
 - kI2C_StartDetectFlag (if available)
 - kI2C_StopDetectFlag (if available)
 - kI2C_ArbitrationLostFlag
 - kI2C_IntPendingFlag

static inline void I2C_SlaveClearStatusFlags(I2C_Type *base, uint32_t statusMask)

Clears the I2C status flag state.

The following status register flags can be cleared kI2C_ArbitrationLostFlag and kI2C_IntPendingFlag

Parameters

- base – I2C base pointer
- statusMask – The status flag mask, defined in type i2c_status_flag_t. The parameter can be any combination of the following values:
 - kI2C_StartDetectFlag (if available)
 - kI2C_StopDetectFlag (if available)
 - kI2C_ArbitrationLostFlag
 - kI2C_IntPendingFlag

void I2C_EnableInterrupts(I2C_Type *base, uint32_t mask)

Enables I2C interrupt requests.

Parameters

- base – I2C base pointer

- **mask** – interrupt source The parameter can be combination of the following source if defined:
 - `kI2C_GlobalInterruptEnable`
 - `kI2C_StopDetectInterruptEnable/kI2C_StartDetectInterruptEnable`
 - `kI2C_SdaTimeoutInterruptEnable`

`void I2C_DisableInterrupts(I2C_Type *base, uint32_t mask)`

Disables I2C interrupt requests.

Parameters

- **base** – I2C base pointer
- **mask** – interrupt source The parameter can be combination of the following source if defined:
 - `kI2C_GlobalInterruptEnable`
 - `kI2C_StopDetectInterruptEnable/kI2C_StartDetectInterruptEnable`
 - `kI2C_SdaTimeoutInterruptEnable`

`static inline void I2C_EnableDMA(I2C_Type *base, bool enable)`

Enables/disables the I2C DMA interrupt.

Parameters

- **base** – I2C base pointer
- **enable** – true to enable, false to disable

`static inline uint32_t I2C_GetDataRegAddr(I2C_Type *base)`

Gets the I2C tx/rx data register address. This API is used to provide a transfer address for I2C DMA transfer configuration.

Parameters

- **base** – I2C base pointer

Returns

data register address

`void I2C_MasterSetBaudRate(I2C_Type *base, uint32_t baudRate_Bps, uint32_t srcClock_Hz)`

Sets the I2C master transfer baud rate.

Parameters

- **base** – I2C base pointer
- **baudRate_Bps** – the baud rate value in bps
- **srcClock_Hz** – Source clock

`status_t I2C_MasterStart(I2C_Type *base, uint8_t address, i2c_direction_t direction)`

Sends a START on the I2C bus.

This function is used to initiate a new master mode transfer by sending the START signal. The slave address is sent following the I2C START signal.

Parameters

- **base** – I2C peripheral base pointer
- **address** – 7-bit slave device address.
- **direction** – Master transfer directions(transmit/receive).

Return values

- `kStatus_Success` – Successfully send the start signal.
- `kStatus_I2C_Busy` – Current bus is busy.

status_t I2C_MasterStop(I2C_Type *base)

Sends a STOP signal on the I2C bus.

Return values

- `kStatus_Success` – Successfully send the stop signal.
- `kStatus_I2C_Timeout` – Send stop signal failed, timeout.

status_t I2C_MasterRepeatedStart(I2C_Type *base, uint8_t address, i2c_direction_t direction)

Sends a REPEATED START on the I2C bus.

Parameters

- `base` – I2C peripheral base pointer
- `address` – 7-bit slave device address.
- `direction` – Master transfer directions(transmit/receive).

Return values

- `kStatus_Success` – Successfully send the start signal.
- `kStatus_I2C_Busy` – Current bus is busy but not occupied by current I2C master.

status_t I2C_MasterWriteBlocking(I2C_Type *base, const uint8_t *txBuff, size_t txSize, uint32_t flags)

Performs a polling send transaction on the I2C bus.

Parameters

- `base` – The I2C peripheral base pointer.
- `txBuff` – The pointer to the data to be transferred.
- `txSize` – The length in bytes of the data to be transferred.
- `flags` – Transfer control flag to decide whether need to send a stop, use `kI2C_TransferDefaultFlag` to issue a stop and `kI2C_TransferNoStop` to not send a stop.

Return values

- `kStatus_Success` – Successfully complete the data transmission.
- `kStatus_I2C_ArbitrationLost` – Transfer error, arbitration lost.
- `kStatus_I2C_Nak` – Transfer error, receive NAK during transfer.

status_t I2C_MasterReadBlocking(I2C_Type *base, uint8_t *rxBuff, size_t rxSize, uint32_t flags)

Performs a polling receive transaction on the I2C bus.

Note: The `I2C_MasterReadBlocking` function stops the bus before reading the final byte. Without stopping the bus prior for the final read, the bus issues another read, resulting in garbage data being read into the data register.

Parameters

- `base` – I2C peripheral base pointer.
- `rxBuff` – The pointer to the data to store the received data.
- `rxSize` – The length in bytes of the data to be received.

- flags – Transfer control flag to decide whether need to send a stop, use kI2C_TransferDefaultFlag to issue a stop and kI2C_TransferNoStop to not send a stop.

Return values

- kStatus_Success – Successfully complete the data transmission.
- kStatus_I2C_Timeout – Send stop signal failed, timeout.

status_t I2C_SlaveWriteBlocking(I2C_Type *base, const uint8_t *txBuff, size_t txSize)

Performs a polling send transaction on the I2C bus.

Parameters

- base – The I2C peripheral base pointer.
- txBuff – The pointer to the data to be transferred.
- txSize – The length in bytes of the data to be transferred.

Return values

- kStatus_Success – Successfully complete the data transmission.
- kStatus_I2C_ArbitrationLost – Transfer error, arbitration lost.
- kStatus_I2C_Nak – Transfer error, receive NAK during transfer.

status_t I2C_SlaveReadBlocking(I2C_Type *base, uint8_t *rxBuff, size_t rxSize)

Performs a polling receive transaction on the I2C bus.

Parameters

- base – I2C peripheral base pointer.
- rxBuff – The pointer to the data to store the received data.
- rxSize – The length in bytes of the data to be received.

Return values

- kStatus_Success – Successfully complete data receive.
- kStatus_I2C_Timeout – Wait status flag timeout.

status_t I2C_MasterTransferBlocking(I2C_Type *base, i2c_master_transfer_t *xfer)

Performs a master polling transfer on the I2C bus.

Note: The API does not return until the transfer succeeds or fails due to arbitration lost or receiving a NAK.

Parameters

- base – I2C peripheral base address.
- xfer – Pointer to the transfer structure.

Return values

- kStatus_Success – Successfully complete the data transmission.
- kStatus_I2C_Busy – Previous transmission still not finished.
- kStatus_I2C_Timeout – Transfer error, wait signal timeout.
- kStatus_I2C_ArbitrationLost – Transfer error, arbitration lost.
- kStatus_I2C_Nak – Transfer error, receive NAK during transfer.

```
void I2C_MasterTransferCreateHandle(I2C_Type *base, i2c_master_handle_t *handle,  
                                   i2c_master_transfer_callback_t callback, void *userData)
```

Initializes the I2C handle which is used in transactional functions.

Parameters

- base – I2C base pointer.
- handle – pointer to i2c_master_handle_t structure to store the transfer state.
- callback – pointer to user callback function.
- userData – user parameter passed to the callback function.

```
status_t I2C_MasterTransferNonBlocking(I2C_Type *base, i2c_master_handle_t *handle,  
                                       i2c_master_transfer_t *xfer)
```

Performs a master interrupt non-blocking transfer on the I2C bus.

Note: Calling the API returns immediately after transfer initiates. The user needs to call I2C_MasterGetTransferCount to poll the transfer status to check whether the transfer is finished. If the return status is not kStatus_I2C_Busy, the transfer is finished.

Parameters

- base – I2C base pointer.
- handle – pointer to i2c_master_handle_t structure which stores the transfer state.
- xfer – pointer to i2c_master_transfer_t structure.

Return values

- kStatus_Success – Successfully start the data transmission.
- kStatus_I2C_Busy – Previous transmission still not finished.
- kStatus_I2C_Timeout – Transfer error, wait signal timeout.

```
status_t I2C_MasterTransferGetCount(I2C_Type *base, i2c_master_handle_t *handle, size_t  
                                   *count)
```

Gets the master transfer status during a interrupt non-blocking transfer.

Parameters

- base – I2C base pointer.
- handle – pointer to i2c_master_handle_t structure which stores the transfer state.
- count – Number of bytes transferred so far by the non-blocking transaction.

Return values

- kStatus_InvalidArgument – count is Invalid.
- kStatus_Success – Successfully return the count.

```
status_t I2C_MasterTransferAbort(I2C_Type *base, i2c_master_handle_t *handle)
```

Aborts an interrupt non-blocking transfer early.

Note: This API can be called at any time when an interrupt non-blocking transfer initiates to abort the transfer early.

Parameters

- `base` – I2C base pointer.
- `handle` – pointer to `i2c_master_handle_t` structure which stores the transfer state

Return values

- `kStatus_I2C_Timeout` – Timeout during polling flag.
- `kStatus_Success` – Successfully abort the transfer.

`void I2C_MasterTransferHandleIRQ(I2C_Type *base, void *i2cHandle)`

Master interrupt handler.

Parameters

- `base` – I2C base pointer.
- `i2cHandle` – pointer to `i2c_master_handle_t` structure.

`void I2C_SlaveTransferCreateHandle(I2C_Type *base, i2c_slave_handle_t *handle, i2c_slave_transfer_callback_t callback, void *userData)`

Initializes the I2C handle which is used in transactional functions.

Parameters

- `base` – I2C base pointer.
- `handle` – pointer to `i2c_slave_handle_t` structure to store the transfer state.
- `callback` – pointer to user callback function.
- `userData` – user parameter passed to the callback function.

`status_t I2C_SlaveTransferNonBlocking(I2C_Type *base, i2c_slave_handle_t *handle, uint32_t eventMask)`

Starts accepting slave transfers.

Call this API after calling the `I2C_SlaveInit()` and `I2C_SlaveTransferCreateHandle()` to start processing transactions driven by an I2C master. The slave monitors the I2C bus and passes events to the callback that was passed into the call to `I2C_SlaveTransferCreateHandle()`. The callback is always invoked from the interrupt context.

The set of events received by the callback is customizable. To do so, set the *eventMask* parameter to the OR'd combination of `i2c_slave_transfer_event_t` enumerators for the events you wish to receive. The `kI2C_SlaveTransmitEvent` and `kLPI2C_SlaveReceiveEvent` events are always enabled and do not need to be included in the mask. Alternatively, pass 0 to get a default set of only the transmit and receive events that are always enabled. In addition, the `kI2C_SlaveAllEvents` constant is provided as a convenient way to enable all events.

Parameters

- `base` – The I2C peripheral base address.
- `handle` – Pointer to `i2c_slave_handle_t` structure which stores the transfer state.
- `eventMask` – Bit mask formed by OR'ing together `i2c_slave_transfer_event_t` enumerators to specify which events to send to the callback. Other accepted values are 0 to get a default set of only the transmit and receive events, and `kI2C_SlaveAllEvents` to enable all events.

Return values

- `kStatus_Success` – Slave transfers were successfully started.
- `kStatus_I2C_Busy` – Slave transfers have already been started on this handle.

`void I2C_SlaveTransferAbort(I2C_Type *base, i2c_slave_handle_t *handle)`
Aborts the slave transfer.

Note: This API can be called at any time to stop slave for handling the bus events.

Parameters

- `base` – I2C base pointer.
- `handle` – pointer to `i2c_slave_handle_t` structure which stores the transfer state.

`status_t I2C_SlaveTransferGetCount(I2C_Type *base, i2c_slave_handle_t *handle, size_t *count)`
Gets the slave transfer remaining bytes during a interrupt non-blocking transfer.

Parameters

- `base` – I2C base pointer.
- `handle` – pointer to `i2c_slave_handle_t` structure.
- `count` – Number of bytes transferred so far by the non-blocking transaction.

Return values

- `kStatus_InvalidArgument` – `count` is Invalid.
- `kStatus_Success` – Successfully return the count.

`void I2C_SlaveTransferHandleIRQ(I2C_Type *base, void *i2cHandle)`
Slave interrupt handler.

Parameters

- `base` – I2C base pointer.
- `i2cHandle` – pointer to `i2c_slave_handle_t` structure which stores the transfer state

`FSL_I2C_DRIVER_VERSION`
I2C driver version.

I2C status return codes.

Values:

enumerator `kStatus_I2C_Busy`
I2C is busy with current transfer.

enumerator `kStatus_I2C_Idle`
Bus is Idle.

enumerator `kStatus_I2C_Nak`
NAK received during transfer.

enumerator `kStatus_I2C_ArbitrationLost`
Arbitration lost during transfer.

enumerator `kStatus_I2C_Timeout`
Timeout polling status flags.

enumerator `kStatus_I2C_Addr_Nak`
NAK received during the address probe.

enum _i2c_flags

I2C peripheral flags.

Note: These enumerations are meant to be OR'd together to form a bit mask.

Values:

enumerator kI2C_ReceiveNakFlag

I2C receive NAK flag.

enumerator kI2C_IntPendingFlag

I2C interrupt pending flag. This flag can be cleared.

enumerator kI2C_TransferDirectionFlag

I2C transfer direction flag.

enumerator kI2C_RangeAddressMatchFlag

I2C range address match flag.

enumerator kI2C_ArbitrationLostFlag

I2C arbitration lost flag. This flag can be cleared.

enumerator kI2C_BusBusyFlag

I2C bus busy flag.

enumerator kI2C_AddressMatchFlag

I2C address match flag.

enumerator kI2C_TransferCompleteFlag

I2C transfer complete flag.

enumerator kI2C_StopDetectFlag

I2C stop detect flag. This flag can be cleared.

enumerator kI2C_StartDetectFlag

I2C start detect flag. This flag can be cleared.

enum _i2c_interrupt_enable

I2C feature interrupt source.

Values:

enumerator kI2C_GlobalInterruptEnable

I2C global interrupt.

enumerator kI2C_StopDetectInterruptEnable

I2C stop detect interrupt.

enumerator kI2C_StartStopDetectInterruptEnable

I2C start&stop detect interrupt.

enum _i2c_direction

The direction of master and slave transfers.

Values:

enumerator kI2C_Write

Master transmits to the slave.

enumerator kI2C_Read

Master receives from the slave.

enum `_i2c_slave_address_mode`

Addressing mode.

Values:

enumerator `ki2C_Address7bit`

7-bit addressing mode.

enumerator `ki2C_RangeMatch`

Range address match addressing mode.

enum `_i2c_master_transfer_flags`

I2C transfer control flag.

Values:

enumerator `ki2C_TransferDefaultFlag`

A transfer starts with a start signal, stops with a stop signal.

enumerator `ki2C_TransferNoStartFlag`

A transfer starts without a start signal, only support write only or write+read with no start flag, do not support read only with no start flag.

enumerator `ki2C_TransferRepeatedStartFlag`

A transfer starts with a repeated start signal.

enumerator `ki2C_TransferNoStopFlag`

A transfer ends without a stop signal.

enum `_i2c_slave_transfer_event`

Set of events sent to the callback for nonblocking slave transfers.

These event enumerations are used for two related purposes. First, a bit mask created by OR'ing together events is passed to `I2C_SlaveTransferNonBlocking()` to specify which events to enable. Then, when the slave callback is invoked, it is passed the current event through its *transfer* parameter.

Note: These enumerations are meant to be OR'd together to form a bit mask of events.

Values:

enumerator `ki2C_SlaveAddressMatchEvent`

Received the slave address after a start or repeated start.

enumerator `ki2C_SlaveTransmitEvent`

A callback is requested to provide data to transmit (slave-transmitter role).

enumerator `ki2C_SlaveReceiveEvent`

A callback is requested to provide a buffer in which to place received data (slave-receiver role).

enumerator `ki2C_SlaveTransmitAckEvent`

A callback needs to either transmit an ACK or NACK.

enumerator `ki2C_SlaveStartEvent`

A start/repeated start was detected.

enumerator `ki2C_SlaveCompletionEvent`

A stop was detected or finished transfer, completing the transfer.

enumerator `ki2C_SlaveGeneralCallEvent`

Received the general call address after a start or repeated start.

enumerator `kI2C_SlaveAllEvents`

A bit mask of all available events.

Common sets of flags used by the driver.

Values:

enumerator `kClearFlags`

All flags which are cleared by the driver upon starting a transfer.

enumerator `kIrqFlags`

typedef enum `_i2c_direction` `i2c_direction_t`

The direction of master and slave transfers.

typedef enum `_i2c_slave_address_mode` `i2c_slave_address_mode_t`

Addressing mode.

typedef enum `_i2c_slave_transfer_event` `i2c_slave_transfer_event_t`

Set of events sent to the callback for nonblocking slave transfers.

These event enumerations are used for two related purposes. First, a bit mask created by OR'ing together events is passed to `I2C_SlaveTransferNonBlocking()` to specify which events to enable. Then, when the slave callback is invoked, it is passed the current event through its *transfer* parameter.

Note: These enumerations are meant to be OR'd together to form a bit mask of events.

typedef struct `_i2c_master_config` `i2c_master_config_t`

I2C master user configuration.

typedef struct `_i2c_slave_config` `i2c_slave_config_t`

I2C slave user configuration.

typedef struct `_i2c_master_handle` `i2c_master_handle_t`

I2C master handle typedef.

typedef void (*`i2c_master_transfer_callback_t`)(`I2C_Type` *`base`, `i2c_master_handle_t` *`handle`, `status_t` `status`, void *`userData`)

I2C master transfer callback typedef.

typedef struct `_i2c_slave_handle` `i2c_slave_handle_t`

I2C slave handle typedef.

typedef struct `_i2c_master_transfer` `i2c_master_transfer_t`

I2C master transfer structure.

typedef struct `_i2c_slave_transfer` `i2c_slave_transfer_t`

I2C slave transfer structure.

typedef void (*`i2c_slave_transfer_callback_t`)(`I2C_Type` *`base`, `i2c_slave_transfer_t` *`xfer`, void *`userData`)

I2C slave transfer callback typedef.

`I2C_RETRY_TIMES`

Retry times for waiting flag.

`I2C_MASTER_FACK_CONTROL`

Master Fast ack control, control if master needs to manually write ack, this is used to low the speed of transfer for SoCs with feature `FSL_FEATURE_I2C_HAS_DOUBLE_BUFFERING`.

I2C_HAS_STOP_DETECT

struct __i2c_master_config
 #include <fsl_i2c.h> I2C master user configuration.

Public Members

bool enableMaster
 Enables the I2C peripheral at initialization time.

bool enableStopHold
 Controls the stop hold enable.

bool enableDoubleBuffering
 Controls double buffer enable; notice that enabling the double buffer disables the clock stretch.

uint32_t baudRate_Bps
 Baud rate configuration of I2C peripheral.

uint8_t glitchFilterWidth
 Controls the width of the glitch.

struct __i2c_slave_config
 #include <fsl_i2c.h> I2C slave user configuration.

Public Members

bool enableSlave
 Enables the I2C peripheral at initialization time.

bool enableGeneralCall
 Enables the general call addressing mode.

bool enableWakeUp
 Enables/disables waking up MCU from low-power mode.

bool enableDoubleBuffering
 Controls a double buffer enable; notice that enabling the double buffer disables the clock stretch.

bool enableBaudRateCtl
 Enables/disables independent slave baud rate on SCL in very fast I2C modes.

uint16_t slaveAddress
 A slave address configuration.

uint16_t upperAddress
 A maximum boundary slave address used in a range matching mode.

i2c_slave_address_mode_t addressingMode
 An addressing mode configuration of i2c_slave_address_mode_config_t.

uint32_t sclStopHoldTime_ns
 the delay from the rising edge of SCL (I2C clock) to the rising edge of SDA (I2C data) while SCL is high (stop condition), SDA hold time and SCL start hold time are also configured according to the SCL stop hold time.

struct __i2c_master_transfer
 #include <fsl_i2c.h> I2C master transfer structure.

Public Members

uint32_t flags

A transfer flag which controls the transfer.

uint8_t slaveAddress

7-bit slave address.

i2c_direction_t direction

A transfer direction, read or write.

uint32_t subaddress

A sub address. Transferred MSB first.

uint8_t subaddressSize

A size of the command buffer.

uint8_t *volatile data

A transfer buffer.

volatile size_t dataSize

A transfer size.

struct _i2c_master_handle

#include <fsl_i2c.h> I2C master handle structure.

Public Members

i2c_master_transfer_t transfer

I2C master transfer copy.

size_t transferSize

Total bytes to be transferred.

uint8_t state

A transfer state maintained during transfer.

i2c_master_transfer_callback_t completionCallback

A callback function called when the transfer is finished.

void *userData

A callback parameter passed to the callback function.

struct _i2c_slave_transfer

#include <fsl_i2c.h> I2C slave transfer structure.

Public Members

i2c_slave_transfer_event_t event

A reason that the callback is invoked.

uint8_t *volatile data

A transfer buffer.

volatile size_t dataSize

A transfer size.

status_t completionStatus

Success or error code describing how the transfer completed. Only applies for kI2C_SlaveCompletionEvent.

size_t transferredCount

A number of bytes actually transferred since the start or since the last repeated start.

struct _i2c_slave_handle

#include <fsl_i2c.h> I2C slave handle structure.

Public Members

volatile bool isBusy

Indicates whether a transfer is busy.

i2c_slave_transfer_t transfer

I2C slave transfer copy.

uint32_t eventMask

A mask of enabled events.

i2c_slave_transfer_callback_t callback

A callback function called at the transfer event.

void *userData

A callback parameter passed to the callback.

2.18 Common Driver

FSL_COMMON_DRIVER_VERSION

common driver version.

DEBUG_CONSOLE_DEVICE_TYPE_NONE

No debug console.

DEBUG_CONSOLE_DEVICE_TYPE_UART

Debug console based on UART.

DEBUG_CONSOLE_DEVICE_TYPE_LPUART

Debug console based on LPUART.

DEBUG_CONSOLE_DEVICE_TYPE_LPSCI

Debug console based on LPSCI.

DEBUG_CONSOLE_DEVICE_TYPE_USBCDC

Debug console based on USBCDC.

DEBUG_CONSOLE_DEVICE_TYPE_FLEXCOMM

Debug console based on FLEXCOMM.

DEBUG_CONSOLE_DEVICE_TYPE_IUART

Debug console based on i.MX UART.

DEBUG_CONSOLE_DEVICE_TYPE_VUSART

Debug console based on LPC_VUSART.

DEBUG_CONSOLE_DEVICE_TYPE_MINI_USART

Debug console based on LPC_USART.

DEBUG_CONSOLE_DEVICE_TYPE_SWO

Debug console based on SWO.

DEBUG_CONSOLE_DEVICE_TYPE_QSCI

Debug console based on QSCI.

MIN(*a*, *b*)

Computes the minimum of *a* and *b*.

MAX(*a*, *b*)

Computes the maximum of *a* and *b*.

UINT16_MAX

Max value of uint16_t type.

UINT32_MAX

Max value of uint32_t type.

SDK_ATOMIC_LOCAL_ADD(addr, val)

Add value *val* from the variable at address *address*.

SDK_ATOMIC_LOCAL_SUB(addr, val)

Subtract value *val* to the variable at address *address*.

SDK_ATOMIC_LOCAL_SET(addr, bits)

Set the bits specified by *bits* to the variable at address *address*.

SDK_ATOMIC_LOCAL_CLEAR(addr, bits)

Clear the bits specified by *bits* to the variable at address *address*.

SDK_ATOMIC_LOCAL_TOGGLE(addr, bits)

Toggle the bits specified by *bits* to the variable at address *address*.

SDK_ATOMIC_LOCAL_CLEAR_AND_SET(addr, clearBits, setBits)

For the variable at address *address*, clear the bits specified by *clearBits* and set the bits specified by *setBits*.

SDK_ATOMIC_LOCAL_COMPARE_AND_SET(addr, expected, newValue)

For the variable at address *address*, check whether the value equal to *expected*. If value same as *expected* then update *newValue* to address and return **true** , else return **false** .

SDK_ATOMIC_LOCAL_TEST_AND_SET(addr, newValue)

For the variable at address *address*, set as *newValue* value and return old value.

USEC_TO_COUNT(us, clockFreqInHz)

Macro to convert a microsecond period to raw count value

COUNT_TO_USEC(count, clockFreqInHz)

Macro to convert a raw count value to microsecond

MSEC_TO_COUNT(ms, clockFreqInHz)

Macro to convert a millisecond period to raw count value

COUNT_TO_MSEC(count, clockFreqInHz)

Macro to convert a raw count value to millisecond

SDK_ISR_EXIT_BARRIER

SDK_SIZEALIGN(var, alignbytes)

Macro to define a variable with L1 d-cache line size alignment

Macro to define a variable with L2 cache line size alignment

Macro to change a value to a given size aligned value

AT_NONCACHEABLE_SECTION(var)

Define a variable *var*, and place it in non-cacheable section.

AT_NONCACHEABLE_SECTION_ALIGN(*var*, *alignbytes*)

Define a variable *var*, and place it in non-cacheable section, the start address of the variable is aligned to *alignbytes*.

AT_NONCACHEABLE_SECTION_INIT(*var*)

Define a variable *var* with initial value, and place it in non-cacheable section.

AT_NONCACHEABLE_SECTION_ALIGN_INIT(*var*, *alignbytes*)

Define a variable *var* with initial value, and place it in non-cacheable section, the start address of the variable is aligned to *alignbytes*.

enum __status_groups

Status group numbers.

Values:

enumerator kStatusGroup_Generic

Group number for generic status codes.

enumerator kStatusGroup_FLASH

Group number for FLASH status codes.

enumerator kStatusGroup_LPSPI

Group number for LPSPI status codes.

enumerator kStatusGroup_FLEXIO_SPI

Group number for FLEXIO SPI status codes.

enumerator kStatusGroup_DSPI

Group number for DSPI status codes.

enumerator kStatusGroup_FLEXIO_UART

Group number for FLEXIO UART status codes.

enumerator kStatusGroup_FLEXIO_I2C

Group number for FLEXIO I2C status codes.

enumerator kStatusGroup_LPI2C

Group number for LPI2C status codes.

enumerator kStatusGroup_UART

Group number for UART status codes.

enumerator kStatusGroup_I2C

Group number for UART status codes.

enumerator kStatusGroup_LPSCI

Group number for LPSCI status codes.

enumerator kStatusGroup_LPUART

Group number for LPUART status codes.

enumerator kStatusGroup_SPI

Group number for SPI status code.

enumerator kStatusGroup_XRDC

Group number for XRDC status code.

enumerator kStatusGroup_SEMA42

Group number for SEMA42 status code.

enumerator kStatusGroup_SDHC

Group number for SDHC status code

enumerator kStatusGroup_SDMMC
Group number for SDMMC status code

enumerator kStatusGroup_SAI
Group number for SAI status code

enumerator kStatusGroup_MCG
Group number for MCG status codes.

enumerator kStatusGroup_SCG
Group number for SCG status codes.

enumerator kStatusGroup_SDSPI
Group number for SDSPI status codes.

enumerator kStatusGroup_FLEXIO_I2S
Group number for FLEXIO I2S status codes

enumerator kStatusGroup_FLEXIO_MCULCD
Group number for FLEXIO LCD status codes

enumerator kStatusGroup_FLASHIAP
Group number for FLASHIAP status codes

enumerator kStatusGroup_FLEXCOMM_I2C
Group number for FLEXCOMM I2C status codes

enumerator kStatusGroup_I2S
Group number for I2S status codes

enumerator kStatusGroup_IUART
Group number for IUART status codes

enumerator kStatusGroup_CSI
Group number for CSI status codes

enumerator kStatusGroup_MIPI_DSI
Group number for MIPI DSI status codes

enumerator kStatusGroup_SDRAMC
Group number for SDRAMC status codes.

enumerator kStatusGroup_POWER
Group number for POWER status codes.

enumerator kStatusGroup_ENET
Group number for ENET status codes.

enumerator kStatusGroup_PHY
Group number for PHY status codes.

enumerator kStatusGroup_TRGMUX
Group number for TRGMUX status codes.

enumerator kStatusGroup_SMARTCARD
Group number for SMARTCARD status codes.

enumerator kStatusGroup_LMEM
Group number for LMEM status codes.

enumerator kStatusGroup_QSPI
Group number for QSPI status codes.

enumerator kStatusGroup_DMA
Group number for DMA status codes.

enumerator kStatusGroup_EDMA
Group number for EDMA status codes.

enumerator kStatusGroup_DMAMGR
Group number for DMAMGR status codes.

enumerator kStatusGroup_FLEXCAN
Group number for FlexCAN status codes.

enumerator kStatusGroup_LTC
Group number for LTC status codes.

enumerator kStatusGroup_FLEXIO_CAMERA
Group number for FLEXIO CAMERA status codes.

enumerator kStatusGroup_LPC_SPI
Group number for LPC_SPI status codes.

enumerator kStatusGroup_LPC_USART
Group number for LPC_USART status codes.

enumerator kStatusGroup_DMIC
Group number for DMIC status codes.

enumerator kStatusGroup_SDIF
Group number for SDIF status codes.

enumerator kStatusGroup_SPIFI
Group number for SPIFI status codes.

enumerator kStatusGroup_OTP
Group number for OTP status codes.

enumerator kStatusGroup_MCAN
Group number for MCAN status codes.

enumerator kStatusGroup_CAAM
Group number for CAAM status codes.

enumerator kStatusGroup_ECSPI
Group number for ECSPI status codes.

enumerator kStatusGroup_USDHC
Group number for USDHC status codes.

enumerator kStatusGroup_LPC_I2C
Group number for LPC_I2C status codes.

enumerator kStatusGroup_DCP
Group number for DCP status codes.

enumerator kStatusGroup_MSCAN
Group number for MSCAN status codes.

enumerator kStatusGroup_ESAI
Group number for ESAI status codes.

enumerator kStatusGroup_FLEXSPI
Group number for FLEXSPI status codes.

enumerator kStatusGroup_MMDC
Group number for MMDC status codes.

enumerator kStatusGroup_PDM
Group number for MIC status codes.

enumerator kStatusGroup_SDMA
Group number for SDMA status codes.

enumerator kStatusGroup_ICS
Group number for ICS status codes.

enumerator kStatusGroup_SPDIF
Group number for SPDIF status codes.

enumerator kStatusGroup_LPC_MINISPI
Group number for LPC_MINISPI status codes.

enumerator kStatusGroup_HASHCRYPT
Group number for Hashcrypt status codes

enumerator kStatusGroup_LPC_SPI_SSP
Group number for LPC_SPI_SSP status codes.

enumerator kStatusGroup_I3C
Group number for I3C status codes

enumerator kStatusGroup_LPC_I2C_1
Group number for LPC_I2C_1 status codes.

enumerator kStatusGroup_NOTIFIER
Group number for NOTIFIER status codes.

enumerator kStatusGroup_DebugConsole
Group number for debug console status codes.

enumerator kStatusGroup_SEMC
Group number for SEMC status codes.

enumerator kStatusGroup_ApplicationRangeStart
Starting number for application groups.

enumerator kStatusGroup_IAP
Group number for IAP status codes

enumerator kStatusGroup_SFA
Group number for SFA status codes

enumerator kStatusGroup_SPC
Group number for SPC status codes.

enumerator kStatusGroup_PUF
Group number for PUF status codes.

enumerator kStatusGroup_TOUCH_PANEL
Group number for touch panel status codes

enumerator kStatusGroup_VBAT
Group number for VBAT status codes

enumerator kStatusGroup_XSPI
Group number for XSPI status codes

enumerator kStatusGroup_PNGDEC
Group number for PNGDEC status codes

enumerator kStatusGroup_JPEGDEC
Group number for JPEGDEC status codes

enumerator kStatusGroup_AUDMIX
Group number for AUDMIX status codes

enumerator kStatusGroup_HAL_GPIO
Group number for HAL GPIO status codes.

enumerator kStatusGroup_HAL_UART
Group number for HAL UART status codes.

enumerator kStatusGroup_HAL_TIMER
Group number for HAL TIMER status codes.

enumerator kStatusGroup_HAL_SPI
Group number for HAL SPI status codes.

enumerator kStatusGroup_HAL_I2C
Group number for HAL I2C status codes.

enumerator kStatusGroup_HAL_FLASH
Group number for HAL FLASH status codes.

enumerator kStatusGroup_HAL_PWM
Group number for HAL PWM status codes.

enumerator kStatusGroup_HAL_RNG
Group number for HAL RNG status codes.

enumerator kStatusGroup_HAL_I2S
Group number for HAL I2S status codes.

enumerator kStatusGroup_HAL_ADC_SENSOR
Group number for HAL ADC SENSOR status codes.

enumerator kStatusGroup_TIMERMANAGER
Group number for TiMER MANAGER status codes.

enumerator kStatusGroup_SERIALMANAGER
Group number for SERIAL MANAGER status codes.

enumerator kStatusGroup_LED
Group number for LED status codes.

enumerator kStatusGroup_BUTTON
Group number for BUTTON status codes.

enumerator kStatusGroup_EXTERN_EEPROM
Group number for EXTERN EEPROM status codes.

enumerator kStatusGroup_SHELL
Group number for SHELL status codes.

enumerator kStatusGroup_MEM_MANAGER
Group number for MEM MANAGER status codes.

enumerator kStatusGroup_LIST
Group number for List status codes.

enumerator kStatusGroup_OSA
Group number for OSA status codes.

enumerator kStatusGroup_COMMON_TASK
Group number for Common task status codes.

enumerator kStatusGroup_MSG
Group number for messaging status codes.

enumerator kStatusGroup_SDK_OCOTP
Group number for OCOTP status codes.

enumerator kStatusGroup_SDK_FLEXSPINOR
Group number for FLEXSPINOR status codes.

enumerator kStatusGroup_CODEC
Group number for codec status codes.

enumerator kStatusGroup_ASRC
Group number for codec status ASRC.

enumerator kStatusGroup_OTFAD
Group number for codec status codes.

enumerator kStatusGroup_SDIO SLV
Group number for SDIO SLV status codes.

enumerator kStatusGroup_MECC
Group number for MECC status codes.

enumerator kStatusGroup_ENET_QOS
Group number for ENET_QOS status codes.

enumerator kStatusGroup_LOG
Group number for LOG status codes.

enumerator kStatusGroup_I3CBUS
Group number for I3CBUS status codes.

enumerator kStatusGroup_QSCI
Group number for QSCI status codes.

enumerator kStatusGroup_ELEMU
Group number for ELEMU status codes.

enumerator kStatusGroup_QUEUE DSPI
Group number for QSPI status codes.

enumerator kStatusGroup_POWER_MANAGER
Group number for POWER_MANAGER status codes.

enumerator kStatusGroup_IPED
Group number for IPED status codes.

enumerator kStatusGroup_ELS_PKC
Group number for ELS PKC status codes.

enumerator kStatusGroup_CSS_PKC
Group number for CSS PKC status codes.

enumerator kStatusGroup_HOSTIF
Group number for HOSTIF status codes.

enumerator kStatusGroup_CLIF
Group number for CLIF status codes.

enumerator kStatusGroup_BMA
Group number for BMA status codes.

enumerator kStatusGroup_NETC
Group number for NETC status codes.

enumerator kStatusGroup_ELE
Group number for ELE status codes.

enumerator kStatusGroup_GLIKEY
Group number for GLIKEY status codes.

enumerator kStatusGroup_AON_POWER
Group number for AON_POWER status codes.

enumerator kStatusGroup_AON_COMMON
Group number for AON_COMMON status codes.

enumerator kStatusGroup_ENDAT3
Group number for ENDAT3 status codes.

enumerator kStatusGroup_HIPERFACE
Group number for HIPERFACE status codes.

enumerator kStatusGroup_NPX
Group number for NPX status codes.

enumerator kStatusGroup_ELA_CSEC
Group number for ELA_CSEC status codes.

enumerator kStatusGroup_FLEXIO_T_FORMAT
Group number for T-format status codes.

enumerator kStatusGroup_FLEXIO_A_FORMAT
Group number for A-format status codes.

Generic status return codes.

Values:

enumerator kStatus_Success
Generic status for Success.

enumerator kStatus_Fail
Generic status for Fail.

enumerator kStatus_ReadOnly
Generic status for read only failure.

enumerator kStatus_OutOfRange
Generic status for out of range access.

enumerator kStatus_InvalidArgument
Generic status for invalid argument check.

enumerator kStatus_Timeout
Generic status for timeout.

enumerator kStatus_NoTransferInProgress

Generic status for no transfer in progress.

enumerator kStatus_Busy

Generic status for module is busy.

enumerator kStatus_NoData

Generic status for no data is found for the operation.

typedef int32_t status_t

Type used for all status and error return values.

void *SDK_Malloc(size_t size, size_t alignbytes)

Allocate memory with given alignment and aligned size.

This is provided to support the dynamically allocated memory used in cache-able region.

Parameters

- size – The length required to malloc.
- alignbytes – The alignment size.

Return values

The – allocated memory.

void SDK_Free(void *ptr)

Free memory.

Parameters

- ptr – The memory to be release.

void SDK_DelayAtLeastUs(uint32_t delayTime_us, uint32_t coreClock_Hz)

Delay at least for some time. Please note that, this API uses while loop for delay, different run-time environments make the time not precise, if precise delay count was needed, please implement a new delay function with hardware timer.

Parameters

- delayTime_us – Delay time in unit of microsecond.
- coreClock_Hz – Core clock frequency with Hz.

static inline status_t EnableIRQ(IRQn_Type interrupt)

Enable specific interrupt.

Enable LEVEL1 interrupt. For some devices, there might be multiple interrupt levels. For example, there are NVIC and intmux. Here the interrupts connected to NVIC are the LEVEL1 interrupts, because they are routed to the core directly. The interrupts connected to intmux are the LEVEL2 interrupts, they are routed to NVIC first then routed to core.

This function only enables the LEVEL1 interrupts. The number of LEVEL1 interrupts is indicated by the feature macro FSL_FEATURE_NUMBER_OF_LEVEL1_INT_VECTORS.

Parameters

- interrupt – The IRQ number.

Return values

- kStatus_Success – Interrupt enabled successfully
- kStatus_Fail – Failed to enable the interrupt

static inline *status_t* DisableIRQ(IRQn_Type interrupt)

Disable specific interrupt.

Disable LEVEL1 interrupt. For some devices, there might be multiple interrupt levels. For example, there are NVIC and intmux. Here the interrupts connected to NVIC are the LEVEL1 interrupts, because they are routed to the core directly. The interrupts connected to intmux are the LEVEL2 interrupts, they are routed to NVIC first then routed to core.

This function only disables the LEVEL1 interrupts. The number of LEVEL1 interrupts is indicated by the feature macro FSL_FEATURE_NUMBER_OF_LEVEL1_INT_VECTORS.

Parameters

- interrupt – The IRQ number.

Return values

- kStatus_Success – Interrupt disabled successfully
- kStatus_Fail – Failed to disable the interrupt

static inline *status_t* EnableIRQWithPriority(IRQn_Type interrupt, uint8_t priNum)

Enable the IRQ, and also set the interrupt priority.

Only handle LEVEL1 interrupt. For some devices, there might be multiple interrupt levels. For example, there are NVIC and intmux. Here the interrupts connected to NVIC are the LEVEL1 interrupts, because they are routed to the core directly. The interrupts connected to intmux are the LEVEL2 interrupts, they are routed to NVIC first then routed to core.

This function only handles the LEVEL1 interrupts. The number of LEVEL1 interrupts is indicated by the feature macro FSL_FEATURE_NUMBER_OF_LEVEL1_INT_VECTORS.

Parameters

- interrupt – The IRQ to Enable.
- priNum – Priority number set to interrupt controller register.

Return values

- kStatus_Success – Interrupt priority set successfully
- kStatus_Fail – Failed to set the interrupt priority.

static inline *status_t* IRQ_SetPriority(IRQn_Type interrupt, uint8_t priNum)

Set the IRQ priority.

Only handle LEVEL1 interrupt. For some devices, there might be multiple interrupt levels. For example, there are NVIC and intmux. Here the interrupts connected to NVIC are the LEVEL1 interrupts, because they are routed to the core directly. The interrupts connected to intmux are the LEVEL2 interrupts, they are routed to NVIC first then routed to core.

This function only handles the LEVEL1 interrupts. The number of LEVEL1 interrupts is indicated by the feature macro FSL_FEATURE_NUMBER_OF_LEVEL1_INT_VECTORS.

Parameters

- interrupt – The IRQ to set.
- priNum – Priority number set to interrupt controller register.

Return values

- kStatus_Success – Interrupt priority set successfully
- kStatus_Fail – Failed to set the interrupt priority.

static inline *status_t* IRQ_ClearPendingIRQ(IRQn_Type interrupt)

Clear the pending IRQ flag.

Only handle LEVEL1 interrupt. For some devices, there might be multiple interrupt levels. For example, there are NVIC and intmux. Here the interrupts connected to NVIC are the LEVEL1 interrupts, because they are routed to the core directly. The interrupts connected to intmux are the LEVEL2 interrupts, they are routed to NVIC first then routed to core.

This function only handles the LEVEL1 interrupts. The number of LEVEL1 interrupts is indicated by the feature macro FSL_FEATURE_NUMBER_OF_LEVEL1_INT_VECTORS.

Parameters

- interrupt – The flag which IRQ to clear.

Return values

- kStatus_Success – Interrupt priority set successfully
- kStatus_Fail – Failed to set the interrupt priority.

static inline uint32_t DisableGlobalIRQ(void)

Disable the global IRQ.

Disable the global interrupt and return the current primask register. User is required to provided the primask register for the EnableGlobalIRQ().

Returns

Current primask value.

static inline void EnableGlobalIRQ(uint32_t primask)

Enable the global IRQ.

Set the primask register with the provided primask value but not just enable the primask. The idea is for the convenience of integration of RTOS. some RTOS get its own management mechanism of primask. User is required to use the EnableGlobalIRQ() and DisableGlobalIRQ() in pair.

Parameters

- primask – value of primask register to be restored. The primask value is supposed to be provided by the DisableGlobalIRQ().

static inline bool _SDK_AtomicLocalCompareAndSet(uint32_t *addr, uint32_t expected, uint32_t newValue)

static inline uint32_t _SDK_AtomicTestAndSet(uint32_t *addr, uint32_t newValue)

FSL_DRIVER_TRANSFER_DOUBLE_WEAK_IRQ

Macro to use the default weak IRQ handler in drivers.

MAKE_STATUS(group, code)

Construct a status code value from a group and code number.

MAKE_VERSION(major, minor, bugfix)

Construct the version number for drivers.

The driver version is a 32-bit number, for both 32-bit platforms(such as Cortex M) and 16-bit platforms(such as DSC).

Unused	Major Version		Minor Version		Bug Fix		
31	25	24	17	16	9	8	0

ARRAY_SIZE(x)

Computes the number of elements in an array.

UINT64_H(X)

Macro to get upper 32 bits of a 64-bit value

UINT64_L(X)

Macro to get lower 32 bits of a 64-bit value

SUPPRESS_FALL_THROUGH_WARNING()

For switch case code block, if case section ends without “break;” statement, there will be fallthrough warning with compiler flag -Wextra or -Wimplicit-fallthrough=n when using armgcc. To suppress this warning, “SUPPRESS_FALL_THROUGH_WARNING();” need to be added at the end of each case section which misses “break;”statement.

MSDK_REG_SECURE_ADDR(x)

Convert the register address to the one used in secure mode.

MSDK_REG_NONSECURE_ADDR(x)

Convert the register address to the one used in non-secure mode.

MSDK_INVALID_IRQ_HANDLER

Invalid IRQ handler address.

