



MCUXpresso SDK Documentation

Release 25.09.00-pvw1



NXP
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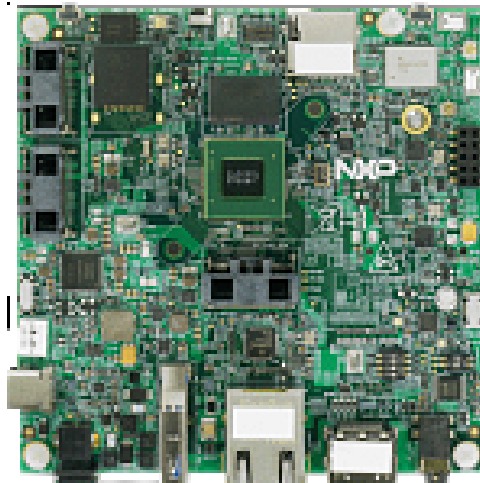
This documentation contains information specific to the evkmimx8mq board.

Chapter 1

EVK-MIMX8MQ

1.1 Overview

The i.MX 8MQuad family of boards provides a powerful and flexible development system for NXP's Cortex-M4 MCUs.



MCU device and part on board is shown below:

- Device: MIMX8MQ6
- PartNumber: MIMX8MQ6DVAJZ

1.2 Getting Started with MCUXpresso SDK Package

1.2.1 Getting Started with Package

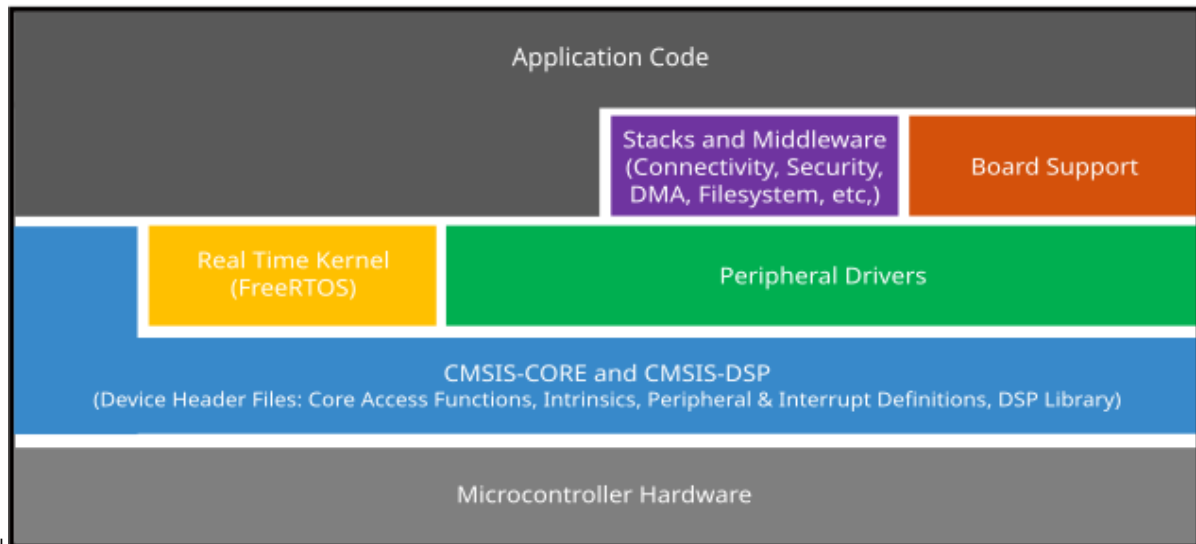
Overview

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 demo applications. The MCUXpresso SDK also contains optional RTOS integrations such as FreeRTOS and Azure RTOS, and device stack to support rapid development on devices.

For supported toolchain versions, see *MCUXpresso SDK Release Notes Supporting i.MX 8M Devices* (document MCUXSDKIMX8MRN).

For the latest version of this and other MCUXpresso SDK documents, see the MCUXpresso SDK homepage [MCUXpresso-SDK: Software Development Kit for MCUXpresso](#).



MCUXpresso SDK board support folders

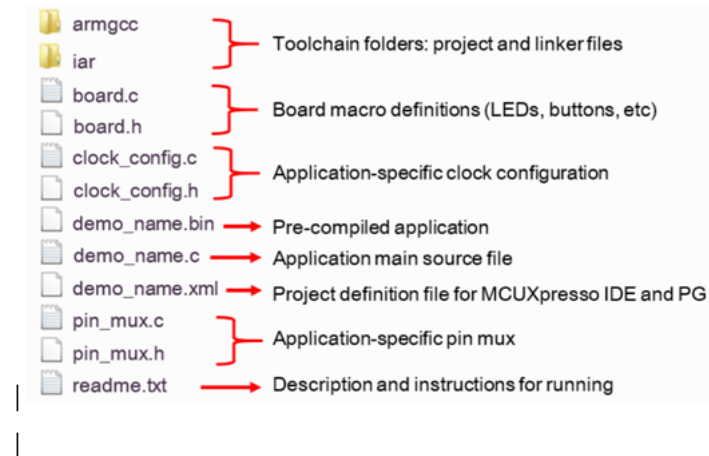
MCUXpresso SDK board support provides example applications for NXP development and evaluation boards for Arm Cortex-M cores. Board support packages are found inside of the top level boards folder, and each supported board has its own folder (MCUXpresso SDK package can support multiple boards). Within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

- `cmsis_driver_examples`: Simple applications intended to concisely illustrate how to use CMSIS drivers.
- `demo_apps`: Full-featured applications intended to 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 intended to concisely illustrate how to use the MCUXpresso SDK's peripheral drivers for a single use case.
- `rtos_examples`: Basic FreeRTOS™ OS examples showcasing the use of various RTOS objects (semaphores, queues, and so on) and interfacing with the MCUXpresso SDK's RTOS drivers
- `multicore_examples`: Simple applications intended to concisely illustrate how to use middleware/multicore 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.

Parent topic: [MCUXpresso SDK board support folders](#)

Locating example application source files When opening an example application in any of the supported IDEs, a variety of source files are referenced. The MCUXpresso SDK devices folder is the central component to all example applications. It means 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 an RTOS, there are references to the appropriate source code. 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.

Parent topic: [MCUXpresso SDK board support folders](#)

Toolchain introduction

The MCUXpresso SDK release for i.MX 8M Devices includes the build system to be used with some toolchains. In this chapter, the toolchain support is presented and detailed.

Compiler/Debugger The release supports building and debugging with the toolchains listed in Table 1.

The user can choose the appropriate one for development.

- Arm GCC + SEGGER J-Link GDB Server. This is a command line tool option and it supports both Windows OS and Linux OS.
- IAR Embedded Workbench for Arm and SEGGER J-Link software. The IAR Embedded Workbench is an IDE integrated with editor, compiler, debugger, and other components. The SEGGER J-Link software provides the driver for the J-Link Plus debugger probe and supports the device to attach, debug, and download.

Com- piler/Debugger	Supported host OS	Debug probe	Tool website
ArmGCC/J-Link GDB server	Windows OS/Linux OS	J-Link Plus	developer.arm.com/open-source/gnu-toolchain/gnu-rm

www.segger.com

| | IAR/J-Link | Windows OS | J-Link Plus | www.iar.com

www.segger.com

|

Download the corresponding tools for the specific host OS from the website.

Note: To support i.MX 8M Dual/8M Quad, the patch for IAR should be installed. The patch named [iar_support_patch_imx8mq.zip](#) can be used with MCUXpresso SDK. See the readme.txt in the patch for additional information about patch installation.

Parent topic: [Toolchain introduction](#)

Run a demo application using IAR

This section describes the steps required to build, run, and debug example applications provided in the MCUXpresso SDK. The `hello_world` demo application targeted for the MIMX8MQ-EVK hardware platform is used as an example, although these steps can be applied to any example application in the MCUXpresso SDK.

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
```

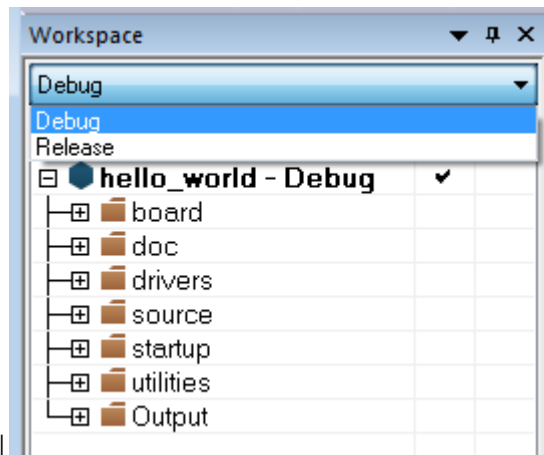
Using the MIMX8MQ-EVK hardware platform as an example, the `hello_world` workspace is located in;

```
<install_dir>/boards/evkmimx8mq/demo_apps/hello_world/iar/hello_world.eww
```

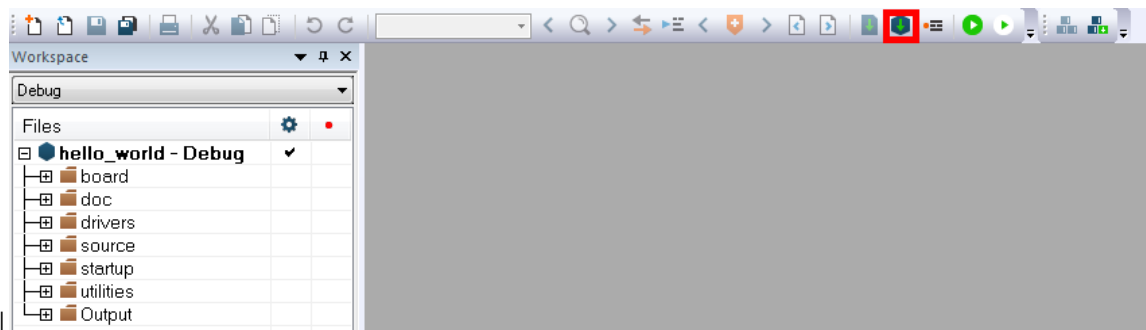
Other example applications may have additional folders in their path.

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 Figure 2.

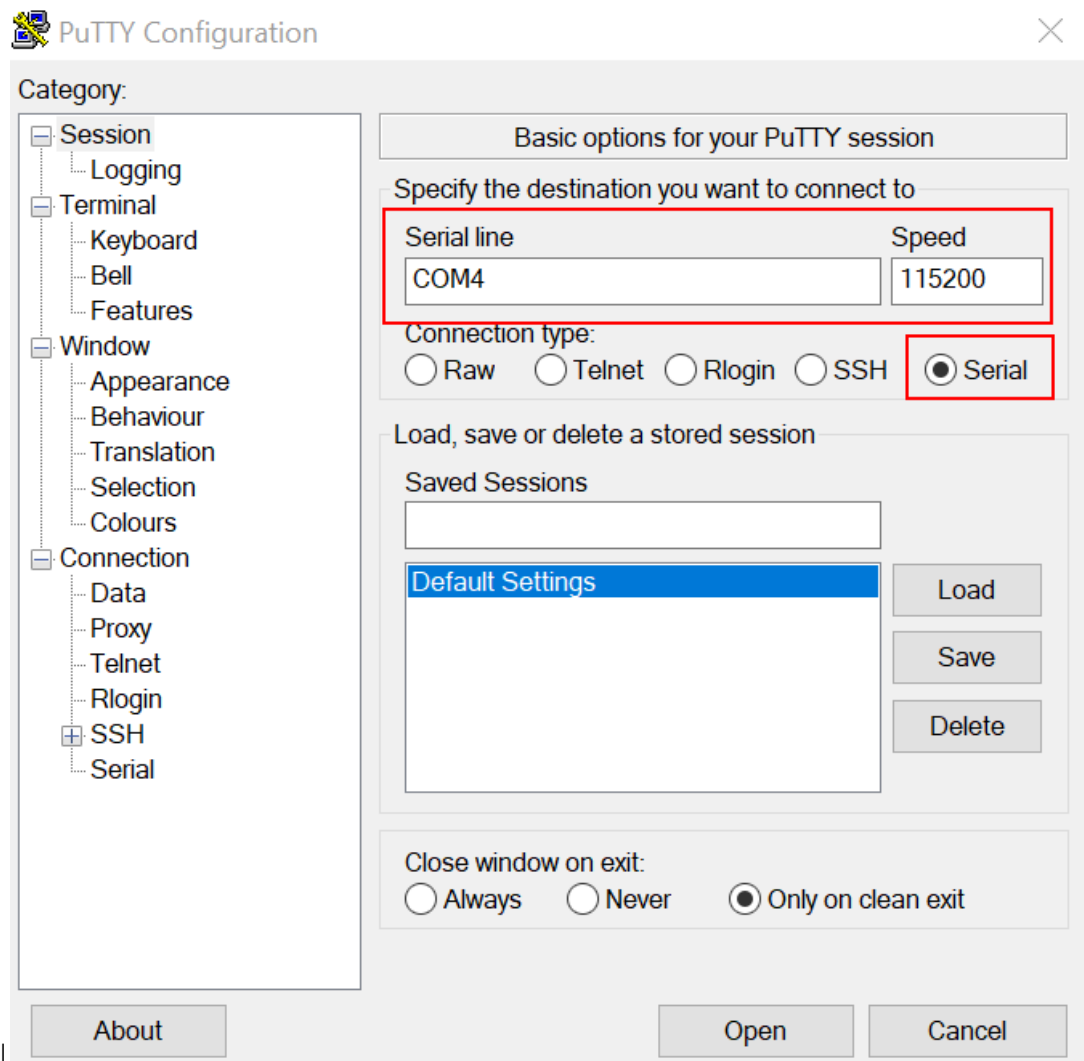


4. The build completes without errors.

Parent topic: [Run a demo application using IAR](#)

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

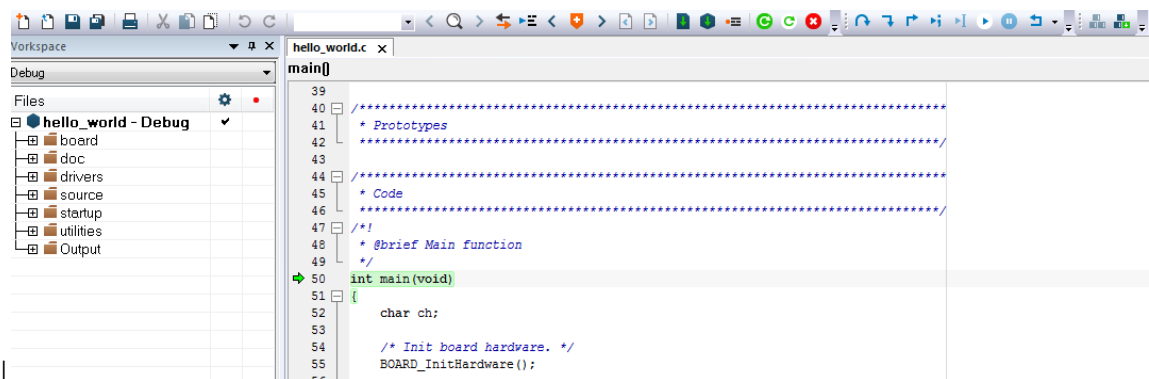
1. This board supports the J-Link PLUS debug probe. Before using it, install SEGGER J-Link software, which can be downloaded from <http://www.segger.com/downloads/jlink/>.
2. Connect the development platform to your PC via USB cable between the USB-UART MICRO USB connector and the PC USB connector, then connect 12 V power supply and J-Link Plus to the device.
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 baud rate
 2. No parity
 3. 8 data bits
 4. 1 stop bit



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



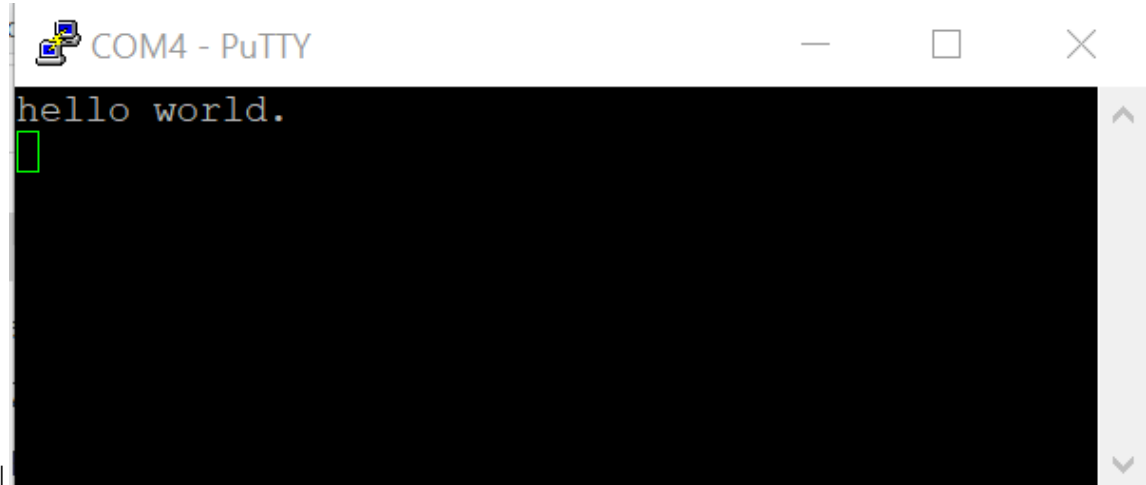
5. The application then downloads to the target and automatically runs to the `main()` function.



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



7. The `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.



Parent topic: [Run a demo application using IAR](#)

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 targeted for i.MX 8M Quad platform is used as an example, though these steps can be applied to any board, demo or example application in the MCUXpresso SDK.

Linux OS host The following sections provide steps to run a demo compiled with Arm GCC on Linux host.

Set up toolchain This section contains the steps to install the necessary components required to build and run a MCUXpresso SDK demo application with the Arm GCC toolchain, as supported by the MCUXpresso SDK.

Install GCC Arm embedded tool chain Download and run the installer from launchpad.net/gcc-arm-embedded. 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 the *MCUXpresso SDK Release Notes* (document MCUXSDKRN).

Note: See [Host setup](#) for Linux OS before compiling the application.

Parent topic: Set up toolchain

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