2.19 Lin_lpuart_driver

FSL_LIN_LPUART_DRIVER_VERSION

LIN LPUART driver version.

enum _lin_lpuart_stop_bit_count

Values:

enumerator kLPUART_OneStopBit

One stop bit

enumerator kLPUART_TwoStopBit

Two stop bits

enum _lin_lpuart_flags

Values:

enumerator kLPUART_TxDataRegEmptyFlag

Transmit data register empty flag, sets when transmit buffer is empty

enumerator kLPUART_TransmissionCompleteFlag

Transmission complete flag, sets when transmission activity complete

enumerator kLPUART_RxDataRegFullFlag

Receive data register full flag, sets when the receive data buffer is full

enumerator kLPUART_IdleLineFlag

Idle line detect flag, sets when idle line detected

enumerator kLPUART_RxOverrunFlag

Receive Overrun, sets when new data is received before data is read from receive register

enumerator kLPUART_NoiseErrorFlag

Receive takes 3 samples of each received bit. If any of these samples differ, noise flag sets

enumerator kLPUART_FramingErrorFlag

Frame error flag, sets if logic 0 was detected where stop bit expected

enumerator kLPUART_ParityErrorFlag

If parity enabled, sets upon parity error detection

enumerator kLPUART_LinBreakFlag

LIN break detect interrupt flag, sets when LIN break char detected and LIN circuit enabled

enumerator kLPUART_RxActiveEdgeFlag

Receive pin active edge interrupt flag, sets when active edge detected

enumerator kLPUART_RxActiveFlag

Receiver Active Flag (RAF), sets at beginning of valid start bit

enumerator kLPUART_DataMatch1Flag

The next character to be read from LPUART_DATA matches MA1

enumerator kLPUART_DataMatch2Flag

The next character to be read from LPUART_DATA matches MA2

enumerator kLPUART_NoiseErrorInRxDataRegFlag

NOISY bit, sets if noise detected in current data word

enumerator kLPUART_ParityErrorInRxDataRegFlag

PARITY bit, sets if noise detected in current data word

enumerator kLPUART_TxFifoEmptyFlag

TXEMPT bit, sets if transmit buffer is empty

enumerator kLPUART_RxFifoEmptyFlag

RXEMPT bit, sets if receive buffer is empty

enumerator kLPUART_TxFifoOverflowFlag

TXOF bit, sets if transmit buffer overflow occurred

enumerator kLPUART_RxFifoUnderflowFlag

RXUF bit, sets if receive buffer underflow occurred

enum _lin_lpuart_interrupt_enable

Values:

enumerator kLPUART_LinBreakInterruptEnable

LIN break detect.

enumerator kLPUART_RxActiveEdgeInterruptEnable

Receive Active Edge.

enumerator kLPUART_TxDataRegEmptyInterruptEnable

Transmit data register empty.

enumerator kLPUART_TransmissionCompleteInterruptEnable

Transmission complete.

enumerator kLPUART_RxDataRegFullInterruptEnable

Receiver data register full.

enumerator kLPUART_IdleLineInterruptEnable

Idle line.

enumerator kLPUART_RxOverrunInterruptEnable

Receiver Overrun.

enumerator kLPUART_NoiseErrorInterruptEnable

Noise error flag.

enumerator kLPUART_FramingErrorInterruptEnable

Framing error flag.

enumerator kLPUART_ParityErrorInterruptEnable

Parity error flag.

enumerator kLPUART_TxFifoOverflowInterruptEnable

Transmit FIFO Overflow.

enumerator kLPUART_RxFifoUnderflowInterruptEnable

Receive FIFO Underflow.

enum _lin_lpuart_status

Values:

enumerator kStatus_LPUART_TxBusy

TX busy

enumerator kStatus_LPUART_RxBusy

RX busy

enumerator kStatus_LPUART_TxIdle

LPUART transmitter is idle.

enumerator kStatus_LPUART_RxIdle

LPUART receiver is idle.

enumerator kStatus_LPUART_TxWatermarkTooLarge

TX FIFO watermark too large

enumerator kStatus_LPUART_RxWatermarkTooLarge

RX FIFO watermark too large

enumerator kStatus_LPUART_FlagCannotClearManually

Some flag can't manually clear

enumerator kStatus_LPUART_Error

Error happens on LPUART.

enumerator kStatus_LPUART_RxRingBufferOverrun

LPUART RX software ring buffer overrun.

enumerator kStatus_LPUART_RxHardwareOverrun

LPUART RX receiver overrun.

enumerator kStatus_LPUART_NoiseError

LPUART noise error.

enumerator kStatus_LPUART_FramingError

LPUART framing error.

enumerator kStatus_LPUART_ParityError

LPUART parity error.

enum lin_lpuart_bit_count_per_char_t

Values:

enumerator LPUART_8_BITS_PER_CHAR

8-bit data characters

enumerator LPUART_9_BITS_PER_CHAR

9-bit data characters

enumerator LPUART_10_BITS_PER_CHAR

10-bit data characters

```
typedef enum _lin_lpuart_stop_bit_count lin_lpuart_stop_bit_count_t
```

```
static inline bool LIN_LPUART_GetRxDataPolarity(const LPUART_Type *base)
```

```
static inline void LIN_LPUART_SetRxDataPolarity(LPUART_Type *base, bool polarity)
```

```
static inline void LIN_LPUART_WriteByte(LPUART_Type *base, uint8_t data)
```

```
static inline void LIN_LPUART_ReadByte(const LPUART_Type *base, uint8_t *readData)
```

```
status_t LIN_LPUART_CalculateBaudRate(LPUART_Type *base, uint32_t baudRate_Bps,  
                                     uint32_t srcClock_Hz, uint32_t *osr, uint16_t *sbr)
```

Calculates the best osr and sbr value for configured baudrate.

Parameters

- base – LPUART peripheral base address
- baudRate_Bps – user configuration structure of type #lin_user_config_t
- srcClock_Hz – pointer to the LIN_LPUART driver state structure
- osr – pointer to osr value
- sbr – pointer to sbr value

Returns

An error code or lin_status_t

```
void LIN_LPUART_SetBaudRate(LPUART_Type *base, uint32_t *osr, uint16_t *sbr)
```

Configure baudrate according to osr and sbr value.

Parameters

- base – LPUART peripheral base address
- osr – pointer to osr value
- sbr – pointer to sbr value

```
lin_status_t LIN_LPUART_Init(LPUART_Type *base, lin_user_config_t *linUserConfig,  
                             lin_state_t *linCurrentState, uint32_t linSourceClockFreq)
```

Initializes an LIN_LPUART instance for LIN Network.

The caller provides memory for the driver state structures during initialization. The user must select the LIN_LPUART clock source in the application to initialize the LIN_LPUART. This function initializes a LPUART instance for operation. This function will initialize the run-time state structure to keep track of the on-going transfers, initialize the module to user defined settings and default settings, set break field length to be 13 bit times minimum, enable the break detect interrupt, Rx complete interrupt, frame error detect interrupt, and enable the LPUART module transmitter and receiver

Parameters

- base – LPUART peripheral base address
- linUserConfig – user configuration structure of type #lin_user_config_t
- linCurrentState – pointer to the LIN_LPUART driver state structure

Returns

An error code or lin_status_t

`lin_status_t LIN_LPUART_Deinit(LPUART_Type *base)`

Shuts down the LIN_LPUART by disabling interrupts and transmitter/receiver.

Parameters

- `base` – LPUART peripheral base address

Returns

An error code or `lin_status_t`

`lin_status_t LIN_LPUART_SendFrameDataBlocking(LPUART_Type *base, const uint8_t *txBuff, uint8_t txSize, uint32_t timeoutMSec)`

Sends Frame data out through the LIN_LPUART module using blocking method. This function will calculate the checksum byte and send it with the frame data. Blocking means that the function does not return until the transmission is complete.

Parameters

- `base` – LPUART peripheral base address
- `txBuff` – source buffer containing 8-bit data chars to send
- `txSize` – the number of bytes to send
- `timeoutMSec` – timeout value in milli seconds

Returns

An error code or `lin_status_t`

`lin_status_t LIN_LPUART_SendFrameData(LPUART_Type *base, const uint8_t *txBuff, uint8_t txSize)`

Sends frame data out through the LIN_LPUART module using non-blocking method. This enables an a-sync method for transmitting data. Non-blocking means that the function returns immediately. The application has to get the transmit status to know when the transmit is complete. This function will calculate the checksum byte and send it with the frame data.

Parameters

- `base` – LPUART peripheral base address
- `txBuff` – source buffer containing 8-bit data chars to send
- `txSize` – the number of bytes to send

Returns

An error code or `lin_status_t`

`lin_status_t LIN_LPUART_GetTransmitStatus(LPUART_Type *base, uint8_t *bytesRemaining)`

Get status of an on-going non-blocking transmission While sending frame data using non-blocking method, users can use this function to get status of that transmission. This function return `LIN_TX_BUSY` while sending, or `LIN_TIMEOUT` if timeout has occurred, or return `LIN_SUCCESS` when the transmission is complete. The `bytesRemaining` shows number of bytes that still needed to transmit.

Parameters

- `base` – LPUART peripheral base address
- `bytesRemaining` – Number of bytes still needed to transmit

Returns

`lin_status_t` `LIN_TX_BUSY`, `LIN_SUCCESS` or `LIN_TIMEOUT`

`lin_status_t LIN_LPUART_RecvFrmDataBlocking(LPUART_Type *base, uint8_t *rxBuff, uint8_t rxSize, uint32_t timeoutMSec)`

Receives frame data through the LIN_LPUART module using blocking method. This function will check the checksum byte. If the checksum is correct, it will receive the frame data. Blocking means that the function does not return until the reception is complete.

Parameters

- base – LPUART peripheral base address
- rxBuff – buffer containing 8-bit received data
- rxSize – the number of bytes to receive
- timeoutMSec – timeout value in milli seconds

Returns

An error code or lin_status_t

lin_status_t LIN_LPUART_RecvFrmData(LPUART_Type *base, uint8_t *rxBuff, uint8_t rxSize)

Receives frame data through the LIN_LPUART module using non-blocking method. This function will check the checksum byte. If the checksum is correct, it will receive it with the frame data. Non-blocking means that the function returns immediately. The application has to get the receive status to know when the reception is complete.

Parameters

- base – LPUART peripheral base address
- rxBuff – buffer containing 8-bit received data
- rxSize – the number of bytes to receive

Returns

An error code or lin_status_t

lin_status_t LIN_LPUART_AbortTransferData(LPUART_Type *base)

Aborts an on-going non-blocking transmission/reception. While performing a non-blocking transferring data, users can call this function to terminate immediately the transferring.

Parameters

- base – LPUART peripheral base address

Returns

An error code or lin_status_t

lin_status_t LIN_LPUART_GetReceiveStatus(LPUART_Type *base, uint8_t *bytesRemaining)

Get status of an on-going non-blocking reception While receiving frame data using non-blocking method, users can use this function to get status of that receiving. This function return the current event ID, LIN_RX_BUSY while receiving and return LIN_SUCCESS, or timeout (LIN_TIMEOUT) when the reception is complete. The bytesRemaining shows number of bytes that still needed to receive.

Parameters

- base – LPUART peripheral base address
- bytesRemaining – Number of bytes still needed to receive

Returns

lin_status_t LIN_RX_BUSY, LIN_TIMEOUT or LIN_SUCCESS

lin_status_t LIN_LPUART_GoToSleepMode(LPUART_Type *base)

This function puts current node to sleep mode This function changes current node state to LIN_NODE_STATE_SLEEP_MODE.

Parameters

- base – LPUART peripheral base address

Returns

An error code or `lin_status_t`

`lin_status_t LIN_LPUART_GotoIdleState(LPUART_Type *base)`

Puts current LIN node to Idle state This function changes current node state to `LIN_NODE_STATE_IDLE`.

Parameters

- `base` – LPUART peripheral base address

Returns

An error code or `lin_status_t`

`lin_status_t LIN_LPUART_SendWakeupSignal(LPUART_Type *base)`

Sends a wakeup signal through the LIN_LPUART interface.

Parameters

- `base` – LPUART peripheral base address

Returns

An error code or `lin_status_t`

`lin_status_t LIN_LPUART_MasterSendHeader(LPUART_Type *base, uint8_t id)`

Sends frame header out through the LIN_LPUART module using a non-blocking method. This function sends LIN Break field, sync field then the ID with correct parity.

Parameters

- `base` – LPUART peripheral base address
- `id` – Frame Identifier

Returns

An error code or `lin_status_t`

`lin_status_t LIN_LPUART_EnableIRQ(LPUART_Type *base)`

Enables LIN_LPUART hardware interrupts.

Parameters

- `base` – LPUART peripheral base address

Returns

An error code or `lin_status_t`

`lin_status_t LIN_LPUART_DisableIRQ(LPUART_Type *base)`

Disables LIN_LPUART hardware interrupts.

Parameters

- `base` – LPUART peripheral base address

Returns

An error code or `lin_status_t`

`lin_status_t LIN_LPUART_AutoBaudCapture(uint32_t instance)`

This function capture bits time to detect break char, calculate baudrate from sync bits and enable transceiver if autobaud successful. This function should only be used in Slave. The timer should be in mode input capture of both rising and falling edges. The timer input capture pin should be externally connected to RXD pin.

Parameters

- `instance` – LPUART instance

Returns

`lin_status_t`

void LIN_LPUART_IRQHandler(LPUART_Type *base)

LIN_LPUART RX TX interrupt handler.

Parameters

- base – LPUART peripheral base address

Returns

void

LIN_LPUART_TRANSMISSION_COMPLETE_TIMEOUT

Max loops to wait for LPUART transmission complete.

When de-initializing the LIN LPUART module, the program shall wait for the previous transmission to complete. This parameter defines how many loops to check completion before return error. If defined as 0, driver will wait forever until completion.

AUTOBAUD_BAUDRATE_TOLERANCE

BIT_RATE_TOLERANCE_UNSYNC

BIT_DURATION_MAX_19200

BIT_DURATION_MIN_19200

BIT_DURATION_MAX_14400

BIT_DURATION_MIN_14400

BIT_DURATION_MAX_9600

BIT_DURATION_MIN_9600

BIT_DURATION_MAX_4800

BIT_DURATION_MIN_4800

BIT_DURATION_MAX_2400

BIT_DURATION_MIN_2400

TWO_BIT_DURATION_MAX_19200

TWO_BIT_DURATION_MIN_19200

TWO_BIT_DURATION_MAX_14400

TWO_BIT_DURATION_MIN_14400

TWO_BIT_DURATION_MAX_9600

TWO_BIT_DURATION_MIN_9600

TWO_BIT_DURATION_MAX_4800

TWO_BIT_DURATION_MIN_4800

TWO_BIT_DURATION_MAX_2400

TWO_BIT_DURATION_MIN_2400

AUTOBAUD_BREAK_TIME_MIN

2.20 LLWU: Low-Leakage Wakeup Unit Driver

`static inline void LLWU_GetVersionId(LLWU_Type *base, llwu_version_id_t *versionId)`

Gets the LLWU version ID.

This function gets the LLWU version ID, including the major version number, the minor version number, and the feature specification number.

Parameters

- `base` – LLWU peripheral base address.
- `versionId` – A pointer to the version ID structure.

`static inline void LLWU_GetParam(LLWU_Type *base, llwu_param_t *param)`

Gets the LLWU parameter.

This function gets the LLWU parameter, including a wakeup pin number, a module number, a DMA number, and a pin filter number.

Parameters

- `base` – LLWU peripheral base address.
- `param` – A pointer to the LLWU parameter structure.

`void LLWU_SetExternalWakeupPinMode(LLWU_Type *base, uint32_t pinIndex, llwu_external_pin_mode_t pinMode)`

Sets the external input pin source mode.

This function sets the external input pin source mode that is used as a wake up source.

Parameters

- `base` – LLWU peripheral base address.
- `pinIndex` – A pin index to be enabled as an external wakeup source starting from 1.
- `pinMode` – A pin configuration mode defined in the `llwu_external_pin_modes_t`.

`bool LLWU_GetExternalWakeupPinFlag(LLWU_Type *base, uint32_t pinIndex)`

Gets the external wakeup source flag.

This function checks the external pin flag to detect whether the MCU is woken up by the specific pin.

Parameters

- `base` – LLWU peripheral base address.
- `pinIndex` – A pin index, which starts from 1.

Returns

True if the specific pin is a wakeup source.

`void LLWU_ClearExternalWakeupPinFlag(LLWU_Type *base, uint32_t pinIndex)`

Clears the external wakeup source flag.

This function clears the external wakeup source flag for a specific pin.

Parameters

- `base` – LLWU peripheral base address.
- `pinIndex` – A pin index, which starts from 1.

```
static inline void LLWU_EnableInternalModuleInterruptWakeup(LLWU_Type *base, uint32_t  
                                                           moduleIndex, bool enable)
```

Enables/disables the internal module source.

This function enables/disables the internal module source mode that is used as a wake up source.

Parameters

- base – LLWU peripheral base address.
- moduleIndex – A module index to be enabled as an internal wakeup source starting from 1.
- enable – An enable or a disable setting

```
static inline void LLWU_EnableInternalModuleDmaRequestWakeup(LLWU_Type *base, uint32_t  
                                                            moduleIndex, bool enable)
```

Enables/disables the internal module DMA wakeup source.

This function enables/disables the internal DMA that is used as a wake up source.

Parameters

- base – LLWU peripheral base address.
- moduleIndex – An internal module index which is used as a DMA request source, starting from 1.
- enable – Enable or disable the DMA request source

```
void LLWU_SetPinFilterMode(LLWU_Type *base, uint32_t filterIndex,  
                           llwu_external_pin_filter_mode_t filterMode)
```

Sets the pin filter configuration.

This function sets the pin filter configuration.

Parameters

- base – LLWU peripheral base address.
- filterIndex – A pin filter index used to enable/disable the digital filter, starting from 1.
- filterMode – A filter mode configuration

```
bool LLWU_GetPinFilterFlag(LLWU_Type *base, uint32_t filterIndex)
```

Gets the pin filter configuration.

This function gets the pin filter flag.

Parameters

- base – LLWU peripheral base address.
- filterIndex – A pin filter index, which starts from 1.

Returns

True if the flag is a source of the existing low-leakage power mode.

```
void LLWU_ClearPinFilterFlag(LLWU_Type *base, uint32_t filterIndex)
```

Clears the pin filter configuration.

This function clears the pin filter flag.

Parameters

- base – LLWU peripheral base address.
- filterIndex – A pin filter index to clear the flag, starting from 1.


```
void LLWU_SetResetPinMode(LLWU_Type *base, bool pinEnable, bool pinFilterEnable)
```

Sets the reset pin mode.

This function determines how the reset pin is used as a low leakage mode exit source.

Parameters

- base – LLWU peripheral base address.
- pinEnable – Enable reset the pin filter
- pinFilterEnable – Specify whether the pin filter is enabled in Low-Leakage power mode.

```
FSL_LLWU_DRIVER_VERSION
```

LLWU driver version.

```
enum _llwu_external_pin_mode
```

External input pin control modes.

Values:

```
enumerator kLLWU_ExternalPinDisable
```

Pin disabled as a wakeup input.

```
enumerator kLLWU_ExternalPinRisingEdge
```

Pin enabled with the rising edge detection.

```
enumerator kLLWU_ExternalPinFallingEdge
```

Pin enabled with the falling edge detection.

```
enumerator kLLWU_ExternalPinAnyEdge
```

Pin enabled with any change detection.

```
enum _llwu_pin_filter_mode
```

Digital filter control modes.

Values:

```
enumerator kLLWU_PinFilterDisable
```

Filter disabled.

```
enumerator kLLWU_PinFilterRisingEdge
```

Filter positive edge detection.

```
enumerator kLLWU_PinFilterFallingEdge
```

Filter negative edge detection.

```
enumerator kLLWU_PinFilterAnyEdge
```

Filter any edge detection.

```
typedef enum _llwu_external_pin_mode llwu_external_pin_mode_t
```

External input pin control modes.

```
typedef enum _llwu_pin_filter_mode llwu_pin_filter_mode_t
```

Digital filter control modes.

```
typedef struct _llwu_version_id llwu_version_id_t
```

IP version ID definition.

```
typedef struct _llwu_param llwu_param_t
```

IP parameter definition.

```
typedef struct _llwu_external_pin_filter_mode llwu_external_pin_filter_mode_t
```

An external input pin filter control structure.

LLWU_REG_VAL(x)

struct __llwu_version_id
#include <fsl_llwu.h> IP version ID definition.

Public Members

uint16_t feature
A feature specification number.

uint8_t minor
The minor version number.

uint8_t major
The major version number.

struct __llwu_param
#include <fsl_llwu.h> IP parameter definition.

Public Members

uint8_t filters
A number of the pin filter.

uint8_t dmas
A number of the wakeup DMA.

uint8_t modules
A number of the wakeup module.

uint8_t pins
A number of the wake up pin.

struct __llwu_external_pin_filter_mode
#include <fsl_llwu.h> An external input pin filter control structure.

Public Members

uint32_t pinIndex
A pin number

llwu_pin_filter_mode_t filterMode
Filter mode

2.21 LPTMR: Low-Power Timer

void LPTMR_Init(LPTMR_Type *base, const *lptmr_config_t* *config)
Un gates the LPTMR clock and configures the peripheral for a basic operation.

Note: This API should be called at the beginning of the application using the LPTMR driver.

Parameters

- base – LPTMR peripheral base address

- config – A pointer to the LPTMR configuration structure.

void LPTMR_Deinit(LPTMR_Type *base)

Gates the LPTMR clock.

Parameters

- base – LPTMR peripheral base address

void LPTMR_GetDefaultConfig(*lptmr_config_t* *config)

Fills in the LPTMR configuration structure with default settings.

The default values are as follows.

```
config->timerMode = kLPTMR_TimerModeTimeCounter;
config->pinSelect = kLPTMR_PinSelectInput_0;
config->pinPolarity = kLPTMR_PinPolarityActiveHigh;
config->enableFreeRunning = false;
config->bypassPrescaler = true;
config->prescalerClockSource = kLPTMR_PrescalerClock_1;
config->value = kLPTMR_Prescale_Glitch_0;
```

Parameters

- config – A pointer to the LPTMR configuration structure.

static inline void LPTMR_EnableInterrupts(LPTMR_Type *base, uint32_t mask)

Enables the selected LPTMR interrupts.

Parameters

- base – LPTMR peripheral base address
- mask – The interrupts to enable. This is a logical OR of members of the enumeration `lptmr_interrupt_enable_t`

static inline void LPTMR_DisableInterrupts(LPTMR_Type *base, uint32_t mask)

Disables the selected LPTMR interrupts.

Parameters

- base – LPTMR peripheral base address
- mask – The interrupts to disable. This is a logical OR of members of the enumeration `lptmr_interrupt_enable_t`.

static inline uint32_t LPTMR_GetEnabledInterrupts(LPTMR_Type *base)

Gets the enabled LPTMR interrupts.

Parameters

- base – LPTMR peripheral base address

Returns

The enabled interrupts. This is the logical OR of members of the enumeration `lptmr_interrupt_enable_t`

static inline uint32_t LPTMR_GetStatusFlags(LPTMR_Type *base)

Gets the LPTMR status flags.

Parameters

- base – LPTMR peripheral base address

Returns

The status flags. This is the logical OR of members of the enumeration `lptmr_status_flags_t`

```
static inline void LPTMR_ClearStatusFlags(LPTMR_Type *base, uint32_t mask)
```

Clears the LPTMR status flags.

Parameters

- base – LPTMR peripheral base address
- mask – The status flags to clear. This is a logical OR of members of the enumeration `lptmr_status_flags_t`.

```
static inline void LPTMR_SetTimerPeriod(LPTMR_Type *base, uint32_t ticks)
```

Sets the timer period in units of count.

Timers counts from 0 until it equals the count value set here. The count value is written to the CMR register.

Note:

- The TCF flag is set with the CNR equals the count provided here and then increments.
 - Call the utility macros provided in the `fsl_common.h` to convert to ticks.
-

Parameters

- base – LPTMR peripheral base address
- ticks – A timer period in units of ticks

```
static inline uint32_t LPTMR_GetCurrentTimerCount(LPTMR_Type *base)
```

Reads the current timer counting value.

This function returns the real-time timer counting value in a range from 0 to a timer period.

Note: Call the utility macros provided in the `fsl_common.h` to convert ticks to usec or msec.

Parameters

- base – LPTMR peripheral base address

Returns

The current counter value in ticks

```
static inline void LPTMR_StartTimer(LPTMR_Type *base)
```

Starts the timer.

After calling this function, the timer counts up to the CMR register value. Each time the timer reaches the CMR value and then increments, it generates a trigger pulse and sets the timeout interrupt flag. An interrupt is also triggered if the timer interrupt is enabled.

Parameters

- base – LPTMR peripheral base address

```
static inline void LPTMR_StopTimer(LPTMR_Type *base)
```

Stops the timer.

This function stops the timer and resets the timer's counter register.

Parameters

- base – LPTMR peripheral base address

```
FSL_LPTMR_DRIVER_VERSION
```

Driver Version

enum _lptmr_pin_select

LPTMR pin selection used in pulse counter mode.

Values:

enumerator kLPTMR_PinSelectInput_0

Pulse counter input 0 is selected

enumerator kLPTMR_PinSelectInput_1

Pulse counter input 1 is selected

enumerator kLPTMR_PinSelectInput_2

Pulse counter input 2 is selected

enumerator kLPTMR_PinSelectInput_3

Pulse counter input 3 is selected

enum _lptmr_pin_polarity

LPTMR pin polarity used in pulse counter mode.

Values:

enumerator kLPTMR_PinPolarityActiveHigh

Pulse Counter input source is active-high

enumerator kLPTMR_PinPolarityActiveLow

Pulse Counter input source is active-low

enum _lptmr_timer_mode

LPTMR timer mode selection.

Values:

enumerator kLPTMR_TimerModeTimeCounter

Time Counter mode

enumerator kLPTMR_TimerModePulseCounter

Pulse Counter mode

enum _lptmr_prescaler_glitch_value

LPTMR prescaler/glitch filter values.

Values:

enumerator kLPTMR_Prescale_Glitch_0

Prescaler divide 2, glitch filter does not support this setting

enumerator kLPTMR_Prescale_Glitch_1

Prescaler divide 4, glitch filter 2

enumerator kLPTMR_Prescale_Glitch_2

Prescaler divide 8, glitch filter 4

enumerator kLPTMR_Prescale_Glitch_3

Prescaler divide 16, glitch filter 8

enumerator kLPTMR_Prescale_Glitch_4

Prescaler divide 32, glitch filter 16

enumerator kLPTMR_Prescale_Glitch_5

Prescaler divide 64, glitch filter 32

enumerator kLPTMR_Prescale_Glitch_6

Prescaler divide 128, glitch filter 64

enumerator kLPTMR_Prescale_Glitch_7
Prescaler divide 256, glitch filter 128

enumerator kLPTMR_Prescale_Glitch_8
Prescaler divide 512, glitch filter 256

enumerator kLPTMR_Prescale_Glitch_9
Prescaler divide 1024, glitch filter 512

enumerator kLPTMR_Prescale_Glitch_10
Prescaler divide 2048 glitch filter 1024

enumerator kLPTMR_Prescale_Glitch_11
Prescaler divide 4096, glitch filter 2048

enumerator kLPTMR_Prescale_Glitch_12
Prescaler divide 8192, glitch filter 4096

enumerator kLPTMR_Prescale_Glitch_13
Prescaler divide 16384, glitch filter 8192

enumerator kLPTMR_Prescale_Glitch_14
Prescaler divide 32768, glitch filter 16384

enumerator kLPTMR_Prescale_Glitch_15
Prescaler divide 65536, glitch filter 32768

enum _lptmr_prescaler_clock_select
LPTMR prescaler/glitch filter clock select.

Note: Clock connections are SoC-specific

Values:

enumerator kLPTMR_PrescalerClock_0
Prescaler/glitch filter clock 0 selected.

enumerator kLPTMR_PrescalerClock_1
Prescaler/glitch filter clock 1 selected.

enumerator kLPTMR_PrescalerClock_2
Prescaler/glitch filter clock 2 selected.

enumerator kLPTMR_PrescalerClock_3
Prescaler/glitch filter clock 3 selected.

enum _lptmr_interrupt_enable
List of the LPTMR interrupts.

Values:

enumerator kLPTMR_TimerInterruptEnable
Timer interrupt enable

enum _lptmr_status_flags
List of the LPTMR status flags.

Values:

enumerator kLPTMR_TimerCompareFlag
Timer compare flag

```
typedef enum _lptmr_pin_select lptmr_pin_select_t
```

LPTMR pin selection used in pulse counter mode.

```
typedef enum _lptmr_pin_polarity lptmr_pin_polarity_t
```

LPTMR pin polarity used in pulse counter mode.

```
typedef enum _lptmr_timer_mode lptmr_timer_mode_t
```

LPTMR timer mode selection.

```
typedef enum _lptmr_prescaler_glitch_value lptmr_prescaler_glitch_value_t
```

LPTMR prescaler/glitch filter values.

```
typedef enum _lptmr_prescaler_clock_select lptmr_prescaler_clock_select_t
```

LPTMR prescaler/glitch filter clock select.

Note: Clock connections are SoC-specific

```
typedef enum _lptmr_interrupt_enable lptmr_interrupt_enable_t
```

List of the LPTMR interrupts.

```
typedef enum _lptmr_status_flags lptmr_status_flags_t
```

List of the LPTMR status flags.

```
typedef struct _lptmr_config lptmr_config_t
```

LPTMR config structure.

This structure holds the configuration settings for the LPTMR peripheral. To initialize this structure to reasonable defaults, call the LPTMR_GetDefaultConfig() function and pass a pointer to your configuration structure instance.

The configuration struct can be made constant so it resides in flash.

```
static inline void LPTMR_EnableTimerDMA(LPTMR_Type *base, bool enable)
```

Enable or disable timer DMA request.

Parameters

- base – base LPTMR peripheral base address
- enable – Switcher of timer DMA feature. “true” means to enable, “false” means to disable.

```
struct _lptmr_config
```

#include <fsl_lptmr.h> LPTMR config structure.

This structure holds the configuration settings for the LPTMR peripheral. To initialize this structure to reasonable defaults, call the LPTMR_GetDefaultConfig() function and pass a pointer to your configuration structure instance.

The configuration struct can be made constant so it resides in flash.

Public Members

lptmr_timer_mode_t timerMode

Time counter mode or pulse counter mode

lptmr_pin_select_t pinSelect

LPTMR pulse input pin select; used only in pulse counter mode

lptmr_pin_polarity_t pinPolarity

LPTMR pulse input pin polarity; used only in pulse counter mode

`bool enableFreeRunning`

True: enable free running, counter is reset on overflow False: counter is reset when the compare flag is set

`bool bypassPrescaler`

True: bypass prescaler; false: use clock from prescaler

`lptmr_prescaler_clock_select_t` prescalerClockSource

LPTMR clock source

`lptmr_prescaler_glitch_value_t` value

Prescaler or glitch filter value

2.22 LPUART: Low Power Universal Asynchronous Receiver/Transmitter Driver

2.23 LPUART Driver

`static inline void LPUART_SoftwareReset(LPUART_Type *base)`

Resets the LPUART using software.

This function resets all internal logic and registers except the Global Register. Remains set until cleared by software.

Parameters

- `base` – LPUART peripheral base address.

`status_t LPUART_Init(LPUART_Type *base, const lpuart_config_t *config, uint32_t srcClock_Hz)`

Initializes an LPUART instance with the user configuration structure and the peripheral clock.

This function configures the LPUART module with user-defined settings. Call the `LPUART_GetDefaultConfig()` function to configure the configuration structure and get the default configuration. The example below shows how to use this API to configure the LPUART.

```
lpuart_config_t lpuartConfig;
lpuartConfig.baudRate_Bps = 115200U;
lpuartConfig.parityMode = kLPUART_ParityDisabled;
lpuartConfig.dataBitsCount = kLPUART_EightDataBits;
lpuartConfig.isMsb = false;
lpuartConfig.stopBitCount = kLPUART_OneStopBit;
lpuartConfig.txFifoWatermark = 0;
lpuartConfig.rxFifoWatermark = 1;
LPUART_Init(LPUART1, &lpuartConfig, 2000000U);
```

Parameters

- `base` – LPUART peripheral base address.
- `config` – Pointer to a user-defined configuration structure.
- `srcClock_Hz` – LPUART clock source frequency in HZ.

Return values

- `kStatus_LPUART_BaudrateNotSupport` – Baudrate is not support in current clock source.
- `kStatus_Success` – LPUART initialize succeed

void LPUART_Deinit(LPUART_Type *base)

Deinitializes a LPUART instance.

This function waits for transmit to complete, disables TX and RX, and disables the LPUART clock.

Parameters

- base – LPUART peripheral base address.

void LPUART_GetDefaultConfig(*lpuart_config_t* *config)

Gets the default configuration structure.

This function initializes the LPUART configuration structure to a default value. The default values are: `lpuartConfig->baudRate_Bps = 115200U`; `lpuartConfig->parityMode = kLPUART_ParityDisabled`; `lpuartConfig->dataBitsCount = kLPUART_EightDataBits`; `lpuartConfig->isMsb = false`; `lpuartConfig->stopBitCount = kLPUART_OneStopBit`; `lpuartConfig->txFifoWatermark = 0`; `lpuartConfig->rxFifoWatermark = 1`; `lpuartConfig->rxIdleType = kLPUART_IdleTypeStartBit`; `lpuartConfig->rxIdleConfig = kLPUART_IdleCharacter1`; `lpuartConfig->enableTx = false`; `lpuartConfig->enableRx = false`;

Parameters

- config – Pointer to a configuration structure.

status_t LPUART_SetBaudRate(LPUART_Type *base, uint32_t baudRate_Bps, uint32_t srcClock_Hz)

Sets the LPUART instance baudrate.

This function configures the LPUART module baudrate. This function is used to update the LPUART module baudrate after the LPUART module is initialized by the LPUART_Init.

```
LPUART_SetBaudRate(LPUART1, 115200U, 20000000U);
```

Parameters

- base – LPUART peripheral base address.
- baudRate_Bps – LPUART baudrate to be set.
- srcClock_Hz – LPUART clock source frequency in HZ.

Return values

- kStatus_LPUART_BaudrateNotSupport – Baudrate is not supported in the current clock source.
- kStatus_Success – Set baudrate succeeded.

void LPUART_Enable9bitMode(LPUART_Type *base, bool enable)

Enable 9-bit data mode for LPUART.

This function set the 9-bit mode for LPUART module. The 9th bit is not used for parity thus can be modified by user.

Parameters

- base – LPUART peripheral base address.
- enable – true to enable, false to disable.

static inline void LPUART_SetMatchAddress(LPUART_Type *base, uint16_t address1, uint16_t address2)

Set the LPUART address.

This function configures the address for LPUART module that works as slave in 9-bit data mode. One or two address fields can be configured. When the address field's match enable

bit is set, the frame it receives with MSB being 1 is considered as an address frame, otherwise it is considered as data frame. Once the address frame matches one of slave's own addresses, this slave is addressed. This address frame and its following data frames are stored in the receive buffer; otherwise the frames will be discarded. To un-address a slave, just send an address frame with unmatched address.

Note: Any LPUART instance joined in the multi-slave system can work as slave. The position of the address mark is the same as the parity bit when parity is enabled for 8 bit and 9 bit data formats.

Parameters

- base – LPUART peripheral base address.
- address1 – LPUART slave address1.
- address2 – LPUART slave address2.

```
static inline void LPUART__EnableMatchAddress(LPUART_Type *base, bool match1, bool match2)
```

Enable the LPUART match address feature.

Parameters

- base – LPUART peripheral base address.
- match1 – true to enable match address1, false to disable.
- match2 – true to enable match address2, false to disable.

```
static inline void LPUART__SetRxFifoWatermark(LPUART_Type *base, uint8_t water)
```

Sets the rx FIFO watermark.

Parameters

- base – LPUART peripheral base address.
- water – Rx FIFO watermark.

```
static inline void LPUART__SetTxFifoWatermark(LPUART_Type *base, uint8_t water)
```

Sets the tx FIFO watermark.

Parameters

- base – LPUART peripheral base address.
- water – Tx FIFO watermark.

```
static inline void LPUART__TransferEnable16Bit(lpuart_handle_t *handle, bool enable)
```

Sets the LPUART using 16bit transmit, only for 9bit or 10bit mode.

This function Enable 16bit Data transmit in *lpuart_handle_t*.

Parameters

- handle – LPUART handle pointer.
- enable – true to enable, false to disable.

```
uint32_t LPUART__GetStatusFlags(LPUART_Type *base)
```

Gets LPUART status flags.

This function gets all LPUART status flags. The flags are returned as the logical OR value of the enumerators *_lpuart_flags*. To check for a specific status, compare the return value with enumerators in the *_lpuart_flags*. For example, to check whether the TX is empty:

```
if (kLPUART_TxDataRegEmptyFlag & LPUART_GetStatusFlags(LPUART1))
{
    ...
}
```

Parameters

- base – LPUART peripheral base address.

Returns

LPUART status flags which are ORed by the enumerators in the `_lpuart_flags`.

`status_t` LPUART_ClearStatusFlags(LPUART_Type *base, uint32_t mask)

Clears status flags with a provided mask.

This function clears LPUART status flags with a provided mask. Automatically cleared flags can't be cleared by this function. Flags that can only be cleared or set by hardware are: `kLPUART_TxDataRegEmptyFlag`, `kLPUART_TransmissionCompleteFlag`, `kLPUART_RxDataRegFullFlag`, `kLPUART_RxActiveFlag`, `kLPUART_NoiseErrorFlag`, `kLPUART_ParityErrorFlag`, `kLPUART_TxFifoEmptyFlag`, `kLPUART_RxFifoEmptyFlag`. Note: This API should be called when the Tx/Rx is idle, otherwise it takes no effects.

Parameters

- base – LPUART peripheral base address.
- mask – the status flags to be cleared. The user can use the enumerators in the `_lpuart_status_flag_t` to do the OR operation and get the mask.

Return values

- `kStatus_LPUART_FlagCannotClearManually` – The flag can't be cleared by this function but it is cleared automatically by hardware.
- `kStatus_Success` – Status in the mask are cleared.

Returns

0 succeed, others failed.

`void` LPUART_EnableInterrupts(LPUART_Type *base, uint32_t mask)

Enables LPUART interrupts according to a provided mask.

This function enables the LPUART interrupts according to a provided mask. The mask is a logical OR of enumeration members. See the `_lpuart_interrupt_enable`. This example shows how to enable TX empty interrupt and RX full interrupt:

```
LPUART_EnableInterrupts(LPUART1, kLPUART_TxDataRegEmptyInterruptEnable | kLPUART_
↳ RxDataRegFullInterruptEnable);
```

Parameters

- base – LPUART peripheral base address.
- mask – The interrupts to enable. Logical OR of `_lpuart_interrupt_enable`.

`void` LPUART_DisableInterrupts(LPUART_Type *base, uint32_t mask)

Disables LPUART interrupts according to a provided mask.

This function disables the LPUART interrupts according to a provided mask. The mask is a logical OR of enumeration members. See `_lpuart_interrupt_enable`. This example shows how to disable the TX empty interrupt and RX full interrupt:

```
LPUART_DisableInterrupts(LPUART1, kLPUART_TxDataRegEmptyInterruptEnable | kLPUART_
↳ RxDataRegFullInterruptEnable);
```

Parameters

- base – LPUART peripheral base address.
- mask – The interrupts to disable. Logical OR of `_lpuart_interrupt_enable`.

`uint32_t LPUART_GetEnabledInterrupts(LPUART_Type *base)`

Gets enabled LPUART interrupts.

This function gets the enabled LPUART interrupts. The enabled interrupts are returned as the logical OR value of the enumerators `_lpuart_interrupt_enable`. To check a specific interrupt enable status, compare the return value with enumerators in `_lpuart_interrupt_enable`. For example, to check whether the TX empty interrupt is enabled:

```
uint32_t enabledInterrupts = LPUART_GetEnabledInterrupts(LPUART1);

if (kLPUART_TxDataRegEmptyInterruptEnable & enabledInterrupts)
{
    ...
}
```

Parameters

- base – LPUART peripheral base address.

Returns

LPUART interrupt flags which are logical OR of the enumerators in `_lpuart_interrupt_enable`.

`static inline uintptr_t LPUART_GetDataRegisterAddress(LPUART_Type *base)`

Gets the LPUART data register address.

This function returns the LPUART data register address, which is mainly used by the DMA/eDMA.

Parameters

- base – LPUART peripheral base address.

Returns

LPUART data register addresses which are used both by the transmitter and receiver.

`static inline void LPUART_EnableTxDMA(LPUART_Type *base, bool enable)`

Enables or disables the LPUART transmitter DMA request.

This function enables or disables the transmit data register empty flag, `STAT[TDRE]`, to generate DMA requests.

Parameters

- base – LPUART peripheral base address.
- enable – True to enable, false to disable.

`static inline void LPUART_EnableRxDMA(LPUART_Type *base, bool enable)`

Enables or disables the LPUART receiver DMA.

This function enables or disables the receiver data register full flag, `STAT[RDRF]`, to generate DMA requests.

Parameters

- base – LPUART peripheral base address.
- enable – True to enable, false to disable.

uint32_t LPUART_GetInstance(LPUART_Type *base)

Get the LPUART instance from peripheral base address.

Parameters

- base – LPUART peripheral base address.

Returns

LPUART instance.

static inline void LPUART_EnableTx(LPUART_Type *base, bool enable)

Enables or disables the LPUART transmitter.

This function enables or disables the LPUART transmitter.

Parameters

- base – LPUART peripheral base address.
- enable – True to enable, false to disable.

static inline void LPUART_EnableRx(LPUART_Type *base, bool enable)

Enables or disables the LPUART receiver.

This function enables or disables the LPUART receiver.

Parameters

- base – LPUART peripheral base address.
- enable – True to enable, false to disable.

static inline void LPUART_WriteByte(LPUART_Type *base, uint8_t data)

Writes to the transmitter register.

This function writes data to the transmitter register directly. The upper layer must ensure that the TX register is empty or that the TX FIFO has room before calling this function.

Parameters

- base – LPUART peripheral base address.
- data – Data write to the TX register.

static inline uint8_t LPUART_ReadByte(LPUART_Type *base)

Reads the receiver register.

This function reads data from the receiver register directly. The upper layer must ensure that the receiver register is full or that the RX FIFO has data before calling this function.

Parameters

- base – LPUART peripheral base address.

Returns

Data read from data register.

static inline uint8_t LPUART_GetRxFifoCount(LPUART_Type *base)

Gets the rx FIFO data count.

Parameters

- base – LPUART peripheral base address.

Returns

rx FIFO data count.

static inline uint8_t LPUART_GetTxFifoCount(LPUART_Type *base)

Gets the tx FIFO data count.

Parameters

- base – LPUART peripheral base address.

Returns

tx FIFO data count.

void LPUART_SendAddress(LPUART_Type *base, uint8_t address)

Transmit an address frame in 9-bit data mode.

Parameters

- base – LPUART peripheral base address.
- address – LPUART slave address.

status_t LPUART_WriteBlocking(LPUART_Type *base, const uint8_t *data, size_t length)

Writes to the transmitter register using a blocking method.

This function polls the transmitter register, first waits for the register to be empty or TX FIFO to have room, and writes data to the transmitter buffer, then waits for the data to be sent out to the bus.

Parameters

- base – LPUART peripheral base address.
- data – Start address of the data to write.
- length – Size of the data to write.

Return values

- kStatus_LPUART_Timeout – Transmission timed out and was aborted.
- kStatus_Success – Successfully wrote all data.

status_t LPUART_WriteBlocking16bit(LPUART_Type *base, const uint16_t *data, size_t length)

Writes to the transmitter register using a blocking method in 9bit or 10bit mode.

Note: This function only support 9bit or 10bit transfer. Please make sure only 10bit of data is valid and other bits are 0.

Parameters

- base – LPUART peripheral base address.
- data – Start address of the data to write.
- length – Size of the data to write.

Return values

- kStatus_LPUART_Timeout – Transmission timed out and was aborted.
- kStatus_Success – Successfully wrote all data.

status_t LPUART_ReadBlocking(LPUART_Type *base, uint8_t *data, size_t length)

Reads the receiver data register using a blocking method.

This function polls the receiver register, waits for the receiver register full or receiver FIFO has data, and reads data from the RX register.

Parameters

- base – LPUART peripheral base address.

- data – Start address of the buffer to store the received data.
- length – Size of the buffer.

Return values

- kStatus_LPUART_RxHardwareOverrun – Receiver overrun happened while receiving data.
- kStatus_LPUART_NoiseError – Noise error happened while receiving data.
- kStatus_LPUART_FramingError – Framing error happened while receiving data.
- kStatus_LPUART_ParityError – Parity error happened while receiving data.
- kStatus_LPUART_Timeout – Transmission timed out and was aborted.
- kStatus_Success – Successfully received all data.

status_t LPUART_ReadBlocking16bit(LPUART_Type *base, uint16_t *data, size_t length)

Reads the receiver data register in 9bit or 10bit mode.

Note: This function only support 9bit or 10bit transfer.

Parameters

- base – LPUART peripheral base address.
- data – Start address of the buffer to store the received data by 16bit, only 10bit is valid.
- length – Size of the buffer.

Return values

- kStatus_LPUART_RxHardwareOverrun – Receiver overrun happened while receiving data.
- kStatus_LPUART_NoiseError – Noise error happened while receiving data.
- kStatus_LPUART_FramingError – Framing error happened while receiving data.
- kStatus_LPUART_ParityError – Parity error happened while receiving data.
- kStatus_LPUART_Timeout – Transmission timed out and was aborted.
- kStatus_Success – Successfully received all data.

void LPUART_TransferCreateHandle(LPUART_Type *base, *lpuart_handle_t* *handle, *lpuart_transfer_callback_t* callback, void *userData)

Initializes the LPUART handle.

This function initializes the LPUART handle, which can be used for other LPUART transactional APIs. Usually, for a specified LPUART instance, call this API once to get the initialized handle.

The LPUART driver supports the “background” receiving, which means that user can set up an RX ring buffer optionally. Data received is stored into the ring buffer even when the user doesn’t call the LPUART_TransferReceiveNonBlocking() API. If there is already data received in the ring buffer, the user can get the received data from the ring buffer directly. The ring buffer is disabled if passing NULL as ringBuffer.

Parameters

- base – LPUART peripheral base address.
- handle – LPUART handle pointer.
- callback – Callback function.
- userData – User data.

status_t LPUART__TransferSendNonBlocking(LPUART_Type *base, *lpuart_handle_t* *handle, *lpuart_transfer_t* *xfer)

Transmits a buffer of data using the interrupt method.

This function send data using an interrupt method. This is a non-blocking function, which returns directly without waiting for all data written to the transmitter register. When all data is written to the TX register in the ISR, the LPUART driver calls the callback function and passes the `kStatus_LPUART_TxIdle` as status parameter.