```
$ export ARMGCC_DIR=/work/platforms/tmp/gcc-arm-none-eabi-7-2017-q4-major
```

```
$ export PATH= $PATH:/work/platforms/tmp/gcc-arm-none-eabi-7-2017-q4-major/bin
```

Parent topic:Set up toolchain

Parent topic:Linux OS host

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

1. 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: <install_dir>/boards/evkmimx8mq/demo_apps/hello_world/armgcc

2. Run the build_debug.sh script on the command line to perform the build. The output is shown as below:

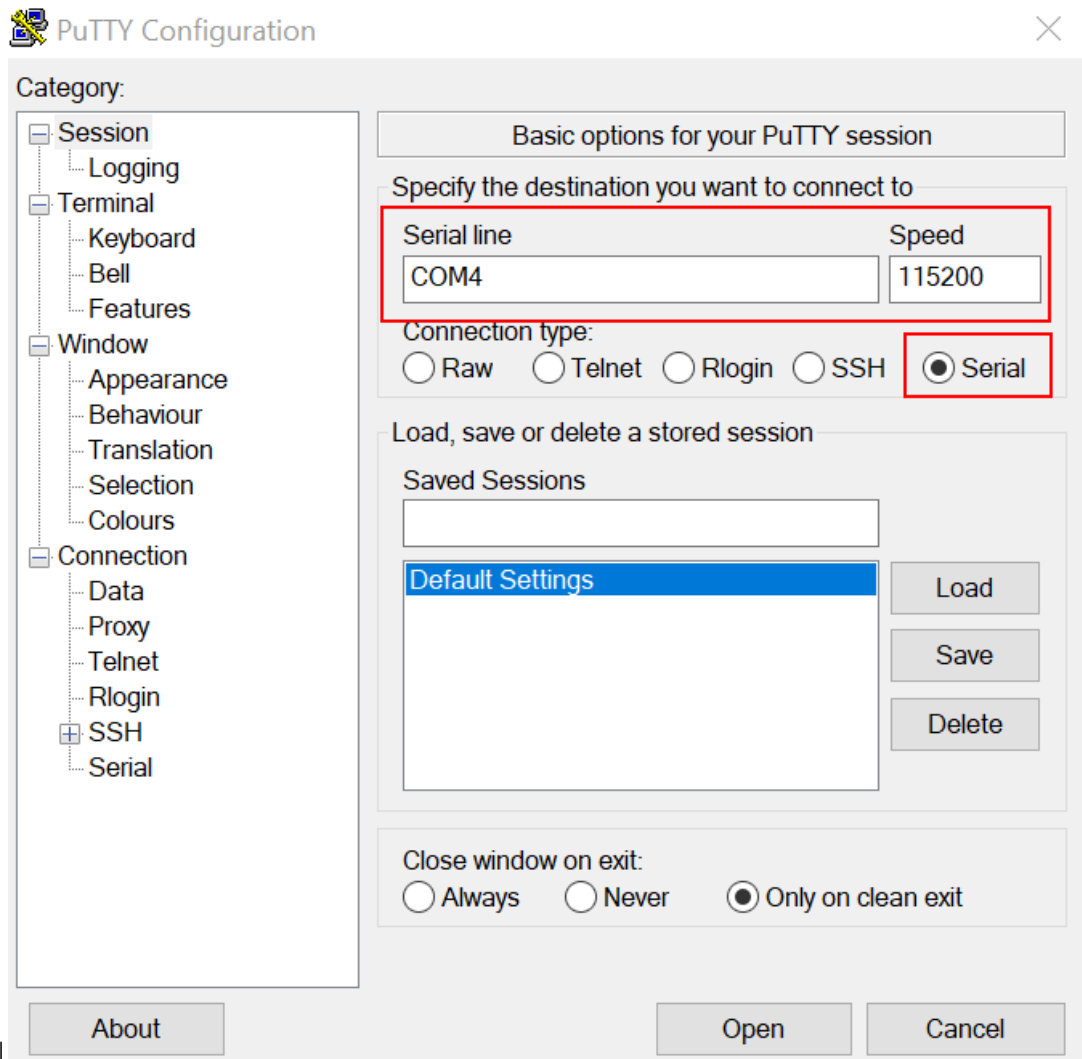
```
$ ./build_debug.sh
-- TOOLCHAIN_DIR: /work/platforms/tmp/gcc-arm-none-eabi-7-2017-q4-major
-- BUILD_TYPE: debug
-- TOOLCHAIN_DIR: /work/platforms/tmp/gcc-arm-none-eabi-7-2017-q4-major
-- BUILD_TYPE: debug
-- The ASM compiler identification is GNU
-- Found assembler: /work/platforms/tmp/gcc-arm-none-eabi-7-2017-q4-major/bin/arm-none-eabi-gcc
-- Configuring done
-- Generating done
-- Build files have been written to:
/work/platforms/tmp/nxp/SDK\2.3.0\EVK-MIMX8MQ/boards/evkmimx8mq/demo\_apps/hello\_
→world/armgcc
Scanning dependencies of target hello_world.elf
\ [ 6%] Building C object CMakeFiles/hello\_world.elf.dir/work/platforms/tmp/nxp/SDK\2.3.0\_
→EVK-MIMX8MQ/boards/evkmimx8mq/demo\_apps/hello\_world/hello\_world.c.obj
< -- skipping lines -- >
[100%] Linking C executable debug/hello_world.elf
[100%] Built target hello_world.elf
```

Parent topic:Linux OS host

Run an example application This section describes steps to run a demo application using J-Link GDB Server application.

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 USB-UART connector and the PC USB connector. If using a standalone J-Link debug pod, also 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 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



3. Open the J-Link GDB Server application. Assuming the J-Link software is installed, the application can be launched from a new terminal for the MIMX8MQ6_M4 device:

```
$ JLinkGDBServer -if JTAG -device MIMX8MQ6\_M4
SEGGER J-Link GDB Server V6.22a Command Line Version
JLinkARM.dll V6.22g \ (DLL compiled Jan 17 2018 16:40:32\)
Command line: -if JTAG -device MIMX8MQ6\_M4
-----GDB Server start settings-----
GDBInit file: none
GDB Server Listening port: 2331
SWO raw output listening port: 2332
Terminal I/O port: 2333
Accept remote connection: yes
< -- Skipping lines -- >
Target connection timeout: 0 ms
-----J-Link related settings-----
J-Link Host interface: USB
J-Link script: none
J-Link settings file: none
-----Target related settings-----
Target device: MIMX8MQ6\_M4
Target interface: JTAG
Target interface speed: 1000 kHz
Target endian: little
```

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```

Connecting to J-Link...
J-Link is connected.
Firmware: J-Link V10 compiled Jan 11 2018 10:41:05
Hardware: V10.10
S/N: 600101610
Feature(s): RDI, FlashBP, FlashDL, JFlash, GDB
Checking target voltage...
Target voltage: 3.39 V
Listening on TCP/IP port 2331
Connecting to target...
J-Link found 1 JTAG device, Total IRLen = 4
JTAG ID: 0x5BA00477 \(\Cortex-M4\)
Connected to target
Waiting for GDB connection...

```

4. 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

```

For this example, the path is:

```
*<install_dir>/boards/evkmimx8mq/demo\_apps/hello\_world/armgcc/debug*
```

5. Start the GDB client:

```

$ arm-none-eabi-gdb hello_world.elf
GNU gdb (GNU Tools for Arm Embedded Processors 7-2017-q4-major) 8.0.50.20171128-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=x86_64-linux-gnu --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.elf...
(gdb)

```

6. Connect to the GDB server and load the binary by running the following commands:

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

```

(gdb) target remote localhost:2331
Remote debugging using localhost:2331
0x1ffe0008 in \_\_isr\_vector \(\)
(gdb) monitor reset
Resetting target
(gdb) monitor halt
(gdb) load

```

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```
Loading section .interrupts, size 0x240 lma 0x1ffe0000
Loading section .text, size 0x3858 lma 0x1ffe0240
Loading section .ARM, size 0x8 lma 0x1ffe3a98
Loading section .init\__array, size 0x4 lma 0x1ffe3aa0
Loading section .fini\__array, size 0x4 lma 0x1ffe3aa4
Loading section .data, size 0x64 lma 0x1ffe3aa8
Start address 0x1ffe02f4, load size 15116
Transfer rate: 81 KB/sec, 2519 bytes/write.
\(\gdb\)
```

The application is now downloaded and halted at the reset vector. Execute the monitor go command to start the demo application.

```
(gdb) monitor go
```

The 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.



Parent topic:Linux OS host

Parent topic:[Run a demo using Arm GCC](#)

Windows OS host The following sections provide steps to run a demo compiled with Arm GCC on Windows OS host.

Set up toolchain This section contains the steps to install the necessary components required to build and run a MCUXpresso SDK demo application with the Arm GCC toolchain on Windows OS, as supported by the MCUXpresso SDK.

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*.

Note: See Appendix B for Windows OS before compiling the application.

Parent topic:Set up toolchain

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

Reference the installation folder of the GNU Arm GCC Embedded tools for the exact path name.

Parent topic:Set up toolchain

Parent topic:Windows OS host

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

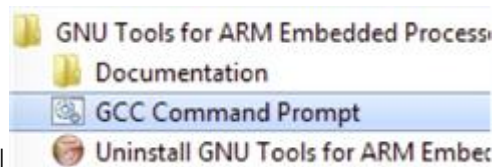
1. Change the directory to the example application project directory, which has a path similar to the following:

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

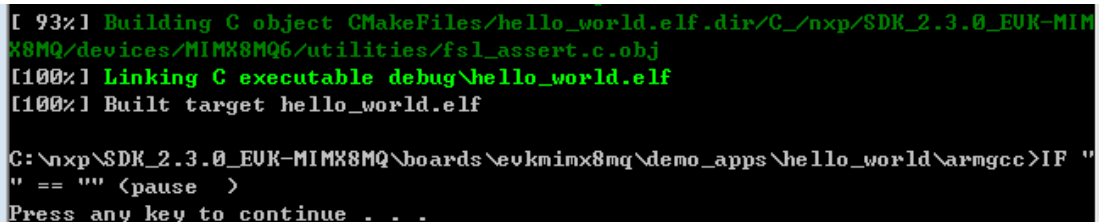
For this example, the exact path is: `<install_dir>/boards/evkmimx8mq/demo_apps/hello_world/armgcc`

Note: To change directories, use the ‘cd’ command.

2. 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”.