Note: The `kStatus_LPUART_TxIdle` is passed to the upper layer when all data are written to the TX register. However, there is no check to ensure that all the data sent out. Before disabling the TX, check the `kLPUART_TransmissionCompleteFlag` to ensure that the transmit is finished.

Parameters

- base – LPUART peripheral base address.
- handle – LPUART handle pointer.
- xfer – LPUART transfer structure, see `lpuart_transfer_t`.

Return values

- `kStatus__Success` – Successfully start the data transmission.
- `kStatus_LPUART_TxBusy` – Previous transmission still not finished, data not all written to the TX register.
- `kStatus_InvalidArgument` – Invalid argument.

void LPUART__TransferStartRingBuffer(LPUART_Type *base, *lpuart_handle_t* *handle, *uint8_t* *ringBuffer, *size_t* ringBufferSize)

Sets up the RX ring buffer.

This function sets up the RX ring buffer to a specific UART handle.

When the RX ring buffer is used, data received is stored into the ring buffer even when the user doesn't call the `UART_TransferReceiveNonBlocking()` API. If there is already data received in the ring buffer, the user can get the received data from the ring buffer directly.

Note: When using RX ring buffer, one byte is reserved for internal use. In other words, if `ringBufferSize` is 32, then only 31 bytes are used for saving data.

Parameters

- base – LPUART peripheral base address.
- handle – LPUART handle pointer.
- ringBuffer – Start address of ring buffer for background receiving. Pass NULL to disable the ring buffer.
- ringBufferSize – size of the ring buffer.

`void LPUART__TransferStopRingBuffer(LPUART_Type *base, lpuart_handle_t *handle)`

Aborts the background transfer and uninstalls the ring buffer.

This function aborts the background transfer and uninstalls the ring buffer.

Parameters

- `base` – LPUART peripheral base address.
- `handle` – LPUART handle pointer.

`size_t LPUART__TransferGetRxRingBufferLength(LPUART_Type *base, lpuart_handle_t *handle)`

Get the length of received data in RX ring buffer.

Parameters

- `base` – LPUART peripheral base address.
- `handle` – LPUART handle pointer.

Returns

Length of received data in RX ring buffer.

`void LPUART__TransferAbortSend(LPUART_Type *base, lpuart_handle_t *handle)`

Aborts the interrupt-driven data transmit.

This function aborts the interrupt driven data sending. The user can get the `remainBtyes` to find out how many bytes are not sent out.

Parameters

- `base` – LPUART peripheral base address.
- `handle` – LPUART handle pointer.

`status_t LPUART__TransferGetSendCount(LPUART_Type *base, lpuart_handle_t *handle, uint32_t *count)`

Gets the number of bytes that have been sent out to bus.

This function gets the number of bytes that have been sent out to bus by an interrupt method.

Parameters

- `base` – LPUART peripheral base address.
- `handle` – LPUART handle pointer.
- `count` – Send bytes count.

Return values

- `kStatus_NoTransferInProgress` – No send in progress.
- `kStatus_InvalidArgument` – Parameter is invalid.
- `kStatus_Success` – Get successfully through the parameter count;

`status_t LPUART__TransferReceiveNonBlocking(LPUART_Type *base, lpuart_handle_t *handle, lpuart_transfer_t *xfer, size_t *receivedBytes)`

Receives a buffer of data using the interrupt method.

This function receives data using an interrupt method. This is a non-blocking function which returns without waiting to ensure that all data are received. If the RX ring buffer is used and not empty, the data in the ring buffer is copied and the parameter `receivedBytes` shows how many bytes are copied from the ring buffer. After copying, if the data in the ring buffer is not enough for read, the receive request is saved by the LPUART driver. When the new data arrives, the receive request is serviced first. When all data is received, the LPUART driver notifies the upper layer through a callback function and passes a status parameter `kStatus_UART_RxIdle`. For example, the upper layer needs 10 bytes but there are only 5

bytes in ring buffer. The 5 bytes are copied to `xfer->data`, which returns with the parameter `receivedBytes` set to 5. For the remaining 5 bytes, the newly arrived data is saved from `xfer->data[5]`. When 5 bytes are received, the LPUART driver notifies the upper layer. If the RX ring buffer is not enabled, this function enables the RX and RX interrupt to receive data to `xfer->data`. When all data is received, the upper layer is notified.

Parameters

- `base` – LPUART peripheral base address.
- `handle` – LPUART handle pointer.
- `xfer` – LPUART transfer structure, see `uart_transfer_t`.
- `receivedBytes` – Bytes received from the ring buffer directly.

Return values

- `kStatus__Success` – Successfully queue the transfer into the transmit queue.
- `kStatus__LPUART_RxBusy` – Previous receive request is not finished.
- `kStatus__InvalidArgument` – Invalid argument.

`void LPUART_TransferAbortReceive(LPUART_Type *base, lpuart_handle_t *handle)`

Aborts the interrupt-driven data receiving.

This function aborts the interrupt-driven data receiving. The user can get the `remainBytes` to find out how many bytes not received yet.

Parameters

- `base` – LPUART peripheral base address.
- `handle` – LPUART handle pointer.

`status_t LPUART_TransferGetReceiveCount(LPUART_Type *base, lpuart_handle_t *handle, uint32_t *count)`

Gets the number of bytes that have been received.

This function gets the number of bytes that have been received.

Parameters

- `base` – LPUART peripheral base address.
- `handle` – LPUART handle pointer.
- `count` – Receive bytes count.

Return values

- `kStatus__NoTransferInProgress` – No receive in progress.
- `kStatus__InvalidArgument` – Parameter is invalid.
- `kStatus__Success` – Get successfully through the parameter count;

`void LPUART_TransferHandleIRQ(LPUART_Type *base, void *irqHandle)`

LPUART IRQ handle function.

This function handles the LPUART transmit and receive IRQ request.

Parameters

- `base` – LPUART peripheral base address.
- `irqHandle` – LPUART handle pointer.

void LPUART_TransferHandleErrorIRQ(LPUART_Type *base, void *irqHandle)

LPUART Error IRQ handle function.

This function handles the LPUART error IRQ request.

Parameters

- base – LPUART peripheral base address.
- irqHandle – LPUART handle pointer.

void LPUART_DriverIRQHandler(uint32_t instance)

LPUART driver IRQ handler common entry.

This function provides the common IRQ request entry for LPUART.

Parameters

- instance – LPUART instance.

FSL_LPUART_DRIVER_VERSION

LPUART driver version.

Error codes for the LPUART driver.

Values:

enumerator kStatus_LPUART_TxBusy
TX busy

enumerator kStatus_LPUART_RxBusy
RX busy

enumerator kStatus_LPUART_TxIdle
LPUART transmitter is idle.

enumerator kStatus_LPUART_RxIdle
LPUART receiver is idle.

enumerator kStatus_LPUART_TxWatermarkTooLarge
TX FIFO watermark too large

enumerator kStatus_LPUART_RxWatermarkTooLarge
RX FIFO watermark too large

enumerator kStatus_LPUART_FlagCannotClearManually
Some flag can't manually clear

enumerator kStatus_LPUART_Error
Error happens on LPUART.

enumerator kStatus_LPUART_RxRingBufferOverrun
LPUART RX software ring buffer overrun.

enumerator kStatus_LPUART_RxHardwareOverrun
LPUART RX receiver overrun.

enumerator kStatus_LPUART_NoiseError
LPUART noise error.

enumerator kStatus_LPUART_FramingError
LPUART framing error.

enumerator kStatus_LPUART_ParityError
LPUART parity error.

enumerator kStatus_LPUART_BaudrateNotSupport
Baudrate is not support in current clock source

enumerator kStatus_LPUART_IdleLineDetected
IDLE flag.

enumerator kStatus_LPUART_Timeout
LPUART times out.

enum _lpuart_parity_mode
LPUART parity mode.

Values:

enumerator kLPUART_ParityDisabled
Parity disabled

enumerator kLPUART_ParityEven
Parity enabled, type even, bit setting: PE|PT = 10

enumerator kLPUART_ParityOdd
Parity enabled, type odd, bit setting: PE|PT = 11

enum _lpuart_data_bits
LPUART data bits count.

Values:

enumerator kLPUART_EightDataBits
Eight data bit

enumerator kLPUART_SevenDataBits
Seven data bit

enum _lpuart_stop_bit_count
LPUART stop bit count.

Values:

enumerator kLPUART_OneStopBit
One stop bit

enumerator kLPUART_TwoStopBit
Two stop bits

enum _lpuart_transmit_cts_source
LPUART transmit CTS source.

Values:

enumerator kLPUART_CtsSourcePin
CTS resource is the LPUART_CTS pin.

enumerator kLPUART_CtsSourceMatchResult
CTS resource is the match result.

enum _lpuart_transmit_cts_config
LPUART transmit CTS configure.

Values:

enumerator kLPUART_CtsSampleAtStart
CTS input is sampled at the start of each character.

enumerator kLPUART_CtsSampleAtIdle

CTS input is sampled when the transmitter is idle

enum __lpuart_idle_type_select

LPUART idle flag type defines when the receiver starts counting.

Values:

enumerator kLPUART_IdleTypeStartBit

Start counting after a valid start bit.

enumerator kLPUART_IdleTypeStopBit

Start counting after a stop bit.

enum __lpuart_idle_config

LPUART idle detected configuration. This structure defines the number of idle characters that must be received before the IDLE flag is set.

Values:

enumerator kLPUART_IdleCharacter1

the number of idle characters.

enumerator kLPUART_IdleCharacter2

the number of idle characters.

enumerator kLPUART_IdleCharacter4

the number of idle characters.

enumerator kLPUART_IdleCharacter8

the number of idle characters.

enumerator kLPUART_IdleCharacter16

the number of idle characters.

enumerator kLPUART_IdleCharacter32

the number of idle characters.

enumerator kLPUART_IdleCharacter64

the number of idle characters.

enumerator kLPUART_IdleCharacter128

the number of idle characters.

enum __lpuart_interrupt_enable

LPUART interrupt configuration structure, default settings all disabled.

This structure contains the settings for all LPUART interrupt configurations.

Values:

enumerator kLPUART_LinBreakInterruptEnable

LIN break detect. bit 7

enumerator kLPUART_RxActiveEdgeInterruptEnable

Receive Active Edge. bit 6

enumerator kLPUART_TxDataRegEmptyInterruptEnable

Transmit data register empty. bit 23

enumerator kLPUART_TransmissionCompleteInterruptEnable

Transmission complete. bit 22

enumerator kLPUART_RxDataRegFullInterruptEnable

Receiver data register full. bit 21

enumerator kLPUART_IdleLineInterruptEnable

Idle line. bit 20

enumerator kLPUART_RxOverrunInterruptEnable

Receiver Overrun. bit 27

enumerator kLPUART_NoiseErrorInterruptEnable

Noise error flag. bit 26

enumerator kLPUART_FramingErrorInterruptEnable

Framing error flag. bit 25

enumerator kLPUART_ParityErrorInterruptEnable

Parity error flag. bit 24

enumerator kLPUART_Match1InterruptEnable

Parity error flag. bit 15

enumerator kLPUART_Match2InterruptEnable

Parity error flag. bit 14

enumerator kLPUART_TxFifoOverflowInterruptEnable

Transmit FIFO Overflow. bit 9

enumerator kLPUART_RxFifoUnderflowInterruptEnable

Receive FIFO Underflow. bit 8

enumerator kLPUART_AllInterruptEnable

enum _lpuart_flags

LPUART status flags.

This provides constants for the LPUART status flags for use in the LPUART functions.

Values:

enumerator kLPUART_TxDataRegEmptyFlag

Transmit data register empty flag, sets when transmit buffer is empty. bit 23

enumerator kLPUART_TransmissionCompleteFlag

Transmission complete flag, sets when transmission activity complete. bit 22

enumerator kLPUART_RxDataRegFullFlag

Receive data register full flag, sets when the receive data buffer is full. bit 21

enumerator kLPUART_IdleLineFlag

Idle line detect flag, sets when idle line detected. bit 20

enumerator kLPUART_RxOverrunFlag

Receive Overrun, sets when new data is received before data is read from receive register. bit 19

enumerator kLPUART_NoiseErrorFlag

Receive takes 3 samples of each received bit. If any of these samples differ, noise flag sets. bit 18

enumerator kLPUART_FramingErrorFlag

Frame error flag, sets if logic 0 was detected where stop bit expected. bit 17

enumerator kLPUART_ParityErrorFlag

If parity enabled, sets upon parity error detection. bit 16

enumerator `kLPUART_LinBreakFlag`

LIN break detect interrupt flag, sets when LIN break char detected and LIN circuit enabled. bit 31

enumerator `kLPUART_RxActiveEdgeFlag`

Receive pin active edge interrupt flag, sets when active edge detected. bit 30

enumerator `kLPUART_RxActiveFlag`

Receiver Active Flag (RAF), sets at beginning of valid start. bit 24

enumerator `kLPUART_DataMatch1Flag`

The next character to be read from LPUART_DATA matches MA1. bit 15

enumerator `kLPUART_DataMatch2Flag`

The next character to be read from LPUART_DATA matches MA2. bit 14

enumerator `kLPUART_TxFifoEmptyFlag`

TXEMPT bit, sets if transmit buffer is empty. bit 7

enumerator `kLPUART_RxFifoEmptyFlag`

RXEMPT bit, sets if receive buffer is empty. bit 6

enumerator `kLPUART_TxFifoOverflowFlag`

TXOF bit, sets if transmit buffer overflow occurred. bit 1

enumerator `kLPUART_RxFifoUnderflowFlag`

RXUF bit, sets if receive buffer underflow occurred. bit 0

enumerator `kLPUART_AllClearFlags`

enumerator `kLPUART_AllFlags`

typedef enum *lpuart_parity_mode* `lpuart_parity_mode_t`

LPUART parity mode.

typedef enum *lpuart_data_bits* `lpuart_data_bits_t`

LPUART data bits count.

typedef enum *lpuart_stop_bit_count* `lpuart_stop_bit_count_t`

LPUART stop bit count.

typedef enum *lpuart_transmit_cts_source* `lpuart_transmit_cts_source_t`

LPUART transmit CTS source.

typedef enum *lpuart_transmit_cts_config* `lpuart_transmit_cts_config_t`

LPUART transmit CTS configure.

typedef enum *lpuart_idle_type_select* `lpuart_idle_type_select_t`

LPUART idle flag type defines when the receiver starts counting.

typedef enum *lpuart_idle_config* `lpuart_idle_config_t`

LPUART idle detected configuration. This structure defines the number of idle characters that must be received before the IDLE flag is set.

typedef struct *lpuart_config* `lpuart_config_t`

LPUART configuration structure.

typedef struct *lpuart_transfer* `lpuart_transfer_t`

LPUART transfer structure.

typedef struct *lpuart_handle* `lpuart_handle_t`

```
typedef void (*lpuart_transfer_callback_t)(LPUART_Type *base, lpuart_handle_t *handle,
status_t status, void *userData)
```

LPUART transfer callback function.

```
typedef void (*lpuart_isr_t)(LPUART_Type *base, void *handle)
```

```
void *s_lpuartHandle[]
```

```
const IRQn_Type s_lpuartTxIRQ[]
```

```
lpuart_isr_t s_lpuartIsr[]
```

```
UART_RETRY_TIMES
```

Retry times for waiting flag.

```
struct _lpuart_config
```

#include <fsl_lpuart.h> LPUART configuration structure.

Public Members

```
uint32_t baudRate_Bps
```

LPUART baud rate

```
lpuart_parity_mode_t parityMode
```

Parity mode, disabled (default), even, odd

```
lpuart_data_bits_t dataBitsCount
```

Data bits count, eight (default), seven

```
bool isMsb
```

Data bits order, LSB (default), MSB

```
lpuart_stop_bit_count_t stopBitCount
```

Number of stop bits, 1 stop bit (default) or 2 stop bits

```
uint8_t txFifoWatermark
```

TX FIFO watermark

```
uint8_t rxFifoWatermark
```

RX FIFO watermark

```
bool enableRxRTS
```

RX RTS enable

```
bool enableTxCTS
```

TX CTS enable

```
lpuart_transmit_cts_source_t txCtsSource
```

TX CTS source

```
lpuart_transmit_cts_config_t txCtsConfig
```

TX CTS configure

```
lpuart_idle_type_select_t rxIdleType
```

RX IDLE type.

```
lpuart_idle_config_t rxIdleConfig
```

RX IDLE configuration.

```
bool enableTx
```

Enable TX

bool enableRx
 Enable RX

struct __lpuart__transfer
 #include <fsl_lpuart.h> LPUART transfer structure.

Public Members

size_t dataSize
 The byte count to be transfer.

struct __lpuart__handle
 #include <fsl_lpuart.h> LPUART handle structure.

Public Members

volatile size_t txDataSize
 Size of the remaining data to send.

size_t txDataSizeAll
 Size of the data to send out.

volatile size_t rxDataSize
 Size of the remaining data to receive.

size_t rxDataSizeAll
 Size of the data to receive.

size_t rxRingBufferSize
 Size of the ring buffer.

volatile uint16_t rxRingBufferHead
 Index for the driver to store received data into ring buffer.

volatile uint16_t rxRingBufferTail
 Index for the user to get data from the ring buffer.

lpuart_transfer_callback_t callback
 Callback function.

void *userData
 LPUART callback function parameter.

volatile uint8_t txState
 TX transfer state.

volatile uint8_t rxState
 RX transfer state.

bool isSevenDataBits
 Seven data bits flag.

bool is16bitData
 16bit data bits flag, only used for 9bit or 10bit data

union __unnamed13__

Public Members

uint8_t *data

The buffer of data to be transfer.

uint8_t *rxData

The buffer to receive data.

uint16_t *rxData16

The buffer to receive data.

const uint8_t *txData

The buffer of data to be sent.

const uint16_t *txData16

The buffer of data to be sent.

union __unnamed15__

Public Members

const uint8_t *volatile txData

Address of remaining data to send.

const uint16_t *volatile txData16

Address of remaining data to send.

union __unnamed17__

Public Members

uint8_t *volatile rxData

Address of remaining data to receive.

uint16_t *volatile rxData16

Address of remaining data to receive.

union __unnamed19__

Public Members

uint8_t *rxRingBuffer

Start address of the receiver ring buffer.

uint16_t *rxRingBuffer16

Start address of the receiver ring buffer.

2.24 MCM: Miscellaneous Control Module

FSL_MCM_DRIVER_VERSION

MCM driver version.

Enum _mcm_interrupt_flag. Interrupt status flag mask. .

Values:

enumerator kMCM_CacheWriteBuffer
Cache Write Buffer Error Enable.

enumerator kMCM_ParityError
Cache Parity Error Enable.

enumerator kMCM_FPUInvalidOperation
FPU Invalid Operation Interrupt Enable.

enumerator kMCM_FPUDivideByZero
FPU Divide-by-zero Interrupt Enable.

enumerator kMCM_FPUOverflow
FPU Overflow Interrupt Enable.

enumerator kMCM_FPUUnderflow
FPU Underflow Interrupt Enable.

enumerator kMCM_FPUInexact
FPU Inexact Interrupt Enable.

enumerator kMCM_FPUInputDenormalInterrupt
FPU Input Denormal Interrupt Enable.

typedef union *_mcm_buffer_fault_attribute* mcm_buffer_fault_attribute_t
The union of buffer fault attribute.

typedef union *_mcm_lmem_fault_attribute* mcm_lmem_fault_attribute_t
The union of LMEM fault attribute.

static inline void MCM_EnableCrossbarRoundRobin(MCM_Type *base, bool enable)
Enables/Disables crossbar round robin.

Parameters

- base – MCM peripheral base address.
- enable – Used to enable/disable crossbar round robin.
 - **true** Enable crossbar round robin.
 - **false** disable crossbar round robin.

static inline void MCM_EnableInterruptStatus(MCM_Type *base, uint32_t mask)
Enables the interrupt.

Parameters

- base – MCM peripheral base address.
- mask – Interrupt status flags mask(*_mcm_interrupt_flag*).

static inline void MCM_DisableInterruptStatus(MCM_Type *base, uint32_t mask)
Disables the interrupt.

Parameters

- base – MCM peripheral base address.
- mask – Interrupt status flags mask(*_mcm_interrupt_flag*).

static inline uint16_t MCM_GetInterruptStatus(MCM_Type *base)
Gets the Interrupt status .

Parameters

- base – MCM peripheral base address.

```
static inline void MCM_ClearCacheWriteBufferErrorStatus(MCM_Type *base)
```

Clears the Interrupt status .

Parameters

- base – MCM peripheral base address.

```
static inline uint32_t MCM_GetBufferFaultAddress(MCM_Type *base)
```

Gets buffer fault address.

Parameters

- base – MCM peripheral base address.

```
static inline void MCM_GetBufferFaultAttribute(MCM_Type *base, mcm_buffer_fault_attribute_t  
*bufferfault)
```

Gets buffer fault attributes.

Parameters

- base – MCM peripheral base address.

```
static inline uint32_t MCM_GetBufferFaultData(MCM_Type *base)
```

Gets buffer fault data.

Parameters

- base – MCM peripheral base address.

```
static inline void MCM_LimitCodeCachePeripheralWriteBuffering(MCM_Type *base, bool enable)
```

Limit code cache peripheral write buffering.

Parameters

- base – MCM peripheral base address.
- enable – Used to enable/disable limit code cache peripheral write buffering.
 - **true** Enable limit code cache peripheral write buffering.
 - **false** disable limit code cache peripheral write buffering.

```
static inline void MCM_BypassFixedCodeCacheMap(MCM_Type *base, bool enable)
```

Bypass fixed code cache map.

Parameters

- base – MCM peripheral base address.
- enable – Used to enable/disable bypass fixed code cache map.
 - **true** Enable bypass fixed code cache map.
 - **false** disable bypass fixed code cache map.

```
static inline void MCM_EnableCodeBusCache(MCM_Type *base, bool enable)
```

Enables/Disables code bus cache.

Parameters

- base – MCM peripheral base address.
- enable – Used to disable/enable code bus cache.
 - **true** Enable code bus cache.
 - **false** disable code bus cache.

static inline void MCM_ForceCodeCacheToNoAllocation(MCM_Type *base, bool enable)
Force code cache to no allocation.

Parameters

- base – MCM peripheral base address.
- enable – Used to force code cache to allocation or no allocation.
 - **true** Force code cache to no allocation.
 - **false** Force code cache to allocation.

static inline void MCM_EnableCodeCacheWriteBuffer(MCM_Type *base, bool enable)
Enables/Disables code cache write buffer.

Parameters

- base – MCM peripheral base address.
- enable – Used to enable/disable code cache write buffer.
 - **true** Enable code cache write buffer.
 - **false** Disable code cache write buffer.

static inline void MCM_ClearCodeBusCache(MCM_Type *base)
Clear code bus cache.

Parameters

- base – MCM peripheral base address.

static inline void MCM_EnablePcParityFaultReport(MCM_Type *base, bool enable)
Enables/Disables PC Parity Fault Report.

Parameters

- base – MCM peripheral base address.
- enable – Used to enable/disable PC Parity Fault Report.
 - **true** Enable PC Parity Fault Report.
 - **false** disable PC Parity Fault Report.

static inline void MCM_EnablePcParity(MCM_Type *base, bool enable)
Enables/Disables PC Parity.

Parameters

- base – MCM peripheral base address.
- enable – Used to enable/disable PC Parity.
 - **true** Enable PC Parity.
 - **false** disable PC Parity.

static inline void MCM_LockConfigState(MCM_Type *base)
Lock the configuration state.

Parameters

- base – MCM peripheral base address.

static inline void MCM_EnableCacheParityReporting(MCM_Type *base, bool enable)
Enables/Disables cache parity reporting.

Parameters

- base – MCM peripheral base address.

- enable – Used to enable/disable cache parity reporting.
 - **true** Enable cache parity reporting.
 - **false** disable cache parity reporting.

static inline uint32_t MCM_GetLmemFaultAddress(MCM_Type *base)

Gets LMEM fault address.

Parameters

- base – MCM peripheral base address.

static inline void MCM_GetLmemFaultAttribute(MCM_Type *base, mcm_lmem_fault_attribute_t *lmemFault)

Get LMEM fault attributes.

Parameters

- base – MCM peripheral base address.

static inline uint64_t MCM_GetLmemFaultData(MCM_Type *base)

Gets LMEM fault data.

Parameters

- base – MCM peripheral base address.

MCM_LMFATR_TYPE_MASK

MCM_LMFATR_MODE_MASK

MCM_LMFATR_BUFF_MASK

MCM_LMFATR_CACH_MASK

MCM_ISCR_STAT_MASK

FSL_COMPONENT_ID

union _mcm_buffer_fault_attribute

#include <fsl_mcm.h> The union of buffer fault attribute.

Public Members

uint32_t attribute

Indicates the faulting attributes, when a properly-enabled cache write buffer error interrupt event is detected.

struct _mcm_buffer_fault_attribute._mcm_buffer_fault_attribut attribute_memory

struct _mcm_buffer_fault_attribut

#include <fsl_mcm.h>

Public Members

uint32_t busErrorDataAccessType

Indicates the type of cache write buffer access.

uint32_t busErrorPrivilegeLevel

Indicates the privilege level of the cache write buffer access.

uint32_t busErrorSize

Indicates the size of the cache write buffer access.

uint32_t busErrorAccess

Indicates the type of system bus access.

uint32_t busErrorMasterID

Indicates the crossbar switch bus master number of the captured cache write buffer bus error.

uint32_t busErrorOverrun

Indicates if another cache write buffer bus error is detected.

union _mcm_lmem_fault_attribute

#include <fsl_mcm.h> The union of LMEM fault attribute.

Public Members

uint32_t attribute

Indicates the attributes of the LMEM fault detected.

struct _mcm_lmem_fault_attribute _mcm_lmem_fault_attribut attribute_memory

struct _mcm_lmem_fault_attribut

#include <fsl_mcm.h>

Public Members

uint32_t parityFaultProtectionSignal

Indicates the features of parity fault protection signal.

uint32_t parityFaultMasterSize

Indicates the parity fault master size.

uint32_t parityFaultWrite

Indicates the parity fault is caused by read or write.

uint32_t backdoorAccess

Indicates the LMEM access fault is initiated by core access or backdoor access.

uint32_t parityFaultSyndrome

Indicates the parity fault syndrome.

uint32_t overrun

Indicates the number of faultss.

2.25 PMC: Power Management Controller

static inline void PMC_GetVersionId(PMC_Type *base, pmc_version_id_t *versionId)

Gets the PMC version ID.

This function gets the PMC version ID, including major version number, minor version number, and a feature specification number.

Parameters

- base – PMC peripheral base address.
- versionId – Pointer to version ID structure.

```
void PMC_GetParam(PMC_Type *base, pmc_param_t *param)
```

Gets the PMC parameter.

This function gets the PMC parameter including the VLPO enable and the HVD enable.

Parameters

- base – PMC peripheral base address.
- param – Pointer to PMC param structure.

```
void PMC_ConfigureLowVoltDetect(PMC_Type *base, const pmc_low_volt_detect_config_t *config)
```

Configures the low-voltage detect setting.

This function configures the low-voltage detect setting, including the trip point voltage setting, enables or disables the interrupt, enables or disables the system reset.

Parameters

- base – PMC peripheral base address.
- config – Low-voltage detect configuration structure.

```
static inline bool PMC_GetLowVoltDetectFlag(PMC_Type *base)
```

Gets the Low-voltage Detect Flag status.

This function reads the current LVDF status. If it returns 1, a low-voltage event is detected.

Parameters

- base – PMC peripheral base address.

Returns

Current low-voltage detect flag

- true: Low-voltage detected
- false: Low-voltage not detected

```
static inline void PMC_ClearLowVoltDetectFlag(PMC_Type *base)
```

Acknowledges clearing the Low-voltage Detect flag.

This function acknowledges the low-voltage detection errors (write 1 to clear LVDF).

Parameters

- base – PMC peripheral base address.

```
void PMC_ConfigureLowVoltWarning(PMC_Type *base, const pmc_low_volt_warning_config_t *config)
```

Configures the low-voltage warning setting.

This function configures the low-voltage warning setting, including the trip point voltage setting and enabling or disabling the interrupt.

Parameters

- base – PMC peripheral base address.
- config – Low-voltage warning configuration structure.

```
static inline bool PMC_GetLowVoltWarningFlag(PMC_Type *base)
```

Gets the Low-voltage Warning Flag status.

This function polls the current LVWF status. When 1 is returned, it indicates a low-voltage warning event. LVWF is set when V Supply transitions below the trip point or after reset and V Supply is already below the V LVW.

Parameters

- base – PMC peripheral base address.

Returns

Current LVWF status

- true: Low-voltage Warning Flag is set.
- false: the Low-voltage Warning does not happen.

static inline void PMC_ClearLowVoltWarningFlag(PMC_Type *base)

Acknowledges the Low-voltage Warning flag.

This function acknowledges the low voltage warning errors (write 1 to clear LVWF).

Parameters

- base – PMC peripheral base address.

void PMC_ConfigureHighVoltDetect(PMC_Type *base, const *pmc_high_volt_detect_config_t* *config)

Configures the high-voltage detect setting.

This function configures the high-voltage detect setting, including the trip point voltage setting, enabling or disabling the interrupt, enabling or disabling the system reset.

Parameters

- base – PMC peripheral base address.
- config – High-voltage detect configuration structure.

static inline bool PMC_GetHighVoltDetectFlag(PMC_Type *base)

Gets the High-voltage Detect Flag status.

This function reads the current HVDF status. If it returns 1, a low voltage event is detected.

Parameters

- base – PMC peripheral base address.

Returns

Current high-voltage detect flag

- true: High-voltage detected
- false: High-voltage not detected

static inline void PMC_ClearHighVoltDetectFlag(PMC_Type *base)

Acknowledges clearing the High-voltage Detect flag.

This function acknowledges the high-voltage detection errors (write 1 to clear HVDF).

Parameters

- base – PMC peripheral base address.

void PMC_ConfigureBandgapBuffer(PMC_Type *base, const *pmc_bandgap_buffer_config_t* *config)

Configures the PMC bandgap.

This function configures the PMC bandgap, including the drive select and behavior in low-power mode.

Parameters

- base – PMC peripheral base address.
- config – Pointer to the configuration structure

static inline bool PMC_GetPeriphIOIsolationFlag(PMC_Type *base)

Gets the acknowledge Peripherals and I/O pads isolation flag.

This function reads the Acknowledge Isolation setting that indicates whether certain peripherals and the I/O pads are in a latched state as a result of having been in the VLLS mode.

Parameters

- base – PMC peripheral base address.
- base – Base address for current PMC instance.

Returns

ACK isolation 0 - Peripherals and I/O pads are in a normal run state. 1 - Certain peripherals and I/O pads are in an isolated and latched state.

static inline void PMC_ClearPeriphIOIsolationFlag(PMC_Type *base)

Acknowledges the isolation flag to Peripherals and I/O pads.

This function clears the ACK Isolation flag. Writing one to this setting when it is set releases the I/O pads and certain peripherals to their normal run mode state.

Parameters

- base – PMC peripheral base address.

static inline bool PMC_IsRegulatorInRunRegulation(PMC_Type *base)

Gets the regulator regulation status.

This function returns the regulator to run a regulation status. It provides the current status of the internal voltage regulator.

Parameters

- base – PMC peripheral base address.
- base – Base address for current PMC instance.

Returns

Regulation status 0 - Regulator is in a stop regulation or in transition to/from the regulation. 1 - Regulator is in a run regulation.

FSL_PMC_DRIVER_VERSION

PMC driver version.

Version 2.0.3.

enum __pmc_low_volt_detect_volt_select

Low-voltage Detect Voltage Select.

Values:

enumerator kPMC_LowVoltDetectLowTrip

Low-trip point selected (VLVD = VLVDL)

enumerator kPMC_LowVoltDetectHighTrip

High-trip point selected (VLVD = VLVDH)

enum __pmc_low_volt_warning_volt_select

Low-voltage Warning Voltage Select.

Values:

enumerator kPMC_LowVoltWarningLowTrip

Low-trip point selected (VLVW = VLVW1)

enumerator kPMC_LowVoltWarningMid1Trip
Mid 1 trip point selected (VLVW = VLVW2)

enumerator kPMC_LowVoltWarningMid2Trip
Mid 2 trip point selected (VLVW = VLVW3)

enumerator kPMC_LowVoltWarningHighTrip
High-trip point selected (VLVW = VLVW4)

enum _pmc_high_volt_detect_volt_select
High-voltage Detect Voltage Select.
Values:

enumerator kPMC_HighVoltDetectLowTrip
Low-trip point selected (VHVD = VHVDL)

enumerator kPMC_HighVoltDetectHighTrip
High-trip point selected (VHVD = VHVDH)

enum _pmc_bandgap_buffer_drive_select
Bandgap Buffer Drive Select.
Values:

enumerator kPMC_BandgapBufferDriveLow
Low-drive.

enumerator kPMC_BandgapBufferDriveHigh
High-drive.

enum _pmc_vlp_freq_option
VLPx Option.
Values:

enumerator kPMC_FreqRestrict
Frequency is restricted in VLPx mode.

enumerator kPMC_FreqUnrestrict
Frequency is unrestricted in VLPx mode.

typedef enum _pmc_low_volt_detect_volt_select pmc_low_volt_detect_volt_select_t
Low-voltage Detect Voltage Select.

typedef enum _pmc_low_volt_warning_volt_select pmc_low_volt_warning_volt_select_t
Low-voltage Warning Voltage Select.

typedef enum _pmc_high_volt_detect_volt_select pmc_high_volt_detect_volt_select_t
High-voltage Detect Voltage Select.

typedef enum _pmc_bandgap_buffer_drive_select pmc_bandgap_buffer_drive_select_t
Bandgap Buffer Drive Select.

typedef enum _pmc_vlp_freq_option pmc_vlp_freq_mode_t
VLPx Option.

typedef struct _pmc_version_id pmc_version_id_t
IP version ID definition.

typedef struct _pmc_param pmc_param_t
IP parameter definition.

```
typedef struct _pmc_low_volt_detect_config pmc_low_volt_detect_config_t
```

Low-voltage Detect Configuration Structure.

```
typedef struct _pmc_low_volt_warning_config pmc_low_volt_warning_config_t
```

Low-voltage Warning Configuration Structure.

```
typedef struct _pmc_high_volt_detect_config pmc_high_volt_detect_config_t
```

High-voltage Detect Configuration Structure.

```
typedef struct _pmc_bandgap_buffer_config pmc_bandgap_buffer_config_t
```

Bandgap Buffer configuration.

```
struct __pmc_version_id
```

#include <fsl_pmc.h> IP version ID definition.

Public Members

uint16_t feature

Feature Specification Number.

uint8_t minor

Minor version number.

uint8_t major

Major version number.

```
struct __pmc_param
```

#include <fsl_pmc.h> IP parameter definition.

Public Members

bool vlpoEnable

VLPO enable.

bool hvdEnable

HVD enable.

```
struct __pmc_low_volt_detect_config
```

#include <fsl_pmc.h> Low-voltage Detect Configuration Structure.

Public Members

bool enableInt

Enable interrupt when Low-voltage detect

bool enableReset

Enable system reset when Low-voltage detect

pmc_low_volt_detect_volt_select_t voltSelect

Low-voltage detect trip point voltage selection

```
struct __pmc_low_volt_warning_config
```

#include <fsl_pmc.h> Low-voltage Warning Configuration Structure.

Public Members

bool enableInt

Enable interrupt when low-voltage warning

pmc_low_volt_warning_volt_select_t voltSelect

Low-voltage warning trip point voltage selection

struct *_pmc_high_volt_detect_config*

#include <fsl_pmc.h> High-voltage Detect Configuration Structure.

Public Members

bool enableInt

Enable interrupt when high-voltage detect

bool enableReset

Enable system reset when high-voltage detect

pmc_high_volt_detect_volt_select_t voltSelect

High-voltage detect trip point voltage selection

struct *_pmc_bandgap_buffer_config*

#include <fsl_pmc.h> Bandgap Buffer configuration.

Public Members

bool enable

Enable bandgap buffer.

bool enableInLowPowerMode

Enable bandgap buffer in low-power mode.

pmc_bandgap_buffer_drive_select_t drive

Bandgap buffer drive select.

2.26 PORT: Port Control and Interrupts

```
static inline void PORT_SetPinConfig(PORT_Type *base, uint32_t pin, const port_pin_config_t
                                     *config)
```

Sets the port PCR register.

This is an example to define an input pin or output pin PCR configuration.

```
// Define a digital input pin PCR configuration
port_pin_config_t config = {
    kPORT_PullUp,
    kPORT_FastSlewRate,
    kPORT_PassiveFilterDisable,
    kPORT_OpenDrainDisable,
    kPORT_LowDriveStrength,
    kPORT_MuxAsGpio,
    kPORT_UnLockRegister,
};
```

Parameters

- base – PORT peripheral base pointer.

- pin – PORT pin number.
- config – PORT PCR register configuration structure.

```
static inline void PORT_SetMultiplePinsConfig(PORT_Type *base, uint32_t mask, const
                                             port_pin_config_t *config)
```

Sets the port PCR register for multiple pins.

This is an example to define input pins or output pins PCR configuration.

```
Define a digital input pin PCR configuration
port_pin_config_t config = {
    kPORT_PullUp ,
    kPORT_PullEnable,
    kPORT_FastSlewRate,
    kPORT_PassiveFilterDisable,
    kPORT_OpenDrainDisable,
    kPORT_LowDriveStrength,
    kPORT_MuxAsGpio,
    kPORT_UnlockRegister,
};
```

Parameters

- base – PORT peripheral base pointer.
- mask – PORT pin number macro.
- config – PORT PCR register configuration structure.

```
static inline void PORT_SetMultipleInterruptPinsConfig(PORT_Type *base, uint32_t mask,
                                                       port_interrupt_t config)
```

Sets the port interrupt configuration in PCR register for multiple pins.

Parameters

- base – PORT peripheral base pointer.
- mask – PORT pin number macro.
- config – PORT pin interrupt configuration.
 - kPORT_InterruptOrDMADisabled: Interrupt/DMA request disabled.
 - kPORT_DMARisingEdge : DMA request on rising edge(if the DMA requests exit).
 - kPORT_DMAFallingEdge: DMA request on falling edge(if the DMA requests exit).
 - kPORT_DMAEitherEdge : DMA request on either edge(if the DMA requests exit).
 - kPORT_FlagRisingEdge : Flag sets on rising edge(if the Flag states exit).
 - kPORT_FlagFallingEdge : Flag sets on falling edge(if the Flag states exit).
 - kPORT_FlagEitherEdge : Flag sets on either edge(if the Flag states exit).
 - kPORT_InterruptLogicZero : Interrupt when logic zero.
 - kPORT_InterruptRisingEdge : Interrupt on rising edge.
 - kPORT_InterruptFallingEdge: Interrupt on falling edge.
 - kPORT_InterruptEitherEdge : Interrupt on either edge.
 - kPORT_InterruptLogicOne : Interrupt when logic one.

- kPORT_ActiveHighTriggerOutputEnable : Enable active high-trigger output (if the trigger states exit).
- kPORT_ActiveLowTriggerOutputEnable : Enable active low-trigger output (if the trigger states exit)..

static inline void PORT_SetPinMux(PORT_Type *base, uint32_t pin, *port_mux_t* mux)

Configures the pin muxing.

Note: : This function is NOT recommended to use together with the PORT_SetPinsConfig, because the PORT_SetPinsConfig need to configure the pin mux anyway (Otherwise the pin mux is reset to zero : kPORT_PinDisabledOrAnalog). This function is recommended to use to reset the pin mux

Parameters

- base – PORT peripheral base pointer.
- pin – PORT pin number.
- mux – pin muxing slot selection.
 - kPORT_PinDisabledOrAnalog: Pin disabled or work in analog function.
 - kPORT_MuxAsGpio : Set as GPIO.
 - kPORT_MuxAlt2 : chip-specific.
 - kPORT_MuxAlt3 : chip-specific.
 - kPORT_MuxAlt4 : chip-specific.
 - kPORT_MuxAlt5 : chip-specific.
 - kPORT_MuxAlt6 : chip-specific.
 - kPORT_MuxAlt7 : chip-specific.

static inline void PORT_EnablePinsDigitalFilter(PORT_Type *base, uint32_t mask, bool enable)

Enables the digital filter in one port, each bit of the 32-bit register represents one pin.

Parameters

- base – PORT peripheral base pointer.
- mask – PORT pin number macro.
- enable – PORT digital filter configuration.

static inline void PORT_SetDigitalFilterConfig(PORT_Type *base, const
port_digital_filter_config_t *config)

Sets the digital filter in one port, each bit of the 32-bit register represents one pin.

Parameters

- base – PORT peripheral base pointer.
- config – PORT digital filter configuration structure.

static inline void PORT_SetPinInterruptConfig(PORT_Type *base, uint32_t pin, *port_interrupt_t*
config)

Configures the port pin interrupt/DMA request.

Parameters

- base – PORT peripheral base pointer.
- pin – PORT pin number.

- config – PORT pin interrupt configuration.
 - kPORT_InterruptOrDMADisabled: Interrupt/DMA request disabled.
 - kPORT_DMARisingEdge : DMA request on rising edge(if the DMA requests exit).
 - kPORT_DMAFallingEdge: DMA request on falling edge(if the DMA requests exit).
 - kPORT_DMAEitherEdge : DMA request on either edge(if the DMA requests exit).
 - kPORT_FlagRisingEdge : Flag sets on rising edge(if the Flag states exit).
 - kPORT_FlagFallingEdge : Flag sets on falling edge(if the Flag states exit).
 - kPORT_FlagEitherEdge : Flag sets on either edge(if the Flag states exit).
 - kPORT_InterruptLogicZero : Interrupt when logic zero.
 - kPORT_InterruptRisingEdge : Interrupt on rising edge.
 - kPORT_InterruptFallingEdge: Interrupt on falling edge.
 - kPORT_InterruptEitherEdge : Interrupt on either edge.
 - kPORT_InterruptLogicOne : Interrupt when logic one.
 - kPORT_ActiveHighTriggerOutputEnable : Enable active high-trigger output (if the trigger states exit).
 - kPORT_ActiveLowTriggerOutputEnable : Enable active low-trigger output (if the trigger states exit).

static inline void PORT_SetPinDriveStrength(PORT_Type *base, uint32_t pin, uint8_t strength)
Configures the port pin drive strength.

Parameters

- base – PORT peripheral base pointer.
- pin – PORT pin number.
- strength – PORT pin drive strength
 - kPORT_LowDriveStrength = 0U - Low-drive strength is configured.
 - kPORT_HighDriveStrength = 1U - High-drive strength is configured.

static inline uint32_t PORT_GetPinsInterruptFlags(PORT_Type *base)
Reads the whole port status flag.

If a pin is configured to generate the DMA request, the corresponding flag is cleared automatically at the completion of the requested DMA transfer. Otherwise, the flag remains set until a logic one is written to that flag. If configured for a level sensitive interrupt that remains asserted, the flag is set again immediately.

Parameters

- base – PORT peripheral base pointer.

Returns

Current port interrupt status flags, for example, 0x00010001 means the pin 0 and 16 have the interrupt.

static inline void PORT_ClearPinsInterruptFlags(PORT_Type *base, uint32_t mask)
Clears the multiple pin interrupt status flag.

Parameters

- base – PORT peripheral base pointer.

- mask – PORT pin number macro.

FSL_PORT_DRIVER_VERSION

PORT driver version.

enum __port_pull

Internal resistor pull feature selection.

Values:

enumerator kPORT_PullDisable

Internal pull-up/down resistor is disabled.

enumerator kPORT_PullDown

Internal pull-down resistor is enabled.

enumerator kPORT_PullUp

Internal pull-up resistor is enabled.

enum __port_slew_rate

Slew rate selection.

Values:

enumerator kPORT_FastSlewRate

Fast slew rate is configured.

enumerator kPORT_SlowSlewRate

Slow slew rate is configured.

enum __port_open_drain_enable

Open Drain feature enable/disable.

Values:

enumerator kPORT_OpenDrainDisable

Open drain output is disabled.

enumerator kPORT_OpenDrainEnable

Open drain output is enabled.

enum __port_passive_filter_enable

Passive filter feature enable/disable.

Values:

enumerator kPORT_PassiveFilterDisable

Passive input filter is disabled.

enumerator kPORT_PassiveFilterEnable

Passive input filter is enabled.

enum __port_drive_strength

Configures the drive strength.

Values:

enumerator kPORT_LowDriveStrength

Low-drive strength is configured.

enumerator kPORT_HighDriveStrength

High-drive strength is configured.

enum __port__lock__register

Unlock/lock the pin control register field[15:0].

Values:

enumerator kPORT__UnlockRegister

Pin Control Register fields [15:0] are not locked.

enumerator kPORT__LockRegister

Pin Control Register fields [15:0] are locked.

enum __port__mux

Pin mux selection.

Values:

enumerator kPORT__PinDisabledOrAnalog

Corresponding pin is disabled, but is used as an analog pin.

enumerator kPORT__MuxAsGpio

Corresponding pin is configured as GPIO.

enumerator kPORT__MuxAlt0

Chip-specific

enumerator kPORT__MuxAlt1

Chip-specific

enumerator kPORT__MuxAlt2

Chip-specific

enumerator kPORT__MuxAlt3

Chip-specific

enumerator kPORT__MuxAlt4

Chip-specific

enumerator kPORT__MuxAlt5

Chip-specific

enumerator kPORT__MuxAlt6

Chip-specific

enumerator kPORT__MuxAlt7

Chip-specific

enumerator kPORT__MuxAlt8

Chip-specific

enumerator kPORT__MuxAlt9

Chip-specific

enumerator kPORT__MuxAlt10

Chip-specific

enumerator kPORT__MuxAlt11

Chip-specific

enumerator kPORT__MuxAlt12

Chip-specific

enumerator kPORT__MuxAlt13

Chip-specific

enumerator kPORT_MuxAlt14

Chip-specific

enumerator kPORT_MuxAlt15

Chip-specific

enum __port_interrupt

Configures the interrupt generation condition.

Values:

enumerator kPORT_InterruptOrDMADisabled

Interrupt/DMA request is disabled.

enumerator kPORT_DMARisingEdge

DMA request on rising edge.

enumerator kPORT_DMAFallingEdge

DMA request on falling edge.

enumerator kPORT_DMAEitherEdge

DMA request on either edge.

enumerator kPORT_FlagRisingEdge

Flag sets on rising edge.

enumerator kPORT_FlagFallingEdge

Flag sets on falling edge.

enumerator kPORT_FlagEitherEdge

Flag sets on either edge.

enumerator kPORT_InterruptLogicZero

Interrupt when logic zero.

enumerator kPORT_InterruptRisingEdge

Interrupt on rising edge.

enumerator kPORT_InterruptFallingEdge

Interrupt on falling edge.

enumerator kPORT_InterruptEitherEdge

Interrupt on either edge.

enumerator kPORT_InterruptLogicOne

Interrupt when logic one.

enumerator kPORT_ActiveHighTriggerOutputEnable

Enable active high-trigger output.

enumerator kPORT_ActiveLowTriggerOutputEnable

Enable active low-trigger output.

enum __port_digital_filter_clock_source

Digital filter clock source selection.

Values:

enumerator kPORT_BusClock

Digital filters are clocked by the bus clock.

enumerator kPORT_LpoClock

Digital filters are clocked by the 1 kHz LPO clock.

```
typedef enum _port_mux port_mux_t
```

Pin mux selection.

```
typedef enum _port_interrupt port_interrupt_t
```

Configures the interrupt generation condition.

```
typedef enum _port_digital_filter_clock_source port_digital_filter_clock_source_t
```

Digital filter clock source selection.

```
typedef struct _port_digital_filter_config port_digital_filter_config_t
```

PORT digital filter feature configuration definition.

```
typedef struct _port_pin_config port_pin_config_t
```

PORT pin configuration structure.

FSL_COMPONENT_ID

```
struct _port_digital_filter_config
```

#include <fsl_port.h> PORT digital filter feature configuration definition.

Public Members

uint32_t digitalFilterWidth

Set digital filter width

port_digital_filter_clock_source_t clockSource

Set digital filter clockSource

```
struct _port_pin_config
```

#include <fsl_port.h> PORT pin configuration structure.

Public Members

uint16_t pullSelect

No-pull/pull-down/pull-up select

uint16_t slewRate

Fast/slow slew rate Configure

uint16_t passiveFilterEnable

Passive filter enable/disable

uint16_t openDrainEnable

Open drain enable/disable

uint16_t driveStrength

Fast/slow drive strength configure

uint16_t lockRegister

Lock/unlock the PCR field[15:0]

2.27 RCM: Reset Control Module Driver

```
static inline void RCM_GetVersionId(RCM_Type *base, rcm_version_id_t *versionId)
```

Gets the RCM version ID.

This function gets the RCM version ID including the major version number, the minor version number, and the feature specification number.

Parameters

- base – RCM peripheral base address.
- versionId – Pointer to the version ID structure.

static inline uint32_t RCM_GetResetSourceImplementedStatus(RCM_Type *base)

Gets the reset source implemented status.

This function gets the RCM parameter that indicates whether the corresponding reset source is implemented. Use source masks defined in the `rcm_reset_source_t` to get the desired source status.

This is an example.

```
uint32_t status;

To test whether the MCU is reset using Watchdog.
status = RCM_GetResetSourceImplementedStatus(RCM) & (kRCM_SourceWdog | kRCM_SourcePin);
```

Parameters

- base – RCM peripheral base address.

Returns

All reset source implemented status bit map.

static inline uint32_t RCM_GetPreviousResetSources(RCM_Type *base)

Gets the reset source status which caused a previous reset.

This function gets the current reset source status. Use source masks defined in the `rcm_reset_source_t` to get the desired source status.

This is an example.

```
uint32_t resetStatus;

To get all reset source statuses.
resetStatus = RCM_GetPreviousResetSources(RCM) & kRCM_SourceAll;

To test whether the MCU is reset using Watchdog.
resetStatus = RCM_GetPreviousResetSources(RCM) & kRCM_SourceWdog;

To test multiple reset sources.
resetStatus = RCM_GetPreviousResetSources(RCM) & (kRCM_SourceWdog | kRCM_SourcePin);
```

Parameters

- base – RCM peripheral base address.

Returns

All reset source status bit map.

static inline uint32_t RCM_GetStickyResetSources(RCM_Type *base)

Gets the sticky reset source status.

This function gets the current reset source status that has not been cleared by software for a specific source.

This is an example.

```
uint32_t resetStatus;

To get all reset source statuses.
resetStatus = RCM_GetStickyResetSources(RCM) & kRCM_SourceAll;
```

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To test whether the MCU is reset using Watchdog.
`resetStatus = RCM_GetStickyResetSources(RCM) & kRCM_SourceWdog;`

To test multiple reset sources.
`resetStatus = RCM_GetStickyResetSources(RCM) & (kRCM_SourceWdog | kRCM_SourcePin);`

Parameters

- base – RCM peripheral base address.

Returns

All reset source status bit map.

`static inline void RCM_ClearStickyResetSources(RCM_Type *base, uint32_t sourceMasks)`

Clears the sticky reset source status.

This function clears the sticky system reset flags indicated by source masks.

This is an example.

Clears multiple reset sources.
`RCM_ClearStickyResetSources(kRCM_SourceWdog | kRCM_SourcePin);`

Parameters

- base – RCM peripheral base address.
- sourceMasks – reset source status bit map

`void RCM_ConfigureResetPinFilter(RCM_Type *base, const rcm_reset_pin_filter_config_t *config)`

Configures the reset pin filter.

This function sets the reset pin filter including the filter source, filter width, and so on.

Parameters

- base – RCM peripheral base address.
- config – Pointer to the configuration structure.

`static inline bool RCM_GetEasyPortModePinStatus(RCM_Type *base)`

Gets the EZP_MS_B pin assert status.

This function gets the easy port mode status (EZP_MS_B) pin assert status.

Parameters

- base – RCM peripheral base address.

Returns

status true - asserted, false - reasserted

`static inline rcm_boot_rom_config_t RCM_GetBootRomSource(RCM_Type *base)`

Gets the ROM boot source.

This function gets the ROM boot source during the last chip reset.

Parameters

- base – RCM peripheral base address.

Returns

The ROM boot source.

```
static inline void RCM_ClearBootRomSource(RCM_Type *base)
```

Clears the ROM boot source flag.

This function clears the ROM boot source flag.

Parameters

- base – Register base address of RCM

```
void RCM_SetForceBootRomSource(RCM_Type *base, rcm_boot_rom_config_t config)
```

Forces the boot from ROM.

This function forces booting from ROM during all subsequent system resets.

Parameters

- base – RCM peripheral base address.
- config – Boot configuration.

```
static inline void RCM_SetSystemResetInterruptConfig(RCM_Type *base, uint32_t intMask,  
                                                    rcm_reset_delay_t delay)
```

Sets the system reset interrupt configuration.

For a graceful shut down, the RCM supports delaying the assertion of the system reset for a period of time when the reset interrupt is generated. This function can be used to enable the interrupt and the delay period. The interrupts are passed in as bit mask. See `rcm_int_t` for details. For example, to delay a reset for 512 LPO cycles after the WDOG timeout or loss-of-clock occurs, configure as follows: `RCM_SetSystemResetInterruptConfig(kRCM_IntWatchDog | kRCM_IntLossOfClk, kRCM_ResetDelay512Lpo);`

Parameters

- base – RCM peripheral base address.
- intMask – Bit mask of the system reset interrupts to enable. See `rcm_interrupt_enable_t` for details.
- delay – Bit mask of the system reset interrupts to enable.

```
FSL_RCM_DRIVER_VERSION
```

RCM driver version 2.0.4.

```
enum __rcm_reset_source
```

System Reset Source Name definitions.

Values:

```
enumerator kRCM_SourceWakeup
```

Low-leakage wakeup reset

```
enumerator kRCM_SourceLvd
```

Low-voltage detect reset

```
enumerator kRCM_SourceLoc
```

Loss of clock reset

```
enumerator kRCM_SourceLol
```

Loss of lock reset

```
enumerator kRCM_SourceWdog
```

Watchdog reset

```
enumerator kRCM_SourcePin
```

External pin reset

enumerator kRCM_SourcePor
Power on reset

enumerator kRCM_SourceJtag
JTAG generated reset

enumerator kRCM_SourceLockup
Core lock up reset

enumerator kRCM_SourceSw
Software reset

enumerator kRCM_SourceMdma
MDM-AP system reset

enumerator kRCM_SourceEzpt
EzPort reset

enumerator kRCM_SourceSackerr
Parameter could get all reset flags

enumerator kRCM_SourceAll

enum _rcm_run_wait_filter_mode
Reset pin filter select in Run and Wait modes.

Values:

enumerator kRCM_FilterDisable
All filtering disabled

enumerator kRCM_FilterBusClock
Bus clock filter enabled

enumerator kRCM_FilterLpoClock
LPO clock filter enabled

enum _rcm_boot_rom_config
Boot from ROM configuration.

Values:

enumerator kRCM_BootFlash
Boot from flash

enumerator kRCM_BootRomCfg0
Boot from boot ROM due to BOOTCFG0

enumerator kRCM_BootRomFopt
Boot from boot ROM due to FOPT[7]

enumerator kRCM_BootRomBoth
Boot from boot ROM due to both BOOTCFG0 and FOPT[7]

enum _rcm_reset_delay
Maximum delay time from interrupt asserts to system reset.

Values:

enumerator kRCM_ResetDelay8Lpo
Delay 8 LPO cycles.

enumerator kRCM_ResetDelay32Lpo
Delay 32 LPO cycles.

enumerator kRCM_ResetDelay128Lpo
Delay 128 LPO cycles.

enumerator kRCM_ResetDelay512Lpo
Delay 512 LPO cycles.

enum _rcm_interrupt_enable
System reset interrupt enable bit definitions.

Values:

enumerator kRCM_IntNone
No interrupt enabled.

enumerator kRCM_IntLossOfClk
Loss of clock interrupt.

enumerator kRCM_IntLossOfLock
Loss of lock interrupt.

enumerator kRCM_IntWatchDog
Watch dog interrupt.

enumerator kRCM_IntExternalPin
External pin interrupt.

enumerator kRCM_IntGlobal
Global interrupts.

enumerator kRCM_IntCoreLockup
Core lock up interrupt

enumerator kRCM_IntSoftware
software interrupt

enumerator kRCM_IntStopModeAckErr
Stop mode ACK error interrupt.

enumerator kRCM_IntCore1
Core 1 interrupt.

enumerator kRCM_IntAll
Enable all interrupts.

typedef enum _rcm_reset_source rcm_reset_source_t
System Reset Source Name definitions.

typedef enum _rcm_run_wait_filter_mode rcm_run_wait_filter_mode_t
Reset pin filter select in Run and Wait modes.

typedef enum _rcm_boot_rom_config rcm_boot_rom_config_t
Boot from ROM configuration.

typedef enum _rcm_reset_delay rcm_reset_delay_t
Maximum delay time from interrupt asserts to system reset.

typedef enum _rcm_interrupt_enable rcm_interrupt_enable_t
System reset interrupt enable bit definitions.

typedef struct _rcm_version_id rcm_version_id_t
IP version ID definition.

```
typedef struct _rcm_reset_pin_filter_config rcm_reset_pin_filter_config_t
```

Reset pin filter configuration.

```
struct _rcm_version_id
```

#include <fsl_rcm.h> IP version ID definition.

Public Members

uint16_t feature

Feature Specification Number.

uint8_t minor

Minor version number.

uint8_t major

Major version number.

```
struct _rcm_reset_pin_filter_config
```

#include <fsl_rcm.h> Reset pin filter configuration.

Public Members

bool enableFilterInStop

Reset pin filter select in stop mode.

rcm_run_wait_filter_mode_t filterInRunWait

Reset pin filter in run/wait mode.

uint8_t busClockFilterCount

Reset pin bus clock filter width.

2.28 RTC: Real Time Clock

```
void RTC_Init(RTC_Type *base, const rtc_config_t *config)
```

Ungates the RTC clock and configures the peripheral for basic operation.

This function issues a software reset if the timer invalid flag is set.

Note: This API should be called at the beginning of the application using the RTC driver.

Parameters

- base – RTC peripheral base address
- config – Pointer to the user's RTC configuration structure.

```
static inline void RTC_Deinit(RTC_Type *base)
```

Stops the timer and gate the RTC clock.

Parameters

- base – RTC peripheral base address

`void RTC_GetDefaultConfig(rtc_config_t *config)`

Fills in the RTC config struct with the default settings.

The default values are as follows.

```
config->wakeupSelect = false;
config->updateMode = false;
config->supervisorAccess = false;
config->compensationInterval = 0;
config->compensationTime = 0;
```

Parameters

- `config` – Pointer to the user's RTC configuration structure.

`status_t RTC_SetDatetime(RTC_Type *base, const rtc_datetime_t *datetime)`

Sets the RTC date and time according to the given time structure.

The RTC counter must be stopped prior to calling this function because writes to the RTC seconds register fail if the RTC counter is running.

Parameters

- `base` – RTC peripheral base address
- `datetime` – Pointer to the structure where the date and time details are stored.

Returns

`kStatus_Success`: Success in setting the time and starting the RTC
`kStatus_InvalidArgument`: Error because the datetime format is incorrect

`void RTC_GetDatetime(RTC_Type *base, rtc_datetime_t *datetime)`

Gets the RTC time and stores it in the given time structure.

Parameters

- `base` – RTC peripheral base address
- `datetime` – Pointer to the structure where the date and time details are stored.

`status_t RTC_SetAlarm(RTC_Type *base, const rtc_datetime_t *alarmTime)`

Sets the RTC alarm time.

The function checks whether the specified alarm time is greater than the present time. If not, the function does not set the alarm and returns an error.

Parameters

- `base` – RTC peripheral base address
- `alarmTime` – Pointer to the structure where the alarm time is stored.

Returns

`kStatus_Success`: success in setting the RTC alarm
`kStatus_InvalidArgument`: Error because the alarm datetime format is incorrect
`kStatus_Fail`: Error because the alarm time has already passed

`void RTC_GetAlarm(RTC_Type *base, rtc_datetime_t *datetime)`

Returns the RTC alarm time.

Parameters

- `base` – RTC peripheral base address
- `datetime` – Pointer to the structure where the alarm date and time details are stored.

`void RTC_EnableInterrupts(RTC_Type *base, uint32_t mask)`

Enables the selected RTC interrupts.

Parameters

- `base` – RTC peripheral base address
- `mask` – The interrupts to enable. This is a logical OR of members of the enumeration `rtc_interrupt_enable_t`

`void RTC_DisableInterrupts(RTC_Type *base, uint32_t mask)`

Disables the selected RTC interrupts.

Parameters

- `base` – RTC peripheral base address
- `mask` – The interrupts to enable. This is a logical OR of members of the enumeration `rtc_interrupt_enable_t`

`uint32_t RTC_GetEnabledInterrupts(RTC_Type *base)`

Gets the enabled RTC interrupts.

Parameters

- `base` – RTC peripheral base address

Returns

The enabled interrupts. This is the logical OR of members of the enumeration `rtc_interrupt_enable_t`

`uint32_t RTC_GetStatusFlags(RTC_Type *base)`

Gets the RTC status flags.

Parameters

- `base` – RTC peripheral base address

Returns

The status flags. This is the logical OR of members of the enumeration `rtc_status_flags_t`

`void RTC_ClearStatusFlags(RTC_Type *base, uint32_t mask)`

Clears the RTC status flags.

Parameters

- `base` – RTC peripheral base address
- `mask` – The status flags to clear. This is a logical OR of members of the enumeration `rtc_status_flags_t`

`static inline void RTC_EnableOscillatorClock(RTC_Type *base, bool enable)`

Enable/Disable RTC 32kHz Oscillator clock.

Note: After setting this bit, wait the oscillator startup time before enabling the time counter to allow the 32.768 kHz clock time to stabilize.

Parameters

- `base` – RTC peripheral base address
- `enable` – Enable/Disable RTC 32.768 kHz clock

static inline void RTC_SetClockSource(RTC_Type *base)

Set RTC clock source.

Deprecated:

Do not use this function. It has been superceded by RTC_EnableOscillatorClock

Note: After setting this bit, wait the oscillator startup time before enabling the time counter to allow the 32.768 kHz clock time to stabilize.

Parameters

- base – RTC peripheral base address

static inline void RTC_EnableLPOClock(RTC_Type *base, bool enable)

Enable/Disable RTC 1kHz LPO clock.

Note: After setting this bit, RTC prescaler increments using the LPO 1kHz clock and not the RTC 32kHz crystal clock.

Parameters

- base – RTC peripheral base address
- enable – Enable/Disable RTC 1kHz LPO clock

static inline void RTC_StartTimer(RTC_Type *base)

Starts the RTC time counter.

After calling this function, the timer counter increments once a second provided SR[TOF] or SR[TIF] are not set.

Parameters

- base – RTC peripheral base address

static inline void RTC_StopTimer(RTC_Type *base)

Stops the RTC time counter.

RTC's seconds register can be written to only when the timer is stopped.

Parameters

- base – RTC peripheral base address

void RTC_GetMonotonicCounter(RTC_Type *base, uint64_t *counter)

Reads the values of the Monotonic Counter High and Monotonic Counter Low and returns them as a single value.

Parameters

- base – RTC peripheral base address
- counter – Pointer to variable where the value is stored.

void RTC_SetMonotonicCounter(RTC_Type *base, uint64_t counter)

Writes values Monotonic Counter High and Monotonic Counter Low by decomposing the given single value. The Monotonic Overflow Flag in RTC_SR is cleared due to the API.

Parameters

- base – RTC peripheral base address

- counter – Counter value

status_t RTC_IncrementMonotonicCounter(RTC_Type *base)

Increments the Monotonic Counter by one.

Increments the Monotonic Counter (registers RTC_MCLR and RTC_MCHR accordingly) by setting the monotonic counter enable (MER[MCE]) and then writing to the RTC_MCLR register. A write to the monotonic counter low that causes it to overflow also increments the monotonic counter high.

Parameters

- base – RTC peripheral base address

Returns

kStatus_Success: success
kStatus_Fail: error occurred, either time invalid or monotonic overflow flag was found

FSL_RTC_DRIVER_VERSION

Version 2.3.3

enum __rtc_interrupt_enable

List of RTC interrupts.

Values:

enumerator kRTC_TimeInvalidInterruptEnable

Time invalid interrupt.

enumerator kRTC_TimeOverflowInterruptEnable

Time overflow interrupt.

enumerator kRTC_AlarmInterruptEnable

Alarm interrupt.

enumerator kRTC_MonotonicOverflowInterruptEnable

Monotonic Overflow Interrupt Enable

enumerator kRTC_SecondsInterruptEnable

Seconds interrupt.

enumerator kRTC_TestModeInterruptEnable

enumerator kRTC_FlashSecurityInterruptEnable

enumerator kRTC_TamperPinInterruptEnable

enumerator kRTC_SecurityModuleInterruptEnable

enumerator kRTC_LossOfClockInterruptEnable

enum __rtc_status_flags

List of RTC flags.

Values:

enumerator kRTC_TimeInvalidFlag

Time invalid flag

enumerator kRTC_TimeOverflowFlag

Time overflow flag

enumerator kRTC_AlarmFlag

Alarm flag

enumerator kRTC_MonotonicOverflowFlag

Monotonic Overflow Flag

enumerator kRTC_TamperInterruptDetectFlag

Tamper interrupt detect flag

enumerator kRTC_TestModeFlag

enumerator kRTC_FlashSecurityFlag

enumerator kRTC_TamperPinFlag

enumerator kRTC_SecurityTamperFlag

enumerator kRTC_LossOfClockTamperFlag

enum _rtc_osc_cap_load

List of RTC Oscillator capacitor load settings.

Values:

enumerator kRTC_Capacitor_2p

2 pF capacitor load

enumerator kRTC_Capacitor_4p

4 pF capacitor load

enumerator kRTC_Capacitor_8p

8 pF capacitor load

enumerator kRTC_Capacitor_16p

16 pF capacitor load

typedef enum _rtc_interrupt_enable rtc_interrupt_enable_t

List of RTC interrupts.

typedef enum _rtc_status_flags rtc_status_flags_t

List of RTC flags.

typedef enum _rtc_osc_cap_load rtc_osc_cap_load_t

List of RTC Oscillator capacitor load settings.

typedef struct _rtc_datetime rtc_datetime_t

Structure is used to hold the date and time.

typedef struct _rtc_pin_config rtc_pin_config_t

RTC pin config structure.

typedef struct _rtc_config rtc_config_t

RTC config structure.

This structure holds the configuration settings for the RTC peripheral. To initialize this structure to reasonable defaults, call the RTC_GetDefaultConfig() function and pass a pointer to your config structure instance.

The config struct can be made const so it resides in flash

static inline uint32_t RTC_GetTamperTimeSeconds(RTC_Type *base)

Get the RTC tamper time seconds.

Parameters

- base – RTC peripheral base address

```
static inline void RTC_SetOscCapLoad(RTC_Type *base, uint32_t capLoad)
```

This function sets the specified capacitor configuration for the RTC oscillator.

Parameters

- base – RTC peripheral base address
- capLoad – Oscillator loads to enable. This is a logical OR of members of the enumeration `rtc_osc_cap_load_t`

```
static inline void RTC_Reset(RTC_Type *base)
```

Performs a software reset on the RTC module.

This resets all RTC registers except for the SWR bit and the RTC_WAR and RTC_RAR registers. The SWR bit is cleared by software explicitly clearing it.

Parameters

- base – RTC peripheral base address

```
static inline void RTC_EnableWakeUpPin(RTC_Type *base, bool enable)
```

Enables or disables the RTC Wakeup Pin Operation.

This function enable or disable RTC Wakeup Pin. The wakeup pin is optional and not available on all devices.

Parameters

- base – RTC_Type base pointer.
- enable – true to enable, false to disable.

```
struct _rtc_datetime
```

#include <fsl_rtc.h> Structure is used to hold the date and time.

Public Members

`uint16_t` year

Range from 1970 to 2099.

`uint8_t` month

Range from 1 to 12.

`uint8_t` day

Range from 1 to 31 (depending on month).

`uint8_t` hour

Range from 0 to 23.

`uint8_t` minute

Range from 0 to 59.

`uint8_t` second

Range from 0 to 59.

```
struct _rtc_pin_config
```

#include <fsl_rtc.h> RTC pin config structure.

Public Members

`bool` inputLogic

true: Tamper pin input data is logic one. false: Tamper pin input data is logic zero.

bool pinActiveLow

true: Tamper pin is active low. false: Tamper pin is active high.

bool filterEnable

true: Input filter is enabled on the tamper pin. false: Input filter is disabled on the tamper pin.

bool pullSelectNegate

true: Tamper pin pull resistor direction will negate the tamper pin. false: Tamper pin pull resistor direction will assert the tamper pin.

bool pullEnable

true: Pull resistor is enabled on tamper pin. false: Pull resistor is disabled on tamper pin.

struct __rtc_config

#include <fsl_rtc.h> RTC config structure.

This structure holds the configuration settings for the RTC peripheral. To initialize this structure to reasonable defaults, call the RTC_GetDefaultConfig() function and pass a pointer to your config structure instance.

The config struct can be made const so it resides in flash

Public Members

bool wakeupSelect

true: Wakeup pin outputs the 32 KHz clock; false: Wakeup pin used to wakeup the chip

bool updateMode

true: Registers can be written even when locked under certain conditions, false: No writes allowed when registers are locked

bool supervisorAccess

true: Non-supervisor accesses are allowed; false: Non-supervisor accesses are not supported

uint32_t compensationInterval

Compensation interval that is written to the CIR field in RTC TCR Register

uint32_t compensationTime

Compensation time that is written to the TCR field in RTC TCR Register

2.29 SIM: System Integration Module Driver

FSL_SIM_DRIVER_VERSION

Driver version.

enum __sim_usb_volt_reg_enable_mode

USB voltage regulator enable setting.

Values:

enumerator kSIM_UsbVoltRegEnable

Enable voltage regulator.

enumerator kSIM_UsbVoltRegEnableInLowPower

Enable voltage regulator in VLPR/VLPW modes.

enumerator kSIM_UsbVoltRegEnableInStop
Enable voltage regulator in STOP/VLPS/LLS/VLLS modes.

enumerator kSIM_UsbVoltRegEnableInAllModes
Enable voltage regulator in all power modes.

enum _sim_flash_mode
Flash enable mode.

Values:

enumerator kSIM_FlashDisableInWait
Disable flash in wait mode.

enumerator kSIM_FlashDisable
Disable flash in normal mode.

typedef struct _sim_uid sim_uid_t
Unique ID.

void SIM_SetUsbVoltRegulatorEnableMode(uint32_t mask)
Sets the USB voltage regulator setting.

This function configures whether the USB voltage regulator is enabled in normal RUN mode, STOP/VLPS/LLS/VLLS modes, and VLPR/VLPW modes. The configurations are passed in as mask value of _sim_usb_volt_reg_enable_mode. For example, to enable USB voltage regulator in RUN/VLPR/VLPW modes and disable in STOP/VLPS/LLS/VLLS mode, use:

```
SIM_SetUsbVoltRegulatorEnableMode(kSIM_UsbVoltRegEnable
kSIM_UsbVoltRegEnableInLowPower);
```

Parameters

- mask – USB voltage regulator enable setting.

void SIM_GetUniqueId(sim_uid_t *uid)
Gets the unique identification register value.

Parameters

- uid – Pointer to the structure to save the UID value.

static inline void SIM_SetFlashMode(uint8_t mode)
Sets the flash enable mode.

Parameters

- mode – The mode to set; see _sim_flash_mode for mode details.

struct _sim_uid
#include <fsl_sim.h> Unique ID.

Public Members

uint32_t H
UIDH.

uint32_t M
SIM_UIDM.

uint32_t L
UIDL.

2.30 SMC: System Mode Controller Driver

`static inline void SMC_GetVersionId(SMC_Type *base, smc_version_id_t *versionId)`

Gets the SMC version ID.

This function gets the SMC version ID, including major version number, minor version number, and feature specification number.

Parameters

- `base` – SMC peripheral base address.
- `versionId` – Pointer to the version ID structure.

`void SMC_GetParam(SMC_Type *base, smc_param_t *param)`

Gets the SMC parameter.

This function gets the SMC parameter including the enabled power modes.

Parameters

- `base` – SMC peripheral base address.
- `param` – Pointer to the SMC param structure.

`static inline void SMC_SetPowerModeProtection(SMC_Type *base, uint8_t allowedModes)`

Configures all power mode protection settings.

This function configures the power mode protection settings for supported power modes in the specified chip family. The available power modes are defined in the `smc_power_mode_protection_t`. This should be done at an early system level initialization stage. See the reference manual for details. This register can only write once after the power reset.

The allowed modes are passed as bit map. For example, to allow LLS and VLLS, use `SMC_SetPowerModeProtection(kSMC_AllowPowerModeVlls | kSMC_AllowPowerModeVlps)`. To allow all modes, use `SMC_SetPowerModeProtection(kSMC_AllowPowerModeAll)`.

Parameters

- `base` – SMC peripheral base address.
- `allowedModes` – Bitmap of the allowed power modes.

`static inline smc_power_state_t SMC_GetPowerModeState(SMC_Type *base)`

Gets the current power mode status.

This function returns the current power mode status. After the application switches the power mode, it should always check the status to check whether it runs into the specified mode or not. The application should check this mode before switching to a different mode. The system requires that only certain modes can switch to other specific modes. See the reference manual for details and the `smc_power_state_t` for information about the power status.

Parameters

- `base` – SMC peripheral base address.

Returns

Current power mode status.

`void SMC_PreEnterStopModes(void)`

Prepares to enter stop modes.

This function should be called before entering STOP/VLPS/LLS/VLLS modes.

`void SMC_PostExitStopModes(void)`

Recovers after wake up from stop modes.

This function should be called after wake up from STOP/VLPS/LLS/VLLS modes. It is used with SMC_PreEnterStopModes.

`void SMC_PreEnterWaitModes(void)`

Prepares to enter wait modes.

This function should be called before entering WAIT/VLPW modes.

`void SMC_PostExitWaitModes(void)`

Recovers after wake up from stop modes.

This function should be called after wake up from WAIT/VLPW modes. It is used with SMC_PreEnterWaitModes.

`status_t SMC_SetPowerModeRun(SMC_Type *base)`

Configures the system to RUN power mode.

Parameters

- `base` – SMC peripheral base address.

Returns

SMC configuration error code.

`status_t SMC_SetPowerModeHsrun(SMC_Type *base)`

Configures the system to HSRUN power mode.

Parameters

- `base` – SMC peripheral base address.

Returns

SMC configuration error code.

`status_t SMC_SetPowerModeWait(SMC_Type *base)`

Configures the system to WAIT power mode.

Parameters

- `base` – SMC peripheral base address.

Returns

SMC configuration error code.

`status_t SMC_SetPowerModeStop(SMC_Type *base, smc_partial_stop_option_t option)`

Configures the system to Stop power mode.

Parameters

- `base` – SMC peripheral base address.
- `option` – Partial Stop mode option.

Returns

SMC configuration error code.

`status_t SMC_SetPowerModeVlpr(SMC_Type *base, bool wakeupMode)`

Configures the system to VLPR power mode.

Parameters

- `base` – SMC peripheral base address.
- `wakeupMode` – Enter Normal Run mode if true, else stay in VLPR mode.

Returns

SMC configuration error code.

status_t SMC_SetPowerModeVlpw(SMC_Type *base)

Configures the system to VLPW power mode.

Parameters

- base – SMC peripheral base address.

Returns

SMC configuration error code.

status_t SMC_SetPowerModeVlps(SMC_Type *base)

Configures the system to VLPS power mode.

Parameters

- base – SMC peripheral base address.

Returns

SMC configuration error code.

status_t SMC_SetPowerModeLls(SMC_Type *base, const *smc_power_mode_lls_config_t* *config)

Configures the system to LLS power mode.

Parameters

- base – SMC peripheral base address.
- config – The LLS power mode configuration structure

Returns

SMC configuration error code.

status_t SMC_SetPowerModeVlls(SMC_Type *base, const *smc_power_mode_vlls_config_t* *config)

Configures the system to VLLS power mode.

Parameters

- base – SMC peripheral base address.
- config – The VLLS power mode configuration structure.

Returns

SMC configuration error code.

FSL_SMC_DRIVER_VERSION

SMC driver version.

enum _smc_power_mode_protection

Power Modes Protection.

Values:

enumerator kSMC_AllowPowerModeVlls

Allow Very-low-leakage Stop Mode.

enumerator kSMC_AllowPowerModeLls

Allow Low-leakage Stop Mode.

enumerator kSMC_AllowPowerModeVlp

Allow Very-Low-power Mode.

enumerator kSMC_AllowPowerModeHsrn

Allow High-speed Run mode.

enumerator kSMC_AllowPowerModeAll

Allow all power mode.

enum _smc_power_state

Power Modes in PMSTAT.

Values:

enumerator kSMC_PowerStateRun

0000_0001 - Current power mode is RUN

enumerator kSMC_PowerStateStop

0000_0010 - Current power mode is STOP

enumerator kSMC_PowerStateVlpr

0000_0100 - Current power mode is VLPR

enumerator kSMC_PowerStateVlpw

0000_1000 - Current power mode is VLPW

enumerator kSMC_PowerStateVlps

0001_0000 - Current power mode is VLPS

enumerator kSMC_PowerStateLls

0010_0000 - Current power mode is LLS

enumerator kSMC_PowerStateVlls

0100_0000 - Current power mode is VLLS

enumerator kSMC_PowerStateHsruntime

1000_0000 - Current power mode is HSRUN

enum _smc_run_mode

Run mode definition.

Values:

enumerator kSMC_RunNormal

Normal RUN mode.

enumerator kSMC_RunVlpr

Very-low-power RUN mode.

enumerator kSMC_Hsruntime

High-speed Run mode (HSRUN).

enum _smc_stop_mode

Stop mode definition.

Values:

enumerator kSMC_StopNormal

Normal STOP mode.

enumerator kSMC_StopVlps

Very-low-power STOP mode.

enumerator kSMC_StopLls

Low-leakage Stop mode.

enumerator kSMC_StopVlls

Very-low-leakage Stop mode.

enum _smc_stop_submode

VLLS/LLS stop sub mode definition.

Values:

enumerator kSMC_StopSub0
Stop submode 0, for VLLS0/LLS0.

enumerator kSMC_StopSub1
Stop submode 1, for VLLS1/LLS1.

enumerator kSMC_StopSub2
Stop submode 2, for VLLS2/LLS2.

enumerator kSMC_StopSub3
Stop submode 3, for VLLS3/LLS3.

enum _smc_partial_stop_mode
Partial STOP option.

Values:

enumerator kSMC_PartialStop
STOP - Normal Stop mode

enumerator kSMC_PartialStop1
Partial Stop with both system and bus clocks disabled

enumerator kSMC_PartialStop2
Partial Stop with system clock disabled and bus clock enabled

_smc_status, SMC configuration status.

Values:

enumerator kStatus_SMC_StopAbort
Entering Stop mode is abort

typedef enum _smc_power_mode_protection smc_power_mode_protection_t
Power Modes Protection.

typedef enum _smc_power_state smc_power_state_t
Power Modes in PMSTAT.

typedef enum _smc_run_mode smc_run_mode_t
Run mode definition.

typedef enum _smc_stop_mode smc_stop_mode_t
Stop mode definition.

typedef enum _smc_stop_submode smc_stop_submode_t
VLLS/LLS stop sub mode definition.

typedef enum _smc_partial_stop_mode smc_partial_stop_option_t
Partial STOP option.

typedef struct _smc_version_id smc_version_id_t
IP version ID definition.

typedef struct _smc_param smc_param_t
IP parameter definition.

typedef struct _smc_power_mode_lls_config smc_power_mode_lls_config_t
SMC Low-Leakage Stop power mode configuration.

typedef struct _smc_power_mode_vlls_config smc_power_mode_vlls_config_t
SMC Very Low-Leakage Stop power mode configuration.

struct _smc_version_id
#include <fsl_smc.h> IP version ID definition.

Public Members

uint16_t feature
Feature Specification Number.

uint8_t minor
Minor version number.

uint8_t major
Major version number.

struct __smc_param
#include <fsl_smc.h> IP parameter definition.

Public Members

bool hsruntimeEnable
HSRUN mode enable.

bool llsEnable
LLS mode enable.

bool lls2Enable
LLS2 mode enable.

bool vlls0Enable
VLLS0 mode enable.

struct __smc_power_mode_lls_config
#include <fsl_smc.h> SMC Low-Leakage Stop power mode configuration.

Public Members

smc_stop_submode_t subMode
Low-leakage Stop sub-mode

bool enableLpoClock
Enable LPO clock in LLS mode

struct __smc_power_mode_vlls_config
#include <fsl_smc.h> SMC Very Low-Leakage Stop power mode configuration.

Public Members

smc_stop_submode_t subMode
Very Low-leakage Stop sub-mode

bool enablePorDetectInVlls0
Enable Power on reset detect in VLLS mode

bool enableRam2InVlls2
Enable RAM2 power in VLLS2

bool enableLpoClock
Enable LPO clock in VLLS mode

2.31 SPI: Serial Peripheral Interface Driver

2.32 SPI Driver

void SPI_MasterGetDefaultConfig(*spi_master_config_t* *config)

Sets the SPI master configuration structure to default values.

The purpose of this API is to get the configuration structure initialized for use in SPI_MasterInit(). User may use the initialized structure unchanged in SPI_MasterInit(), or modify some fields of the structure before calling SPI_MasterInit(). After calling this API, the master is ready to transfer. Example:

```
spi_master_config_t config;  
SPI_MasterGetDefaultConfig(&config);
```

Parameters

- config – pointer to master config structure

void SPI_MasterInit(SPI_Type *base, const *spi_master_config_t* *config, uint32_t srcClock_Hz)

Initializes the SPI with master configuration.

The configuration structure can be filled by user from scratch, or be set with default values by SPI_MasterGetDefaultConfig(). After calling this API, the slave is ready to transfer. Example

```
spi_master_config_t config = {  
    .baudRate_Bps = 400000,  
    ...  
};  
SPI_MasterInit(SPI0, &config);
```

Parameters

- base – SPI base pointer
- config – pointer to master configuration structure
- srcClock_Hz – Source clock frequency.

void SPI_SlaveGetDefaultConfig(*spi_slave_config_t* *config)

Sets the SPI slave configuration structure to default values.

The purpose of this API is to get the configuration structure initialized for use in SPI_SlaveInit(). Modify some fields of the structure before calling SPI_SlaveInit(). Example:

```
spi_slave_config_t config;  
SPI_SlaveGetDefaultConfig(&config);
```

Parameters

- config – pointer to slave configuration structure

void SPI_SlaveInit(SPI_Type *base, const *spi_slave_config_t* *config)

Initializes the SPI with slave configuration.

The configuration structure can be filled by user from scratch or be set with default values by SPI_SlaveGetDefaultConfig(). After calling this API, the slave is ready to transfer. Example

```
spi_slave_config_t config = {
    .polarity = kSPIClockPolarity_ActiveHigh;
    .phase = kSPIClockPhase_FirstEdge;
    .direction = kSPIMsbFirst;
    ...
};
SPI_MasterInit(SPI0, &config);
```

Parameters

- base – SPI base pointer
- config – pointer to master configuration structure

void SPI_Deinit(SPI_Type *base)

De-initializes the SPI.

Calling this API resets the SPI module, gates the SPI clock. The SPI module can't work unless calling the SPI_MasterInit/SPI_SlaveInit to initialize module.

Parameters

- base – SPI base pointer

static inline void SPI_Enable(SPI_Type *base, bool enable)

Enables or disables the SPI.

Parameters

- base – SPI base pointer
- enable – pass true to enable module, false to disable module

uint32_t SPI_GetStatusFlags(SPI_Type *base)

Gets the status flag.

Parameters

- base – SPI base pointer

Returns

SPI Status, use status flag to AND _spi_flags could get the related status.

static inline void SPI_ClearInterrupt(SPI_Type *base, uint8_t mask)

Clear the interrupt if enable INCTLR.

Parameters

- base – SPI base pointer
- mask – Interrupt need to be cleared The parameter could be any combination of the following values:
 - kSPI_RxFullAndModfInterruptEnable
 - kSPI_TxEmptyInterruptEnable
 - kSPI_MatchInterruptEnable
 - kSPI_RxFifoNearFullInterruptEnable
 - kSPI_TxFifoNearEmptyInterruptEnable

void SPI_EnableInterrupts(SPI_Type *base, uint32_t mask)

Enables the interrupt for the SPI.

Parameters

- base – SPI base pointer

- mask – SPI interrupt source. The parameter can be any combination of the following values:
 - kSPI_RxFullAndModfInterruptEnable
 - kSPI_TxEmptyInterruptEnable
 - kSPI_MatchInterruptEnable
 - kSPI_RxFifoNearFullInterruptEnable
 - kSPI_TxFifoNearEmptyInterruptEnable

void SPI_DisableInterrupts(SPI_Type *base, uint32_t mask)

Disables the interrupt for the SPI.

Parameters

- base – SPI base pointer
- mask – SPI interrupt source. The parameter can be any combination of the following values:
 - kSPI_RxFullAndModfInterruptEnable
 - kSPI_TxEmptyInterruptEnable
 - kSPI_MatchInterruptEnable
 - kSPI_RxFifoNearFullInterruptEnable
 - kSPI_TxFifoNearEmptyInterruptEnable

static inline void SPI_EnableDMA(SPI_Type *base, uint8_t mask, bool enable)

Enables the DMA source for SPI.

Parameters

- base – SPI base pointer
- mask – SPI DMA source.
- enable – True means enable DMA, false means disable DMA

static inline uint32_t SPI_GetDataRegisterAddress(SPI_Type *base)

Gets the SPI tx/rx data register address.

This API is used to provide a transfer address for the SPI DMA transfer configuration.

Parameters

- base – SPI base pointer

Returns

data register address

uint32_t SPI_GetInstance(SPI_Type *base)

Get the instance for SPI module.

Parameters

- base – SPI base address

static inline void SPI_SetPinMode(SPI_Type *base, spi_pin_mode_t pinMode)

Sets the pin mode for transfer.

Parameters

- base – SPI base pointer
- pinMode – pin mode for transfer AND `_spi_pin_mode` could get the related configuration.

`void SPI_MasterSetBaudRate(SPI_Type *base, uint32_t baudRate_Bps, uint32_t srcClock_Hz)`

Sets the baud rate for SPI transfer. This is only used in master.

Parameters

- `base` – SPI base pointer
- `baudRate_Bps` – baud rate needed in Hz.
- `srcClock_Hz` – SPI source clock frequency in Hz.

`static inline void SPI_SetMatchData(SPI_Type *base, uint32_t matchData)`

Sets the match data for SPI.

The match data is a hardware comparison value. When the value received in the SPI receive data buffer equals the hardware comparison value, the SPI Match Flag in the S register (S[SPMF]) sets. This can also generate an interrupt if the enable bit sets.

Parameters

- `base` – SPI base pointer
- `matchData` – Match data.

`void SPI_EnableFIFO(SPI_Type *base, bool enable)`

Enables or disables the FIFO if there is a FIFO.

Parameters

- `base` – SPI base pointer
- `enable` – True means enable FIFO, false means disable FIFO.

`status_t SPI_WriteBlocking(SPI_Type *base, uint8_t *buffer, size_t size)`

Sends a buffer of data bytes using a blocking method.

Note: This function blocks via polling until all bytes have been sent.

Parameters

- `base` – SPI base pointer
- `buffer` – The data bytes to send
- `size` – The number of data bytes to send

Returns

`kStatus_SPI_Timeout` The transfer timed out and was aborted.

`void SPI_WriteData(SPI_Type *base, uint16_t data)`

Writes a data into the SPI data register.

Parameters

- `base` – SPI base pointer
- `data` – needs to be write.

`uint16_t SPI_ReadData(SPI_Type *base)`

Gets a data from the SPI data register.

Parameters

- `base` – SPI base pointer

Returns

Data in the register.

```
void SPI_SetDummyData(SPI_Type *base, uint8_t dummyData)
```

Set up the dummy data.

Parameters

- base – SPI peripheral address.
- dummyData – Data to be transferred when tx buffer is NULL.

```
void SPI_MasterTransferCreateHandle(SPI_Type *base, spi_master_handle_t *handle,  
                                   spi_master_callback_t callback, void *userData)
```

Initializes the SPI master handle.

This function initializes the SPI master handle which can be used for other SPI master transactional APIs. Usually, for a specified SPI instance, call this API once to get the initialized handle.

Parameters

- base – SPI peripheral base address.
- handle – SPI handle pointer.
- callback – Callback function.
- userData – User data.

```
status_t SPI_MasterTransferBlocking(SPI_Type *base, spi_transfer_t *xfer)
```

Transfers a block of data using a polling method.

Parameters

- base – SPI base pointer
- xfer – pointer to spi_xfer_config_t structure

Return values

- kStatus_Success – Successfully start a transfer.
- kStatus_InvalidArgument – Input argument is invalid.

```
status_t SPI_MasterTransferNonBlocking(SPI_Type *base, spi_master_handle_t *handle,  
                                       spi_transfer_t *xfer)
```

Performs a non-blocking SPI interrupt transfer.

Note: The API immediately returns after transfer initialization is finished. Call SPI_GetStatusIRQ() to get the transfer status.

Note: If SPI transfer data frame size is 16 bits, the transfer size cannot be an odd number.

Parameters

- base – SPI peripheral base address.
- handle – pointer to spi_master_handle_t structure which stores the transfer state
- xfer – pointer to spi_xfer_config_t structure

Return values

- kStatus_Success – Successfully start a transfer.
- kStatus_InvalidArgument – Input argument is invalid.

- `kStatus_SPI_Busy` – SPI is not idle, is running another transfer.

`status_t SPI_MasterTransferGetCount(SPI_Type *base, spi_master_handle_t *handle, size_t *count)`

Gets the bytes of the SPI interrupt transferred.

Parameters

- `base` – SPI peripheral base address.
- `handle` – Pointer to SPI transfer handle, this should be a static variable.
- `count` – Transferred bytes of SPI master.

Return values

- `kStatus_SPI_Success` – Succeed get the transfer count.
- `kStatus_NoTransferInProgress` – There is not a non-blocking transaction currently in progress.