3. Type “build_debug.bat” on the command line or double click on the “build_debug.bat” file in Windows Explorer to perform the build. The output is shown in this figure:

A screenshot of a Windows command prompt window with a black background and green text. The output shows the build process for 'hello_world.elf'. It includes the path 'C:\nxp\SDK_2.3.0_EVK-MIMX8MQ\boards\evkmimx8mq\demo_apps\hello_world\armgcc' and the command 'IF " " == "" (pause)'. The prompt is 'C:\nxp\SDK_2.3.0_EVK-MIMX8MQ\boards\evkmimx8mq\demo_apps\hello_world\armgcc>'.

```
[ 93%] Building C object CMakeFiles/hello_world.elf.dir/C:/nxp/SDK_2.3.0_EVK-MIMX8MQ/devices/MIMX8MQ6/utilities/fsl_assert.c.obj
[100%] Linking C executable debug\hello_world.elf
[100%] Built target hello_world.elf

C:\nxp\SDK_2.3.0_EVK-MIMX8MQ\boards\evkmimx8mq\demo_apps\hello_world\armgcc>IF " " == "" (pause)
Press any key to continue . . .
```

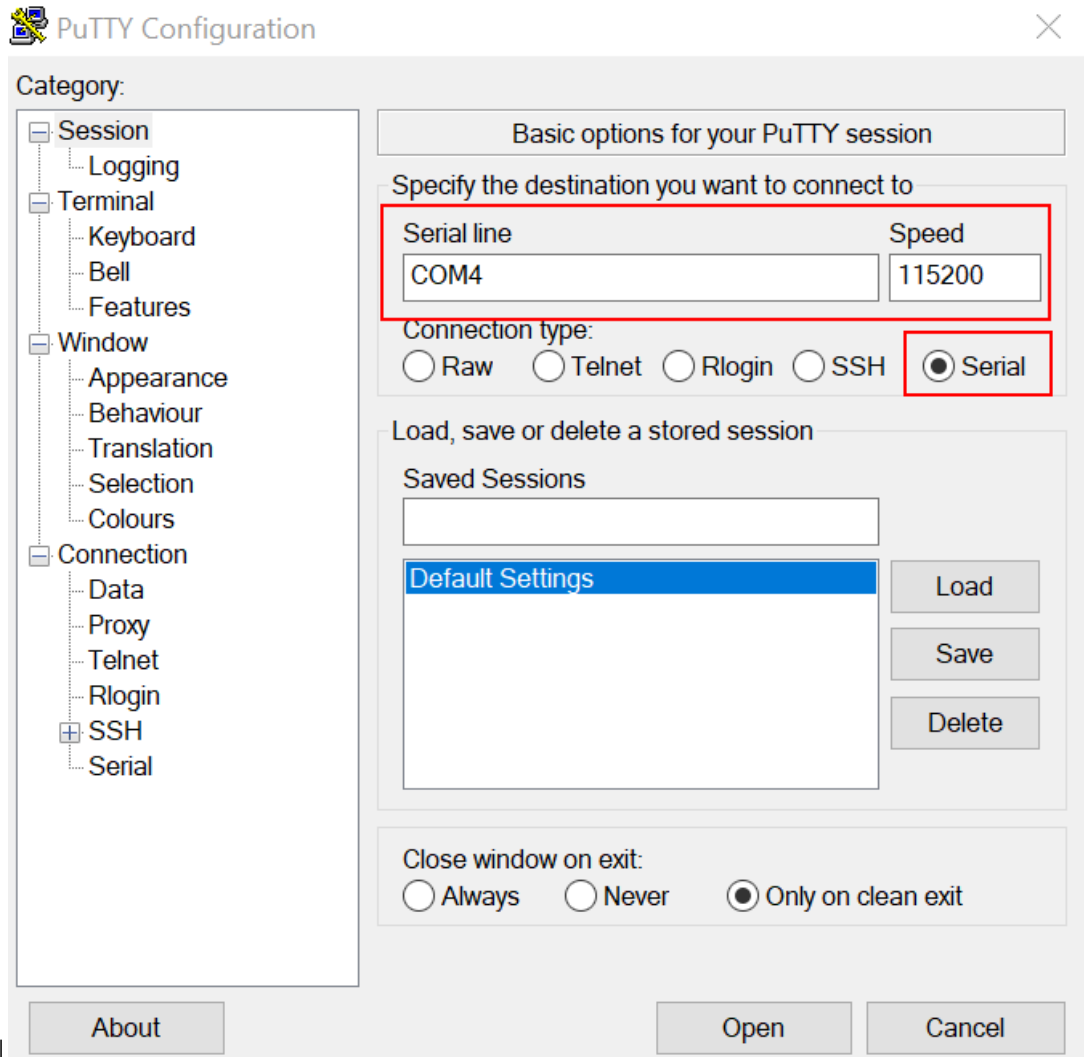
Parent topic:Windows OS host

Run an example application This section describes steps to run a demo application using J-Link GDB Server application.

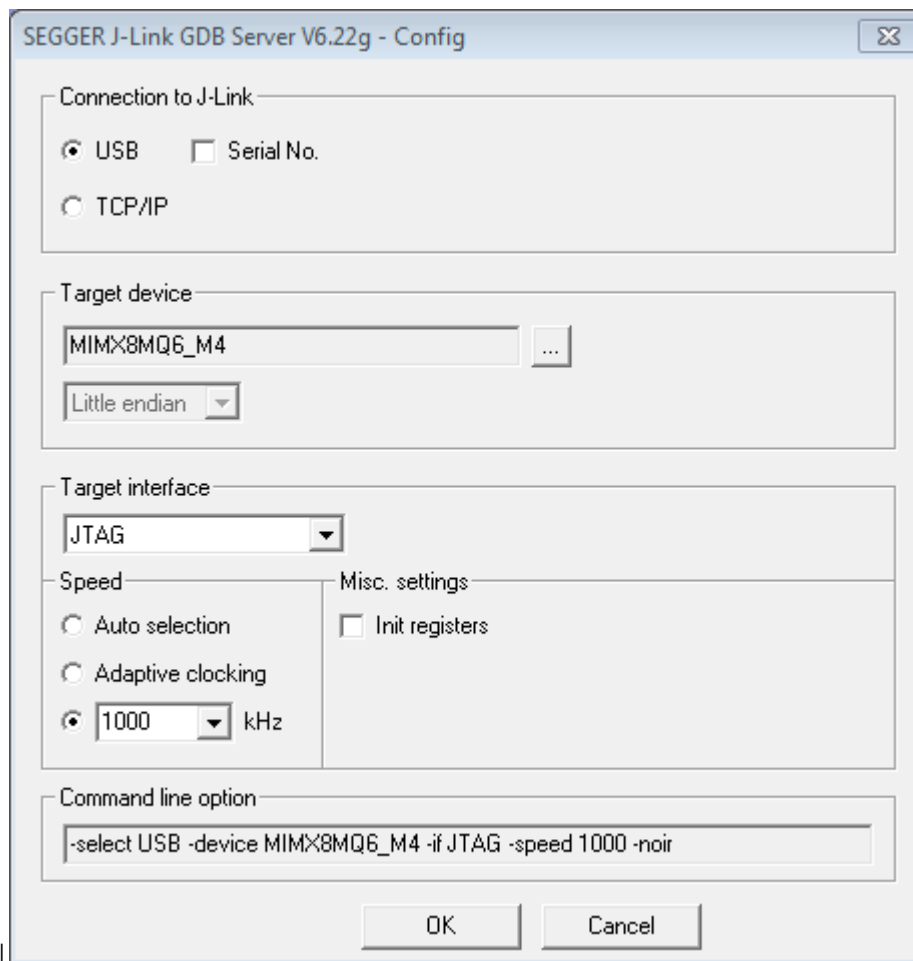
After the J-Link interface is configured and connected, follow these steps to download and run the demo applications:

1. Connect the development platform to your PC via USB cable between the USB-UART connector and the PC USB connector. If using a standalone J-Link debug pod, also 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 Appendix A). Configure the terminal with these settings:
 1. 115200 baud rate
 2. No parity

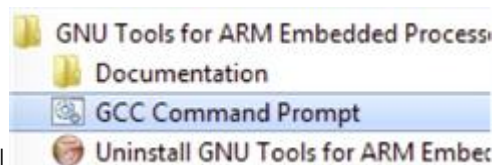
3. 8 data bits
4. 1 stop bit



3. Open the J-Link GDB Server application. Assuming the J-Link software is installed, the application can be launched by going to the Windows operating system Start menu and selecting "Programs -> SEGGER -> J-Link <version> J-Link GDB Server".
4. Modify the settings as shown below. The target device selection chosen for this example is the MIMX8MQ6_M4.
5. After it is connected, the screen should resemble 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:

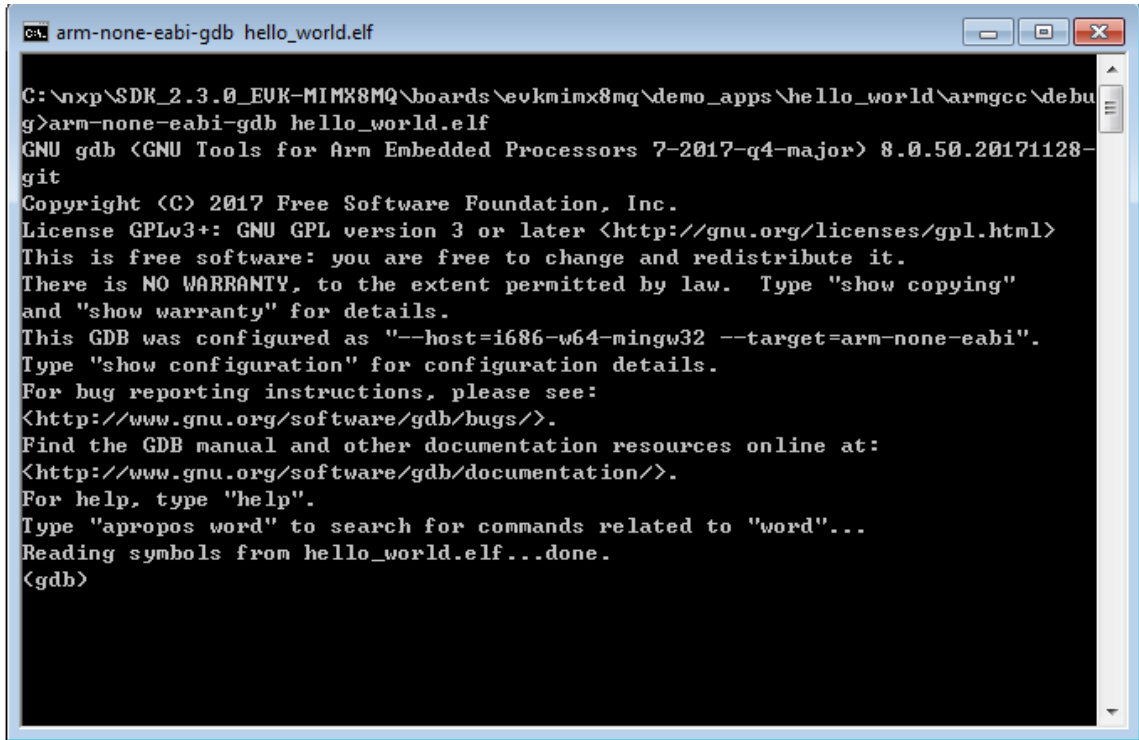
`<install_dir>/boards/<board_name>/<example_type>/<application_name>/armgcc/debug`

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

For this example, the path is:

`<install_dir>/boards/evkmimx8mq/demo_apps/hello_world/armgcc/debug`

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



```

C:\nxp\SDK_2.3.0_EUK-MIMX8MQ\boards\evkmimx8mq\demo_apps\hello_world\armgcc\debug
g>arm-none-eabi-gdb hello_world.elf
GNU gdb (GNU Tools for Arm Embedded Processors 7-2017-q4-major) 8.0.50.20171128-
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.elf...done.
(gdb)

```

9. Run these commands:

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

10. The application is now downloaded and halted at the reset vector. 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 is not true, check your terminal settings and connections.



```

COM4 - PuTTY
hello world.

```

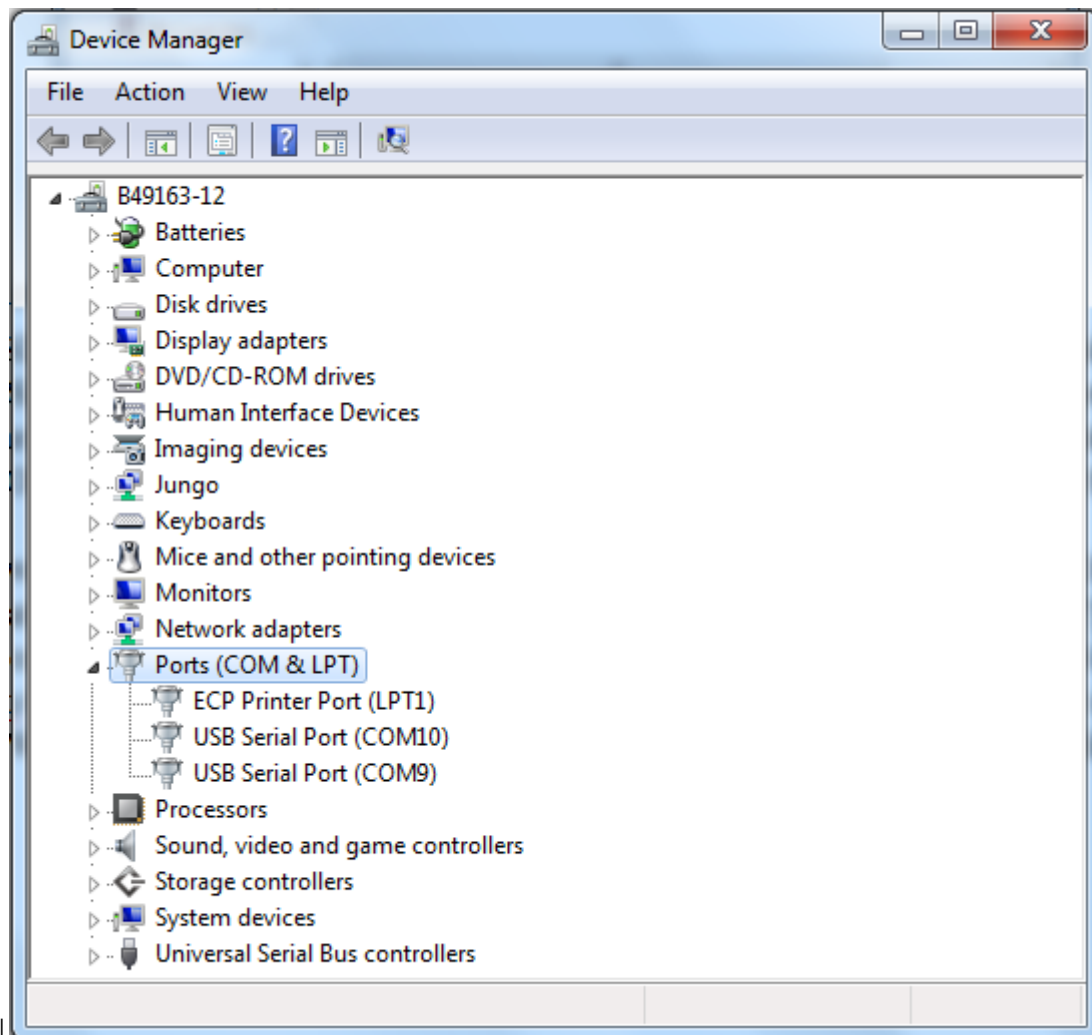
Parent topic: Windows OS host

Parent topic: [Run a demo using Arm GCC](#)

Running an application by U-Boot

This section describes the steps to write a bootable SDK bin file to TCM or DRAM with the prebuilt U-Boot image for the i.MX processor. The following steps describe how to use the U-Boot:

1. Connect the **DEBUG UART** slot on the board to your PC through the USB cable. The Windows OS installs the USB driver automatically, and the Ubuntu OS finds the serial devices as well.
2. On Windows OS, open the device manager, find **USB serial Port** in **Ports (COM and LPT)**. Assume that the ports are COM9 and COM10. One port is for the debug message from the Cortex-A53 and the other is for the Cortex-M7. The port number is allocated randomly, so opening both is beneficial for development. On Ubuntu OS, find the TTY device with name `/dev/ttyUSB*` to determine your debug port. Similar to Windows OS, opening both is beneficial for development.