`void SPI_MasterTransferAbort(SPI_Type *base, spi_master_handle_t *handle)`

Aborts an SPI transfer using interrupt.

Parameters

- `base` – SPI peripheral base address.
- `handle` – Pointer to SPI transfer handle, this should be a static variable.

`void SPI_MasterTransferHandleIRQ(SPI_Type *base, spi_master_handle_t *handle)`

Interrupts the handler for the SPI.

Parameters

- `base` – SPI peripheral base address.
- `handle` – pointer to `spi_master_handle_t` structure which stores the transfer state.

`void SPI_SlaveTransferCreateHandle(SPI_Type *base, spi_slave_handle_t *handle, spi_slave_callback_t callback, void *userData)`

Initializes the SPI slave handle.

This function initializes the SPI slave handle which can be used for other SPI slave transactional APIs. Usually, for a specified SPI instance, call this API once to get the initialized handle.

Parameters

- `base` – SPI peripheral base address.
- `handle` – SPI handle pointer.
- `callback` – Callback function.
- `userData` – User data.

`status_t SPI_SlaveTransferNonBlocking(SPI_Type *base, spi_slave_handle_t *handle, spi_transfer_t *xfer)`

Performs a non-blocking SPI slave interrupt transfer.

Note: The API returns immediately after the transfer initialization is finished. Call `SPI_GetStatusIRQ()` to get the transfer status.

Note: If SPI transfer data frame size is 16 bits, the transfer size cannot be an odd number.

Parameters

- base – SPI peripheral base address.
- handle – pointer to `spi_slave_handle_t` structure which stores the transfer state
- xfer – pointer to `spi_xfer_config_t` structure

Return values

- `kStatus_Success` – Successfully start a transfer.
- `kStatus_InvalidArgument` – Input argument is invalid.
- `kStatus_SPI_Busy` – SPI is not idle, is running another transfer.

```
static inline status_t SPI_SlaveTransferGetCount(SPI_Type *base, spi_slave_handle_t *handle,
                                                size_t *count)
```

Gets the bytes of the SPI interrupt transferred.

Parameters

- base – SPI peripheral base address.
- handle – Pointer to SPI transfer handle, this should be a static variable.
- count – Transferred bytes of SPI slave.

Return values

- `kStatus_SPI_Success` – Succeed get the transfer count.
- `kStatus_NoTransferInProgress` – There is not a non-blocking transaction currently in progress.

```
static inline void SPI_SlaveTransferAbort(SPI_Type *base, spi_slave_handle_t *handle)
```

Aborts an SPI slave transfer using interrupt.

Parameters

- base – SPI peripheral base address.
- handle – Pointer to SPI transfer handle, this should be a static variable.

```
void SPI_SlaveTransferHandleIRQ(SPI_Type *base, spi_slave_handle_t *handle)
```

Interrupts a handler for the SPI slave.

Parameters

- base – SPI peripheral base address.
- handle – pointer to `spi_slave_handle_t` structure which stores the transfer state

```
FSL_SPI_DRIVER_VERSION
```

SPI driver version.

Return status for the SPI driver.

Values:

enumerator `kStatus_SPI_Busy`

SPI bus is busy

enumerator `kStatus_SPI_Idle`

SPI is idle

enumerator kStatus_SPI_Error

SPI error

enumerator kStatus_SPI_Timeout

SPI timeout polling status flags.

enum _spi_clock_polarity

SPI clock polarity configuration.

Values:

enumerator kSPI_ClockPolarityActiveHigh

Active-high SPI clock (idles low).

enumerator kSPI_ClockPolarityActiveLow

Active-low SPI clock (idles high).

enum _spi_clock_phase

SPI clock phase configuration.

Values:

enumerator kSPI_ClockPhaseFirstEdge

First edge on SPCK occurs at the middle of the first cycle of a data transfer.

enumerator kSPI_ClockPhaseSecondEdge

First edge on SPCK occurs at the start of the first cycle of a data transfer.

enum _spi_shift_direction

SPI data shifter direction options.

Values:

enumerator kSPI_MsbFirst

Data transfers start with most significant bit.

enumerator kSPI_LsbFirst

Data transfers start with least significant bit.

enum _spi_ss_output_mode

SPI slave select output mode options.

Values:

enumerator kSPI_SlaveSelectAsGpio

Slave select pin configured as GPIO.

enumerator kSPI_SlaveSelectFaultInput

Slave select pin configured for fault detection.

enumerator kSPI_SlaveSelectAutomaticOutput

Slave select pin configured for automatic SPI output.

enum _spi_pin_mode

SPI pin mode options.

Values:

enumerator kSPI_PinModeNormal

Pins operate in normal, single-direction mode.

enumerator kSPI_PinModeInput

Bidirectional mode. Master: MOSI pin is input; Slave: MISO pin is input.

enumerator kSPI_PinModeOutput

Bidirectional mode. Master: MOSI pin is output; Slave: MISO pin is output.

enum _spi_data_bitcount_mode

SPI data length mode options.

Values:

enumerator kSPI_8BitMode

8-bit data transmission mode

enumerator kSPI_16BitMode

16-bit data transmission mode

enum _spi_interrupt_enable

SPI interrupt sources.

Values:

enumerator kSPI_RxFullAndModfInterruptEnable

Receive buffer full (SPRF) and mode fault (MODF) interrupt

enumerator kSPI_TxEmptyInterruptEnable

Transmit buffer empty interrupt

enumerator kSPI_MatchInterruptEnable

Match interrupt

enumerator kSPI_RxFifoNearFullInterruptEnable

Receive FIFO nearly full interrupt

enumerator kSPI_TxFifoNearEmptyInterruptEnable

Transmit FIFO nearly empty interrupt

enum _spi_flags

SPI status flags.

Values:

enumerator kSPI_RxBufferFullFlag

Read buffer full flag

enumerator kSPI_MatchFlag

Match flag

enumerator kSPI_TxBufferEmptyFlag

Transmit buffer empty flag

enumerator kSPI_ModeFaultFlag

Mode fault flag

enumerator kSPI_RxFifoNearFullFlag

Rx FIFO near full

enumerator kSPI_TxFifoNearEmptyFlag

Tx FIFO near empty

enumerator kSPI_TxFifoFullFlag

Tx FIFO full

enumerator kSPI_RxFifoEmptyFlag

Rx FIFO empty

enumerator kSPI_TxFifoError
Tx FIFO error

enumerator kSPI_RxFifoError
Rx FIFO error

enumerator kSPI_TxOverflow
Tx FIFO Overflow

enumerator kSPI_RxOverflow
Rx FIFO Overflow

enum _spi_wlc_interrupt
SPI FIFO write-1-to-clear interrupt flags.

Values:

enumerator kSPI_RxFifoFullClearInterrupt
Receive FIFO full interrupt

enumerator kSPI_TxFifoEmptyClearInterrupt
Transmit FIFO empty interrupt

enumerator kSPI_RxNearFullClearInterrupt
Receive FIFO nearly full interrupt

enumerator kSPI_TxNearEmptyClearInterrupt
Transmit FIFO nearly empty interrupt

enum _spi_txfifo_watermark
SPI TX FIFO watermark settings.

Values:

enumerator kSPI_TxFifoOneFourthEmpty
SPI tx watermark at 1/4 FIFO size

enumerator kSPI_TxFifoOneHalfEmpty
SPI tx watermark at 1/2 FIFO size

enum _spi_rxfifo_watermark
SPI RX FIFO watermark settings.

Values:

enumerator kSPI_RxFifoThreeFourthsFull
SPI rx watermark at 3/4 FIFO size

enumerator kSPI_RxFifoOneHalfFull
SPI rx watermark at 1/2 FIFO size

enum _spi_dma_enable_t
SPI DMA source.

Values:

enumerator kSPI_TxDmaEnable
Tx DMA request source

enumerator kSPI_RxDmaEnable
Rx DMA request source

enumerator kSPI_DmaAllEnable
All DMA request source

```
typedef enum _spi_clock_polarity spi_clock_polarity_t
    SPI clock polarity configuration.

typedef enum _spi_clock_phase spi_clock_phase_t
    SPI clock phase configuration.

typedef enum _spi_shift_direction spi_shift_direction_t
    SPI data shifter direction options.

typedef enum _spi_ss_output_mode spi_ss_output_mode_t
    SPI slave select output mode options.

typedef enum _spi_pin_mode spi_pin_mode_t
    SPI pin mode options.

typedef enum _spi_data_bitcount_mode spi_data_bitcount_mode_t
    SPI data length mode options.

typedef enum _spi_w1c_interrupt spi_w1c_interrupt_t
    SPI FIFO write-1-to-clear interrupt flags.

typedef enum _spi_txfifo_watermark spi_txfifo_watermark_t
    SPI TX FIFO watermark settings.

typedef enum _spi_rxfifo_watermark spi_rxfifo_watermark_t
    SPI RX FIFO watermark settings.

typedef struct _spi_master_config spi_master_config_t
    SPI master user configure structure.

typedef struct _spi_slave_config spi_slave_config_t
    SPI slave user configure structure.

typedef struct _spi_transfer spi_transfer_t
    SPI transfer structure.

typedef struct _spi_master_handle spi_master_handle_t

typedef spi_master_handle_t spi_slave_handle_t
    Slave handle is the same with master handle

typedef void (*spi_master_callback_t)(SPI_Type *base, spi_master_handle_t *handle, status_t
status, void *userData)
    SPI master callback for finished transmit.

typedef void (*spi_slave_callback_t)(SPI_Type *base, spi_slave_handle_t *handle, status_t status,
void *userData)
    SPI master callback for finished transmit.

volatile uint8_t g_spiDummyData[]
    Global variable for dummy data value setting.

SPI_DUMMYDATA
    SPI dummy transfer data, the data is sent while txBuff is NULL.

SPI_RETRY_TIMES
    Retry times for waiting flag.

struct _spi_master_config
    #include <fsl_spi.h> SPI master user configure structure.
```

Public Members

`bool enableMaster`
Enable SPI at initialization time

`bool enableStopInWaitMode`
SPI stop in wait mode

`spi_clock_polarity_t polarity`
Clock polarity

`spi_clock_phase_t phase`
Clock phase

`spi_shift_direction_t direction`
MSB or LSB

`spi_data_bitcount_mode_t dataMode`
8bit or 16bit mode

`spi_txfifo_watermark_t txWatermark`
Tx watermark settings

`spi_rxfifo_watermark_t rxWatermark`
Rx watermark settings

`spi_ss_output_mode_t outputMode`
SS pin setting

`spi_pin_mode_t pinMode`
SPI pin mode select

`uint32_t baudRate_Bps`
Baud Rate for SPI in Hz

`struct __spi_slave_config`
`#include <fsl_spi.h>` SPI slave user configure structure.

Public Members

`bool enableSlave`
Enable SPI at initialization time

`bool enableStopInWaitMode`
SPI stop in wait mode

`spi_clock_polarity_t polarity`
Clock polarity

`spi_clock_phase_t phase`
Clock phase

`spi_shift_direction_t direction`
MSB or LSB

`spi_data_bitcount_mode_t dataMode`
8bit or 16bit mode

`spi_txfifo_watermark_t txWatermark`
Tx watermark settings

spi_rxfifo_watermark_t rxWatermark

Rx watermark settings

spi_pin_mode_t pinMode

SPI pin mode select

struct *_spi_transfer*

#include <fsl_spi.h> SPI transfer structure.

Public Members

const uint8_t *txData

Send buffer

uint8_t *rxData

Receive buffer

size_t dataSize

Transfer bytes

uint32_t flags

SPI control flag, useless to SPI.

struct *_spi_master_handle*

#include <fsl_spi.h> SPI transfer handle structure.

Public Members

const uint8_t *volatile txData

Transfer buffer

uint8_t *volatile rxData

Receive buffer

volatile size_t txRemainingBytes

Send data remaining in bytes

volatile size_t rxRemainingBytes

Receive data remaining in bytes

volatile uint32_t state

SPI internal state

size_t transferSize

Bytes to be transferred

uint8_t bytePerFrame

SPI mode, 2bytes or 1byte in a frame

uint8_t watermark

Watermark value for SPI transfer

spi_master_callback_t callback

SPI callback

void *userData

Callback parameter

2.33 TPM: Timer PWM Module

uint32_t TPM_GetInstance(TPM_Type *base)

Gets the instance from the base address.

Parameters

- base – TPM peripheral base address

Returns

The TPM instance

void TPM_Init(TPM_Type *base, const *tpm_config_t* *config)

Ungates the TPM clock and configures the peripheral for basic operation.

Note: This API should be called at the beginning of the application using the TPM driver.

Parameters

- base – TPM peripheral base address
- config – Pointer to user's TPM config structure.

void TPM_Deinit(TPM_Type *base)

Stops the counter and gates the TPM clock.

Parameters

- base – TPM peripheral base address

void TPM_GetDefaultConfig(*tpm_config_t* *config)

Fill in the TPM config struct with the default settings.

The default values are:

```
config->prescale = kTPM_Prescale_Divide_1;
config->useGlobalTimeBase = false;
config->syncGlobalTimeBase = false;
config->dozeEnable = false;
config->dbgMode = false;
config->enableReloadOnTrigger = false;
config->enableStopOnOverflow = false;
config->enableStartOnTrigger = false;
#if FSL_FEATURE_TPM_HAS_PAUSE_COUNTER_ON_TRIGGER
config->enablePauseOnTrigger = false;
#endif
config->triggerSelect = kTPM_Trigger_Select_0;
#if FSL_FEATURE_TPM_HAS_EXTERNAL_TRIGGER_SELECTION
config->triggerSource = kTPM_TriggerSource_External;
config->extTriggerPolarity = kTPM_ExtTrigger_Active_High;
#endif
#if defined(FSL_FEATURE_TPM_HAS_POL) && FSL_FEATURE_TPM_HAS_POL
config->chnlPolarity = 0U;
#endif
```

Parameters

- config – Pointer to user's TPM config structure.

tpm_clock_prescale_t TPM_CalculateCounterClkDiv(TPM_Type *base, uint32_t counterPeriod_Hz, uint32_t srcClock_Hz)

Calculates the counter clock prescaler.

This function calculates the values for SC[PS].

return Calculated clock prescaler value.

Parameters

- base – TPM peripheral base address
- counterPeriod_Hz – The desired frequency in Hz which corresponding to the time when the counter reaches the mod value
- srcClock_Hz – TPM counter clock in Hz

```
status_t TPM_SetupPwm(TPM_Type *base, const tpm_chnl_pwm_signal_param_t *chnlParams,  
                     uint8_t numOfChnls, tpm_pwm_mode_t mode, uint32_t pwmFreq_Hz,  
                     uint32_t srcClock_Hz)
```

Configures the PWM signal parameters.

User calls this function to configure the PWM signals period, mode, dutycycle and edge. Use this function to configure all the TPM channels that will be used to output a PWM signal

Parameters

- base – TPM peripheral base address
- chnlParams – Array of PWM channel parameters to configure the channel(s)
- numOfChnls – Number of channels to configure, this should be the size of the array passed in
- mode – PWM operation mode, options available in enumeration `tpm_pwm_mode_t`
- pwmFreq_Hz – PWM signal frequency in Hz
- srcClock_Hz – TPM counter clock in Hz

Returns

`kStatus_Success` PWM setup successful `kStatus_Error` PWM setup failed `kStatus_Timeout` PWM setup timeout when write register CnV or MOD

```
status_t TPM_UpdatePwmDutycycle(TPM_Type *base, tpm_chnl_t chnlNumber,  
                                tpm_pwm_mode_t currentPwmMode, uint8_t  
                                dutyCyclePercent)
```

Update the duty cycle of an active PWM signal.

Parameters

- base – TPM peripheral base address
- chnlNumber – The channel number. In combined mode, this represents the channel pair number
- currentPwmMode – The current PWM mode set during PWM setup
- dutyCyclePercent – New PWM pulse width, value should be between 0 to 100 0=inactive signal(0% duty cycle)... 100=active signal (100% duty cycle)

Returns

`kStatus_Success` if the PWM setup was successful, `kStatus_Error` on failure

```
void TPM_UpdateChnlEdgeLevelSelect(TPM_Type *base, tpm_chnl_t chnlNumber, uint8_t level)
```

Update the edge level selection for a channel.

Note: When the TPM has PWM pause level select feature (FSL_FEATURE_TPM_HAS_PAUSE_LEVEL_SELECT = 1), the PWM output cannot be turned

off by selecting the output level. In this case, must use TPM_DisableChannel API to close the PWM output.

Parameters

- base – TPM peripheral base address
- chnlNumber – The channel number
- level – The level to be set to the ELSnB:ELSnA field; valid values are 00, 01, 10, 11. See the appropriate SoC reference manual for details about this field.

static inline uint8_t TPM_GetChannelControlBits(TPM_Type *base, *tpm_chnl_t* chnlNumber)

Get the channel control bits value (mode, edge and level bit fields).

This function disable the channel by clear all mode and level control bits.

Parameters

- base – TPM peripheral base address
- chnlNumber – The channel number

Returns

The control bits value. This is the logical OR of members of the enumeration *tpm_chnl_control_bit_mask_t*.

static inline *status_t* TPM_DisableChannel(TPM_Type *base, *tpm_chnl_t* chnlNumber)

Disable the channel.

This function disable the channel by clear all mode and level control bits.

Parameters

- base – TPM peripheral base address
- chnlNumber – The channel number

Returns

kStatus_Success PWM setup successful kStatus_Timeout PWM setup timeout when write register CnSC

static inline *status_t* TPM_EnableChannel(TPM_Type *base, *tpm_chnl_t* chnlNumber, uint8_t control)

Enable the channel according to mode and level configs.

This function enable the channel output according to input mode/level config parameters.

Parameters

- base – TPM peripheral base address
- chnlNumber – The channel number
- control – The control bits value. This is the logical OR of members of the enumeration *tpm_chnl_control_bit_mask_t*.

Returns

kStatus_Success PWM setup successful kStatus_Timeout PWM setup timeout when write register CnSC

void TPM_SetupInputCapture(TPM_Type *base, *tpm_chnl_t* chnlNumber, *tpm_input_capture_edge_t* captureMode)

Enables capturing an input signal on the channel using the function parameters.

When the edge specified in the captureMode argument occurs on the channel, the TPM counter is captured into the CnV register. The user has to read the CnV register separately to get this value.

Parameters

- base – TPM peripheral base address
- chnlNumber – The channel number
- captureMode – Specifies which edge to capture

```
status_t TPM_SetupOutputCompare(TPM_Type *base, tpm_chnl_t chnlNumber,  
                                tpm_output_compare_mode_t compareMode, uint32_t  
                                compareValue)
```

Configures the TPM to generate timed pulses.

When the TPM counter matches the value of compareVal argument (this is written into CnV reg), the channel output is changed based on what is specified in the compareMode argument.

Parameters

- base – TPM peripheral base address
- chnlNumber – The channel number
- compareMode – Action to take on the channel output when the compare condition is met
- compareValue – Value to be programmed in the CnV register.

Returns

kStatus_Success PWM setup successful kStatus_Timeout PWM setup timeout
when write register CnV

```
void TPM_SetupDualEdgeCapture(TPM_Type *base, tpm_chnl_t chnlPairNumber, const  
                              tpm_dual_edge_capture_param_t *edgeParam, uint32_t  
                              filterValue)
```

Configures the dual edge capture mode of the TPM.

This function allows to measure a pulse width of the signal on the input of channel of a channel pair. The filter function is disabled if the filterVal argument passed is zero.

Parameters

- base – TPM peripheral base address
- chnlPairNumber – The TPM channel pair number; options are 0, 1, 2, 3
- edgeParam – Sets up the dual edge capture function
- filterValue – Filter value, specify 0 to disable filter.

```
void TPM_SetupQuadDecode(TPM_Type *base, const tpm_phase_params_t *phaseAParams,  
                        const tpm_phase_params_t *phaseBParams,  
                        tpm_quad_decode_mode_t quadMode)
```

Configures the parameters and activates the quadrature decode mode.

Parameters

- base – TPM peripheral base address
- phaseAParams – Phase A configuration parameters
- phaseBParams – Phase B configuration parameters
- quadMode – Selects encoding mode used in quadrature decoder mode

```
static inline void TPM_SetChannelPolarity(TPM_Type *base, tpm_chnl_t chnlNumber, bool enable)
```

Set the input and output polarity of each of the channels.

Parameters

- base – TPM peripheral base address
- chnlNumber – The channel number
- enable – true: Set the channel polarity to active high; false: Set the channel polarity to active low;

```
static inline void TPM_EnableChannelExtTrigger(TPM_Type *base, tpm_chnl_t chnlNumber, bool enable)
```

Enable external trigger input to be used by channel.

In input capture mode, configures the trigger input that is used by the channel to capture the counter value. In output compare or PWM mode, configures the trigger input used to modulate the channel output. When modulating the output, the output is forced to the channel initial value whenever the trigger is not asserted.

Note: No matter how many external trigger sources there are, only input trigger 0 and 1 are used. The even numbered channels share the input trigger 0 and the odd numbered channels share the second input trigger 1.

Parameters

- base – TPM peripheral base address
- chnlNumber – The channel number
- enable – true: Configures trigger input 0 or 1 to be used by channel; false: Trigger input has no effect on the channel

```
void TPM_EnableInterrupts(TPM_Type *base, uint32_t mask)
```

Enables the selected TPM interrupts.

Parameters

- base – TPM peripheral base address
- mask – The interrupts to enable. This is a logical OR of members of the enumeration `tpm_interrupt_enable_t`

```
void TPM_DisableInterrupts(TPM_Type *base, uint32_t mask)
```

Disables the selected TPM interrupts.

Parameters

- base – TPM peripheral base address
- mask – The interrupts to disable. This is a logical OR of members of the enumeration `tpm_interrupt_enable_t`

```
uint32_t TPM_GetEnabledInterrupts(TPM_Type *base)
```

Gets the enabled TPM interrupts.

Parameters

- base – TPM peripheral base address

Returns

The enabled interrupts. This is the logical OR of members of the enumeration `tpm_interrupt_enable_t`

```
void TPM_RegisterCallBack(TPM_Type *base, tpm_callback_t callback)
```

Register callback.

If channel or overflow interrupt is enabled by the user, then a callback can be registered which will be invoked when the interrupt is triggered.

Parameters

- base – TPM peripheral base address
- callback – Callback function

```
static inline uint32_t TPM_GetChannelValue(TPM_Type *base, tpm_chnl_t chnlNumber)
```

Gets the TPM channel value.

Note: The TPM channel value contain the captured TPM counter value for the input modes or the match value for the output modes.

Parameters

- base – TPM peripheral base address
- chnlNumber – The channel number

Returns

The channle CnV regisyer value.

```
static inline uint32_t TPM_GetStatusFlags(TPM_Type *base)
```

Gets the TPM status flags.

Parameters

- base – TPM peripheral base address

Returns

The status flags. This is the logical OR of members of the enumeration `tpm_status_flags_t`

```
static inline void TPM_ClearStatusFlags(TPM_Type *base, uint32_t mask)
```

Clears the TPM status flags.

Parameters

- base – TPM peripheral base address
- mask – The status flags to clear. This is a logical OR of members of the enumeration `tpm_status_flags_t`

```
static inline status_t TPM_SetTimerPeriod(TPM_Type *base, uint32_t ticks)
```

Sets the timer period in units of ticks.

Timers counts from 0 until it equals the count value set here. The count value is written to the MOD register.

Note:

- This API allows the user to use the TPM module as a timer. Do not mix usage of this API with TPM's PWM setup API's.
 - Call the utility macros provided in the `fsl_common.h` to convert usec or msec to ticks.
-

Parameters

- base – TPM peripheral base address

- ticks – A timer period in units of ticks, which should be equal or greater than 1.

Returns

kStatus_Success PWM setup successful
kStatus_Timeout PWM setup timeout
when write register CnSC

static inline uint32_t TPM_GetCurrentTimerCount(TPM_Type *base)

Reads the current timer counting value.

This function returns the real-time timer counting value in a range from 0 to a timer period.

Note: Call the utility macros provided in the fsl_common.h to convert ticks to usec or msec.

Parameters

- base – TPM peripheral base address

Returns

The current counter value in ticks

static inline void TPM_StartTimer(TPM_Type *base, tpm_clock_source_t clockSource)

Starts the TPM counter.

Parameters

- base – TPM peripheral base address
- clockSource – TPM clock source; once clock source is set the counter will start running

static inline status_t TPM_StopTimer(TPM_Type *base)

Stops the TPM counter.

Parameters

- base – TPM peripheral base address

Returns

kStatus_Success PWM setup successful
kStatus_Timeout PWM setup timeout
when write register CnSC

FSL_TPM_DRIVER_VERSION

TPM driver version 2.4.0.

enum _tpm_chnl

List of TPM channels.

Note: Actual number of available channels is SoC dependent

Values:

enumerator kTPM_Chnl_0
TPM channel number 0

enumerator kTPM_Chnl_1
TPM channel number 1

enumerator kTPM_Chnl_2
TPM channel number 2

enumerator kTPM_Chnl_3
TPM channel number 3

enumerator kTPM_Chnl_4

TPM channel number 4

enumerator kTPM_Chnl_5

TPM channel number 5

enumerator kTPM_Chnl_6

TPM channel number 6

enumerator kTPM_Chnl_7

TPM channel number 7

enum _tpm_pwm_mode

TPM PWM operation modes.

Values:

enumerator kTPM_EdgeAlignedPwm

Edge aligned PWM

enumerator kTPM_CenterAlignedPwm

Center aligned PWM

enumerator kTPM_CombinedPwm

Combined PWM (Edge-aligned, center-aligned, or asymmetrical PWMs can be obtained in combined mode using different software configurations)

enum _tpm_pwm_level_select

TPM PWM output pulse mode: high-true, low-true or no output.

Note: When the TPM has PWM pause level select feature, the PWM output cannot be turned off by selecting the output level. In this case, the channel must be closed to close the PWM output.

Values:

enumerator kTPM_NoPwmSignal

No PWM output on pin

enumerator kTPM_LowTrue

Low true pulses

enumerator kTPM_HighTrue

High true pulses

enum _tpm_chnl_control_bit_mask

List of TPM channel modes and level control bit mask.

Values:

enumerator kTPM_ChnlELSnAMask

Channel ELSA bit mask.

enumerator kTPM_ChnlELSnBMask

Channel EL SB bit mask.

enumerator kTPM_ChnlMSAMask

Channel MSA bit mask.

enumerator kTPM_ChnlMSBMask

Channel MSB bit mask.

enum _tpm_trigger_select

Trigger sources available.

This is used for both internal & external trigger sources (external trigger sources available in certain SoC's)

Note: The actual trigger sources available is SoC-specific.

Values:

enumerator kTPM_Trigger_Select_0

enumerator kTPM_Trigger_Select_1

enumerator kTPM_Trigger_Select_2

enumerator kTPM_Trigger_Select_3

enumerator kTPM_Trigger_Select_4

enumerator kTPM_Trigger_Select_5

enumerator kTPM_Trigger_Select_6

enumerator kTPM_Trigger_Select_7

enumerator kTPM_Trigger_Select_8

enumerator kTPM_Trigger_Select_9

enumerator kTPM_Trigger_Select_10

enumerator kTPM_Trigger_Select_11

enumerator kTPM_Trigger_Select_12

enumerator kTPM_Trigger_Select_13

enumerator kTPM_Trigger_Select_14

enumerator kTPM_Trigger_Select_15

enum _tpm_trigger_source

Trigger source options available.

Note: This selection is available only on some SoC's. For SoC's without this selection, the only trigger source available is internal trigger.

Values:

enumerator kTPM_TriggerSource_External

Use external trigger input

enumerator kTPM_TriggerSource_Internal

Use internal trigger (channel pin input capture)

enum _tpm_ext_trigger_polarity

External trigger source polarity.

Note: Selects the polarity of the external trigger source.

Values:

enumerator kTPM_ExtTrigger_Active_High

External trigger input is active high

enumerator kTPM_ExtTrigger_Active_Low

External trigger input is active low

enum _tpm_output_compare_mode

TPM output compare modes.

Values:

enumerator kTPM_NoOutputSignal

No channel output when counter reaches CnV

enumerator kTPM_ToggleOnMatch

Toggle output

enumerator kTPM_ClearOnMatch

Clear output

enumerator kTPM_SetOnMatch

Set output

enumerator kTPM_HighPulseOutput

Pulse output high

enumerator kTPM_LowPulseOutput

Pulse output low

enum _tpm_input_capture_edge

TPM input capture edge.

Values:

enumerator kTPM_RisingEdge

Capture on rising edge only

enumerator kTPM_FallingEdge

Capture on falling edge only

enumerator kTPM_RiseAndFallEdge

Capture on rising or falling edge

enum _tpm_quad_decode_mode

TPM quadrature decode modes.

Note: This mode is available only on some SoC's.

Values:

enumerator kTPM_QuadPhaseEncode

Phase A and Phase B encoding mode

enumerator kTPM_QuadCountAndDir

Count and direction encoding mode

enum _tpm_phase_polarity

TPM quadrature phase polarities.

Values:

enumerator kTPM_QuadPhaseNormal

Phase input signal is not inverted

enumerator kTPM_QuadPhaseInvert

Phase input signal is inverted

enum _tpm_clock_source

TPM clock source selection.

Values:

enumerator kTPM_SystemClock

System clock

enumerator kTPM_ExternalClock

External TPM_EXTCLK pin clock

enumerator kTPM_ExternalInputTriggerClock

Selected external input trigger clock

enum _tpm_clock_prescale

TPM prescale value selection for the clock source.

Values:

enumerator kTPM_Prescale_Divide_1

Divide by 1

enumerator kTPM_Prescale_Divide_2

Divide by 2

enumerator kTPM_Prescale_Divide_4

Divide by 4

enumerator kTPM_Prescale_Divide_8

Divide by 8

enumerator kTPM_Prescale_Divide_16

Divide by 16

enumerator kTPM_Prescale_Divide_32

Divide by 32

enumerator kTPM_Prescale_Divide_64

Divide by 64

enumerator kTPM_Prescale_Divide_128

Divide by 128

enum _tpm_interrupt_enable

List of TPM interrupts.

Values:

enumerator kTPM_Chnl0InterruptEnable

Channel 0 interrupt.

enumerator kTPM_Chnl1InterruptEnable

Channel 1 interrupt.

enumerator kTPM_Chnl2InterruptEnable

Channel 2 interrupt.

enumerator kTPM_Chnl3InterruptEnable

Channel 3 interrupt.

enumerator kTPM_Chnl4InterruptEnable
Channel 4 interrupt.

enumerator kTPM_Chnl5InterruptEnable
Channel 5 interrupt.

enumerator kTPM_Chnl6InterruptEnable
Channel 6 interrupt.

enumerator kTPM_Chnl7InterruptEnable
Channel 7 interrupt.

enumerator kTPM_TimeOverflowInterruptEnable
Time overflow interrupt.

enum _tpm_status_flags
List of TPM flags.

Values:

enumerator kTPM_Chnl0Flag
Channel 0 flag

enumerator kTPM_Chnl1Flag
Channel 1 flag

enumerator kTPM_Chnl2Flag
Channel 2 flag

enumerator kTPM_Chnl3Flag
Channel 3 flag

enumerator kTPM_Chnl4Flag
Channel 4 flag

enumerator kTPM_Chnl5Flag
Channel 5 flag

enumerator kTPM_Chnl6Flag
Channel 6 flag

enumerator kTPM_Chnl7Flag
Channel 7 flag

enumerator kTPM_TimeOverflowFlag
Time overflow flag

typedef enum _tpm_chnl tpm_chnl_t
List of TPM channels.

Note: Actual number of available channels is SoC dependent

typedef enum _tpm_pwm_mode tpm_pwm_mode_t
TPM PWM operation modes.

typedef enum _tpm_pwm_level_select tpm_pwm_level_select_t
TPM PWM output pulse mode: high-true, low-true or no output.

Note: When the TPM has PWM pause level select feature, the PWM output cannot be turned off by selecting the output level. In this case, the channel must be closed to close the PWM output.

typedef enum *_tpm_chnl_control_bit_mask* tpm_chnl_control_bit_mask_t

List of TPM channel modes and level control bit mask.

typedef struct *_tpm_chnl_pwm_signal_param* tpm_chnl_pwm_signal_param_t

Options to configure a TPM channel's PWM signal.

typedef enum *_tpm_trigger_select* tpm_trigger_select_t

Trigger sources available.

This is used for both internal & external trigger sources (external trigger sources available in certain SoC's)

Note: The actual trigger sources available is SoC-specific.

typedef enum *_tpm_trigger_source* tpm_trigger_source_t

Trigger source options available.

Note: This selection is available only on some SoC's. For SoC's without this selection, the only trigger source available is internal trigger.

typedef enum *_tpm_ext_trigger_polarity* tpm_ext_trigger_polarity_t

External trigger source polarity.

Note: Selects the polarity of the external trigger source.

typedef enum *_tpm_output_compare_mode* tpm_output_compare_mode_t

TPM output compare modes.

typedef enum *_tpm_input_capture_edge* tpm_input_capture_edge_t

TPM input capture edge.

typedef struct *_tpm_dual_edge_capture_param* tpm_dual_edge_capture_param_t

TPM dual edge capture parameters.

Note: This mode is available only on some SoC's.

typedef enum *_tpm_quad_decode_mode* tpm_quad_decode_mode_t

TPM quadrature decode modes.

Note: This mode is available only on some SoC's.

typedef enum *_tpm_phase_polarity* tpm_phase_polarity_t

TPM quadrature phase polarities.

typedef struct *_tpm_phase_param* tpm_phase_params_t

TPM quadrature decode phase parameters.

typedef enum *_tpm_clock_source* tpm_clock_source_t

TPM clock source selection.

typedef enum *_tpm_clock_prescale* tpm_clock_prescale_t

TPM prescale value selection for the clock source.

typedef struct *_tpm_config* tpm_config_t

TPM config structure.

This structure holds the configuration settings for the TPM peripheral. To initialize this structure to reasonable defaults, call the TPM_GetDefaultConfig() function and pass a pointer to your config structure instance.

The config struct can be made const so it resides in flash

typedef enum *_tpm_interrupt_enable* tpm_interrupt_enable_t

List of TPM interrupts.

typedef enum *_tpm_status_flags* tpm_status_flags_t

List of TPM flags.

typedef void (*tpm_callback_t)(TPM_Type *base)

TPM callback function pointer.

Param base

TPM peripheral base address.

static inline void TPM_Reset(TPM_Type *base)

Performs a software reset on the TPM module.

Reset all internal logic and registers, except the Global Register. Remains set until cleared by software.

Note: TPM software reset is available on certain SoC's only

Parameters

- base – TPM peripheral base address

void TPM_DriverIRQHandler(uint32_t instance)

TPM driver IRQ handler common entry.

This function provides the common IRQ request entry for TPM.

Parameters

- instance – TPM instance.

TPM_TIMEOUT

Max loops to wait for writing register.

When writing MOD CnV CnSC and SC register, driver will wait until register is updated. This parameter defines how many loops to check completion before return timeout. If defined as 0, driver will wait forever until completion.

TPM_MAX_COUNTER_VALUE(x)

Help macro to get the max counter value.

struct *_tpm_chnl_pwm_signal_param*

#include <fsl_tpm.h> Options to configure a TPM channel's PWM signal.

Public Members

tpm_chnl_t chnlNumber

TPM channel to configure. In combined mode (available in some SoC's), this represents the channel pair number

tpm_pwm_level_select_t level

PWM output active level select

uint8_t dutyCyclePercent

PWM pulse width, value should be between 0 to 100 0=inactive signal(0% duty cycle)...
100=always active signal (100% duty cycle)

uint8_t firstEdgeDelayPercent

Used only in combined PWM mode to generate asymmetrical PWM. Specifies the delay to the first edge in a PWM period. If unsure, leave as 0. Should be specified as percentage of the PWM period, (dutyCyclePercent + firstEdgeDelayPercent) value should be not greater than 100.

bool enableComplementary

Used only in combined PWM mode. true: The combined channels output complementary signals; false: The combined channels output same signals;

uint8_t deadTimeValue[2]

The dead time value for channel n and n+1 in combined complementary PWM mode. Deadtime insertion is disabled when this value is zero, otherwise deadtime insertion for channel n/n+1 is configured as (deadTimeValue * 4) clock cycles. deadTimeValue's available range is 0 ~ 15.

struct __tpm_dual_edge_capture_param

#include <fsl_tpm.h> TPM dual edge capture parameters.

Note: This mode is available only on some SoC's.

Public Members

bool enableSwap

true: Use channel n+1 input, channel n input is ignored; false: Use channel n input, channel n+1 input is ignored

tpm_input_capture_edge_t currChanEdgeMode

Input capture edge select for channel n

tpm_input_capture_edge_t nextChanEdgeMode

Input capture edge select for channel n+1

struct __tpm_phase_param

#include <fsl_tpm.h> TPM quadrature decode phase parameters.

Public Members

uint32_t phaseFilterVal

Filter value, filter is disabled when the value is zero

tpm_phase_polarity_t phasePolarity

Phase polarity

struct __tpm_config

#include <fsl_tpm.h> TPM config structure.

This structure holds the configuration settings for the TPM peripheral. To initialize this structure to reasonable defaults, call the TPM_GetDefaultConfig() function and pass a pointer to your config structure instance.

The config struct can be made const so it resides in flash

Public Members

tpm_clock_prescale_t prescale

Select TPM clock prescale value

bool useGlobalTimeBase

true: The TPM channels use an external global time base (the local counter still use for generate overflow interrupt and DMA request); false: All TPM channels use the local counter as their timebase

bool syncGlobalTimeBase

true: The TPM counter is synchronized to the global time base; false: disabled

tpm_trigger_select_t triggerSelect

Input trigger to use for controlling the counter operation

tpm_trigger_source_t triggerSource

Decides if we use external or internal trigger.

tpm_ext_trigger_polarity_t extTriggerPolarity

when using external trigger source, need selects the polarity of it.

bool enableDoze

true: TPM counter is paused in doze mode; false: TPM counter continues in doze mode

bool enableDebugMode

true: TPM counter continues in debug mode; false: TPM counter is paused in debug mode

bool enableReloadOnTrigger

true: TPM counter is reloaded on trigger; false: TPM counter not reloaded

bool enableStopOnOverflow

true: TPM counter stops after overflow; false: TPM counter continues running after overflow

bool enableStartOnTrigger

true: TPM counter only starts when a trigger is detected; false: TPM counter starts immediately

bool enablePauseOnTrigger

true: TPM counter will pause while trigger remains asserted; false: TPM counter continues running

uint8_t chnlPolarity

Defines the input/output polarity of the channels in POL register

2.34 VREF: Voltage Reference Driver

status_t VREF_Init(VREF_Type *base, const *vref_config_t* *config)

Enables the clock gate and configures the VREF module according to the configuration structure.

This function must be called before calling all other VREF driver functions, read/write registers, and configurations with user-defined settings. The example below shows how to set up *vref_config_t* parameters and how to call the VREF_Init function by passing in these parameters. This is an example.

```
vref_config_t vrefConfig;
vrefConfig.bufferMode = kVREF_ModeHighPowerBuffer;
vrefConfig.enableExternalVoltRef = false;
vrefConfig.enableLowRef = false;
VREF_Init(VREF, &vrefConfig);
```

Parameters

- base – VREF peripheral address.
- config – Pointer to the configuration structure.

Return values

- kStatus_Success – run success.
- kStatus_Timeout – timeout occurs.

void VREF_Deinit(VREF_Type *base)

Stops and disables the clock for the VREF module.

This function should be called to shut down the module. This is an example.

```
vref_config_t vrefUserConfig;
VREF_Init(VREF);
VREF_GetDefaultConfig(&vrefUserConfig);
...
VREF_Deinit(VREF);
```

Parameters

- base – VREF peripheral address.

void VREF_GetDefaultConfig(vref_config_t *config)

Initializes the VREF configuration structure.

This function initializes the VREF configuration structure to default values. This is an example.

```
vrefConfig->bufferMode = kVREF_ModeHighPowerBuffer;
vrefConfig->enableExternalVoltRef = false;
vrefConfig->enableLowRef = false;
```

Parameters

- config – Pointer to the initialization structure.

status_t VREF_SetTrimVal(VREF_Type *base, uint8_t trimValue)

Sets a TRIM value for the reference voltage.

This function sets a TRIM value for the reference voltage. Note that the TRIM value maximum is 0x3F.

Parameters

- base – VREF peripheral address.
- trimValue – Value of the trim register to set the output reference voltage (maximum 0x3F (6-bit)).

Return values

- kStatus_Success – run success.
- kStatus_Timeout – timeout occurs.

`static inline uint8_t VREF_GetTrimVal(VREF_Type *base)`

Reads the value of the TRIM meaning output voltage.

This function gets the TRIM value from the TRM register.

Parameters

- `base` – VREF peripheral address.

Returns

Six-bit value of trim setting.

`status_t VREF_SetTrim2V1Val(VREF_Type *base, uint8_t trimValue)`

Sets a TRIM value for the reference voltage (2V1).

This function sets a TRIM value for the reference voltage (2V1). Note that the TRIM value maximum is 0x3F.

Parameters

- `base` – VREF peripheral address.
- `trimValue` – Value of the trim register to set the output reference voltage (maximum 0x3F (6-bit)).

Return values

- `kStatus_Success` – run success.
- `kStatus_Timeout` – timeout occurs.

`static inline uint8_t VREF_GetTrim2V1Val(VREF_Type *base)`

Reads the value of the TRIM meaning output voltage (2V1).

This function gets the TRIM value from the VREF_TRM4 register.

Parameters

- `base` – VREF peripheral address.

Returns

Six-bit value of trim setting.

`status_t VREF_SetLowReferenceTrimVal(VREF_Type *base, uint8_t trimValue)`

Sets the TRIM value for the low voltage reference.

This function sets the TRIM value for low reference voltage. Note the following.

- The TRIM value maximum is 0x05U
- The values 111b and 110b are not valid/allowed.

Parameters

- `base` – VREF peripheral address.
- `trimValue` – Value of the trim register to set output low reference voltage (maximum 0x05U (3-bit)).

Return values

- `kStatus_Success` – run success.
- `kStatus_Timeout` – timeout occurs.

`static inline uint8_t VREF_GetLowReferenceTrimVal(VREF_Type *base)`

Reads the value of the TRIM meaning output voltage.

This function gets the TRIM value from the VREFL_TRM register.

Parameters

- base – VREF peripheral address.

Returns

Three-bit value of the trim setting.

FSL_VREF_DRIVER_VERSION

Version 2.1.3.

VREF_INTERNAL_VOLTAGE_STABLE_TIMEOUT

Max loops to wait for VREF internal voltage stable.

This parameter defines how many loops to check completion before return timeout. If defined as 0, driver will wait forever until completion.

enum _vref_buffer_mode

VREF modes.

Values:

enumerator kVREF_ModeBandgapOnly

Bandgap on only, for stabilization and startup

enumerator kVREF_ModeHighPowerBuffer

High-power buffer mode enabled

enumerator kVREF_ModeLowPowerBuffer

Low-power buffer mode enabled

typedef enum _vref_buffer_mode vref_buffer_mode_t

VREF modes.

typedef struct _vref_config vref_config_t

The description structure for the VREF module.

VREF_SC_MODE_LV

VREF_SC_REGEN

VREF_SC_VREFEN

VREF_SC_ICOMPEN

VREF_SC_REGEN_MASK

VREF_SC_VREFST_MASK

VREF_SC_VREFEN_MASK

VREF_SC_MODE_LV_MASK

VREF_SC_ICOMPEN_MASK

TRM

VREF_TRM_TRIM

VREF_TRM_CHOPEN_MASK

VREF_TRM_TRIM_MASK

VREF_TRM_CHOPEN_SHIFT

VREF_TRM_TRIM_SHIFT

VREF_SC_MODE_LV_SHIFT

VREF_SC_REGEN_SHIFT

VREF_SC_VREFST_SHIFT

VREF_SC_ICOMPEN_SHIFT

struct __vref_config

#include <fsl_vref.h> The description structure for the VREF module.

Public Members

vref_buffer_mode_t bufferMode

Buffer mode selection

bool enableLowRef

Set VREFL (0.4 V) reference buffer enable or disable

bool enableExternalVoltRef

Select external voltage reference or not (internal)

bool enable2V1VoltRef

Enable Internal Voltage Reference (2.1V)

Chapter 3

Middleware

3.1 File System

3.1.1 FatFs

MCUXpresso SDK : mcuxsdk-middleware-fatfs

Overview This repository is for FatFs middleware delivery and it contains the components officially provided in NXP MCUXpresso SDK. This repository is part of the MCUXpresso SDK overall delivery which is composed of several sub-repositories/projects. Navigate to the top/parent repository (mcuxsdk-manifests) for the complete delivery of MCUXpresso SDK.

Documentation Overall details can be reviewed here: [MCUXpresso SDK Online Documentation](#)

Visit [FatFs - Documentation](#) to review details on the contents in this sub-repo.

Setup Instructions on how to install the MCUXpresso SDK provided from GitHub via west manifest [Getting Started with SDK - Detailed Installation Instructions](#)

Contribution Contributions are not currently accepted. Guidelines to contribute will be posted in the future.

Repo Specific Content This is MCUXpresso SDK fork of FatFs (FAT file system created by ChaN). Official documentation is available at <http://elm-chan.org/fsw/ff/>

MCUXpresso version is extending original content by following hardware specific porting layers:

- mmc_disk
- nand_disk
- ram_disk
- sd_disk
- sdspi_disk
- usb_disk

Changelog FatFs

All notable changes to this project will be documented in this file.

The format is based on [Keep a Changelog](#)

[R0.15_rev0]

- Upgraded to version 0.15
- Applied patches from <http://elm-chan.org/fsw/ff/patches.html>

[R0.14b_rev1]

- Applied patches from <http://elm-chan.org/fsw/ff/patches.html>

[R0.14b_rev0]

- Upgraded to version 0.14b

[R0.14a_rev0]

- Upgraded to version 0.14a
- Applied patch ff14a_p1.diff and ff14a_p2.diff

[R0.14_rev0]

- Upgraded to version 0.14
- Applied patch ff14_p1.diff and ff14_p2.diff

[R0.13c_rev0]

- Upgraded to version 0.13c
- Applied patches ff_13c_p1.diff, ff_13c_p2.diff, ff_13c_p3.diff and ff_13c_p4.diff.

[R0.13b_rev0]

- Upgraded to version 0.13b

[R0.13a_rev0]

- Upgraded to version 0.13a. Added patch ff_13a_p1.diff.

[R0.12c_rev1]

- Add NAND disk support.

[R0.12c_rev0]

- Upgraded to version 0.12c and applied patches ff_12c_p1.diff and ff_12c_p2.diff.

[R0.12b_rev0]

- Upgraded to version 0.12b.

[R0.11a]

- Added glue functions for low-level drivers (SDHC, SDSPI, RAM, MMC). Modified diskio.c.
- Added RTOS wrappers to make FatFs thread safe. Modified syscall.c.
- Renamed ffconf.h to ffconf_template.h. Each application should contain its own ffconf.h.
- Included ffconf.h into diskio.c to enable the selection of physical disk from ffconf.h by macro definition.
- Conditional compilation of physical disk interfaces in diskio.c.

3.2 Motor Control

3.2.1 FreeMASTER

Communication Driver User Guide

Introduction

What is FreeMASTER? FreeMASTER is a PC-based application developed by NXP for NXP customers. It is a versatile tool usable as a real-time monitor, visualization tool, and a graphical control panel of embedded applications based on the NXP processing units.

This document describes the embedded-side software driver which implements an interface between the application and the host PC. The interface covers the following communication:

- **Serial** UART communication either over plain RS232 interface or more typically over a USB-to-Serial either external or built in a debugger probe.
- **USB** direct connection to target microcontroller
- **CAN bus**
- **TCP/IP network** wired or WiFi
- **Segger J-Link RTT**
- **JTAG** debug port communication
- ...and all of the above also using a **Zephyr** generic drivers.

The driver also supports so-called “packet-driven BDM” interface which enables a protocol-based communication over a debugging port. The BDM stands for Background Debugging Module and its physical implementation is different on each platform. Some platforms leverage a semi-standard JTAG interface, other platforms provide a custom implementation called BDM. Regardless of the name, this debugging interface enables non-intrusive access to the memory space while the target CPU is running. For basic memory read and write operations, there is no communication driver required on the target when communicating with the host PC. Use this driver to get more advanced FreeMASTER protocol features over the BDM interface. The driver must be configured for the packet-driven BDM mode, in which the host PC uses the debugging interface to write serial command frames directly to the target memory buffer. The same method is then used to read response frames from that memory buffer.

Similar to “packet-driven BDM”, the FreeMASTER also supports a communication over [J-Link RTT](<https://www.segger.com/products/debug-probes/j-link/technology/about-real-time-transfer/>) interface defined by SEGGER Microcontroller GmbH for ARM CortexM-based microcontrollers. This method also uses JTAG physical interface and enables high-speed real time communication to run over the same channel as used for application debugging.

Driver version 3 This document describes version 3 of the FreeMASTER Communication Driver. This version features the implementation of the new Serial Protocol, which significantly extends the features and security of its predecessor. The new protocol internal number is v4 and its specification is available in the documentation accompanying the driver code.

Driver V3 is deployed to modern 32-bit MCU platforms first, so the portfolio of supported platforms is smaller than for the previous V2 versions. It is recommended to keep using the V2 driver for legacy platforms, such as S08, S12, ColdFire, or Power Architecture. Reach out to [FreeMASTER community](#) or to the local NXP representative with requests for more information or to port the V3 driver to legacy MCU devices.

Thanks to a layered approach, the new driver simplifies the porting of the driver to new UART, CAN or networking communication interfaces significantly. Users are encouraged to port the driver to more NXP MCU platforms and contribute the code back to NXP for integration into future releases. Existing code and low-level driver layers may be used as an example when porting to new targets.

Note: Using the FreeMASTER tool and FreeMASTER Communication Driver is only allowed in systems based on NXP microcontroller or microprocessor unit. Use with non-NXP MCU platforms is **not permitted** by the license terms.

Target platforms The driver implementation uses the following abstraction mechanisms which simplify driver porting and supporting new communication modules:

- **General CPU Platform** (see source code in the `src/platforms` directory). The code in this layer is only specific to native data type sizes and CPU architectures (for example; alignment-aware memory copy routines). This driver version brings two generic implementations of 32-bit platforms supporting both little-endian and big-endian architectures. There are also implementations customized for the 56F800E family of digital signal controllers and S12Z MCUs. **Zephyr** is treated as a specific CPU platform as it brings unified user configuration (Kconfig) and generic hardware device drivers. With Zephyr, the transport layer and low-level communication layers described below are configured automatically using Kconfig and Device Tree technologies.
- **Transport Communication Layer** - The Serial, CAN, Networking, PD-BDM, and other methods of transport logic are implemented as a driver layer called `FMSTR_TRANSPORT` with a uniform API. A support of the Network transport also extends single-client modes of operation which are native for Serial, USB and CAN by a concept of multiple client sessions.
- **Low-level Communication Driver** - Each type of transport further defines a low-level API used to access the physical communication module. For example, the Serial transport defines a character-oriented API implemented by different serial communication modules like UART, LPUART, USART, and also USB-CDC. Similarly, the CAN transport defines a message-oriented API implemented by the FlexCAN or MCAN modules. Moreover, there are multiple different implementations for the same kind of communication peripherals. The difference between the implementation is in the way the low-level hardware registers are accessed. The `mcuxsdk` folder contains implementations which use MCUXpresso SDK drivers. These drivers should be used in applications based on the NXP MCUXpresso SDK. The “ampsdk” drivers target automotive-specific MCUs and their respective SDKs. The “dreg” implementations use a plain C-language access to hardware register addresses which makes it a universal and the most portable solution. In this case, users are encouraged to add more drivers for other communication modules or other respective SDKs and contribute the code back to NXP for integration.

The low-level drivers defined for the Networking transport enable datagram-oriented UDP and stream TCP communication. This implementation is demonstrated using the lwIP software stack but shall be portable to other TCP/IP stacks. It may sound surprisingly, but also the Segger J-Link RTT communication driver is linked to the Networking transport (RTT is stream oriented communication handled similarly to TCP).

Replacing existing drivers For all supported platforms, the driver described in this document replaces the V2 implementation and also older driver implementations that were available separately for individual platforms (PC Master SCI drivers).

Clocks, pins, and peripheral initialization The FreeMASTER communication driver is only responsible for runtime processing of the communication and must be integrated with an user application code to function properly. The user application code is responsible for general initialization of clock sources, pin multiplexers, and peripheral registers related to the communication speed. Such initialization should be done before calling the FMSTR_Init function.

It is recommended to develop the user application using one of the Software Development Kits (SDKs) available from third parties or directly from NXP, such as MCUXpresso SDK, MCUXpresso IDE, and related tools. This approach simplifies the general configuration process significantly.

MCUXpresso SDK The MCUXpresso SDK is a software package provided by NXP which contains the device initialization code, linker files, and software drivers with example applications for the NXP family of MCUs. The MCUXpresso Config Tools may be used to generate the clock-setup and pin-multiplexer setup code suitable for the selected processor.

The MCUXpresso SDK also contains this FreeMASTER communication driver as a “middleware” component which may be downloaded along with the example applications from <https://mcuxpresso.nxp.com/en/welcome>.

MCUXpresso SDK on GitHub The FreeMASTER communication driver is also released as one of the middleware components of the MCUXpresso SDK on the GitHub. This release enables direct integration of the FreeMASTER source code Git repository into a target applications including Zephyr applications.

Related links:

- [The official FreeMASTER middleware repository.](#)
- [Online version of this document](#)

FreeMASTER in Zephyr The FreeMASTER middleware repository can be used with MCUXpresso SDK as well as a Zephyr module. Zephyr-specific samples which include examples of Kconfig and Device Tree configurations for Serial, USB and Network communications are available in separate repository. West manifest in this sample repository fetches the full Zephyr package including the FreeMASTER middleware repository used as a Zephyr module.

Example applications

MCUX SDK Example applications There are several example applications available for each supported MCU platform.

- **fmstr_uart** demonstrates a plain serial transmission, typically connecting to a computer’s physical or virtual COM port. The typical transmission speed is 115200 bps.

- **fmstr_can** demonstrates CAN bus communication. This requires a suitable CAN interface connected to the computer and interconnected with the target MCU using a properly terminated CAN bus. The typical transmission speed is 500 kbps. A FreeMASTER-over-CAN communication plug-in must be used.
- **fmstr_usb_cdc** uses an on-chip USB controller to implement a CDC communication class. It is connected directly to a computer's USB port and creates a virtual COM port device. The typical transmission speed is above 1 Mbps.
- **fmstr_net** demonstrates the Network communication over UDP or TCP protocol. Existing examples use lwIP stack to implement the communication, but in general, it shall be possible to use any other TCP/IP stack to achieve the same functionality.
- **fmstr_wifi** is the fmstr_net application modified to use a WiFi network interface instead of a wired Ethernet connection.
- **fmstr_rtt** demonstrates the communication over SEGGER J-Link RTT interface. Both fmstr_net and fmstr_rtt examples require the FreeMASTER TCP/UDP communication plug-in to be used on the PC host side.
- **fmstr_eonce** uses the real-time data unit on the JTAG EOnCE module of the 56F800E family to implement pseudo-serial communication over the JTAG port. The typical transmission speed is around 10 kbps. This communication requires FreeMASTER JTAG/EOnCE communication plug-in.
- **fmstr_pd_bdm** uses JTAG or BDM debugging interface to access the target RAM directly while the CPU is running. Note that such approach can be used with any MCU application, even without any special driver code. The computer reads from and writes into the RAM directly without CPU intervention. The Packet-Driven BDM (PD-BDM) communication uses the same memory access to exchange command and response frames. With PD-BDM, the FreeMASTER tool is able to go beyond basic memory read/write operations and accesses also advanced features like Recorder, TSA, or Pipes. The typical transmission speed is around 10 kbps. A PD-BDM communication plug-in must be used in FreeMASTER and configured properly for the selected debugging interface. Note that this communication cannot be used while a debugging interface is used by a debugger session.
- **fmstr_any** is a special example application which demonstrates how the NXP MCUXpresso Config Tools can be used to configure pins, clocks, peripherals, interrupts, and even the FreeMASTER “middleware” driver features in a graphical and user friendly way. The user can switch between the Serial, CAN, and other ways of communication and generate the required initialization code automatically.

Zephyr sample applications Zephyr sample applications demonstrate Kconfig and Device Tree configuration which configure the FreeMASTER middleware module for a selected communication option (Serial, CAN, Network or RTT).

Refer to *readme.md* files in each sample directory for description of configuration options required to implement FreeMASTER connectivity.

Description

This section shows how to add the FreeMASTER Communication Driver into application and how to configure the connection to the FreeMASTER visualization tool.

Features The FreeMASTER driver implements the FreeMASTER protocol V4 and provides the following features which may be accessed using the FreeMASTER visualization tool:

- Read/write access to any memory location on the target.
- Optional password protection of the read, read/write, and read/write/flash access levels.

- Atomic bit manipulation on the target memory (bit-wise write access).
- Optimal size-aligned access to memory which is also suitable to access the peripheral register space.
- Oscilloscope access—real-time access to target variables. The sample rate may be limited by the communication speed.
- Recorder— access to the fast transient recorder running on the board as a part of the FreeMASTER driver. The sample rate is only limited by the MCU CPU speed. The length of the data recorded depends on the amount of available memory.
- Multiple instances of Oscilloscopes and Recorders without the limitation of maximum number of variables.
- Application commands—high-level message delivery from the PC to the application.
- TSA tables—describing the data types, variables, files, or hyperlinks exported by the target application. The TSA newly supports also non-memory mapped resources like external EEPROM or SD Card files.
- Pipes—enabling the buffered stream-oriented data exchange for a general-purpose terminal-like communication, diagnostic data streaming, or other data exchange.

The FreeMASTER driver features:

- Full FreeMASTER protocol V4 implementation with a new V4 style of CRC used.
- Layered approach supporting Serial, CAN, Network, PD-BDM, and other transports.
- Layered low-level Serial transport driver architecture enabling to select UART, LPUART, USART, and other physical implementations of serial interfaces, including USB-CDC.
- Layered low-level CAN transport driver architecture enabling to select FlexCAN, msCAN, MCAN, and other physical implementations of the CAN interface.
- Layered low-level Networking transport enabling to select TCP, UDP or J-Link RTT communication.
- TSA support to write-protect memory regions or individual variables and to deny the access to the unsafe memory.
- The pipe callback handlers are invoked whenever new data is available for reading from the pipe.
- Two Serial Single-Wire modes of operation are enabled. The “external” mode has the RX and TX shorted on-board. The “true” single-wire mode interconnects internally when the MCU or UART modules support it.

The following sections briefly describe all FreeMASTER features implemented by the driver. See the PC-based FreeMASTER User Manual for more details on how to use the features to monitor, tune, or control an embedded application.

Board Detection The FreeMASTER protocol V4 defines the standard set of configuration values which the host PC tool reads to identify the target and to access other target resources properly. The configuration includes the following parameters:

- Version of the driver and the version of the protocol implemented.
- MTU as the Maximum size of the Transmission Unit (for example; communication buffer size).
- Application name, description, and version strings.
- Application build date and time as a string.
- Target processor byte ordering (little/big endian).
- Protection level that requires password authentication.

- Number of the Recorder and Oscilloscope instances.
- RAM Base Address for optimized memory access commands.

Memory Read This basic feature enables the host PC to read any data memory location by specifying the address and size of the required memory area. The device response frame must be shorter than the MTU to fit into the outgoing communication buffer. To read a device memory of any size, the host uses the information retrieved during the Board Detection and splits the large-block request to multiple partial requests.

The driver uses size-aligned operations to read the target memory (for example; uses proper read-word instruction when an address is aligned to 4 bytes).

Memory Write Similarly to the Memory Read operation, the Memory Write feature enables to write to any RAM memory location on the target device. A single write command frame must be shorter than the MTU to fit into the target communication buffer. Larger requests must be split into smaller ones.

The driver uses size-aligned operations to write to the target memory (for example; uses proper write-word instruction when an address is aligned to 4 bytes).

Masked Memory Write To implement the write access to a single bit or a group of bits of target variables, the Masked Memory Write feature is available in the FreeMASTER protocol and it is supported by the driver using the Read-Modify-Write approach.

Be careful when writing to bit fields of volatile variables that are also modified in an application interrupt. The interrupt may be serviced in the middle of a read-modify-write operation and it may cause data corruption.

Oscilloscope The protocol and driver enables any number of variables to be read at once with a single request from the host. This feature is called Oscilloscope and the FreeMASTER tool uses it to display a real-time graph of variable values.

The driver can be configured to support any number of Oscilloscope instances and enable simultaneously running graphs to be displayed on the host computer screen.

Recorder The protocol enables the host to select target variables whose values are then periodically recorded into a dedicated on-board memory buffer. After such data sampling stops (either on a host request or by evaluating a threshold-crossing condition), the data buffer is downloaded to the host and displayed as a graph. The data sampling rate is not limited by the speed of the communication line, so it enables displaying the variable transitions in a very high resolution.

The driver can be configured to support multiple Recorder instances and enable multiple recorder graphs to be displayed on the host screen. Having multiple recorders also enables setting the recording point differently for each instance. For example; one instance may be recording data in a general timer interrupt while another instance may record at a specific control algorithm time in the PWM interrupt.

TSA With the TSA feature, data types and variables can be described directly in the application source code. Such information is later provided to the FreeMASTER tool which may use it instead of reading symbol data from the application ELF executable file.

The information is encoded as so-called TSA tables which become direct part of the application code. The TSA tables contain descriptors of variables that shall be visible to the host tool. The descriptors can describe the memory areas by specifying the address and size of the memory

block or more conveniently using the C variable names directly. Different set of TSA descriptors can be used to encode information about the structure types, unions, enumerations, or arrays.

The driver also supports special types of TSA table entries to describe user resources like external EEPROM and SD Card files, memory-mapped files, virtual directories, web URL hyperlinks, and constant enumerations.

TSA Safety When the TSA is enabled in the application, the TSA Safety can be enabled and validate the memory accesses directly by the embedded-side driver. When the TSA Safety is turned on, any memory request received from the host is validated and accepted only if it belongs to a TSA-described object. The TSA entries can be declared as Read-Write or Read-Only so that the driver can actively deny the write access to the Read-Only objects.

Application commands The Application Commands are high-level messages that can be delivered from the PC Host to the embedded application for further processing. The embedded application can either poll the status, or be called back when a new Application Command arrives to be processed. After the embedded application acknowledges that the command is handled, the host receives the Result Code and reads the other return data from memory. Both the Application Commands and the Result Codes are specific to a given application and it is user's responsibility to define them. The FreeMASTER protocol and the FreeMASTER driver only implement the delivery channel and a set of API calls to enable the Application Command processing in general.

Pipes The Pipes enable buffered and stream-oriented data exchange between the PC Host and the target application. Any pipe can be written to and read from at both ends (either on the PC or the MCU). The data transmission is acknowledged using the special FreeMASTER protocol commands. It is guaranteed that the data bytes are delivered from the writer to the reader in a proper order and without losses.

Serial single-wire operation The MCU Serial Communication Driver natively supports normal dual-wire operation. Because the protocol is half-duplex only, the driver can also operate in two single-wire modes:

- “External” single-wire operation where the Receiver and Transmitter pins are shorted on the board. This mode is supported by default in the MCU driver because the Receiver and Transmitter units are enabled or disabled whenever needed. It is also easy to extend this operation for the RS485 communication.
- “True” single-wire mode which uses only a single pin and the direction switching is made by the UART module. This mode of operation must be enabled by defining the FMSTR_SERIAL_SINGLEWIRE configuration option.

Multi-session support With networking interface it is possible for multiple clients to access the target MCU simultaneously. Reading and writing of target memory is processed atomically so there is no risk of data corruption. The state-full resources such as Recorders or Oscilloscopes are locked to a client session upon first use and access is denied to other clients until lock is released..

Zephyr-specific

Dedicated communication task FreeMASTER communication may run isolated in a dedicated task. The task automates the FMSTR_Init and FMSTR_Poll calls together with periodic activities enabling the FreeMASTER UI to fetch information about tasks and CPU utilization. The task can be started automatically or manually, and it must be assigned a priority to be able to react on interrupts and other communication events. Refer to Zephyr FreeMASTER sample applications which all use this communication task.

Zephyr shell and logging over FreeMASTER pipe FreeMASTER implements a shell backend which may use FreeMASTER pipe as a I/O terminal and logging output. Refer to Zephyr FreeMASTER sample applications which all use this feature.

Automatic TSA tables TSA tables can be declared as “automatic” in Zephyr which make them automatically registered in the table list. This may be very useful when there are many TSA tables or when the tables are defined in different (often unrelated) libraries linked together. In this case user does not need to build a list of all tables manually.

Driver files The driver source files can be found in a top-level src folder, further divided into the sub-folders:

- **src/platforms** platform-specific folder—one folder exists for each supported processor platform (for example; 32-bit Little Endian platform). Each such folder contains a platform header file with data types and a code which implements the potentially platform-specific operations, such as aligned memory access.
- **src/common** folder—contains the common driver source files shared by the driver for all supported platforms. All the .c files must be added to the project, compiled, and linked together with the application.
 - *freemaster.h* - master driver header file, which declares the common data types, macros, and prototypes of the FreeMASTER driver API functions.
 - *freemaster_cfg.h.example* - this file can serve as an example of the FreeMASTER driver configuration file. Save this file into a project source code folder and rename it to *freemaster_cfg.h*. The FreeMASTER driver code includes this file to get the project-specific configuration options and to optimize the compilation of the driver.
 - *freemaster_defcfg.h* - defines the default values for each FreeMASTER configuration option if the option is not set in the *freemaster_cfg.h* file.
 - *freemaster_protocol.h* - defines the FreeMASTER protocol constants used internally by the driver.
 - *freemaster_protocol.c* - implements the FreeMASTER protocol decoder and handles the basic Get Configuration Value, Memory Read, and Memory Write commands.
 - *freemaster_rec.c* - handles the Recorder-specific commands and implements the Recorder sampling and triggering routines. When the Recorder is disabled by the FreeMASTER driver configuration file, this file only compiles to empty API functions.
 - *freemaster_scope.c* - handles the Oscilloscope-specific commands. If the Oscilloscope is disabled by the FreeMASTER driver configuration file, this file compiles as void.
 - *freemaster_pipes.c* - implements the Pipes functionality when the Pipes feature is enabled.
 - *freemaster_appcmd.c* - handles the communication commands used to deliver and execute the Application Commands within the context of the embedded application. When the Application Commands are disabled by the FreeMASTER driver configuration file, this file only compiles to empty API functions.

- *freemaster_tsa.c* - handles the commands specific to the TSA feature. This feature enables the FreeMASTER host tool to obtain the TSA memory descriptors declared in the embedded application. If the TSA is disabled by the FreeMASTER driver configuration file, this file compiles as void.
- *freemaster_tsa.h* - contains the declaration of the macros used to define the TSA memory descriptors. This file is indirectly included into the user application code (via *freemaster.h*).
- *freemaster_sha.c* - implements the SHA-1 hash code used in the password authentication algorithm.
- *freemaster_private.h* - contains the declarations of functions and data types used internally in the driver. It also contains the C pre-processor statements to perform the compile-time verification of the user configuration provided in the *freemaster_cfg.h* file.
- *freemaster_serial.c* - implements the serial protocol logic including the CRC, FIFO queuing, and other communication-related operations. This code calls the functions of the low-level communication driver indirectly via a character-oriented API exported by the specific low-level driver.
- *freemaster_serial.h* - defines the low-level character-oriented Serial API.
- *freemaster_can.c* - implements the CAN protocol logic including the CAN message preparation, signalling using the first data byte in the CAN frame, and other communication-related operations. This code calls the functions of the low-level communication driver indirectly via a message-oriented API exported by the specific low-level driver.
- *freemaster_can.h* - defines the low-level message-oriented CAN API.
- *freemaster_net.c* - implements the Network protocol transport logic including multiple session management code.
- *freemaster_net.h* - definitions related to the Network transport.
- *freemaster_pdbdm.c* - implements the packet-driven BDM communication buffer and other communication-related operations.
- *freemaster_utils.c* - aligned memory copy routines, circular buffer management and other utility functions
- *freemaster_utils.h* - definitions related to utility code.
- **src/drivers/[sdk]/serial** - contains the code related to the serial communication implemented using one of the supported SDK frameworks.
 - *freemaster_serial_XXX.c* and *.h* - implement low-level access to the communication peripheral registers. Different files exist for the UART, LPUART, USART, and other kinds of Serial communication modules.
- **src/drivers/[sdk]/can** - contains the code related to the serial communication implemented using one of the supported SDK frameworks.
 - *freemaster_XXX.c* and *.h* - implement low-level access to the communication peripheral registers. Different files exist for the FlexCAN, msCAN, MCAN, and other kinds of CAN communication modules.
- **src/drivers/[sdk]/network** - contains low-level code adapting the FreeMASTER Network transport to an underlying TCP/IP or RTT stack.
 - *freemaster_net_lwip_tcp.c* and *_udp.c* - default networking implementation of TCP and UDP transports using lwIP stack.
 - *freemaster_net_segger_rtt.c* - implementation of network transport using Segger J-Link RTT interface

Driver configuration The driver is configured using a single header file (*freemaster_cfg.h*). Create this file and save it together with other project source files before compiling the driver code. All FreeMASTER driver source files include the *freemaster_cfg.h* file and use the macros defined here for the conditional and parameterized compilation. The C compiler must locate the configuration file when compiling the driver files. Typically, it can be achieved by putting this file into a folder where the other project-specific included files are stored.

As a starting point to create the configuration file, get the *freemaster_cfg.h.example* file, rename it to *freemaster_cfg.h*, and save it into the project area.

Note: It is NOT recommended to leave the *freemaster_cfg.h* file in the FreeMASTER driver source code folder. The configuration file must be placed at a project-specific location, so that it does not affect the other applications that use the same driver.

Configurable items This section describes the configuration options which can be defined in *freemaster_cfg.h*.

Interrupt modes

```
#define FMSTR_LONG_INTR    [0|1]
#define FMSTR_SHORT_INTR  [0|1]
#define FMSTR_POLL_DRIVEN [0|1]
```

Value Type boolean (0 or 1)

Description Exactly one of the three macros must be defined to non-zero. The others must be defined to zero or left undefined. The non-zero-defined constant selects the interrupt mode of the driver. See [Driver interrupt modes](#).

- FMSTR_LONG_INTR — long interrupt mode
- FMSTR_SHORT_INTR — short interrupt mode
- FMSTR_POLL_DRIVEN — poll-driven mode

Note: Some options may not be supported by all communication interfaces. For example, the FMSTR_SHORT_INTR option is not supported by the USB_CDC interface.

Protocol transport

```
#define FMSTR_TRANSPORT [identifier]
```

Value Type Driver identifiers are structure instance names defined in FreeMASTER source code. Specify one of existing instances to make use of the protocol transport.

Description Use one of the pre-defined constants, as implemented by the FreeMASTER code. The current driver supports the following transports:

- FMSTR_SERIAL - serial communication protocol
- FMSTR_CAN - using CAN communication
- FMSTR_PDBDM - using packet-driven BDM communication
- FMSTR_NET - network communication using TCP or UDP protocol

Serial transport This section describes configuration parameters used when serial transport is used:

```
#define FMSTR_TRANSPORT FMSTR_SERIAL
```

FMSTR_SERIAL_DRV Select what low-level driver interface will be used when implementing the Serial communication.

```
#define FMSTR_SERIAL_DRV [identifier]
```

Value Type Driver identifiers are structure instance names defined in FreeMASTER drivers code. Specify one of existing serial driver instances.

Description When using MCUXpresso SDK, use one of the following constants (see */drivers/mcuxsdk/serial* implementation):

- **FMSTR_SERIAL_MCUX_UART** - UART driver
- **FMSTR_SERIAL_MCUX_LPUART** - LPUART driver
- **FMSTR_SERIAL_MCUX_USART** - USART driver
- **FMSTR_SERIAL_MCUX_MINIUSART** - miniUSART driver
- **FMSTR_SERIAL_MCUX_QSCI** - DSC QSCI driver
- **FMSTR_SERIAL_MCUX_USB** - USB/CDC class driver (also see code in the */support/mcuxsdk_usb* folder)
- **FMSTR_SERIAL_56F800E_EONCE** - DSC JTAG EOnCE driver

Other SDKs or BSPs may define custom low-level driver interface structure which may be used as **FMSTR_SERIAL_DRV**. For example:

- **FMSTR_SERIAL_DREG_UART** - demonstrates the low-level interface implemented without the MCUXpresso SDK and using direct access to peripheral registers.

FMSTR_SERIAL_BASE

```
#define FMSTR_SERIAL_BASE [address|symbol]
```

Value Type Optional address value (numeric or symbolic)

Description Specify the base address of the UART, LPUART, USART, or other serial peripheral module to be used for the communication. This value is not defined by default. User application should call `FMSTR_SetSerialBaseAddress()` to select the peripheral module.

FMSTR_COMM_BUFFER_SIZE

```
#define FMSTR_COMM_BUFFER_SIZE [number]
```

Value Type 0 or a value in range 32...255

Description Specify the size of the communication buffer to be allocated by the driver. Default value, which suits all driver features, is used when this option is defined as 0.

FMSTR_COMM_RQUEUE_SIZE

```
#define FMSTR_COMM_RQUEUE_SIZE [number]
```

Value Type Value in range 0...255

Description Specify the size of the FIFO receiver queue used to quickly receive and store characters in the FMSTR_SHORT_INTR interrupt mode. The default value is 32 B.

FMSTR_SERIAL_SINGLEWIRE

```
#define FMSTR_SERIAL_SINGLEWIRE [0|1]
```

Value Type Boolean 0 or 1.

Description Set to non-zero to enable the “True” single-wire mode which uses a single MCU pin to communicate. The low-level driver enables the pin direction switching when the MCU peripheral supports it.

CAN Bus transport This section describes configuration parameters used when CAN transport is used:

```
#define FMSTR_TRANSPORT FMSTR_CAN
```

FMSTR_CAN_DRV Select what low-level driver interface will be used when implementing the CAN communication.

```
#define FMSTR_CAN_DRV [identifier]
```

Value Type Driver identifiers are structure instance names defined in FreeMASTER drivers code. Specify one of existing CAN driver instances.

Description When using MCUXpresso SDK, use one of the following constants (see */drivers/mcuxsdk/can implementation*):

- **FMSTR_CAN_MCUX_FLEXCAN** - FlexCAN driver
- **FMSTR_CAN_MCUX_MCAN** - MCAN driver
- **FMSTR_CAN_MCUX_MSCAN** - msCAN driver
- **FMSTR_CAN_MCUX_DSCFLEXCAN** - DSC FlexCAN driver
- **FMSTR_CAN_MCUX_DSCMSCAN** - DSC msCAN driver

Other SDKs or BSPs may define the custom low-level driver interface structure which may be used as FMSTR_CAN_DRV.

FMSTR_CAN_BASE


```
#define FMSTR_CAN_BASE [address|symbol]
```

Value Type Optional address value (numeric or symbolic)

Description Specify the base address of the FlexCAN, msCAN, or other CAN peripheral module to be used for the communication. This value is not defined by default. User application should call `FMSTR_SetCanBaseAddress()` to select the peripheral module.

FMSTR_CAN_CMDID

```
#define FMSTR_CAN_CMDID [number]
```

Value Type CAN identifier (11-bit or 29-bit number)

Description CAN message identifier used for FreeMASTER commands (direction from PC Host tool to target application). When declaring 29-bit identifier, combine the numeric value with `FMSTR_CAN_EXTID` bit. Default value is 0x7AA.

FMSTR_CAN_RSPID

```
#define FMSTR_CAN_RSPID [number]
```

Value Type CAN identifier (11-bit or 29-bit number)

Description CAN message identifier used for responding messages (direction from target application to PC Host tool). When declaring 29-bit identifier, combine the numeric value with `FMSTR_CAN_EXTID` bit. Note that both *CMDID* and *RSPID* values may be the same. Default value is 0x7AA.

FMSTR_FLEXCAN_TXMB

```
#define FMSTR_FLEXCAN_TXMB [number]
```

Value Type Number in range of 0..N where N is number of CAN message-buffers supported by HW module.

Description Only used when the FlexCAN low-level driver is used. Define the FlexCAN message buffer for CAN frame transmission. Default value is 0.

FMSTR_FLEXCAN_RXMB

```
#define FMSTR_FLEXCAN_RXMB [number]
```

Value Type Number in range of 0..N where N is number of CAN message-buffers supported by HW module.

Description Only used when the FlexCAN low-level driver is used. Define the FlexCAN message buffer for CAN frame reception. Note that the FreeMASTER driver may also operate with a common message buffer used by both TX and RX directions. Default value is 1.

Network transport This section describes configuration parameters used when Network transport is used:

```
#define FMSTR_TRANSPORT FMSTR_NET
```

FMSTR_NET_DRV Select network interface implementation.

```
#define FMSTR_NET_DRV [identifier]
```

Value Type Identifiers are structure instance names defined in FreeMASTER drivers code. Specify one of existing NET driver instances.

Description When using MCUXpresso SDK, use one of the following constants (see */drivers/mcuxsdk/network implementation*):

- **FMSTR_NET_LWIP_TCP** - TCP communication using lwIP stack
- **FMSTR_NET_LWIP_UDP** - UDP communication using lwIP stack
- **FMSTR_NET_SEGGER_RTT** - Communication using SEGGER J-Link RTT interface

Other SDKs or BSPs may define the custom networking interface which may be used as FMSTR_CAN_DRV.

Add another row below:

FMSTR_NET_PORT

```
#define FMSTR_NET_PORT [number]
```

Value Type TCP or UDP port number (short integer)

Description Specifies the server port number used by TCP or UDP protocols.

FMSTR_NET_BLOCKING_TIMEOUT

```
#define FMSTR_NET_BLOCKING_TIMEOUT [number]
```

Value Type Timeout as number of milliseconds

Description This value specifies a timeout in milliseconds for which the network socket operations may block the execution inside *FMSTR_Poll*. This may be set high (e.g. 250) when a dedicated RTOS task is used to handle FreeMASTER protocol polling. Set to a lower value when the polling task is also responsible for other operations. Set to 0 to attempt to use non-blocking socket operations.

FMSTR_NET_AUTODISCOVERY

```
#define FMSTR_NET_AUTODISCOVERY [0|1]
```

Value Type Boolean 0 or 1.

Description This option enables the FreeMASTER driver to use a separate UDP socket to broadcast auto-discovery messages to network. This helps the FreeMASTER tool to discover the target device address, port and protocol options.

Debugging options**FMSTR_DISABLE**

```
#define FMSTR_DISABLE [0|1]
```

Value Type boolean (0 or 1)

Description Define as non-zero to disable all FreeMASTER features, exclude the driver code from build, and compile all its API functions empty. This may be useful to remove FreeMASTER without modifying any application source code. Default value is 0 (false).

FMSTR_DEBUG_TX

```
#define FMSTR_DEBUG_TX [0|1]
```

Value Type Boolean 0 or 1.

Description Define as non-zero to enable the driver to periodically transmit test frames out on the selected communication interface (SCI or CAN). With the debug transmission enabled, it is simpler to detect problems in the baudrate or other communication configuration settings.

The test frames are transmitted until the first valid command frame is received from the PC Host tool. The test frame is a valid error status frame, as defined by the protocol format. On the serial line, the test frame consists of three printable characters (+©W) which are easy to capture using the serial terminal tools.

This feature requires the FMSTR_Poll() function to be called periodically. Default value is 0 (false).

FMSTR_APPLICATION_STR

```
#define FMSTR_APPLICATION_STR
```

Value Type String.

Description Name of the application visible in FreeMASTER host application.

Memory access

FMSTR_USE_READMEM

```
#define FMSTR_USE_READMEM [0|1]
```

Value Type Boolean 0 or 1.

Description Define as non-zero to implement the Memory Read command and enable FreeMASTER to have read access to memory and variables. The access can be further restricted by using a TSA feature.
Default value is 1 (true).

FMSTR_USE_WRITEMEM

```
#define FMSTR_USE_WRITEMEM [0|1]
```

Value Type Boolean 0 or 1.

Description Define as non-zero to implement the Memory Write command.
The default value is 1 (true).

Oscilloscope options**FMSTR_USE_SCOPE**

```
#define FMSTR_USE_SCOPE [number]
```

Value Type Integer number.

Description Number of Oscilloscope instances to be supported. Set to 0 to disable the Oscilloscope feature.
Default value is 0.

FMSTR_MAX_SCOPE_VARS

```
#define FMSTR_MAX_SCOPE_VARS [number]
```

Value Type Integer number larger than 2.

Description Number of variables to be supported by each Oscilloscope instance.
Default value is 8.

Recorder options**FMSTR_USE_RECORDER**

```
#define FMSTR_USE_RECORDER [number]
```

Value Type Integer number.

Description Number of Recorder instances to be supported. Set to 0 to disable the Recorder feature.
Default value is 0.

FMSTR_REC_BUFF_SIZE

```
#define FMSTR_REC_BUFF_SIZE [number]
```

Value Type Integer number larger than 2.

Description Defines the size of the memory buffer used by the Recorder instance #0.
Default: not defined, user shall call 'FMSTR_RecorderCreate()' API function to specify this parameter in run time.

FMSTR_REC_TIMEBASE

```
#define FMSTR_REC_TIMEBASE [time specification]
```

Value Type Number (nanoseconds time).

Description Defines the base sampling rate in nanoseconds (sampling speed) Recorder instance #0.

Use one of the following macros:

- FMSTR_REC_BASE_SECONDS(x)
- FMSTR_REC_BASE_MILLISEC(x)
- FMSTR_REC_BASE_MICROSEC(x)
- FMSTR_REC_BASE_NANOSEC(x)

Default: not defined, user shall call 'FMSTR_RecorderCreate()' API function to specify this parameter in run time.

FMSTR_REC_FLOAT_TRIG

```
#define FMSTR_REC_FLOAT_TRIG [0|1]
```

Value Type Boolean 0 or 1.

Description Define as non-zero to implement the floating-point triggering. Be aware that floating-point triggering may grow the code size by linking the floating-point standard library.
Default value is 0 (false).

Application Commands options

FMSTR_USE_APPCMD

```
#define FMSTR_USE_APPCMD [0|1]
```

Value Type Boolean 0 or 1.

Description Define as non-zero to implement the Application Commands feature. Default value is 0 (false).

FMSTR_APPCMD_BUFF_SIZE

```
#define FMSTR_APPCMD_BUFF_SIZE [size]
```

Value Type Numeric buffer size in range 1..255

Description The size of the Application Command data buffer allocated by the driver. The buffer stores the (optional) parameters of the Application Command which waits to be processed.

FMSTR_MAX_APPCMD_CALLS

```
#define FMSTR_MAX_APPCMD_CALLS [number]
```

Value Type Number in range 0..255

Description The number of different Application Commands that can be assigned a callback handler function using FMSTR_RegisterAppCmdCall(). Default value is 0.

TSA options**FMSTR_USE_TSA**

```
#define FMSTR_USE_TSA [0|1]
```

Value Type Boolean 0 or 1.

Description Enable the FreeMASTER TSA feature to be used. With this option enabled, the TSA tables defined in the applications are made available to the FreeMASTER host tool. Default value is 0 (false).

FMSTR_USE_TSA_SAFETY

```
#define FMSTR_USE_TSA_SAFETY [0|1]
```

Value Type Boolean 0 or 1.

Description Enable the memory access validation in the FreeMASTER driver. With this option, the host tool is not able to access the memory which is not described by at least one TSA descriptor. Also a write access is denied for objects defined as read-only in TSA tables. Default value is 0 (false).

FMSTR_USE_TSA_INROM

```
#define FMSTR_USE_TSA_INROM [0|1]
```

Value Type Boolean 0 or 1.

Description Declare all TSA descriptors as *const*, which enables the linker to put the data into the flash memory. The actual result depends on linker settings or the linker commands used in the project. Default value is 0 (false).

FMSTR_USE_TSA_DYNAMIC

```
#define FMSTR_USE_TSA_DYNAMIC [0|1]
```

Value Type Boolean 0 or 1.

Description Enable runtime-defined TSA entries to be added to the TSA table by the FMSTR_SetUpTsaBuff() and FMSTR_TsaAddVar() functions. Default value is 0 (false).

Pipes options

FMSTR_USE_PIPES

```
#define FMSTR_USE_PIPES [0|1]
```

Value Type Boolean 0 or 1.

Description Enable the FreeMASTER Pipes feature to be used. Default value is 0 (false).

FMSTR_MAX_PIPES_COUNT

```
#define FMSTR_MAX_PIPES_COUNT [number]
```

Value Type Number in range 1..63.

Description The number of simultaneous pipe connections to support. The default value is 1.

Driver interrupt modes To implement the communication, the FreeMASTER driver handles the Serial or CAN module's receive and transmit requests. Use the *freemaster_cfg.h* configuration file to select whether the driver processes the communication automatically in the interrupt service routine handler or if it only polls the status of the module (typically during the application idle time).

This section describes each of the interrupt mode in more details.

Completely Interrupt-Driven operation Activated using:

```
#define FMSTR_LONG_INTR 1
```

In this mode, both the communication and the FreeMASTER protocol decoding is done in the *FMSTR_SerialIsr*, *FMSTR_CanIsr*, or other interrupt service routine. Because the protocol execution may be a lengthy task (especially with the TSA-Safety enabled) it is recommended to use this mode only if the interrupt prioritization scheme is possible in the application and the FreeMASTER interrupt is assigned to a lower (the lowest) priority.

In this mode, the application code must register its own interrupt handler for all interrupt vectors related to the selected communication interface and call the *FMSTR_SerialIsr* or *FMSTR_CanIsr* functions from that handler.

Mixed Interrupt and Polling Modes Activated using:

```
#define FMSTR_SHORT_INTR 1
```

In this mode, the communication processing time is split between the interrupt routine and the main application loop or task. The raw communication is handled by the *FMSTR_SerialIsr*, *FMSTR_CanIsr*, or other interrupt service routine, while the protocol decoding and execution is handled by the *FMSTR_Poll* routine. Call *FMSTR_Poll* during the idle time in the application main loop.

The interrupt processing in this mode is relatively fast and deterministic. Upon a serial-receive event, the received character is only placed into a FIFO-like queue and it is not further processed. Upon a CAN receive event, the received frame is stored into a receive buffer. When transmitting, the characters are fetched from the prepared transmit buffer.

In this mode, the application code must register its own interrupt handler for all interrupt vectors related to the selected communication interface and call the *FMSTR_SerialIsr* or *FMSTR_CanIsr* functions from that handler.

When the serial interface is used as the serial communication interface, ensure that the *FMSTR_Poll* function is called at least once per *N* character time periods. *N* is the length of the FreeMASTER FIFO queue (*FMSTR_COMM_QUEUE_SIZE*) and the character time is the time needed to transmit or receive a single byte over the SCI line.

Completely Poll-driven

```
#define FMSTR_POLL_DRIVEN 1
```

In this mode, both the communication and the FreeMASTER protocol decoding are done in the *FMSTR_Poll* routine. No interrupts are needed and the *FMSTR_SerialIsr*, *FMSTR_CanIsr*, and similar handlers compile to an empty code.

When using this mode, ensure that the *FMSTR_Poll* function is called by the application at least once per the serial "character time" which is the time needed to transmit or receive a single character.

In the latter two modes (*FMSTR_SHORT_INTR* and *FMSTR_POLL_DRIVEN*), the protocol handling takes place in the *FMSTR_Poll* routine. An application interrupt can occur in the middle of the

Read Memory or Write Memory commands' execution and corrupt the variable being accessed by the FreeMASTER driver. In these two modes, some issues or glitches may occur when using FreeMASTER to visualize or monitor volatile variables modified in interrupt servicing code.

The same issue may appear even in the full interrupt mode (FMSTR_LONG_INTR), if volatile variables are modified in the interrupt code with a priority higher than the priority of the communication interrupt.

Data types Simple portability was one of the main requirements when writing the FreeMASTER driver. This is why the driver code uses the privately-declared data types and the vast majority of the platform-dependent code is separated in the platform-dependent source files. The data types used in the driver API are all defined in the platform-specific header file.

To prevent name conflicts with the symbols used in the application, all data types, macros, and functions have the FMSTR_ prefix. The only global variables used in the driver are the transport and low-level API structures exported from the driver-implementation layer to upper layers. Other than that, all private variables are declared as static and named using the fmstr_ prefix.

Communication interface initialization The FreeMASTER driver does not perform neither the initialization nor the configuration of the peripheral module that it uses to communicate. It is the application startup code responsibility to configure the communication module before the FreeMASTER driver is initialized by the FMSTR_Init call.

When the Serial communication module is used as the FreeMASTER communication interface, configure the UART receive and transmit pins, the serial communication baud rate, parity (no-parity), the character length (eight bits), and the number of stop bits (one) before initializing the FreeMASTER driver. For either the long or the short interrupt modes of the driver (see [Driver interrupt modes](#)), configure the interrupt controller and register an application-specific interrupt handler for all interrupt sources related to the selected serial peripheral module. Call the FMSTR_SerialIsr function from the application handler.

When a CAN module is used as the FreeMASTER communication interface, configure the CAN receive and transmit pins and the CAN module bit rate before initializing the FreeMASTER driver. For either the long or the short interrupt modes of the driver (see [Driver interrupt modes](#)), configure the interrupt controller and register an application-specific interrupt handler for all interrupt sources related to the selected CAN peripheral module. Call the FMSTR_CanIsr function from the application handler.

Note: It is not necessary to enable or unmask the serial nor the CAN interrupts before initializing the FreeMASTER driver. The driver enables or disables the interrupts and communication lines, as required during runtime.

FreeMASTER Recorder calls When using the FreeMASTER Recorder in the application (FMSTR_USE_RECORDER > 0), call the FMSTR_RecorderCreate function early after FMSTR_Init to set up each recorder instance to be used in the application. Then call the FMSTR_Recorder function periodically in the code where the data recording should occur. A typical place to call the Recorder routine is at the timer or PWM interrupts, but it can be anywhere else. The example applications provided together with the driver code call the FMSTR_Recorder in the main application loop.