3. Build the application (for example, `hello_world`) to get the bin file (`hello_world.bin`).
4. Prepare an SD card with the prebuilt U-Boot image and copy bin file (`hello_world.bin`) into the SD card. Then, insert the SD card to the target board. Make sure to use the default boot SD slot and check the dipswitch configuration.
5. Open your preferred serial terminals for the serial devices, setting the speed to 115200 bps, 8 data bits, 1 stop bit (115200, 8N1), no parity, then power on the board.
6. Power on the board and hit any key to stop autoboot in the terminals, then enter to U-Boot command line mode. You can then write the image and run it from TCM or DRAM with the

following commands:

1. If the `hello_world.bin` is made from the debug/release target, which means the binary file will run at TCM, use the following commands to boot:
 - `fatload mmc 1:1 0x48000000 hello_world.bin`
 - `cp.b 0x48000000 0x7e0000 0x20000`
 - `bootaux 0x7e0000`
2. If the `hello_world.bin` is made from the `ddr_debug/ddr_release` target, which means the binary file runs at DRAM, use the following commands:
 - `fatload mmc 1:1 0x80000000 hello_world.bin`
 - `dcache flush`
 - `bootaux 0x80000000` **Note:** For m4 examples under the ddr target with Core A kernel boot, change the Linux dtb file specifically in U-Boot before the kernel starts. Use the following command:

```
setenv fdtfile fsl-imx8mq-evk-m4.dtb
save
```

Note: For Linux release version L5.15.71-2.2.0 and later, the `run prepare_mcore` command must run before the `bootaux` command.

```
COM10 - PuTTY
U-Boot 2019.04-4.19.35-1.1.0+ge862185ed2 (Aug 07 2019 - 22:26:17 +0000)

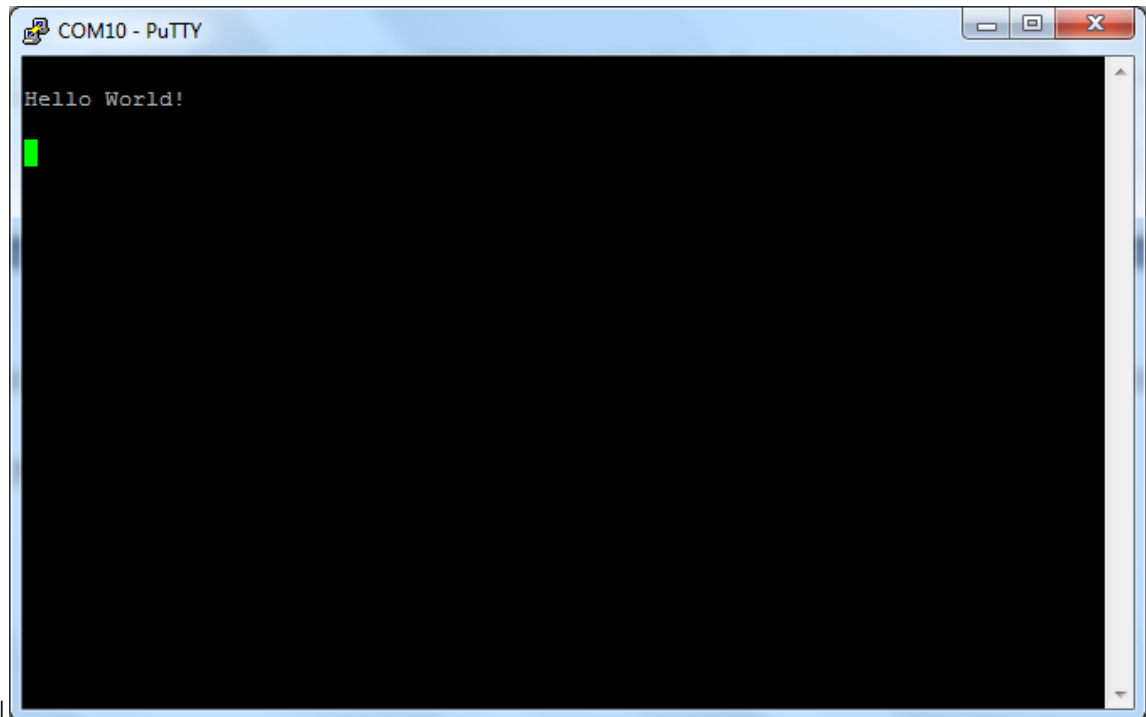
CPU:   Freescale i.MX8MQ rev1.0 800 MHz (running at 1000 MHz)
CPU:   Commercial temperature grade (0C to 95C) at 37C
Reset cause: POR
Model: Freescale i.MX8MQ EVK
DRAM:  3 GiB
TCPC:  Vendor ID [0x1fc9], Product ID [0x5110], Addr [I2C0 0x50]
MMC:    FSL SDHC: 0, FSL SDHC: 1
Loading Environment from MMC... OK
No panel detected: default to HDMI
Display: HDMI (1280x720)
In:     serial
Out:    serial
Err:    serial

BuildInfo:
- ATF 4dd8919
- U-Boot 2019.04-4.19.35-1.1.0+ge862185ed2

switch to partitions #0, OK
mmc1 is current device
flash target is MMC:1
Net:    eth0: ethernet@30be0000
Fastboot: Normal
Normal Boot
Hit any key to stop autoboot:  0
u-boot=> fatload mmc 1:1 0x48000000 hello_world.bin; cp.b 0x48000000 0x7e0000 20000;
6860 bytes read in 22 ms (303.7 KiB/s)
u-boot=> bootaux 0x7e0000
## Starting auxiliary core at 0x007E0000 ...
u-boot=>
```

!(!../images/u_boot_command_to_run_application_on_dram.png "U-Boot command to run application on DRAM")

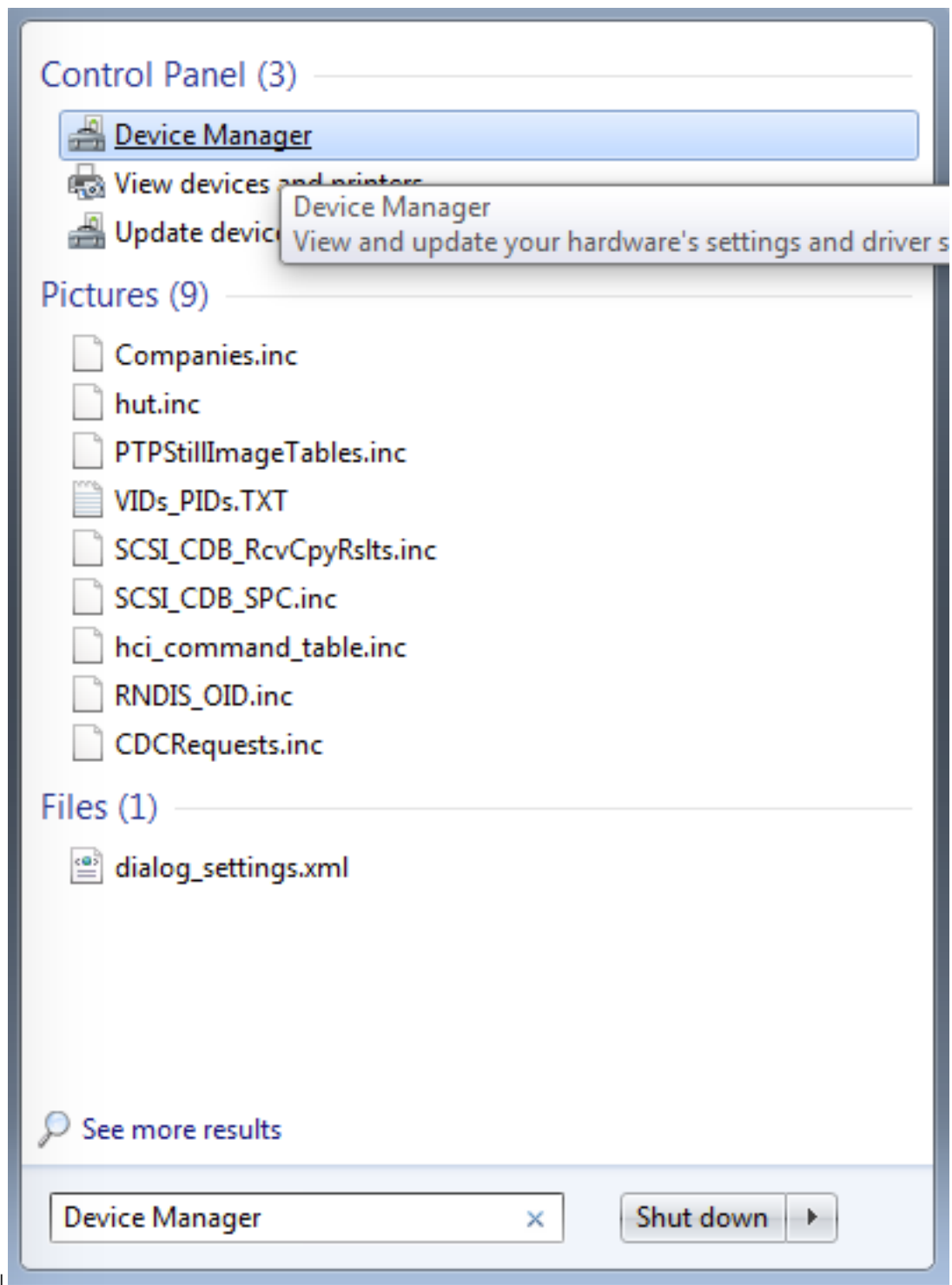
7. Open another terminal application on the PC, such as PuTTY and connect to the debug COM port (to determine the COM port number, see [How to determine COM port](#)). Configure the terminal with these settings:
 - 115200
 - No parity
 - 8 data bits
 - 1 stop bit
8. The `hello_world` application is now running and a banner is displayed on the terminal. If this is not true, check your terminal settings and connections.



How to determine COM port

This section describes the steps necessary to determine the debug COM port number of your NXP hardware development platform.

1. To determine the COM port, open the Windows operating system Device Manager. This can be achieved by going to the Windows operating system Start menu and typing **Device Manager** in the search bar, as shown in *Figure 1*.



2. In the **Device Manager**, expand the **Ports (COM & LPT)** section to view the available ports. Depending on the NXP board you're using, the COM port can be named differently.

1. **USB-UART interface**



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
}
```

Host setup

An MCUXpresso SDK build requires that some packages are installed on the Host. Depending on the used Host operating system, the following tools should be installed.

Linux:

- Cmake

```
$ sudo apt-get install cmake
$ # Check the version >= 3.0.x
$ cmake --version
```

Windows:

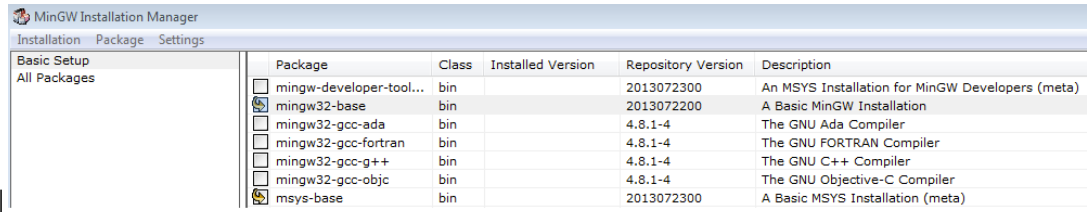
- MinGW

The Minimalist GNU for Windows OS (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 SDK does not utilize 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 sourceforge.net/projects/mingw/files/Installer/.
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 **mingw32-base** and **msys-base** are selected under **Basic Setup**.



4. Click **Apply Changes** in the **Installation** menu and follow the remaining instructions to complete the installation.

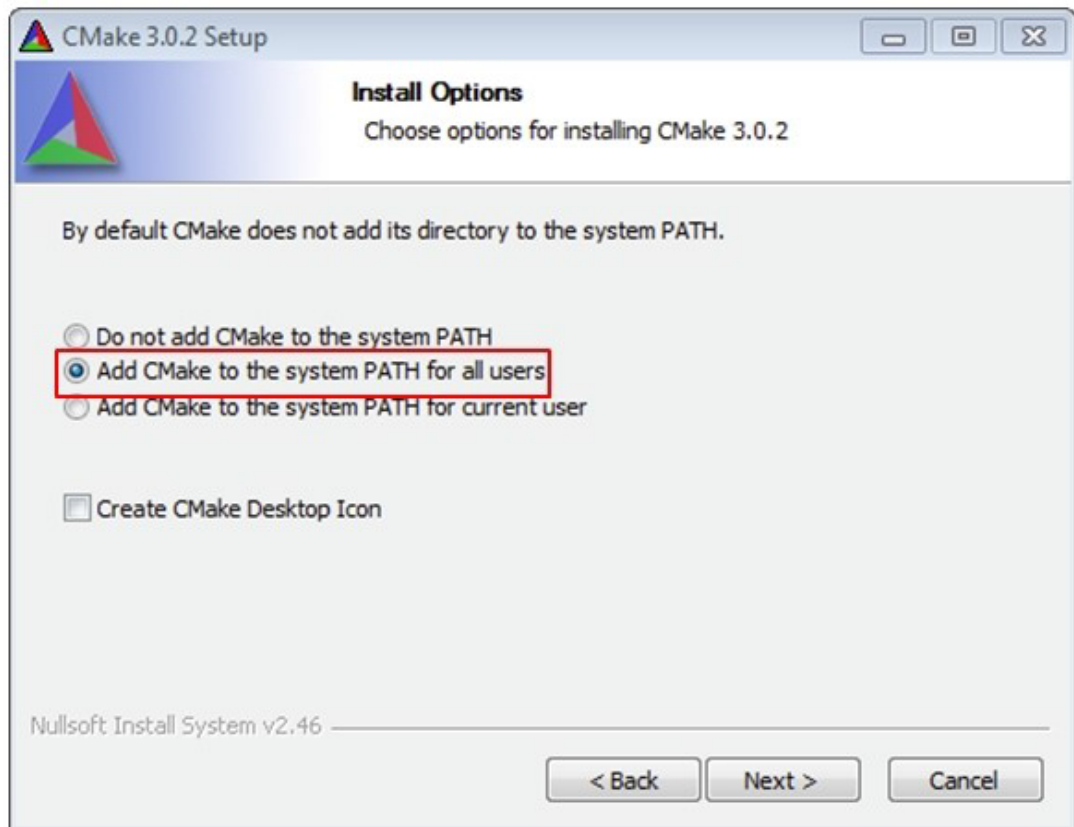
5. Add the appropriate item to the Windows operating system path environment variable. It can be found under **Control Panel** -> **System and Security** -> **System** -> **Advanced System Settings** in the **Environment Variables...** section. The path is: `<mingw_install_dir>\bin`.

Assuming the default installation path, `C:\MinGW`, an example is as shown in [Figure 3](host_setup.md #ADDINGPATH). If the path is not set correctly, the toolchain does not work.

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

- Cmake

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.

1.3 Getting Started with MCUXpresso SDK GitHub

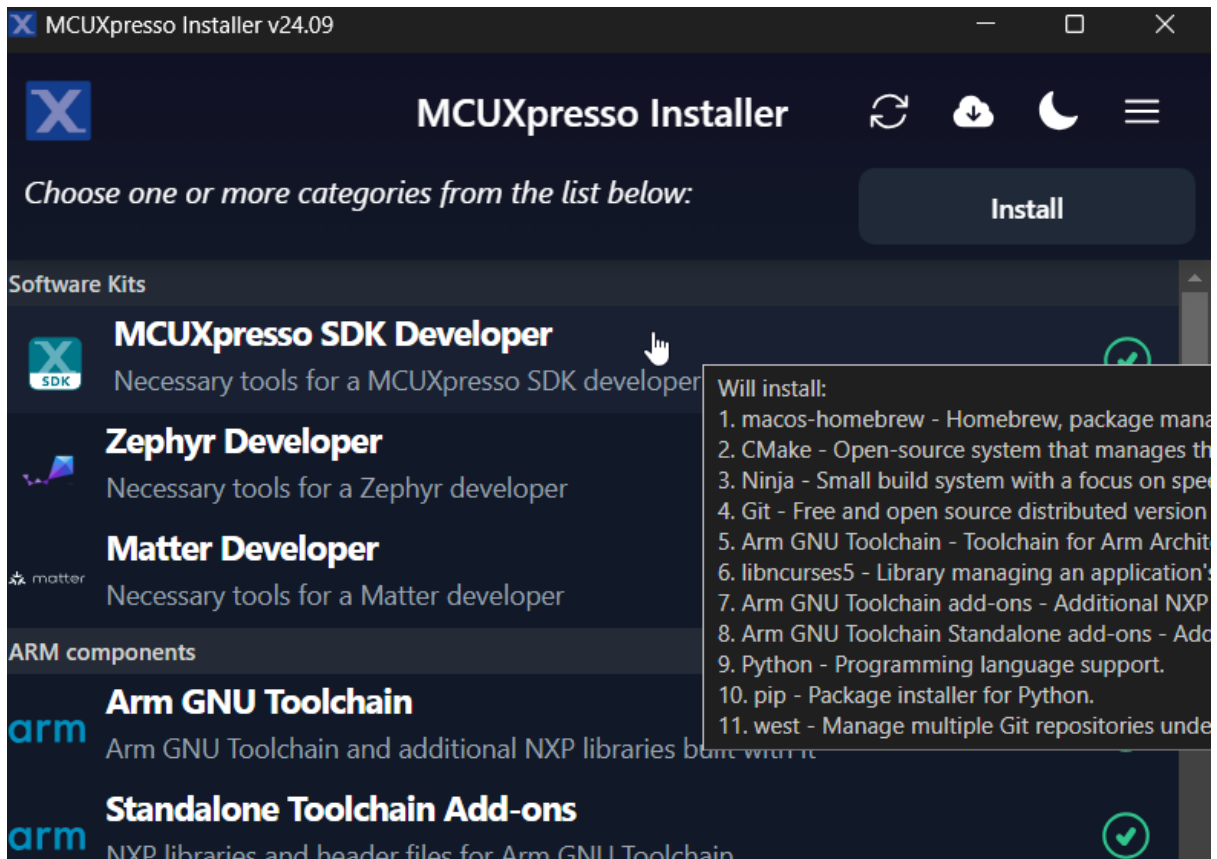
1.3.1 Getting Started with MCUXpresso SDK Repository

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.

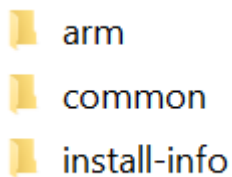
Toolchain MCUXpresso SDK supports all mainstream toolchains for embedded development. You can install your used or interested toolchains following the guides.

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

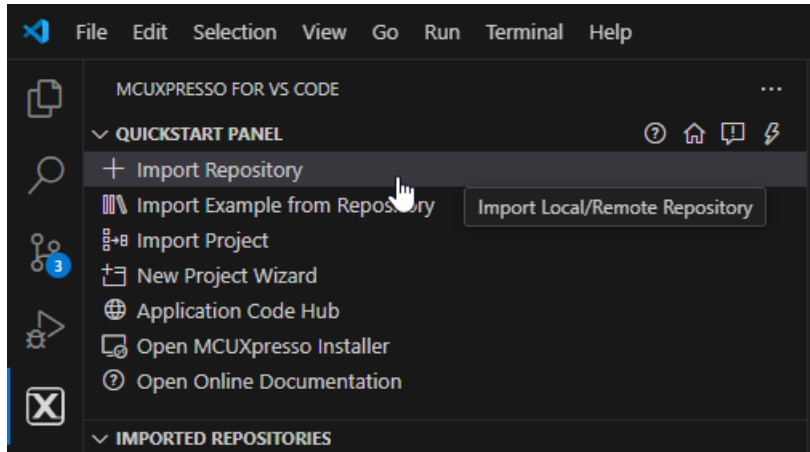
This section explains how to configure MCUXpresso for VS Code to build, run, and debug example applications. This guide uses the `hello_world` demo application as an example. However, these

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](#).

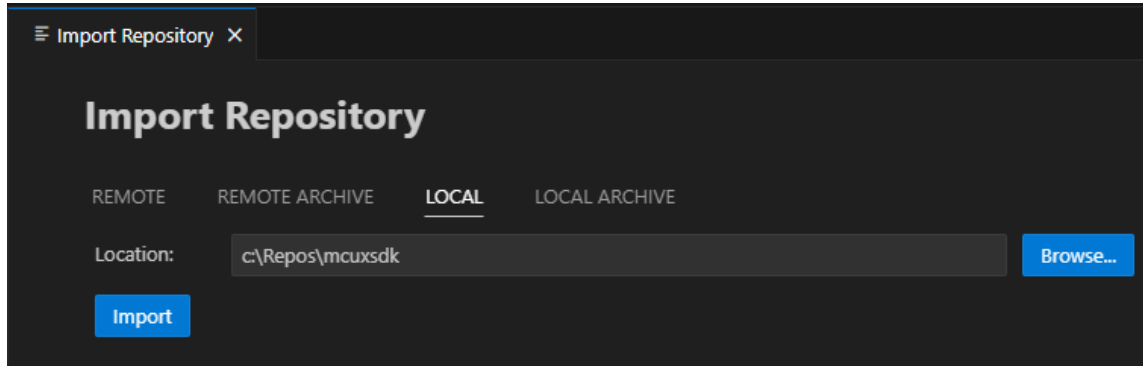
To build an example application:

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

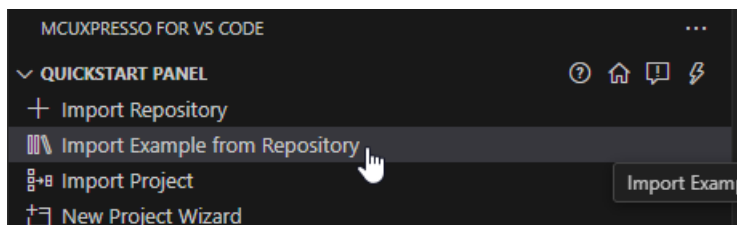


Note: You can import the SDK in several ways. Refer to [MCUXpresso for VS Code Wiki](#) for details.

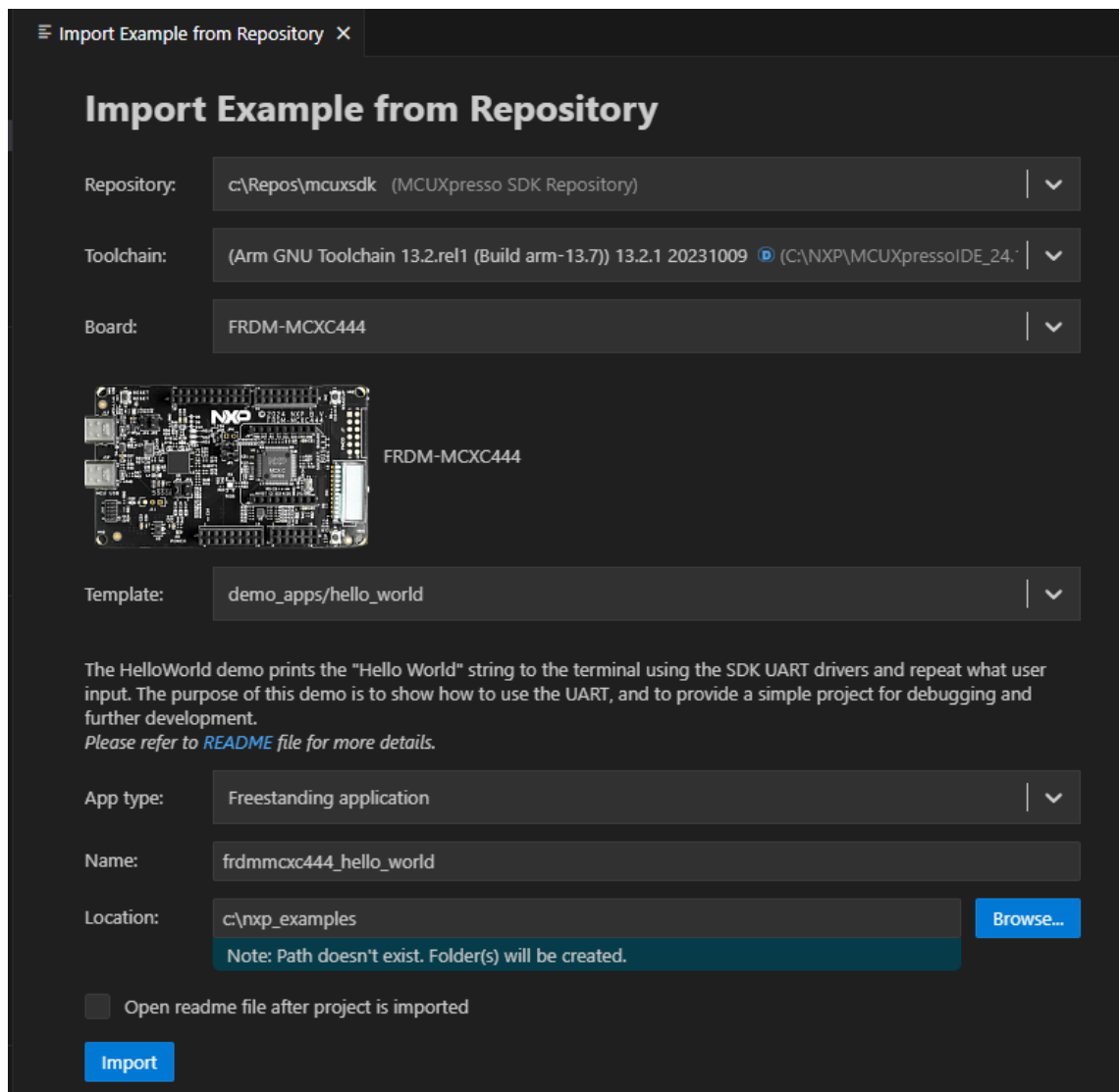
Select **Local** if you've already obtained the SDK as seen in [Get MCUXpresso SDK Repo](#). Select your location and click **Import**.



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: frdmmxc444_hello_world

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

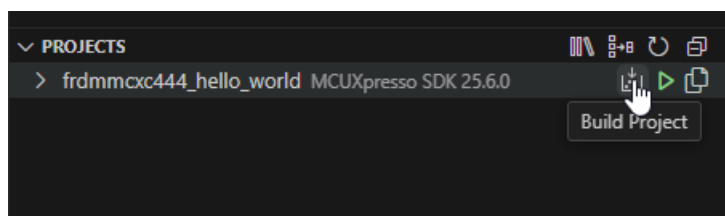
Note: Path doesn't exist. Folder(s) will be created.

☐ Open readme file after project is imported

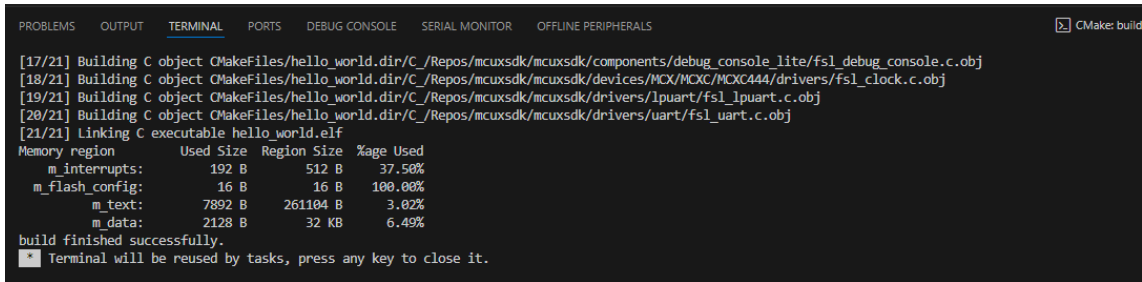
[Import](#)

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.

3. VS Code will prompt you to confirm if the imported files are trusted. Click **Yes**.
4. 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.



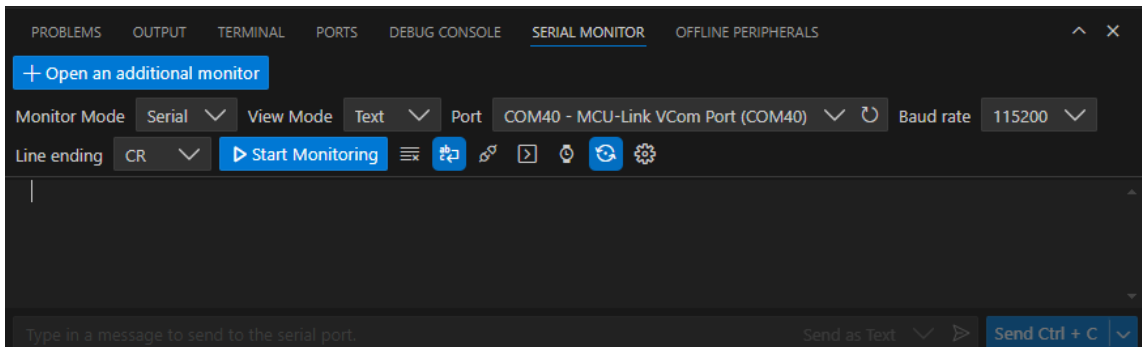
```

[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/MCX/MCX444/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.