In applications where FMSTR_Recorder is called periodically with a constant period, specify the period in the Recorder configuration structure before calling FMSTR_RecorderCreate. This setting enables the PC Host FreeMASTER tool to display the X-axis of the Recorder graph properly scaled for the time domain.

Driver usage Start using or evaluating FreeMASTER by opening some of the example applications available in the driver setup package.

Follow these steps to enable the basic FreeMASTER connectivity in the application:

- Make sure that all *.c files of the FreeMASTER driver from the `src/common/platforms/[your_platform]` folder are a part of the project. See [Driver files](#) for more details.
- Configure the FreeMASTER driver by creating or editing the `freemaster_cfg.h` file and by saving it into the application project directory. See [Driver configuration](#) for more details.
- Include the `freemaster.h` file into any application source file that makes the FreeMASTER API calls.
- Initialize the Serial or CAN modules. Set the baud rate, parity, and other parameters of the communication. Do not enable the communication interrupts in the interrupt mask registers.
- For the FMSTR_LONG_INTR and FMSTR_SHORT_INTR modes, install the application-specific interrupt routine and call the FMSTR_SerialIsr or FMSTR_CanIsr functions from this handler.
- Call the FMSTR_Init function early on in the application initialization code.
- Call the FMSTR_RecorderCreate functions for each Recorder instance to enable the Recorder feature.
- In the main application loop, call the FMSTR_Poll API function periodically when the application is idle.
- For the FMSTR_SHORT_INTR and FMSTR_LONG_INTR modes, enable the interrupts globally so that the interrupts can be handled by the CPU.

Communication troubleshooting The most common problem that causes communication issues is a wrong baud rate setting or a wrong pin multiplexer setting of the target MCU. When a communication between the PC Host running FreeMASTER and the target MCU cannot be established, try enabling the FMSTR_DEBUG_TX option in the `freemaster_cfg.h` file and call the FMSTR_Poll function periodically in the main application task loop.

With this feature enabled, the FreeMASTER driver periodically transmits a test frame through the Serial or CAN lines. Use a logic analyzer or an oscilloscope to monitor the signals at the communication pins of the CPU device to examine whether the bit rate and signal polarity are configured properly.

Driver API

This section describes the driver Application Programmers' Interface (API) needed to initialize and use the FreeMASTER serial communication driver.

Control API There are three key functions to initialize and use the driver.

FMSTR_Init

Prototype

```
FMSTR_BOOL FMSTR_Init(void);
```

- Declaration: `freemaster.h`
- Implementation: `freemaster_protocol.c`

Description This function initializes the internal variables of the FreeMASTER driver and enables the communication interface. This function does not change the configuration of the selected communication module. The hardware module must be initialized before the [FMSTR_Init](#) function is called.

A call to this function must occur before calling any other FreeMASTER driver API functions.

FMSTR_Poll

Prototype

```
void FMSTR_Poll(void);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_protocol.c*

Description In the poll-driven or short interrupt modes, this function handles the protocol decoding and execution (see [Driver interrupt modes](#)). In the poll-driven mode, this function also handles the communication interface with the PC. Typically, the [FMSTR_Poll](#) function is called during the “idle” time in the main application task loop.

To prevent the receive data overflow (loss) on a serial interface, make sure that the FMSTR_Poll function is called at least once per the time calculated as:

$$N * Tchar$$

where:

- *N* is equal to the length of the receive FIFO queue (configured by the FMSTR_COMM_RQUEUE_SIZE macro). *N* is 1 for the poll-driven mode.
- *Tchar* is the character time, which is the time needed to transmit or receive a single byte over the SCI line.

Note: In the long interrupt mode, this function typically compiles as an empty function and can still be called. It is worthwhile to call this function regardless of the interrupt mode used in the application. This approach enables a convenient switching between the different interrupt modes only by changing the configuration macros in the *freemaster_cfg.h* file.

FMSTR_SerialIsr / FMSTR_CanIsr

Prototype

```
void FMSTR_SerialIsr(void);
void FMSTR_CanIsr(void);
```

- Declaration: *freemaster.h*
- Implementation: *hw-specific low-level driver C file*

Description This function contains the interrupt-processing code of the FreeMASTER driver. In long or short interrupt modes (see [Driver interrupt modes](#)), this function must be called from the application interrupt service routine registered for the communication interrupt vector. On platforms where the communication module uses multiple interrupt vectors, the application should register a handler for all vectors and call this function at each interrupt.

Note: In a poll-driven mode, this function is compiled as an empty function and does not have to be used.

Recorder API

FMSTR_RecorderCreate

Prototype

```
FMSTR_BOOL FMSTR_RecorderCreate(FMSTR_INDEX recIndex, FMSTR_REC_BUFF* buffCfg);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_rec.c*

Description This function registers a recorder instance and enables it to be used by the PC Host tool. Call this function for all recorder instances from 0 to the maximum number defined by the FMSTR_USE_RECORDER configuration option (minus one). An exception to this requirement is the recorder of instance 0 which may be automatically configured by FMSTR_Init when the *freemaster_cfg.h* configuration file defines the *FMSTR_REC_BUFF_SIZE* and *FMSTR_REC_TIMEBASE* options.

For more information, see [Configurable items](#).

FMSTR_Recorder

Prototype

```
void FMSTR_Recorder(FMSTR_INDEX recIndex);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_rec.c*

Description This function takes a sample of the variables being recorded using the FreeMASTER Recorder instance *recIndex*. If the selected Recorder is not active when the *FMSTR_Recorder* function is being called, the function returns immediately. When the Recorder is active, the values of the variables being recorded are copied into the recorder buffer and the trigger conditions are evaluated.

If a trigger condition is satisfied, the Recorder enters the post-trigger mode, where it counts down the follow-up samples (number of *FMSTR_Recorder* function calls) and de-activates the Recorder when the required post-trigger samples are finished.

The *FMSTR_Recorder* function is typically called in the timer or PWM interrupt service routines. This function can also be called in the application main loop (for testing purposes).

FMSTR_RecorderTrigger

Prototype

```
void FMSTR_RecorderTrigger(FMSTR_INDEX recIndex);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_rec.c*

Description This function forces the Recorder trigger condition to happen, which causes the Recorder to be automatically deactivated after the post-trigger samples are sampled. Use this function in the application code for programmatic control over the Recorder triggering. This can be useful when a more complex triggering conditions need to be used.

Fast Recorder API The Fast Recorder feature is not available in the FreeMASTER driver version 3. This feature was heavily dependent on the target platform and it was only available for the 56F8xxxx DSCs.

TSA Tables When the TSA is enabled in the FreeMASTER driver configuration file (by setting the FMSTR_USE_TSA macro to a non-zero value), it defines the so-called TSA tables in the application. This section describes the macros that must to be used to define the TSA tables.

There can be any number of TSA tables spread across the application source files. There must be always exactly one TSA Table List defined, which informs the FreeMASTER driver about the active TSA tables.

When there is at least one TSA table and one TSA Table List defined in the application, the TSA information automatically appears in the FreeMASTER symbols list. The symbols can then be used to create FreeMASTER variables for visualization or control.

TSA table definition The TSA table describes the static or global variables together with their address, size, type, and access-protection information. If the TSA-described variables are of a structure type, the TSA table may also describe this type and provide an access to the individual structure members of the variable.

The TSA table definition begins with the FMSTR_TSA_TABLE_BEGIN macro with a *table_id* identifying the table. The *table_id* shall be a valid C-language symbol.

```
FMSTR_TSA_TABLE_BEGIN(table_id)
```

After this opening macro, the TSA descriptors are placed using these macros:

```
/* Adding variable descriptors */
FMSTR_TSA_RW_VAR(name, type) /* read/write variable entry */
FMSTR_TSA_RO_VAR(name, type) /* read-only variable entry */

/* Description of complex data types */
FMSTR_TSA_STRUCT(struct_name) /* structure or union type entry */
FMSTR_TSA_MEMBER(struct_name, member_name, type) /* structure member entry */

/* Memory blocks */
FMSTR_TSA_RW_MEM(name, type, address, size) /* read/write memory block */
FMSTR_TSA_RO_MEM(name, type, address, size) /* read-only memory block */
```

The table is closed using the FMSTR_TSA_TABLE_END macro:

```
FMSTR_TSA_TABLE_END()
```

TSA descriptor parameters The TSA descriptor macros accept these parameters:

- *name* — variable name. The variable must be defined before the TSA descriptor references it.
- *type* — variable or member type. Only one of the pre-defined type constants may be used (see below).
- *struct_name* — structure type name. The type must be defined (typedef) before the TSA descriptor references it.

- *member_name* — structure member name.

Note: The structure member descriptors (FMSTR_TSA_MEMBER) must immediately follow the parent structure descriptor (FMSTR_TSA_STRUCT) in the table.

Note: To write-protect the variables in the FreeMASTER driver (FMSTR_TSA_RO_VAR), enable the TSA-Safety feature in the configuration file.

TSA variable types The table lists *type* identifiers which can be used in TSA descriptors:

Constant	Description
FMSTR_TSA_UINTn	Unsigned integer type of size <i>n</i> bits (n=8,16,32,64)
FMSTR_TSA_SINTn	Signed integer type of size <i>n</i> bits (n=8,16,32,64)
FMSTR_TSA_FRACn	Fractional number of size <i>n</i> bits (n=16,32,64).
FMSTR_TSA_FRAC_Q(<i>m,n</i>)	Signed fractional number in general Q form (m+n+1 total bits)
FMSTR_TSA_FRAC_UQ(<i>m,n</i>)	Unsigned fractional number in general UQ form (m+n total bits)
FMSTR_TSA_FLOAT	4-byte standard IEEE floating-point type
FMSTR_TSA_DOUBLE	8-byte standard IEEE floating-point type
FMSTR_TSA_POINTER	Generic pointer type defined (platform-specific 16 or 32 bit)
FM-STR_TSA_USERTYPE(<i>name</i>)	Structure or union type declared with FMSTR_TSA_STRUCT record

TSA table list There shall be exactly one TSA Table List in the application. The list contains one entry for each TSA table defined anywhere in the application.

The TSA Table List begins with the FMSTR_TSA_TABLE_LIST_BEGIN macro and continues with the TSA table entries for each table.

```
FMSTR_TSA_TABLE_LIST_BEGIN()
```

```
FMSTR_TSA_TABLE(table_id)
FMSTR_TSA_TABLE(table_id2)
FMSTR_TSA_TABLE(table_id3)
...
```

The list is closed with the FMSTR_TSA_TABLE_LIST_END macro:

```
FMSTR_TSA_TABLE_LIST_END()
```

TSA Active Content entries FreeMASTER v2.0 and higher supports TSA Active Content, enabling the TSA tables to describe the memory-mapped files, virtual directories, and URL hyperlinks. FreeMASTER can access such objects similarly to accessing the files and folders on the local hard drive.

With this set of TSA entries, the FreeMASTER pages can be embedded directly into the target MCU flash and accessed by FreeMASTER directly over the communication line. The HTML-coded pages rendered inside the FreeMASTER window can access the TSA Active Content resources using a special URL referencing the *fmrstr:* protocol.

This example provides an overview of the supported TSA Active Content entries:

```
FMSTR_TSA_TABLE_BEGIN(files_and_links)
```

```
/* Directory entry applies to all subsequent MEMFILE entries */
```

```
FMSTR_TSA_DIRECTORY("/text_files") /* entering a new virtual directory */
```

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```

/* The readme.txt file will be accessible at the fmstr://text_files/readme.txt URL */
FMSTR_TSA_MEMFILE("readme.txt", readme_txt, sizeof(readme_txt)) /* memory-mapped file */

/* Files can also be specified with a full path so the DIRECTORY entry does not apply */
FMSTR_TSA_MEMFILE("/index.htm", index, sizeof(index)) /* memory-mapped file */
FMSTR_TSA_MEMFILE("/prj/demo.pmp", demo_pmp, sizeof(demo_pmp)) /* memory-mapped file */

/* Hyperlinks can point to a local MEMFILE object or to the Internet */
FMSTR_TSA_HREF("Board's Built-in Welcome Page", "/index.htm")
FMSTR_TSA_HREF("FreeMASTER Home Page", "http://www.nxp.com/freemaster")

/* Project file links simplify opening the projects from any URLs */
FMSTR_TSA_PROJECT("Demonstration Project (embedded)", "/prj/demo.pmp")
FMSTR_TSA_PROJECT("Full Project (online)", "http://mycompany.com/prj/demo.pmp")

FMSTR_TSA_TABLE_END()

```

TSA API

FMSTR_SetUpTsaBuff

Prototype

```
FMSTR_BOOL FMSTR_SetUpTsaBuff(FMSTR_ADDR buffAddr, FMSTR_SIZE buffSize);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_tsa.c*

Arguments

- *buffAddr* [in] - address of the memory buffer for the dynamic TSA table
- *buffSize* [in] - size of the memory buffer which determines the maximum number of TSA entries to be added in the runtime

Description This function must be used to assign the RAM memory buffer to the TSA subsystem when FMSTR_USE_TSA_DYNAMIC is enabled. The memory buffer is then used to store the TSA entries added dynamically to the runtime TSA table using the FMSTR_TsaAddVar function call. The runtime TSA table is processed by the FreeMASTER PC Host tool along with all static tables as soon as the communication port is open.

The size of the memory buffer determines the number of TSA entries that can be added dynamically. Depending on the MCU platform, one TSA entry takes either 8 or 16 bytes.

FMSTR_TsaAddVar

Prototype

```

FMSTR_BOOL FMSTR_TsaAddVar(FMSTR_TSATBL_STRPTR tsaName, FMSTR_TSATBL_STRPTR
↪ tsaType,
    FMSTR_TSATBL_VOIDPTR varAddr, FMSTR_SIZE32 varSize,
    FMSTR_SIZE flags);

```

- Declaration: *freemaster.h*

- Implementation: *freemaster_tsa.c*

Arguments

- *tsaName* [in] - name of the object
- *tsaType* [in] - name of the object type
- *varAddr* [in] - address of the object
- *varSize* [in] - size of the object
- *flags* [in] - access flags; a combination of these values:
 - *FMSTR_TSA_INFO_RO_VAR* — read-only memory-mapped object (typically a variable)
 - *FMSTR_TSA_INFO_RW_VAR* — read/write memory-mapped object
 - *FMSTR_TSA_INFO_NON_VAR* — other entry, describing structure types, structure members, enumerations, and other types

Description This function can be called only when the dynamic TSA table is enabled by the *FMSTR_USE_TSA_DYNAMIC* configuration option and when the *FMSTR_SetUpTsaBuff* function call is made to assign the dynamic TSA table memory. This function adds an entry into the dynamic TSA table. It can be used to register a read-only or read/write memory object or describe an item of the user-defined type.

See [TSA table definition](#) for more details about the TSA table entries.

Application Commands API

FMSTR_GetAppCmd

Prototype

```
FMSTR_APPCMD_CODE FMSTR_GetAppCmd(void);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_appcmd.c*

Description This function can be used to detect if there is an Application Command waiting to be processed by the application. If no command is pending, this function returns the *FMSTR_APPCMDRESULT_NOCMD* constant. Otherwise, this function returns the code of the Application Command that must be processed. Use the *FMSTR_AppCmdAck* call to acknowledge the Application Command after it is processed and to return the appropriate result code to the host.

The *FMSTR_GetAppCmd* function does not report the commands for which a callback handler function exists. If the *FMSTR_GetAppCmd* function is called when a callback-registered command is pending (and before it is actually processed by the callback function), this function returns *FMSTR_APPCMDRESULT_NOCMD*.

FMSTR_GetAppCmdData

Prototype

```
FMSTR_APPCMD_PDATA FMSTR_GetAppCmdData(FMSTR_SIZE* dataLen);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_appcmd.c*

Arguments

- *dataLen* [out] - pointer to the variable that receives the length of the data available in the buffer. It can be NULL when this information is not needed.

Description This function can be used to retrieve the Application Command data when the application determines that an Application Command is pending (see [FMSTR_GetAppCmd](#)).

There is just a single buffer to hold the Application Command data (the buffer length is FMSTR_APPCMD_BUFF_SIZE bytes). If the data are to be used in the application after the command is processed by the FMSTR_AppCmdAck call, copy the data out to a private buffer.

FMSTR_AppCmdAck

Prototype

```
void FMSTR_AppCmdAck(FMSTR_APPCMD_RESULT resultCode);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_appcmd.c*

Arguments

- *resultCode* [in] - the result code which is to be returned to FreeMASTER

Description This function is used when the Application Command processing finishes in the application. The resultCode passed to this function is returned back to the host and the driver is re-initialized to expect the next Application Command.

After this function is called and before the next Application Command arrives, the return value of the FMSTR_GetAppCmd function is FMSTR_APPCMDRESULT_NOCMD.

FMSTR_AppCmdSetResponseData

Prototype

```
void FMSTR_AppCmdSetResponseData(FMSTR_ADDR resultDataAddr, FMSTR_SIZE resultDataLen);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_appcmd.c*

Arguments

- *resultDataAddr* [in] - pointer to the data buffer that is to be copied to the Application Command data buffer
- *resultDataLen* [in] - length of the data to be copied. It must not exceed the FMSTR_APPCMD_BUFF_SIZE value.

Description This function can be used before the Application Command processing finishes, when there are data to be returned back to the PC.

The response data buffer is copied into the Application Command data buffer, from where it is accessed when the host requires it. Do not use FMSTR_GetAppCmdData and the data buffer after FMSTR_AppCmdSetResponseData is called.

Note: The current version of FreeMASTER does not support the Application Command response data.

FMSTR_RegisterAppCmdCall

Prototype

```
FMSTR_BOOL FMSTR_RegisterAppCmdCall(FMSTR_APPCMD_CODE appCmdCode, FMSTR_
↳ PAPPCMDFUNC callbackFunc);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_appcmd.c*

Arguments

- *appCmdCode* [in] - the Application Command code for which the callback is to be registered
- *callbackFunc* [in] - pointer to the callback function that is to be registered. Use NULL to unregister a callback registered previously with this Application Command.

Return value This function returns a non-zero value when the callback function was successfully registered or unregistered. It can return zero when trying to register a callback function for more than FMSTR_MAX_APPCMD_CALLS different Application Commands.

Description This function can be used to register the given function as a callback handler for the Application Command. The Application Command is identified using single-byte code. The callback function is invoked automatically by the FreeMASTER driver when the protocol decoder obtains a request to get the application command result code.

The prototype of the callback function is

```
FMSTR_APPCMD_RESULT HandlerFunction(FMSTR_APPCMD_CODE nAppcmd,
FMSTR_APPCMD_PDATA pData, FMSTR_SIZE nDataLen);
```

Where:

- *nAppcmd* -Application Command code
- *pData* —points to the Application Command data received (if any)
- *nDataLen* —information about the Application Command data length

The return value of the callback function is used as the Application Command Result Code and returned to FreeMASTER.

Note: The FMSTR_MAX_APPCMD_CALLS configuration macro defines how many different Application Commands may be handled by a callback function. When FMSTR_MAX_APPCMD_CALLS is undefined or defined as zero, the FMSTR_RegisterAppCmdCall function always fails.

Pipes API

FMSTR_PipeOpen

Prototype

```
FMSTR_HPIPE FMSTR_PipeOpen(FMSTR_PIPE_PORT pipePort, FMSTR_PPIPEFUNC pipeCallback,
    FMSTR_ADDR pipeRxBuff, FMSTR_PIPE_SIZE pipeRxSize,
    FMSTR_ADDR pipeTxBuff, FMSTR_PIPE_SIZE pipeTxSize,
    FMSTR_U8 type, const FMSTR_CHAR *name);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_pipes.c*

Arguments

- *pipePort* [in] - port number that identifies the pipe for the client
- *pipeCallback* [in] - pointer to the callback function that is called whenever a pipe data status changes
- *pipeRxBuff* [in] - address of the receive memory buffer
- *pipeRxSize* [in] - size of the receive memory buffer
- *pipeTxBuff* [in] - address of the transmit memory buffer
- *pipeTxSize* [in] - size of the transmit memory buffer
- *type* [in] - a combination of FMSTR_PIPE_MODE_XXX and FMSTR_PIPE_SIZE_XXX constants describing primary pipe data format and usage. This type helps FreeMASTER decide how to access the pipe by default. Optional, use 0 when undetermined.
- *name* [in] - user name of the pipe port. This name is visible to the FreeMASTER user when creating the graphical pipe interface.

Description This function initializes a new pipe and makes it ready to accept or send the data to the PC Host client. The receive memory buffer is used to store the received data before they are read out by the FMSTR_PipeRead call. When this buffer gets full, the PC Host client denies the data transmission into this pipe until there is enough free space again. The transmit memory buffer is used to store the data transmitted by the application to the PC Host client using the FMSTR_PipeWrite call. The transmit buffer can get full when the PC Host is disconnected or when it is slow in receiving and reading out the pipe data.

The function returns the pipe handle which must be stored and used in the subsequent calls to manage the pipe object.

The callback function (if specified) is called whenever new data are received through the pipe and available for reading. This callback is also called when the data waiting in the transmit buffer are successfully pushed to the PC Host and the transmit buffer free space increases. The prototype of the callback function provided by the user application must be as follows. The *PipeHandler* name is only a placeholder and must be defined by the application.

```
void PipeHandler(FMSTR_HPIPE pipeHandle);
```

FMSTR_PipeClose

Prototype

```
void FMSTR_PipeClose(FMSTR_HPIPE pipeHandle);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_pipes.c*

Arguments

- *pipeHandle* [in] - pipe handle returned from the FMSTR_PipeOpen function call

Description This function de-initializes the pipe object. No data can be received or sent on the pipe after this call.

FMSTR_PipeWrite

Prototype

```
FMSTR_PIPE_SIZE FMSTR_PipeWrite(FMSTR_HPIPE pipeHandle, FMSTR_ADDR pipeData,  
    FMSTR_PIPE_SIZE pipeDataLen, FMSTR_PIPE_SIZE writeGranularity);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_pipes.c*

Arguments

- *pipeHandle* [in] - pipe handle returned from the FMSTR_PipeOpen function call
- *pipeData* [in] - address of the data to be written
- *pipeDataLen* [in] - length of the data to be written
- *writeGranularity* [in] - size of the minimum unit of data which is to be written

Description This function puts the user-specified data into the pipe's transmit memory buffer and schedules it for transmission. This function returns the number of bytes that were successfully written into the buffer. This number may be smaller than the number of the requested bytes if there is not enough free space in the transmit buffer.

The *writeGranularity* argument can be used to split the data into smaller chunks, each of the size given by the *writeGranularity* value. The FMSTR_PipeWrite function writes as many data chunks as possible into the transmit buffer and does not attempt to write an incomplete chunk. This feature can prove to be useful to avoid the intermediate caching when writing an array of integer values or other multi-byte data items. When making the *nGranularity* value equal to the *nLength* value, all data are considered as one chunk which is either written successfully as a whole or not at all. The *nGranularity* value of 0 or 1 disables the data-chunk approach.

FMSTR_PipeRead

Prototype

```
FMSTR_PIPE_SIZE FMSTR_PipeRead(FMSTR_HPIPE pipeHandle, FMSTR_ADDR pipeData,
    FMSTR_PIPE_SIZE pipeDataLen, FMSTR_PIPE_SIZE readGranularity);
```

- Declaration: *freemaster.h*
- Implementation: *freemaster_pipes.c*

Arguments

- *pipeHandle* [in] - pipe handle returned from the FMSTR_PipeOpen function call
- *pipeData* [in] - address of the data buffer to be filled with the received data
- *pipeDataLen* [in] - length of the data to be read
- *readGranularity* [in] - size of the minimum unit of data which is to be read

Description This function copies the data received from the pipe from its receive buffer to the user buffer for further processing. The function returns the number of bytes that were successfully copied to the buffer. This number may be smaller than the number of the requested bytes if there is not enough data bytes available in the receive buffer.

The readGranularity argument can be used to copy the data in larger chunks in the same way as described in the FMSTR_PipeWrite function.

API data types This section describes the data types used in the FreeMASTER driver. The information provided here can be useful when modifying or porting the FreeMASTER Communication Driver to new NXP platforms.

Note: The licensing conditions prohibit use of FreeMASTER and the FreeMASTER Communication Driver with non-NXP MPU or MCU products.

Public common types The table below describes the public data types used in the FreeMASTER driver API calls. The data types are declared in the *freemaster.h* header file.

Type name	Description
<i>FM-STR_ADDR</i> For example, this type is defined as long integer on the 56F8xxx platform where the 24-bit addresses must be supported, but the C-pointer may be only 16 bits wide in some compiler configurations.	Data type used to hold the memory address. On most platforms, this is normally a C-pointer, but it may also be a pure integer type.
<i>FM-STR_SIZE</i> It is required that this type is unsigned and at least 16 bits wide integer.	Data type used to hold the memory block size.
<i>FM-STR_BOOL</i> This type is used only in zero/non-zero conditions in the driver code.	Data type used as a general boolean type.
<i>FM-STR_APPCM</i> Generally, this is an unsigned 8-bit value.	Data type used to hold the Application Command code.
<i>FM-STR_APPCM</i> Generally, this is an unsigned 8-bit value.	Data type used to create the Application Command data buffer.
<i>FM-STR_APPCM</i> Generally, this is an unsigned 8-bit value.	Data type used to hold the Application Command result code.

Public TSA types The table describes the TSA-specific public data types. These types are declared in the *freemaster_tsa.h* header file, which is included in the user application indirectly by the *freemaster.h* file.

<i>FM-STR_TSA_TII</i>	Data type used to hold a descriptor index in the TSA table or a table index in the list of TSA tables. By default, this is defined as <i>FM-STR_SIZE</i> .
<i>FM-STR_TSA_TS</i>	Data type used to hold a memory block size, as used in the TSA descriptors. By default, this is defined as <i>FM-STR_SIZE</i> .

Public Pipes types The table describes the data types used by the FreeMASTER Pipes API:

<i>FM-STR_HPIPE</i>	Pipe handle that identifies the open-pipe object. Generally, this is a pointer to a void type.
<i>FM-STR_PIPE_PC</i>	Integer type required to hold at least 7 bits of data. Generally, this is an unsigned 8-bit or 16-bit type.
<i>FM-STR_PIPE_SI</i>	Integer type required to hold at least 16 bits of data. This is used to store the data buffer sizes.
<i>FM-STR_PPIPEF</i>	Pointer to the pipe handler function. See FM-STR_PipeOpen for more details.

Internal types The table describes the data types used internally by the FreeMASTER driver. The data types are declared in the platform-specific header file and they are not available in the application code.

<i>FMSTR_U8</i>	The smallest memory entity.
On the vast majority of platforms, this is an unsigned 8-bit integer.	
On the 56F8xx DSP platform, this is defined as an unsigned 16-bit integer.	
<i>FMSTR_U16</i>	Unsigned 16-bit integer.
<i>FMSTR_U32</i>	Unsigned 32-bit integer.
<i>FMSTR_S8</i>	Signed 8-bit integer.
<i>FMSTR_S16</i>	Signed 16-bit integer.
<i>FMSTR_S32</i>	Signed 32-bit integer.
<i>FMSTR_FLOAT</i>	4-byte standard IEEE floating-point type.
<i>FMSTR_FLAGS</i>	Data type forming a union with a structure of flag bit-fields.
<i>FMSTR_SIZE8</i>	Data type holding a general size value, at least 8 bits wide.
<i>FMSTR_INDEX</i>	General for-loop index. Must be signed, at least 16 bits wide.
<i>FMSTR_BCHR</i>	A single character in the communication buffer.
Typically, this is an 8-bit unsigned integer, except for the DSP platforms where it is a 16-bit integer.	
<i>FMSTR_BPTR</i>	A pointer to the communication buffer (an array of <i>FMSTR_BCHR</i>).

Document references

Links

- This document online: <https://mcuxpresso.nxp.com/mcuxsdk/latest/html/middleware/freemaster/doc/index.html>

- FreeMASTER tool home: www.nxp.com/freemaster
- FreeMASTER community area: community.nxp.com/community/freemaster
- FreeMASTER GitHub code repo: <https://github.com/nxp-mcuxpresso/mcux-freemaster>
- MCUXpresso SDK home: www.nxp.com/mcuxpresso
- MCUXpresso SDK builder: mcuxpresso.nxp.com/en

Documents

- *FreeMASTER Usage Serial Driver Implementation* (document [AN4752](#))
- *Integrating FreeMASTER Time Debugging Tool With CodeWarrior For Microcontrollers v10.X Project* (document [AN4771](#))
- *Flash Driver Library For MC56F847xx And MC56F827xx DSC Family* (document [AN4860](#))

Revision history This Table summarizes the changes done to this document since the initial release.

Revision	Date	Description
1.0	03/2006	Limited initial release
2.0	09/2007	Updated for FreeMASTER version. New Freescale document template used.
2.1	12/2007	Added description of the new Fast Recorder feature and its API.
2.2	04/2010	Added support for MPC56xx platform, Added new API for use CAN interface.
2.3	04/2011	Added support for Kxx Kinetis platform and MQX operating system.
2.4	06/2011	Serial driver update, adds support for USB CDC interface.
2.5	08/2011	Added Packet Driven BDM interface.
2.7	12/2013	Added FLEXCAN32 interface, byte access and isr callback configuration option.
2.8	06/2014	Removed obsolete license text, see the software package content for up-to-date license.
2.9	03/2015	Update for driver version 1.8.2 and 1.9: FreeMASTER Pipes, TSA Active Content, LIN Transport Layer support, DEBUG-TX communication troubleshooting, Kinetis SDK support.
3.0	08/2016	Update for driver version 2.0: Added support for MPC56xx, MPC57xx, KEAxx and S32Kxx platforms. New NXP document template as well as new license agreement used. added MCAN interface. Folders structure at the installation destination was rearranged.
4.0	04/2019	Update for driver released as part of FreeMASTER v3.0 and MCUXpresso SDK 2.6. Updated to match new V4 serial communication protocol and new configuration options. This version of the document removes substantial portion of outdated information related to S08, S12, ColdFire, Power and other legacy platforms.
4.1	04/2020	Minor update for FreeMASTER driver included in MCUXpresso SDK 2.8.
4.2	09/2020	Added example applications description and information about the MCUXpresso Config Tools. Fixed the pipe-related API description.
4.3	10/2024	Added description of Network and Segger J-Link RTT interface configuration. Accompanying the MCUXpresso SDK version 24.12.00.
4.4	04/2025	Added Zephyr-specific information. Accompanying the MCUXpresso SDK version 25.06.00.

Chapter 4

RTOS

4.1 FreeRTOS

4.1.1 FreeRTOS kernel

Open source RTOS kernel for small devices.

FreeRTOS kernel for MCUXpresso SDK Readme

FreeRTOS kernel for MCUXpresso SDK

Overview The purpose of this document is to describes the [FreeRTOS kernel repo](#) integration into the [NXP MCUXpresso Software Development Kit: mcuxsdk](#). MCUXpresso SDK provides a comprehensive development solutions designed to optimize, ease, and help accelerate embedded system development of applications based on MCUs from NXP. This project involves the FreeRTOS kernel repo fork with:

- cmake and Kconfig support to allow the configuration and build in MCUXpresso SDK ecosystem
- FreeRTOS OS additions, such as [FreeRTOS driver wrappers](#), RTOS ready FatFs file system, and the implementation of FreeRTOS tickless mode

The history of changes in FreeRTOS kernel repo for MCUXpresso SDK are summarized in [CHANGELOG_mcuxsdk.md](#) file.

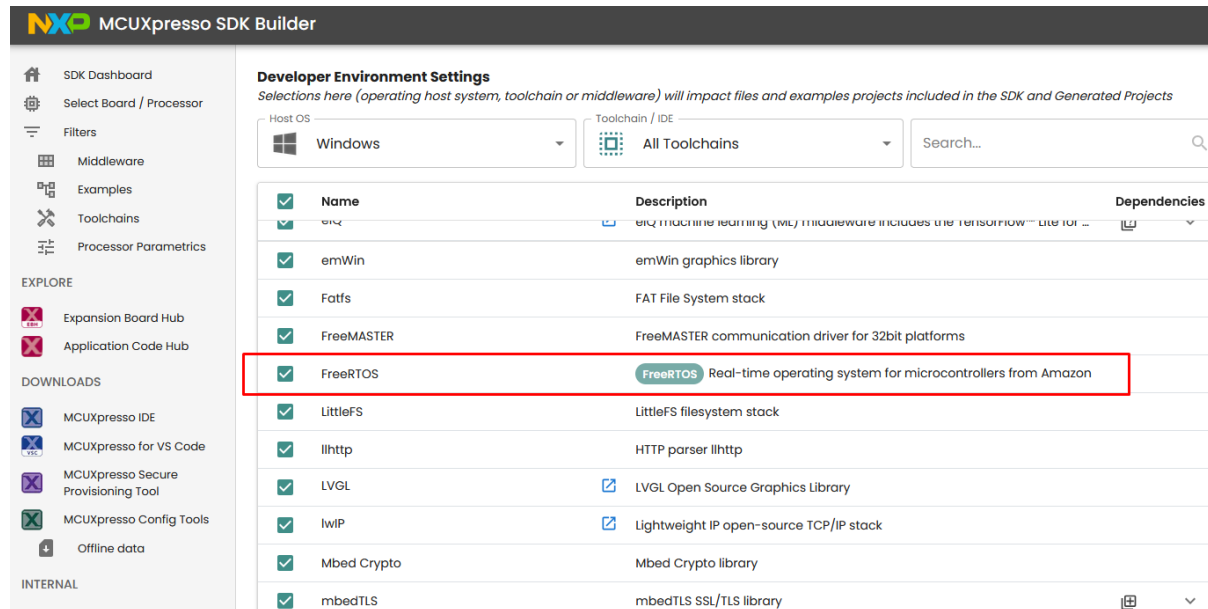
The MCUXpresso SDK framework also contains a set of FreeRTOS examples which show basic FreeRTOS OS features. This makes it easy to start a new FreeRTOS project or begin experimenting with FreeRTOS OS. Selected drivers and middleware are RTOS ready with related FreeRTOS adaptation layer.

FreeRTOS example applications The FreeRTOS examples are written to demonstrate basic FreeRTOS features and the interaction between peripheral drivers and the RTOS.

List of examples The list of freertos_examples, their description and availability for individual supported MCUXpresso SDK development boards can be obtained here: https://mcuxpresso.nxp.com/mcuxsdk/latest/html/examples/freertos_examples/index.html

Location of examples The FreeRTOS examples are located in [mcuxsdk-examples](#) repository, see the `freertos_examples` folder.

Once using MCUXpresso SDK zip packages created via the [MCUXpresso SDK Builder](#) the FreeRTOS kernel library and associated `freertos_examples` are added into final zip package once FreeRTOS components is selected on the Developer Environment Settings page:



The FreeRTOS examples in MCUXpresso SDK zip packages are located in `<MCUXpressoSDK_install_dir>/boards/<board_name>/freertos_examples/` subfolders.

Building a FreeRTOS example application For information how to use the cmake and Kconfig based build and configuration system and how to build `freertos_examples` visit: [MCUXpresso SDK documentation for Build And Configuration MCUXpresso SDK Getting Start Guide](#)

Tip: To list all FreeRTOS example projects and targets that can be built via the west build command, use this `west list_project` command in `mcuxsdk` workspace:

```
west list_project -p examples/freertos_examples
```

FreeRTOS aware debugger plugin NXP provides FreeRTOS task aware debugger for GDB. The plugin is compatible with Eclipse-based (MCUXpressoIDE) and is available after the installation.

Task List (FreeRTOS)							
TCB#	Task Name	Task Handle	Task State	Priority	Stack Usage	Event Object	Runtime
1	task_one	0x1fffecc8	Blocked	1 (1)	0 B / 880 B	MyCountingSemaphore (Rx)	0x0 (0.0%)
2	task_two	0x1ffff130	Blocked	2 (2)	0 B / 888 B	MyCountingSemaphore (Rx)	0x1 (0.1%)
3	IDLE	0x1ffff330	Running	0 (0)	0 B / 296 B		0x3e5 (99.6%)
4	Tmr Svc	0x1ffff6b8	Blocked	17 (17)	28 B / 672 B	TmrQ (Rx)	0x3 (0.3%)

FreeRTOS kernel for MCUXpresso SDK ChangeLog

Changelog FreeRTOS kernel for MCUXpresso SDK All notable changes to this project will be documented in this file.

The format is based on [Keep a Changelog](#), and this project adheres to [Semantic Versioning](#).

[Unreleased]

Added

- Kconfig added CONFIG_FREERTOS_USE_CUSTOM_CONFIG_FRAGMENT config to optionally include custom FreeRTOSConfig fragment include file FreeRTOSConfig_frag.h. File must be provided by application.
- Added missing Kconfig option for configUSE_PICOLIBC_TLS.
- Add correct header files to build when configUSE_NEWLIB_REENTRANT and configUSE_PICOLIBC_TLS is selected in config.

[11.1.0_rev0]

- update amazon freertos version

[11.0.1_rev0]

- update amazon freertos version

[10.5.1_rev0]

- update amazon freertos version

[10.4.3_rev1]

- Apply CM33 security fix from 10.4.3-LTS-Patch-2. See rtos\freertos\freertos_kernel\History.txt
- Apply CM33 security fix from 10.4.3-LTS-Patch-1. See rtos\freertos\freertos_kernel\History.txt

[10.4.3_rev0]

- update amazon freertos version.

[10.4.3_rev0]

- update amazon freertos version.

[9.0.0_rev3]

- New features:
 - Tickless idle mode support for Cortex-A7. Add fsl_tickless_epit.c and fsl_tickless_generic.h in portable/IAR/ARM_CA9 folder.
 - Enabled float context saving in IAR for Cortex-A7. Added configUSE_TASK_FPU_SUPPORT macros. Modified port.c and portmacro.h in portable/IAR/ARM_CA9 folder.
- Other changes:
 - Transformed ARM_CM core specific tickless low power support into generic form under freertos/Source/portable/low_power_tickless/.

[9.0.0_rev2]

- New features:
 - Enabled MCUXpresso thread aware debugging. Add `freertos_tasks_c_additions.h` and `configINCLUDE_FREERTOS_TASK_C_ADDITIONS_H` and `configFREERTOS_MEMORY_SCHEME` macros.

[9.0.0_rev1]

- New features:
 - Enabled `-flto` optimization in GCC by adding `attribute((used))` for `vTaskSwitchContext`.
 - Enabled KDS Task Aware Debugger. Apply FreeRTOS patch to enable `configRECORD_STACK_HIGH_ADDRESS` macro. Modified files are `task.c` and `FreeRTOS.h`.

[9.0.0_rev0]

- New features:
 - Example `freertos_sem_static`.
 - Static allocation support RTOS driver wrappers.
- Other changes:
 - Tickless idle rework. Support for different timers is in separated files (`fsl_tickless_systick.c`, `fsl_tickless_lptmr.c`).
 - Removed configuration option `configSYSTICK_USE_LOW_POWER_TIMER`. Low power timer is now selected by linking of appropriate file `fsl_tickless_lptmr.c`.
 - Removed `configOVERRIDE_DEFAULT_TICK_CONFIGURATION` in RVDS port. Use of `attribute((weak))` is the preferred solution. Not same as `_weak`!

[8.2.3]

- New features:
 - Tickless idle mode support.
 - Added template application for Kinetis Expert (KEx) tool (`template_application`).
- Other changes:
 - Folder structure reduction. Keep only Kinetis related parts.

FreeRTOS kernel Readme

MCUXpresso SDK: FreeRTOS kernel This repository is a fork of FreeRTOS kernel (<https://github.com/FreeRTOS/FreeRTOS-Kernel>)(11.1.0). Modifications have been made to adapt to NXP MCUXpresso SDK. `CMakeLists.txt` and `Kconfig` added to enable FreeRTOS kernel repo sources build in MCUXpresso SDK. It is part of the MCUXpresso SDK overall delivery which is composed of several sub-repositories/projects. Navigate to the top/parent repository `mcuxsdk-manifests`(<https://github.com/nxp-mcuxpresso/mcuxsdk-manifests>) for the complete delivery of MCUXpresso SDK.

For more information about the FreeRTOS kernel repo adoption see [README_mcuxsdk.md: FreeRTOS kernel for MCUXpresso SDK Readme](#) document.



Getting started This repository contains FreeRTOS kernel source/header files and kernel ports only. This repository is referenced as a submodule in [FreeRTOS/FreeRTOS](#) repository, which contains pre-configured demo application projects under [FreeRTOS/Demo](#) directory.

The easiest way to use FreeRTOS is to start with one of the pre-configured demo application projects. That way you will have the correct FreeRTOS source files included, and the correct include paths configured. Once a demo application is building and executing you can remove the demo application files, and start to add in your own application source files. See the [FreeRTOS Kernel Quick Start Guide](#) for detailed instructions and other useful links.

Additionally, for FreeRTOS kernel feature information refer to the [Developer Documentation](#), and [API Reference](#).

Also for contributing and creating a Pull Request please refer to *the instructions here*.

Getting help If you have any questions or need assistance troubleshooting your FreeRTOS project, we have an active community that can help on the [FreeRTOS Community Support Forum](#).

To consume FreeRTOS-Kernel

Consume with CMake If using CMake, it is recommended to use this repository using FetchContent. Add the following into your project's main or a subdirectory's CMakeLists.txt:

- Define the source and version/tag you want to use:

```
FetchContent_Declare( freertos_kernel
  GIT_REPOSITORY https://github.com/FreeRTOS/FreeRTOS-Kernel.git
  GIT_TAG        main #Note: Best practice to use specific git-hash or tagged version
)
```

In case you prefer to add it as a git submodule, do:

```
git submodule add https://github.com/FreeRTOS/FreeRTOS-Kernel.git <path of the submodule>
git submodule update --init
```

- Add a freertos_config library (typically an INTERFACE library) The following assumes the directory structure:

– include/FreeRTOSConfig.h

```
add_library(freertos_config INTERFACE)

target_include_directories(freertos_config SYSTEM
INTERFACE
  include
)

target_compile_definitions(freertos_config
INTERFACE
  projCOVERAGE_TEST=0
)
```

In case you installed FreeRTOS-Kernel as a submodule, you will have to add it as a subdirectory:

```
add_subdirectory(${FREERTOS_PATH})
```

- Configure the FreeRTOS-Kernel and make it available
 - this particular example supports a native and cross-compiled build option.

```
set( FREERTOS_HEAP "4" CACHE STRING "" FORCE)
# Select the native compile PORT
set( FREERTOS_PORT "GCC_POSIX" CACHE STRING "" FORCE)
# Select the cross-compile PORT
if (CMAKE_CROSSCOMPILING)
  set(FREERTOS_PORT "GCC_ARM_CA9" CACHE STRING "" FORCE)
endif()

FetchContent_MakeAvailable(freertos_kernel)
```

- In case of cross compilation, you should also add the following to `freertos_config`:

```
target_compile_definitions(freertos_config INTERFACE ${definitions})
target_compile_options(freertos_config INTERFACE ${options})
```

Consuming stand-alone - Cloning this repository

To clone using HTTPS:

```
git clone https://github.com/FreeRTOS/FreeRTOS-Kernel.git
```

Using SSH:

```
git clone git@github.com:FreeRTOS/FreeRTOS-Kernel.git
```

Repository structure

- The root of this repository contains the three files that are common to every port - `list.c`, `queue.c` and `tasks.c`. The kernel is contained within these three files. `croutine.c` implements the optional co-routine functionality - which is normally only used on very memory limited systems.
- The `./portable` directory contains the files that are specific to a particular microcontroller and/or compiler. See the readme file in the `./portable` directory for more information.
- The `./include` directory contains the real time kernel header files.
- The `./template_configuration` directory contains a sample `FreeRTOSConfig.h` to help jumpstart a new project. See the *FreeRTOSConfig.h* file for instructions.

Code Formatting FreeRTOS files are formatted using the “`uncrustify`” tool. The configuration file used by `uncrustify` can be found in the [FreeRTOS/CI-CD-GitHub-Actions's uncrustify.cfg](#) file.

Line Endings File checked into the FreeRTOS-Kernel repository use unix-style LF line endings for the best compatibility with git.

For optimal compatibility with Microsoft Windows tools, it is best to enable the git `autocrlf` feature. You can enable this setting for the current repository using the following command:

```
git config core.autocrlf true
```

Git History Optimizations Some commits in this repository perform large refactors which touch many lines and lead to unwanted behavior when using the `git blame` command. You can configure git to ignore the list of large refactor commits in this repository with the following command:

```
git config blame.ignoreRevsFile .git-blame-ignore-revs
```

Spelling and Formatting We recommend using [Visual Studio Code](#), commonly referred to as VSCode, when working on the FreeRTOS-Kernel. The FreeRTOS-Kernel also uses [cSpell](#) as part of its spelling check. The config file for which can be found at [cspell.config.yaml](#). There is additionally a [cSpell plugin for VSCode](#) that can be used as well. `.cSpellWords.txt` contains words that are not traditionally found in an English dictionary. It is used by the spellchecker to verify the various jargon, variable names, and other odd words used in the FreeRTOS code base are correct. If your pull request fails to pass the spelling and you believe this is a mistake, then add the word to `.cSpellWords.txt`. When adding a word please then sort the list, which can be done by running the bash command: `sort -u .cSpellWords.txt -o .cSpellWords.txt`. Note that only the FreeRTOS-Kernel Source Files, *include*, *portable/MemMang*, and *portable/Common* files are checked for proper spelling, and formatting at this time.