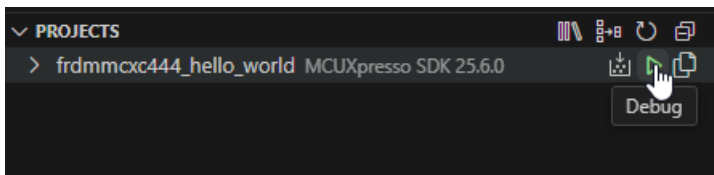
```

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

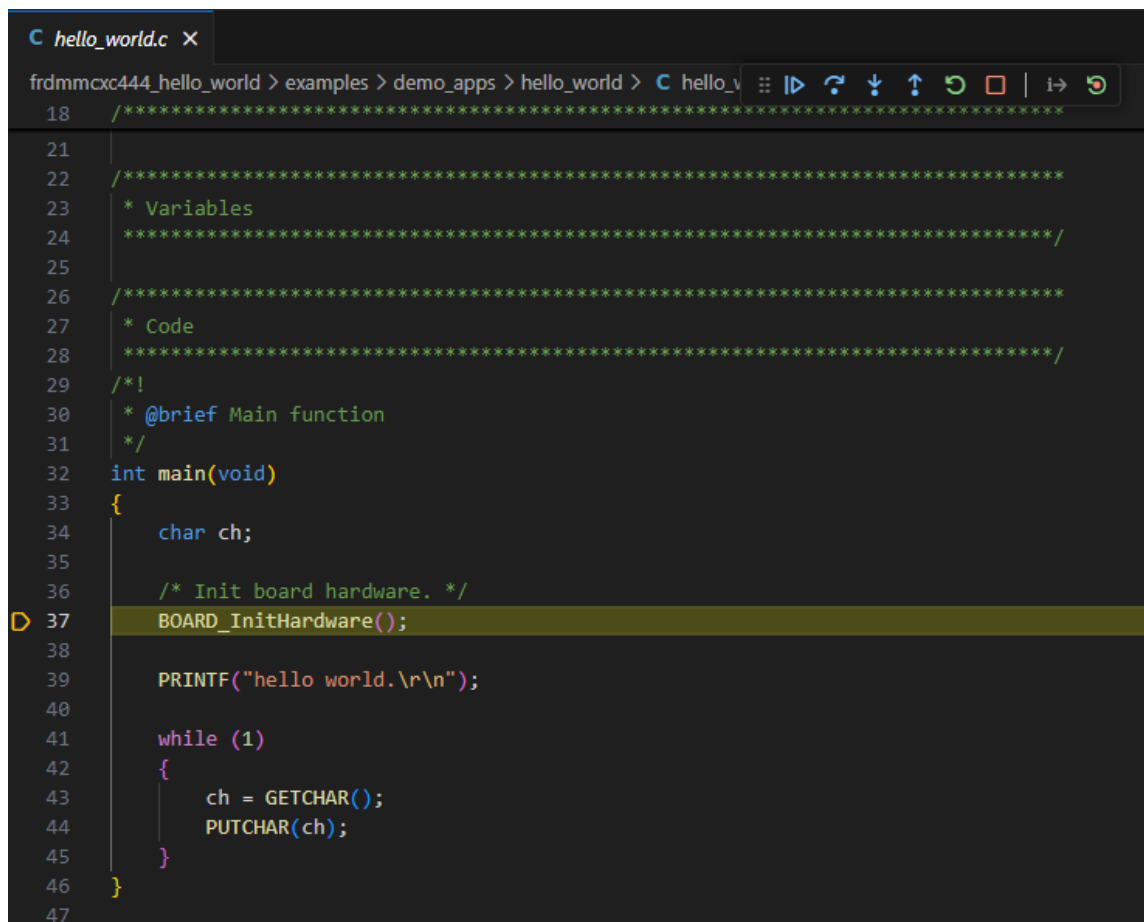
1. Open the **Serial Monitor** from the VS Code's integrated terminal. Select the VCom Port for your device and set the baud rate to 115200.



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.

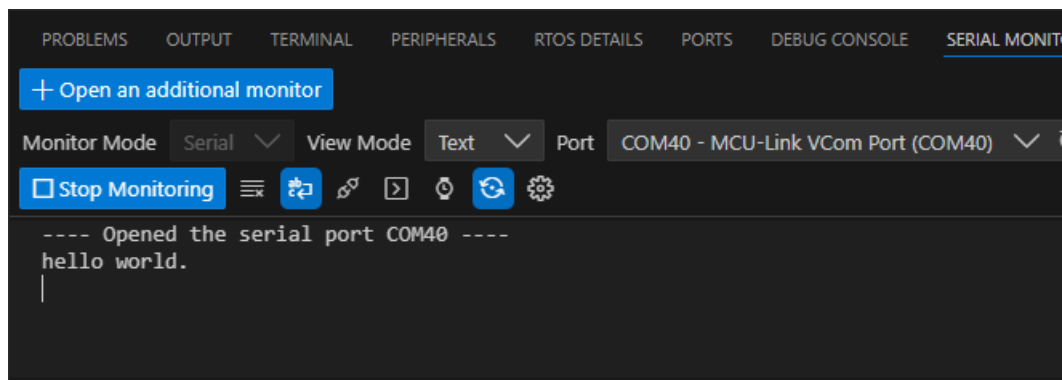


```

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)

```

↪ evkbnmimxrt1060]
INFO: [ 4][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
↪ evkbnmimxrt1170 -Dcore_id=cm4]
INFO: [ 5][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
↪ evkbnmimxrt1170 -Dcore_id=cm7]
INFO: [ 6][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
↪ evkcmimxrt1060]
INFO: [ 7][west build -p always examples/demo_apps/hello_world --toolchain armgcc --config release -b_
↪ evkmcimx7ulp]
...

```

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 evkbnmimxrt1170 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 evkbnmimxrt1170 --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

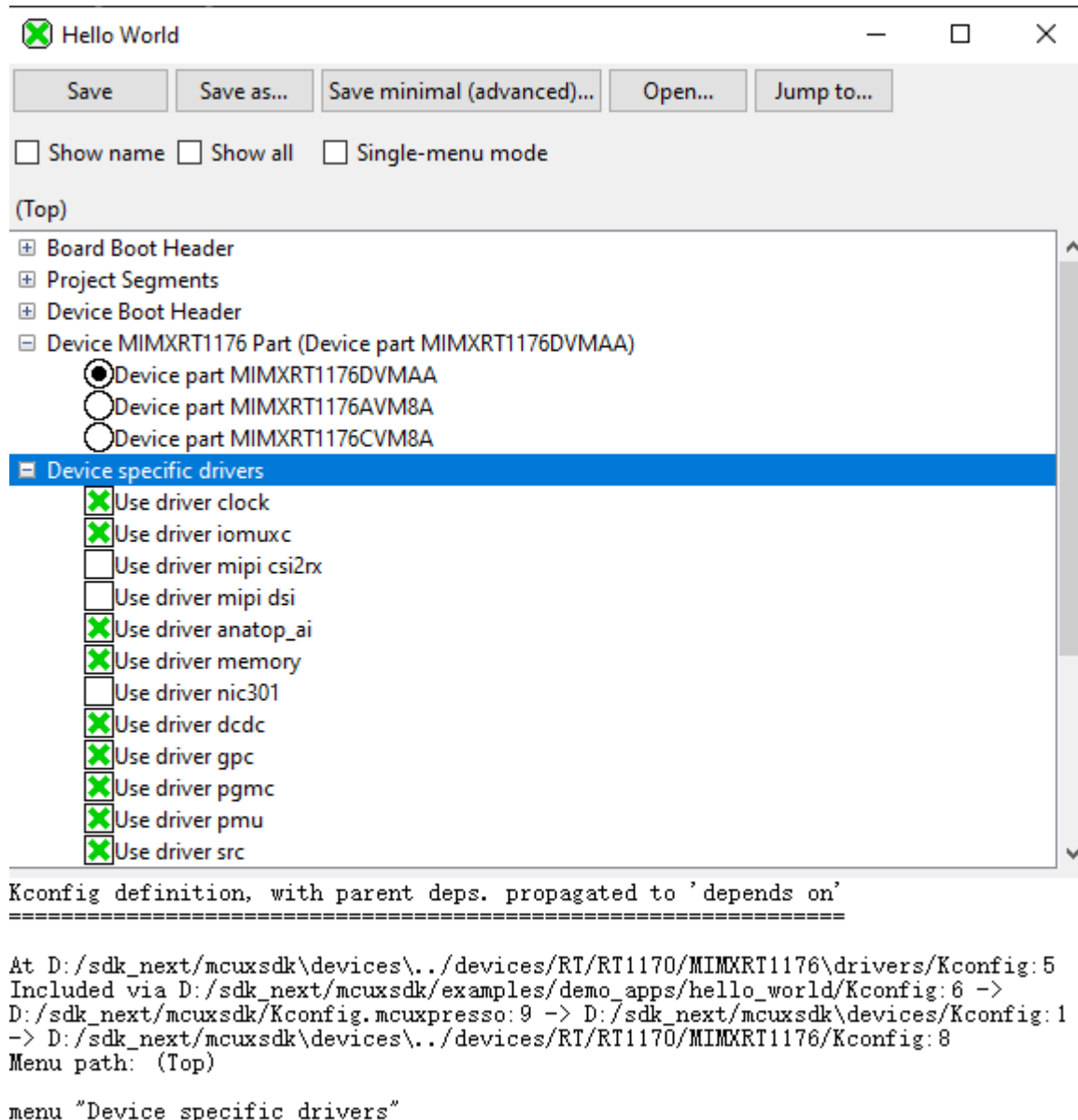
```
west build -b evkbmimxrt1170 examples/demo_apps/hello_world -Dcore_id=cm7 --cmake-only -p
```

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:

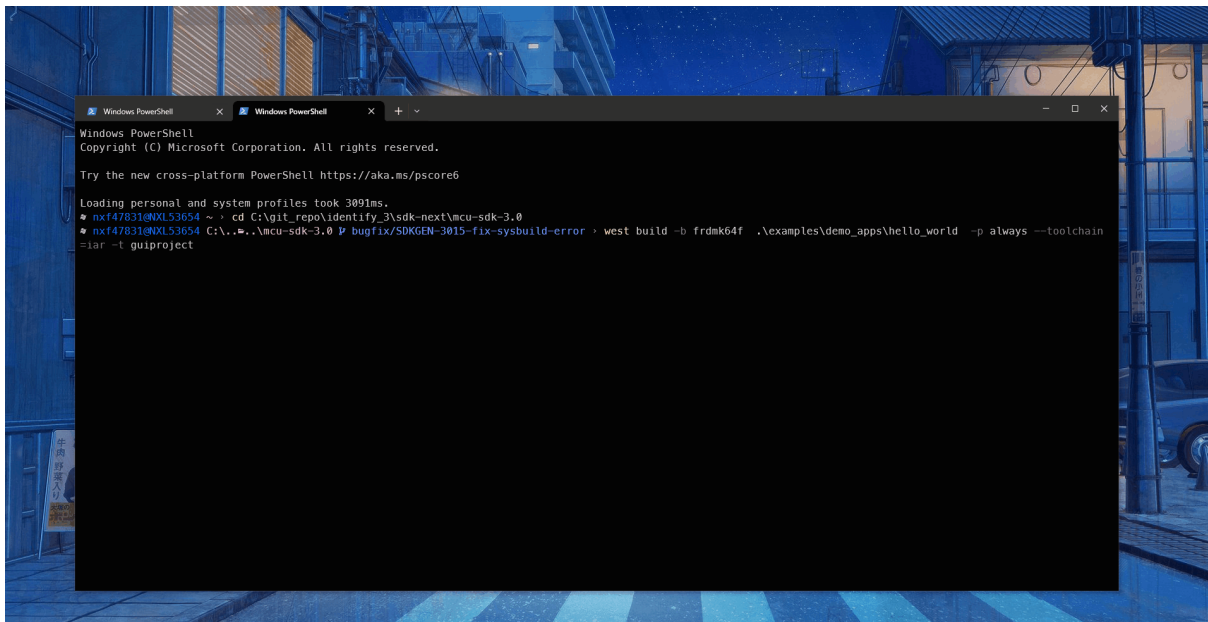
```
west debug -r linkserver
```

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.

- IAR Embedded Workbench for Arm, version is 9.60.4
- 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
EVK-MIMX8M	MIMX8MD6CVAHZ, MIMX8MD6DVAJZ, MIMX8MD7CVAHZ, MIMX8MD7DVAJZ, MIMX8MQ5CVAHZ, MIMX8MQ5DVAJZ, MIMX8MQ6CVAHZ, MIMX8MQ6DVAJZ , MIMX8MQ7CVAHZ, MIMX8MQ7DVAJZ

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.

USB Type-C PD Stack See the *MCUXpresso SDK USB Type-C PD Stack User's Guide* (document MCUXSDKUSBPUG) for more information

USB Host, Device, OTG Stack See the *MCUXpresso SDK USB Stack User's Guide* (document MCUXSDKUSBSUG) for more information.

TinyCBOR Concise Binary Object Representation (CBOR) Library

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".

Multicore Multicore Software Development Kit

llhttp HTTP parser llhttp

FreeMASTER FreeMASTER communication driver for 32-bit platforms.

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.

The freertos_lpuart example does not complete successfully

The example hangs after console output 'FreeRTOS LPUART driver example'.

Examples: freertos_lpuart

Affected toolchains: All

The example does not perform as expected (Ticks do not printed on the console or the application does not wake up from the sleep mode).

Examples: freertos_tickless

Affected toolchains: All

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
-

CACHE LMEM

[2.1.0]

- Improvements
 - Added new feature macro to support some device do not support PCCCR[ENWRBUF] bit field.

[2.0.6]

- Bug Fixes
 - Fixed doxygen issue.

[2.0.5]

- Improvements
 - Updated the cache enable function, don't enable again when it is already enabled.

[2.0.4]

- Bug Fixes
 - Updated full name for lmem driver.
 - Fixed doxygen issue.

[2.0.3]

- Bug Fixes
 - Fixed violation of MISRA C-2012 Rule 10.4 and 14.4.

[2.0.2]

- Improvements
 - Moved CLCR register configuration out of the while loop, it's unnecessary to repeat this operation.

[2.0.1]

- Bug Fixes
 - Fixed the over-4KB-size maintenance issue in invalidate/clean/clean&invalidate by range APIs.

[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 irqs 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.
-

ECSPI

[2.3.3]

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

[2.3.2]

- Improvements
 - Changed ECSPI_DUMMYDATA to 0x00.

[2.3.1]

- Bug Fixes
 - Fixed ECSPI_GetInstance potential issue that return wrong instance number.

[2.3.0]

- Bug Fixes
 - Fixed burst length issue, the burst length range shall range from 1-4096 bits, so the width shall be uint8_t rather than uint16_t.

[2.2.0]

- Bug Fixes
 - Removed the useless channel configuration of waveform, since the waveform can not be configured when not using the exchange bit(ECSPIx_CONREG[XCH]) for the transfer.
 - Fixed violations of MISRA C-2012 rules: 10.1, 11.9, 8.4.

[2.1.1]

- Bug Fixes
 - Fixed violations of MISRA C-2012 rules: 10.1, 10.3, 10.4, 11.9, 14.4, 15.7, 17.7.

[2.1.0]

- Improvements
 - Added timeout mechanism when waiting certain states in transfer driver.

[2.0.2]

- Bug Fixes
 - Fixed violations of MISRA C-2012 rules: 10.1, 10.3, 10.4

[2.0.1]

- Bug Fixes
 - Memset local variable SDMA transfer configuration structure to make sure unused members in structure are cleared.
 - Fixed sign-compare warning in ECSPI_SendTransfer.

[2.0.0]

- Initial version.

GPIO

[2.0.6]

- Bug Fixes
 - Fixed compile warning: ‘GPIO_GetInstance’ defined but not used when macro FSL_SDK_DISABLE_DRIVER_CLOCK_CONTROL is defined.

[2.0.5]

- Bug Fixes
 - Fixed MISRA C-2012 issue: rule-17.7.

[2.0.4]

- Improvements
 - Updated the GPIO_PinWrite to use atomic operation if possible.
- Bug Fixes
 - Fixed GPIO_PortToggle bug with platforms don’t have register DR_TOGGLE.

[2.0.3]

- Bug Fixes
 - MISRA C-2012 issue fixed.
 - * Fixed rules, containing: rule-10.3, rule-14.4, and rule-15.5.

[2.0.2]

- Bug Fixes
 - Fixed the bug of enabling wrong GPIO clock gate in initial API. Since some GPIO instances may not have a clock gate enabled, it checks the clock gate number and makes sure the clock gate is valid.

[2.0.1]

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

[2.0.0]

- Initial version.
-

GPT

[2.0.6]

- Bug Fixes
 - Fix CERT INT30-C issues.

[2.0.5]

- Improvements
 - Support workaround for ERR003777. This workaround helps switching the clock sources.

[2.0.4]

- Bug Fixes
 - Fixed compiler warning when built with FSL_SDK_DISABLE_DRIVER_CLOCK_CONTROL flag enabled.

[2.0.3]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 5.3 by customizing function parameter.

[2.0.2]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 17.7.

[2.0.1]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 10.1, 10.3, 10.4, 10.6, 10.8, 17.7.

[2.0.0]

- Initial version.
-

I2C

[2.0.7]

- Bug Fixes
 - Fixed MISRA issues.
 - * Fixed rules 8.4, 8.5.

[2.0.6]

- Bug Fixes
 - Fixed the bug that, in I2C_MasterStop after the stop command is issued, the IBB flag should be cleared rather than set.
 - Fixed the bug that to clear kI2C_ArbitrationLostFlag and kI2C_IntPendingFlag, their bits should be written '0' rather than '1'.

[2.0.5]

- Bug Fixes
 - Fixed Coverity issue of unchecked return value in I2C_RTOS_Transfer.
 - Fixed MISRA issues.
 - * Fixed rules 10.1, 10.3, 10.4, 11.9, 14.4, 15.7, 16.4, 17.7.
- Improvements
 - Updated the I2C_WAIT_TIMEOUT macro to unified name I2C_RETRY_TIMES.

[2.0.4]

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

[2.0.3]

- Improvements
 - Improved code readability, added new static API I2C_WaitForStatusReady for the status flag wait, and changed to call I2C_WaitForStatusReady instead of polling flags with reading register.

[2.0.2]

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

[2.0.1]

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

[2.0.0]

- Initial version.
-

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.
-

MU

[2.2.0]

- New Features
 - Added API `MU_GetRxStatusFlags`.

[2.1.3]

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

[2.1.2]

- Bug Fixes
 - Fixed issue that `MU_GetInstance()` is defined but never used.

[2.1.1]

- Bug Fixes
 - Fixed general interrupt comment typo.

[2.1.0]

- Improvements
 - Added new enum `mu_msg_reg_index_t`.

[2.0.7]

- Bug Fixes
 - Fixed `MU_GetInterruptsPending` bug that can not get general interrupt status.

[2.0.6]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 17.7.

[2.0.5]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 14.4, 15.5.

[2.0.4]

- Improvements
 - Improved for the platforms which don't support reset assert interrupt and get the other core power mode.

[2.0.3]

- Bug fixes
 - MISRA C-2012 issue fixed.
 - * Fixed rules, containing: rule-10.3, rule-14.4, rule-15.5.

[2.0.2]

- Improvements
 - Added support for MIMX8MQx.

[2.0.1]

- Improvements
 - Added support for MCIMX7Ux_M4.

[2.0.0]

- Initial version.
-

PWM

[2.0.1]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 17.7.

[2.0.0]

- Initial version.
-

QSPI

[2.3.0]

- New Features
 - Applied the QSPI IP update with register field changes.
 - Added Soc specific driver to integrate Soc configuration.
- Changed
 - Updated the QSPI LUT update function to be compatible with different sequence unit.
 - Added new feature macro `FSL_FEATURE_QSPI_HAS_SOC_SPECIFIC_CONFIG` which represents there're Soc specific QSPI configurations. Soc specific driver should cover these configurations. Previous Soc specific code in the common driver should be masked.

[2.2.5]

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

[2.2.4]

- Bug Fixes
 - Fixed violations of MISRA C-2012 rule 10.3.

[2.2.3]

- Bug Fixes
 - Cleared buffer generic configuration when do software reset.

[2.2.2]

- Bug Fixes
 - MISRA C-2012 issue fixed: rule 10.1 and 11.9.

[2.2.1]

- Bug Fixes
 - Fixed violations of MISRA C-2012 rule 10.1, 10.3, 10.4, 10.6, 10.8, 11.3, 11.6, 11.8, 11.9, 14.4, 16.1, 16.4, 17.7.

[2.2.0]

- New Features
 - Added new API `QSPI_ClearCache` to clear cache for new IP feature `FSL_FEATURE_QSPI_SOCCR_HAS_CLR_LPCAC`.
- Bug Fixes

- Fixed the QSPI_WriteBlocking API programming issue for low watermark, caused by previous improvement change of using TX watermark signal to fill the TX FIFO. Reverted change to previous implementation to use TX FIFO full flag for filling the FIFO. Improved previous API by accessing TX data register directly.
- Fixed the issue that QSPI_SetIPCommandSize incorrectly triggered a transaction.
- Fixed clock divider accurate issue when using internal QSPI internal divider.
- Fixed build fail issue for some devices' not supporting API QSPI_SetDqsConfig for DQS configuration.

[2.1.0]

- New Features
 - Added new API QSPI_SetDqsConfig for DQS configuration.
- Improvements
 - Updated the QSPI_WriteBlocking API to fill the TX FIFO once there are bytes of TX watermark room in the FIFO. This will improve the performance of filling TX FIFO when watermark is high.

[2.0.2]

- Improvements
 - New Macro function:
 - * Added QSPI_LUT_SEQ() function for users to set LUT table easily.
 - * Added LUT command macros for users to easy use.
 - Comment update:
 - * Added the comments for the limitation of QSPI_ReadBlocking and QSPI_TransferReceiveBlocking.

[2.0.1]

- Improvements
 - New API:
 - * QSPI_SetReadArea to set the read area.
- Bug Fixes
 - Fixed the issue that QSPI_UpdateLUT function only updated first LUT.
 - Fixed issue that some function that hardcode QSPI0 as base.

[2.0.0]

- Initial version.
-

RDC

[2.2.0]

- New Features
 - Added APIs to get memory region or peripheral access policy for specific domain.

[2.1.1]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 10.6.

[2.1.0]

- Improvements
 - Enhanced to support memory region larger than 32-bit address.

[2.0.2]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 10.3, 10.4, 11.3, 11.8, 17.7.

[2.0.1]

- Bug Fixes:
 - Added __DSB after new configuration is set to ensure the new configuration takes effect.

[2.0.0]

- Initial version.
-

RDC_SEMA42

[2.0.4]

- Improvements
 - Changed to implement RDC_SEMAPHORE_Lock base on RDC_SEMAPHORE_TryLock.

[2.0.3]

- Improvements:
 - Supported the RDC_SEMAPHORE_Type structure whose gate registers are defined as an array.

[2.0.2]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 10.3, 10.4, 10.8, 14.3, 14.4, 18.1.

[2.0.1]

- Improvements:
 - Added support for the platforms that don't have dedicated RDC_SEMA42 clock gate.

[2.0.0]

- Initial version.
-

SAI

[2.4.7]

- Added conditional support for bit clock swap feature
- Added common IRQ handler entry SAI_DriverIRQHandler.

[2.4.6]

- Bug Fixes
 - Fixed the IAR build warning.

[2.4.5]

- Bug Fixes
 - Fixed violations of MISRA C-2012 rule 10.1, 10.3, 10.4, 10.5, 10.6, 10.7, 10.8, 12.4.

[2.4.4]

- Bug Fixes
 - Fixed enumeration sai_fifo_combine_t - add RX configuration.

[2.4.3]

- Bug Fixes
 - Fixed enumeration sai_fifo_combine_t value configuration issue.

[2.4.2]

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

[2.4.1]

- Bug Fixes
 - Fixed bitWidth incorrectly assigned issue.

[2.4.0]

- Improvements
 - Removed deprecated APIs.

[2.3.8]

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

[2.3.7]

- Improvements
 - Change feature “FSL_FEATURE_SAI_FIFO_COUNT” to “FSL_FEATURE_SAI_HAS_FIFO”.
 - Added feature “FSL_FEATURE_SAI_FIFO_COUNTn(x)” to align SAI fifo count function with IP in function

[2.3.6]

- Bug Fixes
 - Fixed violations of MISRA C-2012 rule 5.6.

[2.3.5]

- Improvements
 - Make driver to be aarch64 compatible.

[2.3.4]

- Bug Fixes
 - Corrected the fifo combine feature macro used in driver.

[2.3.3]

- Bug Fixes
 - Added bit clock polarity configuration when sai act as slave.
 - Fixed out of bound access coverity issue.
 - Fixed violations of MISRA C-2012 rule 10.3, 10.4.

[2.3.2]

- Bug Fixes
 - Corrected the frame sync configuration when sai act as slave.

[2.3.1]

- Bug Fixes
 - Corrected the peripheral name in function SAI0_DriverIRQHandler.
 - Fixed violations of MISRA C-2012 rule 17.7.

[2.3.0]

- Bug Fixes
 - Fixed the build error caused by the SOC has no fifo feature.

[2.2.3]

- Bug Fixes
 - Corrected the peripheral name in function SAI0_DriverIRQHandler.

[2.2.2]

- Bug Fixes
 - Fixed the issue of MISRA 2004 rule 9.3.
 - Fixed sign-compare warning.
 - Fixed the PA082 build warning.
 - Fixed sign-compare warning.
 - Fixed violations of MISRA C-2012 rule 10.3,17.7,10.4,8.4,10.7,10.8,14.4,17.7,11.6,10.1,10.6,8.4,14.3,16.4,18.2
 - Allow to reset Rx or Tx FIFO pointers only when Rx or Tx is disabled.
- Improvements
 - Added 24bit raw audio data width support in sai sdma driver.
 - Disabled the interrupt/DMA request in the SAI_Init to avoid generates unexpected sai FIFO requests.

[2.2.1]

- Improvements
 - Added mclk post divider support in function SAI_SetMasterClockDivider.
 - Removed useless configuration code in SAI_RxSetSerialDataConfig.
- Bug Fixes
 - Fixed the SAI SDMA driver build issue caused by the wrong structure member name used in the function SAI_TransferRxSetConfigSDMA/SAI_TransferTxSetConfigSDMA.
 - Fixed BAD BIT SHIFT OPERATION issue caused by the FSL_FEATURE_SAI_CHANNEL_COUNTn.
 - Applied ERR05144: not set FCONT = 1 when TMR > 0, otherwise the TX may not work.

[2.2.0]

- Improvements
 - Added new APIs for parameters collection and simplified user interfaces:
 - * SAI_Init
 - * SAI_SetMasterClockConfig
 - * SAI_TxSetBitClockRate
 - * SAI_TxSetSerialDataConfig
 - * SAI_TxSetFrameSyncConfig

- * SAI_TxSetFifoConfig
- * SAI_TxSetBitclockConfig
- * SAI_TxSetConfig
- * SAI_TxSetTransferConfig
- * SAI_RxSetBitClockRate
- * SAI_RxSetSerialDataConfig
- * SAI_RxSetFrameSyncConfig
- * SAI_RxSetFifoConfig
- * SAI_RxSetBitclockConfig
- * SAI_RXSetConfig
- * SAI_RxSetTransferConfig
- * SAI_GetClassicI2SConfig
- * SAI_GetLeftJustifiedConfig
- * SAI_GetRightJustifiedConfig
- * SAI_GetTDMConfig

[2.1.9]

- Improvements
 - Improved SAI driver comment for clock polarity.
 - Added enumeration for SAI for sample inputs on different edges.
 - Changed FSL_FEATURE_SAI_CHANNEL_COUNT to FSL_FEATURE_SAI_CHANNEL_COUNTn(base) for the difference between the different SAI instances.
- Added new APIs:
 - SAI_TxSetBitClockDirection
 - SAI_RxSetBitClockDirection
 - SAI_RxSetFrameSyncDirection
 - SAI_TxSetFrameSyncDirection

[2.1.8]

- Improvements
 - Added feature macro test for the sync mode2 and mode 3.
 - Added feature macro test for masterClockHz in sai_transfer_format_t.

[2.1.7]

- Improvements
 - Added feature macro test for the mclkSource member in sai_config_t.
 - Changed “FSL_FEATURE_SAI5_SAI6_SHARE_IRQ” to “FSL_FEATURE_SAI_SAI5_SAI6_SHARE_IRQ”.
 - Added #ifndef #endif check for SAI_XFER_QUEUE_SIZE to allow redefinition.
- Bug Fixes

- Fixed build error caused by feature macro test for mclkSource.

[2.1.6]

- Improvements
 - Added feature macro test for mclkSourceClockHz check.
 - Added bit clock source name for general devices.
- Bug Fixes
 - Fixed incorrect channel numbers setting while calling RX/TX set format together.

[2.1.5]

- Bug Fixes
 - Corrected SAI3 driver IRQ handler name.
 - Added I2S4/5/6 IRQ handler.
 - Added base in handler structure to support different instances sharing one IRQ number.
- New Features
 - Updated SAI driver for MCR bit MICS.
 - Added 192 KHZ/384 KHZ in the sample rate enumeration.
 - Added multi FIFO interrupt/SDMA transfer support for TX/RX.
 - Added an API to read/write multi FIFO data in a blocking method.
 - Added bclk bypass support when bclk is same with mclk.

[2.1.4]

- New Features
 - Added an API to enable/disable auto FIFO error recovery in platforms that support this feature.
 - Added an API to set data packing feature in platforms which support this feature.

[2.1.3]

- New Features
 - Added feature to make I2S frame sync length configurable according to bitWidth.

[2.1.2]

- Bug Fixes
 - Added 24-bit support for SAI eDMA transfer. All data shall be 32 bits for send/receive, as eDMA cannot directly handle 3-Byte transfer.

[2.1.1]

- Improvements
 - Reduced code size while not using transactional API.

[2.1.0]

- Improvements
 - API name changes:
 - * SAI_GetSendRemainingBytes -> SAI_GetSentCount.
 - * SAI_GetReceiveRemainingBytes -> SAI_GetReceivedCount.
 - * All names of transactional APIs were added with “Transfer” prefix.
 - * All transactional APIs use base and handle as input parameter.
 - * Unified the parameter names.
- Bug Fixes
 - Fixed WLC bug while reading TCSR/RCSR registers.
 - Fixed MOE enable flow issue. Moved MOE enable after MICS settings in SAI_TxInit/SAI_RxInit.

[2.0.0]

- Initial version.
-

SEMA4

[2.2.1]

- Bug Fixes
 - Fixed violations of the CERT INT31-C, MISRA C-2012 rules 10.3, 10.4.

[2.2.0]

- New Features
 - Added SEMA4_BUSY_POLL_COUNT parameter to prevent infinite polling loops in SEMA4 operations.
 - Added timeout mechanism to all polling loops in SEMA4 driver code.
- Improvements
 - Updated SEMA4_Lock function to return status_t instead of void for better error handling.
 - Enhanced documentation to clarify timeout behavior and return values.

[2.1.0]

- Improvements
 - Changed mask parameter type in SEMA4_EnableGateNotifyInterrupt() and SEMA4_DisableGateNotifyInterrupt() functions to avoid casting from unsigned long to unsigned short in the code when modifying the 16bits CPINE register.