4.1.2 FreeRTOS drivers

This is set of NXP provided FreeRTOS reentrant bus drivers.

4.1.3 backoffalgorithm

Algorithm for calculating exponential backoff with jitter for network retry attempts.

Readme

MCUXpresso SDK: backoffAlgorithm Library This repository is a fork of backoffAlgorithm library (<https://github.com/FreeRTOS/backoffalgorithm>)(1.3.0). Modifications have been made to adapt to NXP MCUXpresso SDK. `CMakeLists.txt` and `Kconfig` added to enable backoffAlgorithm repo sources build in MCUXpresso SDK. It is part of the MCUXpresso SDK overall delivery which is composed of several sub-repositories/projects. Navigate to the top/parent repository `mcuxsdk-manifests`(<https://github.com/nxp-mcuxpresso/mcuxsdk-manifests>) for the complete delivery of MCUXpresso SDK.

backoffAlgorithm Library This repository contains the backoffAlgorithm library, a utility library to calculate backoff period using an exponential backoff with jitter algorithm for retrying network operations (like failed network connection with server). This library uses the “Full Jitter” strategy for the exponential backoff with jitter algorithm. More information about the algorithm can be seen in the [Exponential Backoff and Jitter](#) AWS blog.

The backoffAlgorithm library is distributed under the *MIT Open Source License*.

Exponential backoff with jitter is typically used when retrying a failed network connection or operation request with the server. An exponential backoff with jitter helps to mitigate failed network operations with servers, that are caused due to network congestion or high request load on the server, by spreading out retry requests across multiple devices attempting network operations. Besides, in an environment with poor connectivity, a client can get disconnected at any time. A backoff strategy helps the client to conserve battery by not repeatedly attempting reconnections when they are unlikely to succeed.

See memory requirements for this library [here](#).

backoffAlgorithm v1.3.0 source code is part of the FreeRTOS 202210.00 LTS release.

backoffAlgorithm v1.0.0 source code is part of the FreeRTOS 202012.00 LTS release.

Reference example The example below shows how to use the backoffAlgorithm library on a POSIX platform to retry a DNS resolution query for amazon.com.

```
#include "backoff_algorithm.h"
#include <stdlib.h>
#include <string.h>
#include <netdb.h>
#include <unistd.h>
#include <time.h>

/* The maximum number of retries for the example code. */
#define RETRY_MAX_ATTEMPTS      ( 5U )

/* The maximum back-off delay (in milliseconds) for between retries in the example. */
#define RETRY_MAX_BACKOFF_DELAY_MS ( 5000U )

/* The base back-off delay (in milliseconds) for retry configuration in the example. */
#define RETRY_BACKOFF_BASE_MS   ( 500U )

int main()
{
    /* Variables used in this example. */
    BackoffAlgorithmStatus_t retryStatus = BackoffAlgorithmSuccess;
    BackoffAlgorithmContext_t retryParams;
    char serverAddress[] = "amazon.com";
    uint16_t nextRetryBackoff = 0;

    int32_t dnsStatus = -1;
    struct addrinfo hints;
    struct addrinfo ** pListHead = NULL;
    struct timespec tp;

    /* Add hints to retrieve only TCP sockets in getaddrinfo. */
    ( void ) memset( &hints, 0, sizeof( hints ) );

    /* Address family of either IPv4 or IPv6. */
    hints.ai_family = AF_UNSPEC;
    /* TCP Socket. */
    hints.ai_socktype = ( int32_t ) SOCK_STREAM;
    hints.ai_protocol = IPPROTO_TCP;

    /* Initialize reconnect attempts and interval. */
    BackoffAlgorithm_InitializeParams( &retryParams,
                                      RETRY_BACKOFF_BASE_MS,
                                      RETRY_MAX_BACKOFF_DELAY_MS,
                                      RETRY_MAX_ATTEMPTS );

    /* Seed the pseudo random number generator used in this example (with call to
     * rand() function provided by ISO C standard library) for use in backoff period
     * calculation when retrying failed DNS resolution. */

    /* Get current time to seed pseudo random number generator. */
    ( void ) clock_gettime( CLOCK_REALTIME, &tp );
    /* Seed pseudo random number generator with seconds. */
    srand( tp.tv_sec );

    do
    {
        /* Perform a DNS lookup on the given host name. */
        dnsStatus = getaddrinfo( serverAddress, NULL, &hints, pListHead );
    }
```

(continues on next page)

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```

/* Retry if DNS resolution query failed. */
if( dnsStatus != 0 )
{
    /* Generate a random number and get back-off value (in milliseconds) for the next retry.
     * Note: It is recommended to use a random number generator that is seeded with
     * device-specific entropy source so that backoff calculation across devices is different
     * and possibility of network collision between devices attempting retries can be avoided.
     *
     * For the simplicity of this code example, the pseudo random number generator, rand()
     * function is used. */
    retryStatus = BackoffAlgorithm_GetNextBackoff( &retryParams, rand(), &nextRetryBackoff );

    /* Wait for the calculated backoff period before the next retry attempt of querying DNS.
     * As usleep() takes nanoseconds as the parameter, we multiply the backoff period by 1000. */
    ( void ) usleep( nextRetryBackoff * 1000U );
}
} while( ( dnsStatus != 0 ) && ( retryStatus != BackoffAlgorithmRetriesExhausted ) );

return dnsStatus;
}

```

Building the library A compiler that supports **C90 or later** such as *gcc* is required to build the library.

Additionally, the library uses a header file introduced in ISO C99, *stdint.h*. For compilers that do not provide this header file, the *source/include* directory contains *stdint.readme*, which can be renamed to *stdint.h* to build the backoffAlgorithm library.

For instance, if the example above is copied to a file named *example.c*, *gcc* can be used like so:

```
gcc -I source/include example.c source/backoff_algorithm.c -o example
./example
```

gcc can also produce an output file to be linked:

```
gcc -I source/include -c source/backoff_algorithm.c
```

Building unit tests

Checkout Unity Submodule By default, the submodules in this repository are configured with `update=none` in *.gitmodules*, to avoid increasing clone time and disk space usage of other repositories (like [amazon-freertos](#) that submodules this repository).

To build unit tests, the submodule dependency of Unity is required. Use the following command to clone the submodule:

```
git submodule update --checkout --init --recursive test/unit-test/Unity
```

Platform Prerequisites

- For running unit tests
 - C89 or later compiler like *gcc*
 - CMake 3.13.0 or later
- For running the coverage target, *gcov* is additionally required.

Steps to build Unit Tests

1. Go to the root directory of this repository. (Make sure that the **Unity** submodule is cloned as described [above](#).)
2. Create build directory: `mkdir build && cd build`
3. Run `cmake` while inside build directory: `cmake -S ../test`
4. Run this command to build the library and unit tests: `make all`
5. The generated test executables will be present in `build/bin/tests` folder.
6. Run `ctest` to execute all tests and view the test run summary.

Contributing See *CONTRIBUTING.md* for information on contributing.

4.1.4 corehttp

C language HTTP client library designed for embedded platforms.

MCUXpresso SDK: coreHTTP Client Library

This repository is a fork of coreHTTP Client library (<https://github.com/FreeRTOS/corehttp>)(3.0.0). Modifications have been made to adapt to NXP MCUXpresso SDK. CMakeLists.txt and Kconfig added to enable coreHTTP Client repo sources build in MCUXpresso SDK. It is part of the MCUXpresso SDK overall delivery which is composed of several sub-repositories/projects. Navigate to the top/parent repository mcuxsdk-manifests(<https://github.com/nxp-mcuxpresso/mcuxsdk-manifests>) for the complete delivery of MCUXpresso SDK.

coreHTTP Client Library

This repository contains a C language HTTP client library designed for embedded platforms. It has no dependencies on any additional libraries other than the standard C library, [llhttp](#), and a customer-implemented transport interface. This library is distributed under the *MIT Open Source License*.

This library has gone through code quality checks including verification that no function has a [GNU Complexity](#) score over 8. This library has also undergone both static code analysis from [Coverity static analysis](#), and validation of memory safety and data structure invariance through the [CBMC automated reasoning tool](#).

See memory requirements for this library [here](#).

coreHTTP v3.0.0 source code is part of the FreeRTOS 202210.00 LTS release.

coreHTTP v2.0.0 source code is part of the FreeRTOS 202012.00 LTS release.

coreHTTP Config File The HTTP client library exposes configuration macros that are required for building the library. A list of all the configurations and their default values are defined in *core_http_config_defaults.h*. To provide custom values for the configuration macros, a custom config file named *core_http_config.h* can be provided by the user application to the library.

By default, a *core_http_config.h* custom config is required to build the library. To disable this requirement and build the library with default configuration values, provide `HTTP_DO_NOT_USE_CUSTOM_CONFIG` as a compile time preprocessor macro.

The HTTP client library can be built by either:

- Defining a `core_http_config.h` file in the application, and adding it to the include directories for the library build. **OR**
- Defining the `HTTP_DO_NOT_USE_CUSTOM_CONFIG` preprocessor macro for the library build.

Building the Library The `httpFilePaths.cmake` file contains the information of all source files and header include paths required to build the HTTP client library.

As mentioned in the *previous section*, either a custom config file (i.e. `core_http_config.h`) OR `HTTP_DO_NOT_USE_CUSTOM_CONFIG` macro needs to be provided to build the HTTP client library.

For a CMake example of building the HTTP library with the `httpFilePaths.cmake` file, refer to the `coverity_analysis` library target in `test/CMakeLists.txt` file.

Building Unit Tests

Platform Prerequisites

- For running unit tests, the following are required:
 - **C90 compiler** like `gcc`
 - **CMake 3.13.0 or later**
 - **Ruby 2.0.0 or later** is required for this repository's [CMock test framework](#).
- For running the coverage target, the following are required:
 - `gcov`
 - `lcov`

Steps to build Unit Tests

1. Go to the root directory of this repository.
2. Run the `cmake` command: `cmake -S test -B build -DBUILD_CLONE_SUBMODULES=ON`
3. Run this command to build the library and unit tests: `make -C build all`
4. The generated test executables will be present in `build/bin/tests` folder.
5. Run `cd build && ctest` to execute all tests and view the test run summary.

CBMC To learn more about CBMC and proofs specifically, review the training material [here](#).

The `test/cbmc/proofs` directory contains CBMC proofs.

In order to run these proofs you will need to install CBMC and other tools by following the instructions [here](#).

Reference examples The AWS IoT Device SDK for Embedded C repository contains demos of using the HTTP client library [here](#) on a POSIX platform. These can be used as reference examples for the library API.

Documentation

Existing Documentation For pre-generated documentation, please see the documentation linked in the locations below:

Location
AWS IoT Device SDK for Embedded C FreeRTOS.org

Note that the latest included version of coreHTTP may differ across repositories.

Generating Documentation The Doxygen references were created using Doxygen version 1.9.2. To generate the Doxygen pages, please run the following command from the root of this repository:

```
doxygen docs/doxygen/config.doxyfile
```

Contributing See *CONTRIBUTING.md* for information on contributing.

4.1.5 corejson

JSON parser.

Readme

MCUXpresso SDK: coreJSON Library This repository is a fork of coreJSON library (<https://github.com/FreeRTOS/corejson>)(3.2.0). Modifications have been made to adapt to NXP MCUXpresso SDK. CMakeLists.txt and Kconfig added to enable coreJSON repo sources build in MCUXpresso SDK. It is part of the MCUXpresso SDK overall delivery which is composed of several sub-repositories/projects. Navigate to the top/parent repository mcuxsdk-manifests(<https://github.com/nxp-mcuxpresso/mcuxsdk-manifests>) for the complete delivery of MCUXpresso SDK.

coreJSON Library This repository contains the coreJSON library, a parser that strictly enforces the ECMA-404 JSON standard and is suitable for low memory footprint embedded devices. The coreJSON library is distributed under the *MIT Open Source License*.

This library has gone through code quality checks including verification that no function has a [GNU Complexity](#) score over 8, and checks against deviations from mandatory rules in the [MISRA coding standard](#). Deviations from the MISRA C:2012 guidelines are documented under *MISRA Deviations*. This library has also undergone both static code analysis from [Coverity static analysis](#), and validation of memory safety through the [CBMC automated reasoning tool](#).

See memory requirements for this library [here](#).

coreJSON v3.2.0 source code is part of the FreeRTOS 202210.00 LTS release.

coreJSON v3.0.0 source code is part of the FreeRTOS 202012.00 LTS release.

Reference example

```

#include <stdio.h>
#include "core_json.h"

int main()
{
    // Variables used in this example.
    JSONStatus_t result;
    char buffer[] = "{\"foo\":\"abc\", \"bar\":{\"foo\":\"xyz\"}}";
    size_t bufferLength = sizeof( buffer ) - 1;
    char queryKey[] = "bar.foo";
    size_t queryKeyLength = sizeof( queryKey ) - 1;
    char * value;
    size_t valueLength;

    // Calling JSON_Validate() is not necessary if the document is guaranteed to be valid.
    result = JSON_Validate( buffer, bufferLength );

    if( result == JSONSuccess )
    {
        result = JSON_Search( buffer, bufferLength, queryKey, queryKeyLength,
                             &value, &valueLength );
    }

    if( result == JSONSuccess )
    {
        // The pointer "value" will point to a location in the "buffer".
        char save = value[ valueLength ];
        // After saving the character, set it to a null byte for printing.
        value[ valueLength ] = '\0';
        // "Found: bar.foo -> xyz" will be printed.
        printf( "Found: %s -> %s\n", queryKey, value );
        // Restore the original character.
        value[ valueLength ] = save;
    }

    return 0;
}

```

A search may descend through nested objects when the queryKey contains matching key strings joined by a separator, .. In the example above, bar has the value { "foo": "xyz" }. Therefore, a search for query key bar.foo would output xyz.

Building coreJSON A compiler that supports **C90 or later** such as *gcc* is required to build the library.

Additionally, the library uses 2 header files introduced in ISO C99, *stdbool.h* and *stdint.h*. For compilers that do not provide this header file, the *source/include* directory contains *stdbool.readme* and *stdint.readme*, which can be renamed to *stdbool.h* and *stdint.h* respectively.

For instance, if the example above is copied to a file named *example.c*, *gcc* can be used like so:

```
gcc -I source/include example.c source/core_json.c -o example
./example
```

gcc can also produce an output file to be linked:

```
gcc -I source/include -c source/core_json.c
```

Documentation

Existing documentation For pre-generated documentation, please see the documentation linked in the locations below:

Location
AWS IoT Device SDK for Embedded C FreeRTOS.org

Note that the latest included version of the coreJSON library may differ across repositories.

Generating documentation The Doxygen references were created using Doxygen version 1.9.2. To generate the Doxygen pages, please run the following command from the root of this repository:

```
doxygen docs/doxygen/config.doxyfile
```

Building unit tests

Checkout Unity Submodule By default, the submodules in this repository are configured with `update=none` in `.gitmodules`, to avoid increasing clone time and disk space usage of other repositories (like [amazon-freertos](#) that submodules this repository).

To build unit tests, the submodule dependency of Unity is required. Use the following command to clone the submodule:

```
git submodule update --checkout --init --recursive test/unit-test/Unity
```

Platform Prerequisites

- For running unit tests
 - C90 compiler like gcc
 - CMake 3.13.0 or later
 - Ruby 2.0.0 or later is additionally required for the Unity test framework (that we use).
- For running the coverage target, gcov is additionally required.

Steps to build Unit Tests

1. Go to the root directory of this repository. (Make sure that the **Unity** submodule is cloned as described [above](#).)
2. Create build directory: `mkdir build && cd build`
3. Run `cmake` while inside build directory: `cmake -S ../test`
4. Run this command to build the library and unit tests: `make all`
5. The generated test executables will be present in `build/bin/tests` folder.
6. Run `ctest` to execute all tests and view the test run summary.

CBMC To learn more about CBMC and proofs specifically, review the training material [here](#).

The `test/cbmc/proofs` directory contains CBMC proofs.

In order to run these proofs you will need to install CBMC and other tools by following the instructions [here](#).

Contributing See *CONTRIBUTING.md* for information on contributing.

4.1.6 coremqtt

MQTT publish/subscribe messaging library.

MCUXpresso SDK: coreMQTT Library

This repository is a fork of coreMQTT library (<https://github.com/FreeRTOS/coremqtt>)(2.1.1). Modifications have been made to adapt to NXP MCUXpresso SDK. CMakeLists.txt and Kconfig added to enable coreMQTT repo sources build in MCUXpresso SDK. It is part of the MCUXpresso SDK overall delivery which is composed of several sub-repositories/projects. Navigate to the top/parent repository mcuxsdk-manifests(<https://github.com/nxp-mcuxpresso/mcuxsdk-manifests>) for the complete delivery of MCUXpresso SDK.

coreMQTT Client Library

This repository contains the coreMQTT library that has been optimized for a low memory footprint. The coreMQTT library is compliant with the [MQTT 3.1.1](#) standard. It has no dependencies on any additional libraries other than the standard C library, a customer-implemented network transport interface, and *optionally* a user-implemented platform time function. This library is distributed under the *MIT Open Source License*.

This library has gone through code quality checks including verification that no function has a [GNU Complexity](#) score over 8, and checks against deviations from mandatory rules in the [MISRA coding standard](#). Deviations from the MISRA C:2012 guidelines are documented under *MISRA Deviations*. This library has also undergone both static code analysis from [Coverity static analysis](#), and validation of memory safety through the [CBMC automated reasoning tool](#).

See memory requirements for this library [here](#).

coreMQTT v2.1.1 source code is part of the FreeRTOS 20210.01 LTS release.

MQTT Config File The MQTT client library exposes build configuration macros that are required for building the library. A list of all the configurations and their default values are defined in *core_mqtt_config_defaults.h*. To provide custom values for the configuration macros, a custom config file named *core_mqtt_config.h* can be provided by the application to the library.

By default, a *core_mqtt_config.h* custom config is required to build the library. To disable this requirement and build the library with default configuration values, provide `MQTT_DO_NOT_USE_CUSTOM_CONFIG` as a compile time preprocessor macro.

Thus, the MQTT library can be built by either:

- Defining a *core_mqtt_config.h* file in the application, and adding it to the include directories list of the library
- OR**
- Defining the `MQTT_DO_NOT_USE_CUSTOM_CONFIG` preprocessor macro for the library build.

Sending metrics to AWS IoT When establishing a connection with AWS IoT, users can optionally report the Operating System, Hardware Platform and MQTT client version information of their device to AWS. This information can help AWS IoT provide faster issue resolution and technical support. If users want to report this information, they can send a specially formatted string (see below) in the username field of the MQTT CONNECT packet.

Format

The format of the username string with metrics is:

```
<Actual_Username>?SDK=<OS_Name>&Version=<OS_Version>&Platform=<Hardware_Platform>&MQTTLib=<MQTT_Library_name>@<MQTT_Library_version>
```

Where

- <Actual_Username> is the actual username used for authentication, if username and password are used for authentication. When username and password based authentication is not used, this is an empty value.
- <OS_Name> is the Operating System the application is running on (e.g. FreeRTOS)
- <OS_Version> is the version number of the Operating System (e.g. V10.4.3)
- <Hardware_Platform> is the Hardware Platform the application is running on (e.g. WinSim)
- <MQTT_Library_name> is the MQTT Client library being used (e.g. coreMQTT)
- <MQTT_Library_version> is the version of the MQTT Client library being used (e.g. 1.0.2)

Example

- Actual_Username = "iotuser", OS_Name = FreeRTOS, OS_Version = V10.4.3, Hardware_Platform_Name = WinSim, MQTT_Library_Name = coremqtt, MQTT_Library_version = 2.1.1. If username is not used, then "iotuser" can be removed.

```
/* Username string:
 * iotuser?SDK=FreeRTOS&Version=v10.4.3&Platform=WinSim&MQTTLib=coremqtt@2.1.1
 */

#define OS_NAME           "FreeRTOS"
#define OS_VERSION        "V10.4.3"
#define HARDWARE_PLATFORM_NAME  "WinSim"
#define MQTT_LIB          "coremqtt@2.1.1"

#define USERNAME_STRING   "iotuser?SDK=" OS_NAME "&Version=" OS_VERSION "&"
#define USERNAME_STRING_LENGTH  ( ( uint16_t ) ( sizeof( USERNAME_STRING ) - 1 ) )

MQTTConnectInfo_t connectInfo;
connectInfo.userName = USERNAME_STRING;
connectInfo.userNameLength = USERNAME_STRING_LENGTH;
mqttStatus = MQTT_Connect( pMqttContext, &connectInfo, NULL, CONNACK_RECV_TIMEOUT_MS,
    pSessionPresent );
```

Upgrading to v2.0.0 and above With coreMQTT versions >=v2.0.0, there are breaking changes. Please refer to the *coreMQTT version >=v2.0.0 Migration Guide*.

Building the Library The *mqttFilePaths.cmake* file contains the information of all source files and the header include path required to build the MQTT library.

Additionally, the MQTT library requires two header files that are not part of the ISO C90 standard library, *stdbool.h* and *stdint.h*. For compilers that do not provide these header files, the

source/include directory contains the files *stdbool.readme* and *stdint.readme*, which can be renamed to *stdbool.h* and *stdint.h*, respectively, to provide the type definitions required by MQTT.

As mentioned in the previous section, either a custom config file (i.e. *core_mqtt_config.h*) OR *MQTT_DO_NOT_USE_CUSTOM_CONFIG* macro needs to be provided to build the MQTT library.

For a CMake example of building the MQTT library with the *mqttFilePaths.cmake* file, refer to the *coverity_analysis* library target in *test/CMakeLists.txt* file.

Building Unit Tests

Checkout CMock Submodule By default, the submodules in this repository are configured with *update=none* in *.gitmodules* to avoid increasing clone time and disk space usage of other repositories (like [amazon-freertos](#) that submodules this repository).

To build unit tests, the submodule dependency of CMock is required. Use the following command to clone the submodule:

```
git submodule update --checkout --init --recursive test/unit-test/CMock
```

Platform Prerequisites

- Docker

or the following:

- For running unit tests
 - **C90 compiler** like gcc
 - **CMake 3.13.0 or later**
 - **Ruby 2.0.0 or later** is additionally required for the CMock test framework (that we use).
- For running the coverage target, **gcov** and **lcov** are additionally required.

Steps to build Unit Tests

1. If using docker, launch the container:
 1. `docker build -t coremqtt .`
 2. `docker run -it -v "$PWD":/workspaces/coreMQTT -w /workspaces/coreMQTT coremqtt`
2. Go to the root directory of this repository. (Make sure that the **CMock** submodule is cloned as described [above](#))
3. Run the *cmake* command: `cmake -S test -B build`
4. Run this command to build the library and unit tests: `make -C build all`
5. The generated test executables will be present in *build/bin/tests* folder.
6. Run `cd build && ctest` to execute all tests and view the test run summary.

CBMC To learn more about CBMC and proofs specifically, review the training material [here](#).

The *test/cbmc/proofs* directory contains CBMC proofs.

In order to run these proofs you will need to install CBMC and other tools by following the instructions [here](#).

Reference examples Please refer to the demos of the MQTT client library in the following locations for reference examples on POSIX and FreeRTOS platforms:

Platform	Location	Transport Interface Implementation
POSIX	AWS IoT Device SDK for Embedded C	POSIX sockets for TCP/IP and OpenSSL for TLS stack
FreeRTOS	FreeRTOS/FreeRTOS	FreeRTOS+TCP for TCP/IP and mbedTLS for TLS stack
FreeRTOS	FreeRTOS AWS Reference Integrations	Based on Secure Sockets Abstraction

Documentation

Existing Documentation For pre-generated documentation, please see the documentation linked in the locations below:

Location
AWS IoT Device SDK for Embedded C
FreeRTOS.org

Note that the latest included version of coreMQTT may differ across repositories.

Generating Documentation The Doxygen references were created using Doxygen version 1.9.2. To generate the Doxygen pages, please run the following command from the root of this repository:

```
doxygen docs/doxygen/config.doxyfile
```

Contributing See *CONTRIBUTING.md* for information on contributing.

4.1.7 coremqtt-agent

The coreMQTT Agent library is a high level API that adds thread safety to the coreMQTT library.

Readme

MCUXpresso SDK: coreMQTT Agent Library This repository is a fork of coreMQTT Agent library (<https://github.com/FreeRTOS/coremqtt-agent>)(1.2.0). Modifications have been made to adapt to NXP MCUXpresso SDK. CMakeLists.txt and Kconfig added to enable coreMQTT Agent repo sources build in MCUXpresso SDK. It is part of the MCUXpresso SDK overall delivery which is composed of several sub-repositories/projects. Navigate to the top/parent repository mcuxsdk-manifests(<https://github.com/nxp-mcuxpresso/mcuxsdk-manifests>) for the complete delivery of MCUXpresso SDK.

coreMQTT Agent Library The coreMQTT Agent library is a high level API that adds thread safety to the [coreMQTT](#) library. The library provides thread safe equivalents to the coreMQTT's APIs, greatly simplifying its use in multi-threaded environments. The coreMQTT Agent library manages the MQTT connection by serializing the access to the coreMQTT library and reducing implementation overhead (e.g., removing the need for the application to repeatedly call to MQTT_ProcessLoop). This allows your multi-threaded applications to share the same MQTT connection, and enables you to design an embedded application without having to worry about coreMQTT thread safety.

This library has gone through code quality checks including verification that no function has a [GNU Complexity](#) score over 8, and checks against deviations from mandatory rules in the [MISRA coding standard](#). Deviations from the MISRA C:2012 guidelines are documented under *MISRA Deviations*. This library has also undergone both static code analysis from [Coverity static analysis](#), and validation of memory safety through the [CBMC automated reasoning tool](#).

See memory requirements for this library [here](#).

Cloning this repository This repo uses [Git Submodules](#) to bring in dependent components.

To clone using HTTPS:

```
git clone https://github.com/FreeRTOS/coreMQTT-Agent.git --recurse-submodules
```

Using SSH:

```
git clone git@github.com:FreeRTOS/coreMQTT-Agent.git --recurse-submodules
```

If you have downloaded the repo without using the `--recurse-submodules` argument, you need to run:

```
git submodule update --init --recursive
```

coreMQTT Agent Library Configurations The MQTT Agent library uses the same `core_mqtt_config.h` configuration file as coreMQTT, with the addition of configuration constants listed at the top of `core_mqtt_agent.h` and `core_mqtt_agent_command_functions.h`. Documentation for these configurations can be found [here](#).

To provide values for these configuration values, they must be either:

- Defined in `core_mqtt_config.h` used by coreMQTT **OR**
- Passed as compile time preprocessor macros

Porting the coreMQTT Agent Library In order to use the MQTT Agent library on a platform, you need to supply thread safe functions for the agent's *messaging interface*.

Messaging Interface Each of the following functions must be thread safe.

Function Pointer	Description
MQTTAgentMessageSend_t	A function that sends commands (as MQTTAgentCommand_t * pointers) to be received by MQTTAgent_CommandLoop. This can be implemented by pushing to a thread safe queue.
MQTTAgentMessageRecv_t	A function used by MQTTAgent_CommandLoop to receive MQTTAgentCommand_t * pointers that were sent by API functions. This can be implemented by receiving from a thread safe queue.
MQTTAgentCommandGet_t	A function that returns a pointer to an allocated MQTTAgentCommand_t structure, which is used to hold information and arguments for a command to be executed in MQTTAgent_CommandLoop(). If using dynamic memory, this can be implemented using malloc().
MQTTAgentCommandRelease_t	A function called to indicate that a command structure that had been allocated with the MQTTAgentCommandGet_t function pointer will no longer be used by the agent, so it may be freed or marked as not in use. If using dynamic memory, this can be implemented with free().

Reference implementations for the interface functions can be found in the [reference examples](#) below.

Additional Considerations

Static Memory If only static allocation is used, then the MQTTAgentCommandGet_t and MQTTAgentCommandRelease_t could instead be implemented with a pool of MQTTAgentCommand_t structures, with a queue or semaphore used to control access and provide thread safety. The below [reference examples](#) use static memory with a command pool.

Subscription Management The MQTT Agent does not track subscriptions for MQTT topics. The receipt of any incoming PUBLISH packet will result in the invocation of a single MQTTAgentIncomingPublishCallback_t callback, which is passed to MQTTAgent_Init() for initialization. If it is desired for different handlers to be invoked for different incoming topics, then the publish callback will have to manage subscriptions and fan out messages. A platform independent subscription manager example is implemented in the [reference examples](#) below.

Building the Library You can build the MQTT Agent source files that are in the *source* directory, and add *source/include* to your compiler's include path. Additionally, the MQTT Agent library requires the coreMQTT library, whose files follow the same *source/* and *source/include* pattern as the agent library; its build instructions can be found [here](#).

If using CMake, the *mqttAgentFilePaths.cmake* file contains the above information of the source files and the header include path from this repository. The same information is found for coreMQTT from *mqttFilePaths.cmake* in the *coreMQTT submodule*.

For a CMake example of building the MQTT Agent library with the *mqttAgentFilePaths.cmake* file, refer to the *coverity_analysis* library target in *test/CMakeLists.txt* file.

Building Unit Tests

Checkout CMock Submodule To build unit tests, the submodule dependency of CMock is required. Use the following command to clone the submodule:

```
git submodule update --checkout --init --recursive test/unit-test/CMock
```

Unit Test Platform Prerequisites

- For running unit tests
 - **C90 compiler** like gcc
 - **CMake 3.13.0 or later**
 - **Ruby 2.0.0 or later** is additionally required for the CMock test framework (that we use).
- For running the coverage target, **gcov** and **lcov** are additionally required.

Steps to build Unit Tests

1. Go to the root directory of this repository. (Make sure that the **CMock** submodule is cloned as described [above](#))
2. Run the *cmake* command: `cmake -S test -B build`
3. Run this command to build the library and unit tests: `make -C build all`
4. The generated test executables will be present in `build/bin/tests` folder.
5. Run `cd build && ctest` to execute all tests and view the test run summary.

CBMC To learn more about CBMC and proofs specifically, review the training material [here](#).

The `test/cbmc/proofs` directory contains CBMC proofs.

In order to run these proofs you will need to install CBMC and other tools by following the instructions [here](#).

Reference examples Please refer to the demos of the MQTT Agent library in the following locations for reference examples on FreeRTOS platforms:

Location
coreMQTT Agent Demos
FreeRTOS/FreeRTOS

Documentation The MQTT Agent API documentation can be found [here](#).

Generating documentation The Doxygen references were created using Doxygen version 1.9.2. To generate the Doxygen pages yourself, please run the following command from the root of this repository:

```
doxygen docs/doxygen/config.doxyfile
```

Getting help You can use your Github login to get support from both the FreeRTOS community and directly from the primary FreeRTOS developers on our [active support forum](#). You can find a list of [frequently asked questions](#) [here](#).

Contributing See *CONTRIBUTING.md* for information on contributing.

License This library is licensed under the MIT License. See the *LICENSE* file.

4.1.8 corepkcs11

PKCS #11 key management library.

Readme

MCUXpresso SDK: corePKCS11 Library This repository is a fork of PKCS #11 key management library (<https://github.com/FreeRTOS/corePKCS11/tree/v3.5.0>)(v3.5.0). Modifications have been made to adapt to NXP MCUXpresso SDK. CMakeLists.txt and Kconfig added to enable corepkcs11 repo sources build in MCUXpresso SDK. It is part of the MCUXpresso SDK overall delivery which is composed of several sub-repositories/projects. Navigate to the top/parent repository mcuxsdk-manifests(<https://github.com/nxp-mcuxpresso/mcuxsdk-manifests>) for the complete delivery of MCUXpresso SDK.

corePKCS11 Library PKCS #11 is a standardized and widely used API for manipulating common cryptographic objects. It is important because the functions it specifies allow application software to use, create, modify, and delete cryptographic objects, without ever exposing those objects to the application's memory. For example, FreeRTOS AWS reference integrations use a small subset of the PKCS #11 API to, among other things, access the secret (private) key necessary to create a network connection that is authenticated and secured by the [Transport Layer Security \(TLS\)](#) protocol – without the application ever ‘seeing’ the key.

The Cryptoki or PKCS #11 standard defines a platform-independent API to manage and use cryptographic tokens. The name, “PKCS #11”, is used interchangeably to refer to the API itself and the standard which defines it.

This repository contains a software based mock implementation of the PKCS #11 interface (API) that uses the cryptographic functionality provided by Mbed TLS. Using a software mock enables rapid development and flexibility, but it is expected that the mock be replaced by an implementation specific to your chosen secure key storage in production devices.

Only a subset of the PKCS #11 standard is implemented, with a focus on operations involving asymmetric keys, random number generation, and hashing.

The targeted use cases include certificate and key management for TLS authentication and code-sign signature verification, on small embedded devices.

corePKCS11 is implemented on PKCS #11 v2.4.0, the full PKCS #11 standard can be found on the [oasis website](#).

This library has gone through code quality checks including verification that no function has a [GNU Complexity](#) score over 8, and checks against deviations from mandatory rules in the [MISRA coding standard](#). Deviations from the MISRA C:2012 guidelines are documented under *MISRA Deviations*. This library has also undergone both static code analysis from [Coverity static analysis](#) and validation of memory safety through the [CBMC automated reasoning tool](#).

See memory requirements for this library [here](#).

corePKCS11 v3.5.0 source code is part of the FreeRTOS 202210.00 LTS release.

corePKCS11 v3.0.0 source code is part of the FreeRTOS 202012.00 LTS release.

Purpose Generally vendors for secure cryptoprocessors such as Trusted Platform Module (TPM), Hardware Security Module (HSM), Secure Element, or any other type of secure hardware enclave, distribute a PKCS #11 implementation with the hardware. The purpose of the corePKCS11 software only mock library is therefore to provide a non hardware specific PKCS #11 implementation that allows for rapid prototyping and development before switching to a cryptoprocessor specific PKCS #11 implementation in production devices.

Since the PKCS #11 interface is defined as part of the PKCS #11 [specification](#) replacing this library with another implementation should require little porting effort, as the interface will not change. The system tests distributed in this repository can be leveraged to verify the behavior of a different implementation is similar to corePKCS11.

corePKCS11 Configuration The corePKCS11 library exposes preprocessor macros which must be defined prior to building the library. A list of all the configurations and their default values are defined in the doxygen documentation for this library.

Build Prerequisites

Library Usage For building the library the following are required:

- **A C99 compiler**
- **mbedcrypto** library from [mbedtls](#) version 2.x or 3.x.
- **pkcs11 API header(s)** available from [OASIS](#) or [OpenSC](#)

Optionally, variables from the `pkcsFilePaths.cmake` file may be referenced if your project uses `cmake`.

Integration and Unit Tests In order to run the integration and unit test suites the following are dependencies are necessary:

- **C Compiler**
- **CMake 3.13.0 or later**
- **Ruby 2.0.0 or later** required by CMock.
- **Python 3** required for configuring mbedtls.
- **git** required for fetching dependencies.
- **GNU Make** or **Ninja**

The *mbedtls*, *CMock*, and *Unity* libraries are downloaded and built automatically using the `cmake` `FetchContent` feature.

Coverage Measurement and Instrumentation The following software is required to run the coverage target:

- Linux, MacOS, or another POSIX-like environment.
- A recent version of **GCC** or **Clang** with support for gcov-like coverage instrumentation.
- **gcov** binary corresponding to your chosen compiler
- **lcov** from the [Linux Test Project](#)
- **perl** needed to run the `lcov` utility.

Coverage builds are validated on recent versions of Ubuntu Linux.

Running the Integration and Unit Tests

1. Navigate to the root directory of this repository in your shell.
2. Run **cmake** to construct a build tree: `cmake -S test -B build`
 - You may specify your preferred build tool by appending `-G'Unix Makefiles'` or `-GNinja` to the command above.
 - You may append `-DUNIT_TESTS=0` or `-DSYSTEM_TESTS=0` to disable Unit Tests or Integration Tests respectively.
3. Build the test binaries: `cmake --build ./build --target all`
4. Run `ctest --test-dir ./build` or `cmake --build ./build --target test` to run the tests without capturing coverage.
5. Run `cmake --build ./build --target coverage` to run the tests and capture coverage data.

CBMC To learn more about CBMC and proofs specifically, review the training material [here](#).

The `test/cbmc/proofs` directory contains CBMC proofs.

In order to run these proofs you will need to install CBMC and other tools by following the instructions [here](#).

Reference examples The FreeRTOS-Labs repository contains demos using the PKCS #11 library [here](#) using FreeRTOS on the Windows simulator platform. These can be used as reference examples for the library API.

Porting Guide Documentation for porting corePKCS11 to a new platform can be found on the AWS [docs](#) web page.

corePKCS11 is not meant to be ported to projects that have a TPM, HSM, or other hardware for offloading crypto-processing. This library is specifically meant to be used for development and prototyping.

Related Example Implementations These projects implement the PKCS #11 interface on real hardware and have similar behavior to corePKCS11. It is preferred to use these, over corePKCS11, as they allow for offloading Cryptography to separate hardware.

- ARM's [Platform Security Architecture](#).
- Microchip's [cryptoauthlib](#).
- Infineon's [Optiga Trust X](#).

Documentation

Existing Documentation For pre-generated documentation, please see the documentation linked in the locations below:

Location
AWS IoT Device SDK for Embedded C FreeRTOS.org

Note that the latest included version of corePKCS11 may differ across repositories.

Generating Documentation The Doxygen references were created using Doxygen version 1.9.2. To generate the Doxygen pages, please run the following command from the root of this repository:

```
doxygen docs/doxygen/config.doxyfile
```

Security See *CONTRIBUTING* for more information.

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4.1.9 freertos-plus-tcp

Open source RTOS FreeRTOS Plus TCP.

Readme

MCUXpresso SDK: FreeRTOS-Plus-TCP Library This repository is a fork of FreeRTOS-Plus-TCP library (<https://github.com/FreeRTOS/freertos-plus-tcp>)(4.0.0). Modifications have been made to adapt to NXP MCUXpresso SDK. CMakeLists.txt and Kconfig added to enable FreeRTOS-Plus-TCP repo sources build in MCUXpresso SDK. It is part of the MCUXpresso SDK overall delivery which is composed of several sub-repositories/projects. Navigate to the top/parent repository mcuxsdk-manifests(<https://github.com/nxp-mcuxpresso/mcuxsdk-manifests>) for the complete delivery of MCUXpresso SDK.

Introduction This branch contains unified IPv4 and IPv6 functionalities. Refer to the Getting started Guide (found [here](#)) for more details.

FreeRTOS-Plus-TCP Library FreeRTOS-Plus-TCP is a lightweight TCP/IP stack for FreeRTOS. It provides a familiar Berkeley sockets interface, making it as simple to use and learn as possible. FreeRTOS-Plus-TCP's features and RAM footprint are fully scalable, making FreeRTOS-Plus-TCP equally applicable to smaller lower throughput microcontrollers as well as larger higher throughput microprocessors.

This library has undergone static code analysis and checks for compliance with the [MISRA coding standard](#). Any deviations from the MISRA C:2012 guidelines are documented under [MISRA Deviations](#). The library is validated for memory safety and data structure invariance through the [CBMC automated reasoning tool](#) for the functions that parse data originating from the network. The library is also protocol tested using Maxwell protocol tester for both IPv4 and IPv6.

Getting started The easiest way to use the 4.0.0 version of FreeRTOS-Plus-TCP is to refer the Getting started Guide (found [here](#)) Another way is to start with the pre-configured demo application project (found in [this directory](#)). That way you will have the correct FreeRTOS source files included, and the correct include paths configured. Once a demo application is building and executing you can remove the demo application files, and start to add in your own application source files. See the [FreeRTOS Kernel Quick Start Guide](#) for detailed instructions and other useful links.

Additionally, for FreeRTOS-Plus-TCP source code organization refer to the [Documentation](#), and [API Reference](#).

Getting help If you have any questions or need assistance troubleshooting your FreeRTOS project, we have an active community that can help on the [FreeRTOS Community Support Forum](#). Please also refer to [FAQ](#) for frequently asked questions.

Also see the [Submitting a bugs/feature request](#) section of CONTRIBUTING.md for more details.

Note: All the remaining sections are generic and applies to all the versions from V3.0.0 onwards.

Upgrading to V3.0.0 and V3.1.0 In version 3.0.0 or 3.1.0, the folder structure of FreeRTOS-Plus-TCP has changed and the files have been broken down into smaller logically separated modules. This change makes the code more modular and conducive to unit-tests. FreeRTOS-Plus-TCP V3.0.0 improves the robustness, security, and modularity of the library. Version 3.0.0 adds comprehensive unit test coverage for all lines and branches of code and has undergone protocol testing, and penetration testing by AWS Security to reduce the exposure to security vulnerabilities. Additionally, the source files have been moved to a `source` directory. This change requires modification of any existing project(s) to include the modified source files and directories. There are examples on how to use the new files and directory structure. For an example based on the Xilinx Zynq-7000, use the code in this [branch](#) and follow these [instructions](#) to build and run the demo.

FreeRTOS-Plus-TCP V3.1.0 source code(.c .h) is part of the FreeRTOS 202210.00 LTS release.

Generating pre V3.0.0 folder structure for backward compatibility: If you wish to continue using a version earlier than V3.0.0 i.e. continue to use your existing source code organization, a script is provided to generate the folder structure similar to [this](#).

Note: After running the script, while the `.c` files will have same names as the pre V3.0.0 source, the files in the `include` directory will have different names and the number of files will differ as well. This should, however, not pose any problems to most projects as projects generally include all files in a given directory.

Running the script to generate pre V3.0.0 folder structure: For running the script, you will need Python version > 3.7. You can download/install it from [here](#).

Once python is downloaded and installed, you can verify the version from your terminal/command window by typing `python --version`.

To run the script, you should switch to the FreeRTOS-Plus-TCP directory that was created using the *Cloning this repository* step above. And then run `python <Path/to/the/script>/GenerateOriginalFiles.py`.

To consume FreeRTOS+TCP

Consume with CMake If using CMake, it is recommended to use this repository using FetchContent. Add the following into your project's main or a subdirectory's CMakeLists.txt:

- Define the source and version/tag you want to use:

```
FetchContent_Declare( freertos_plus_tcp
  GIT_REPOSITORY https://github.com/FreeRTOS/FreeRTOS-Plus-TCP.git
  GIT_TAG        master #Note: Best practice to use specific git-hash or tagged version
  GIT_SUBMODULES "" # Don't grab any submodules since not latest
)
```

- Configure the FreeRTOS-Kernel and make it available
 - this particular example supports a native and cross-compiled build option.

```

set( FREERTOS_PLUS_FAT_DEV_SUPPORT OFF CACHE BOOL "" FORCE)
# Select the native compile PORT
set( FREERTOS_PLUS_FAT_PORT "POSIX" CACHE STRING "" FORCE)
# Select the cross-compile PORT
if (CMAKE_CROSSCOMPILING)
  # Eg. Zynq 2019_3 version of port
  set(FREERTOS_PLUS_FAT_PORT "ZYNQ_2019_3" CACHE STRING "" FORCE)
endif()

FetchContent_MakeAvailable(freertos_plus_tcp)

```

Consuming stand-alone This repository uses [Git Submodules](#) to bring in dependent components.

Note: If you download the ZIP file provided by GitHub UI, you will not get the contents of the submodules. (The ZIP file is also not a valid Git repository)

To clone using HTTPS:

```

git clone https://github.com/FreeRTOS/FreeRTOS-Plus-TCP.git ./FreeRTOS-Plus-TCP
cd ./FreeRTOS-Plus-TCP
git submodule update --checkout --init --recursive tools/CMock test/FreeRTOS-Kernel

```

Using SSH:

```

git clone git@github.com:FreeRTOS/FreeRTOS-Plus-TCP.git ./FreeRTOS-Plus-TCP
cd ./FreeRTOS-Plus-TCP
git submodule update --checkout --init --recursive tools/CMock test/FreeRTOS-Kernel

```

Porting The porting guide is available on [this page](#).

Repository structure This repository contains the FreeRTOS-Plus-TCP repository and a number of supplementary libraries for testing/PR Checks. Below is the breakdown of what each directory contains:

- tools
 - This directory contains the tools and related files (CMock/uncrustify) required to run tests/checks on the TCP source code.
- tests
 - This directory contains all the tests (unit tests and CBMC) and the dependencies ([FreeRTOS-Kernel/Litani-port](#)) the tests require.
- source/portable
 - This directory contains the portable files required to compile the FreeRTOS-Plus-TCP source code for different hardware/compilers.
- source/include
 - The include directory has all the ‘core’ header files of FreeRTOS-Plus-TCP source.
- source
 - This directory contains all the [.c] source files.

Note At this time it is recommended to use `BufferAllocation_2.c` in which case it is essential to use the `heap_4.c` memory allocation scheme. See [memory management](#).

Kernel sources The FreeRTOS Kernel Source is in [FreeRTOS/FreeRTOS-Kernel repository](#), and it is consumed by testing/PR checks as a submodule in this repository.

The version of the FreeRTOS Kernel Source in use could be accessed at `./test/FreeRTOS-Kernel` directory.

CBMC The `test/cbmc/proofs` directory contains CBMC proofs.

To learn more about CBMC and proofs specifically, review the training material [here](#).

In order to run these proofs you will need to install CBMC and other tools by following the instructions [here](#).