[2.0.3]

- Improvements
 - Changed to implement SEMA4_Lock base on SEMA4_TryLock.

[2.0.2]

- Improvements:
 - Supported the SEMA4_Type structure whose gate registers are defined as an array.

[2.0.1]

- Bug Fixes
 - Fixed violations of the MISRA C-2012 rules 10.3, 10.4, 15.5, 18.1, 18.4.

[2.0.0]

- Initial version.
-

SNVS_HP**[2.3.2]**

- Make SNVS_HP_RTC_Init()/SNVS_HP_RTC_Deinit more transparent. Use function SNVS_HP_Init()/SNVS_HP_Deinit() instead of copy of this code in SNVS_HP_RTC_XXX() function.

[2.3.1]

- Fixed problem in SNVS_HP_RTC_Init(), which is clearing bits that should stay intact.

[2.3.0]

- Re-map Security Violation for RT11xx specific violations.

[2.2.0]

- Fixed doxygen issues.
- Add SNVS HP Set locks.

[2.1.4]

- Fix MISRA issues.

[2.1.3]

- Fixed IAR Pa082 warnings.

[2.1.2]

- Fixed problem with initialization of the periodic interrupt frequency.
- Fixed problem with SNVS entering into fail state when HAB enters closed mode.

[2.1.1]

- Added APIs for HP security violation status flags.

[2.1.0]

- Added APIs for High Assurance Counter (HAC), Zeroizable Master Key (ZMK) and Software Security Violation.

[2.0.0]

- Initial version.
-

SNVS_LP

[2.4.6]

- Fix a bug in SNVS_LP_EnableRxActiveTamper() where assignments to base->LPATRC2R were done wrongly to LPATRC1R.

[2.4.5]

- Fix a bug in SNVS_LP_EnableRxActiveTamper() where assignments to base->LPATRC1R would overwrite previously set bits.

[2.4.4]

- Make SNVS_LP_SRTC_Init()/SNVS_LP_SRTC_Deinit more transparent. Use function SNVS_LP_Init()/SNVS_LP_Deinit() instead of copy of this code in SNVS_LP_SRTC_XXX() function.

[2.4.3]

- Fixed problem in SNVS_LP_SRTC_Init(), which is clearing bits that should stay intact.

[2.4.2]

- Updated driver to match with new device header files.

[2.4.1]

- Fixed MISRA issues.

[2.4.0]

- Fix backward compatibility with version 2.2.x.

[2.3.0]

- Add active pin, clock, voltage and temperature tamper features.

[2.2.0]

- Fixed doxygen issues.
- Add Transition SNVS SSM state to Trusted/Non-secure from Check state.

[2.1.2]

- Fix MISRA issues.

[2.1.1]

- Fix IAR Pa082 warning.

[2.1.0]

- Added APIs for Zeroizable Master Key (ZMK) and Monotonic Counter (MC).

[2.0.0]

- Initial version.
-

TMU

[2.0.3]

- Bug Fixes
 - Fixed the violations of MISRA 2012 rules:
 - * Rule 10.1 10.3 10.4 17.7.

[2.0.2]

- Bug Fixes
 - Fixed missing right pair definition for extern C.

[2.0.1]

- New Features
 - Added control macro to enable/disable the CLOCK code in current driver.

[2.0.0]

- Initial version.
 - This module was first developed on i.MX 8MQuad.
-

UART

[2.3.2]

- Improvements
 - Make driver aarch64 compatible

[2.3.1]

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

[2.3.0]

- Bug Fixes
 - Fixed DMA transfer blocking issue by enabling tx idle interrupt after DMA transmission finishes.

[2.2.1]

- Bug Fixes
 - Fixed MISRA 2012 rule 10.4 violation.

[2.2.0]

- New Features
 - Modified `uart_config_t`, `UART_Init` and `UART_GetDefaultConfig` APIs so that the RTS and CTS used for hardware flow control can be enabled during module initialization.
 - Added API `UART_SetRxRTSWatermark` so that the water mark level of RTS deassertion can be configured.

[2.1.1]

- Bug Fixes
 - Fixed MISRA 8.5 violation.

[2.1.0]

- Improvements
 - Added timeout mechanism when waiting for certain states in transfer driver.

[2.0.2]

- Improvements
 - Added check for transmission complete in `UART_WriteBlocking`, `UART_TransferHandleIRQ` and `UART_SendSDMACallback` to ensure all the data would be sent out to bus.
 - Modified `UART_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.
- Bug Fixes
 - Fixed MISRA issues.
 - * Fixed rules 10.1, 10.3, 10.4, 10.6, 10.7, 10.8, 11.9, 14.4.

[2.0.1]

- Bug Fixes
 - Memset local variable SDMA transfer configuration structure to make sure unused members in structure are cleared.

[2.0.0]

- Initial version.
-

WDOG**[2.2.0]**

- Bug Fixes
 - Fixed the wrong behavior of `workMode.enableWait`, `workMode.enableStop`, `workMode.enableDebug` in configuration structure `wdog_config_t`. When set the items to true, WDOG will continues working in those modes.

[2.1.1]

- Bug Fixes
 - MISRA C-2012 issue fixed: rule 10.1, 10.3, 10.4, 10.6, 10.7 and 11.9.
 - Fixed the issue of the inseparable process interrupted by other interrupt source.
 - * `WDOG_Init`
 - * `WDOG_Refresh`

[2.1.0]

- New Features
 - Added new API “`WDOG_TriggerSystemSoftwareReset()`” to allow users to reset the system by software.
 - Added new API “`WDOG_TriggerSoftwareSignal()`” to allow users to trigger a `WDOG_B` signal by software.
 - Removed the parameter “`softwareAssertion`” and “`softwareResetSignal`” out of the `wdog_config_t` structure.
 - Added new parameter “`enableTimeOutAssert`” to the `wdog_config_t` structure. With this parameter enabled, when the WDOG timeout occurs, a `WDOG_B` signal will be asserted. This signal can be routed to external pin of the chip. Note that `WDOG_B` signal remains asserted until a power-on reset (POR) occurs.

[2.0.1]

- New Features
 - Added control macro to enable/disable the `CLOCK` code in current driver.

[2.0.0]

- Initial version.
-

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.

[*MIMX8MQ6*](#)

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 Multicore

[*Multicore SDK*](#)

1.7.2 FreeMASTER

[*freemaster*](#)

1.7.3 FreeRTOS

[*FreeRTOS*](#)

Chapter 2

MIMX8MQ6

2.1 CACHE: LMEM CACHE Memory Controller

static inline void ICACHE_InvalidateByRange(uint32_t address, uint32_t size_byte)

Invalidates instruction cache by range.

Note: Address and size should be aligned to 16-Byte due to the cache operation unit FSL_FEATURE_L1ICACHE_LINESIZE_BYTE. The startAddr here will be forced to align to the cache line size if startAddr is not aligned. For the size_byte, application should make sure the alignment or make sure the right operation order if the size_byte is not aligned.

Parameters

- address – The physical address.
- size_byte – size of the memory to be invalidated.

static inline void DCACHE_InvalidateByRange(uint32_t address, uint32_t size_byte)

Invalidates data cache by range.

Note: Address and size should be aligned to 16-Byte due to the cache operation unit FSL_FEATURE_L1DCACHE_LINESIZE_BYTE. The startAddr here will be forced to align to the cache line size if startAddr is not aligned. For the size_byte, application should make sure the alignment or make sure the right operation order if the size_byte is not aligned.

Parameters

- address – The physical address.
- size_byte – size of the memory to be invalidated.

static inline void DCACHE_CleanByRange(uint32_t address, uint32_t size_byte)

Clean data cache by range.

Note: Address and size should be aligned to 16-Byte due to the cache operation unit FSL_FEATURE_L1DCACHE_LINESIZE_BYTE. The startAddr here will be forced to align to the cache line size if startAddr is not aligned. For the size_byte, application should make sure the alignment or make sure the right operation order if the size_byte is not aligned.

Parameters

- address – The physical address.
- size_byte – size of the memory to be cleaned.

static inline void DCACHE_CleanInvalidateByRange(uint32_t address, uint32_t size_byte)

Cleans and Invalidates data cache by range.

Note: Address and size should be aligned to 16-Byte due to the cache operation unit FSL_FEATURE_L1DCACHE_LINESIZE_BYTE. The startAddr here will be forced to align to the cache line size if startAddr is not aligned. For the size_byte, application should make sure the alignment or make sure the right operation order if the size_byte is not aligned.

Parameters

- address – The physical address.
- size_byte – size of the memory to be Cleaned and Invalidated.

FSL_CACHE_DRIVER_VERSION

cache driver version.

L1CODEBUSCACHE_LINESIZE_BYTE

code bus cache line size is equal to system bus line size, so the unified I/D cache line size equals too.

The code bus CACHE line size is 16B = 128b.

L1SYSTEMBUSCACHE_LINESIZE_BYTE

The system bus CACHE line size is 16B = 128b.

2.2 Clock

enum __clock_name

Clock name used to get clock frequency.

Values:

enumerator kCLOCK_CoreM4Clk

ARM M4 Core clock

enumerator kCLOCK_AxiClk

Main AXI bus clock.

enumerator kCLOCK_AhbClk

AHB bus clock.

enumerator kCLOCK_IpgClk

IPG bus clock.

enumerator kCLOCK_Osc25MClk

OSC 25M clock.

enumerator kCLOCK_Osc27MClk

OSC 27M clock.

enumerator kCLOCK_ArmPllClk

Arm PLL clock.

enumerator kCLOCK_VpuPllClk

Vpu PLL clock.

enumerator kCLOCK_DramPllClk

Dram PLL clock.

enumerator kCLOCK_SysPll1Clk

Sys PLL1 clock.

enumerator kCLOCK_SysPll1Div2Clk

Sys PLL1 clock divided by 2.

enumerator kCLOCK_SysPll1Div3Clk

Sys PLL1 clock divided by 3.

enumerator kCLOCK_SysPll1Div4Clk

Sys PLL1 clock divided by 4.

enumerator kCLOCK_SysPll1Div5Clk

Sys PLL1 clock divided by 5.

enumerator kCLOCK_SysPll1Div6Clk

Sys PLL1 clock divided by 6.

enumerator kCLOCK_SysPll1Div8Clk

Sys PLL1 clock divided by 8.

enumerator kCLOCK_SysPll1Div10Clk

Sys PLL1 clock divided by 10.

enumerator kCLOCK_SysPll1Div20Clk

Sys PLL1 clock divided by 20.

enumerator kCLOCK_SysPll2Clk

Sys PLL2 clock.

enumerator kCLOCK_SysPll2Div2Clk

Sys PLL2 clock divided by 2.

enumerator kCLOCK_SysPll2Div3Clk

Sys PLL2 clock divided by 3.

enumerator kCLOCK_SysPll2Div4Clk

Sys PLL2 clock divided by 4.

enumerator kCLOCK_SysPll2Div5Clk

Sys PLL2 clock divided by 5.

enumerator kCLOCK_SysPll2Div6Clk

Sys PLL2 clock divided by 6.

enumerator kCLOCK_SysPll2Div8Clk

Sys PLL2 clock divided by 8.

enumerator kCLOCK_SysPll2Div10Clk

Sys PLL2 clock divided by 10.

enumerator kCLOCK_SysPll2Div20Clk

Sys PLL2 clock divided by 20.

enumerator kCLOCK_SysPll3Clk

Sys PLL3 clock.

enumerator kCLOCK_AudioPll1Clk

Audio PLL1 clock.

enumerator kCLOCK__AudioPll2Clk
Audio PLL2 clock.

enumerator kCLOCK__VideoPll1Clk
Video PLL1 clock.

enumerator kCLOCK__ExtClk1
External clock1.

enumerator kCLOCK__ExtClk2
External clock2.

enumerator kCLOCK__ExtClk3
External clock3.

enumerator kCLOCK__ExtClk4
External clock4.

enumerator kCLOCK__NoneName
None Clock Name.

enum __clock_ip_name
CCM CCGR gate control.

Values:

enumerator kCLOCK__IpInvalid

enumerator kCLOCK__Debug
DEBUG Clock Gate.

enumerator kCLOCK__Dram
DRAM Clock Gate.

enumerator kCLOCK__Ecspi1
ECSPI1 Clock Gate.

enumerator kCLOCK__Ecspi2
ECSPI2 Clock Gate.

enumerator kCLOCK__Ecspi3
ECSPI3 Clock Gate.

enumerator kCLOCK__Gpio1
GPIO1 Clock Gate.

enumerator kCLOCK__Gpio2
GPIO2 Clock Gate.

enumerator kCLOCK__Gpio3
GPIO3 Clock Gate.

enumerator kCLOCK__Gpio4
GPIO4 Clock Gate.

enumerator kCLOCK__Gpio5
GPIO5 Clock Gate.

enumerator kCLOCK__Gpt1
GPT1 Clock Gate.

enumerator kCLOCK__Gpt2
GPT2 Clock Gate.

enumerator kCLOCK_Gpt3
GPT3 Clock Gate.

enumerator kCLOCK_Gpt4
GPT4 Clock Gate.

enumerator kCLOCK_Gpt5
GPT5 Clock Gate.

enumerator kCLOCK_Gpt6
GPT6 Clock Gate.

enumerator kCLOCK_I2c1
I2C1 Clock Gate.

enumerator kCLOCK_I2c2
I2C2 Clock Gate.

enumerator kCLOCK_I2c3
I2C3 Clock Gate.

enumerator kCLOCK_I2c4
I2C4 Clock Gate.

enumerator kCLOCK_Iomux
IOMUX Clock Gate.

enumerator kCLOCK_Ipmux1
IPMUX1 Clock Gate.

enumerator kCLOCK_Ipmux2
IPMUX2 Clock Gate.

enumerator kCLOCK_Ipmux3
IPMUX3 Clock Gate.

enumerator kCLOCK_Ipmux4
IPMUX4 Clock Gate.

enumerator kCLOCK_M4
M4 Clock Gate.

enumerator kCLOCK_Mu
MU Clock Gate.

enumerator kCLOCK_Ocram
OCRAM Clock Gate.

enumerator kCLOCK_OcramS
OCRAM S Clock Gate.

enumerator kCLOCK_Pwm1
PWM1 Clock Gate.

enumerator kCLOCK_Pwm2
PWM2 Clock Gate.

enumerator kCLOCK_Pwm3
PWM3 Clock Gate.

enumerator kCLOCK_Pwm4
PWM4 Clock Gate.

enumerator kCLOCK_Qspi
QSPI Clock Gate.

enumerator kCLOCK_Rdc
RDC Clock Gate.

enumerator kCLOCK_Sai1
SAI1 Clock Gate.

enumerator kCLOCK_Sai2
SAI2 Clock Gate.

enumerator kCLOCK_Sai3
SAI3 Clock Gate.

enumerator kCLOCK_Sai4
SAI4 Clock Gate.

enumerator kCLOCK_Sai5
SAI5 Clock Gate.

enumerator kCLOCK_Sai6
SAI6 Clock Gate.

enumerator kCLOCK_Sdma1
SDMA1 Clock Gate.

enumerator kCLOCK_Sdma2
SDMA2 Clock Gate.

enumerator kCLOCK_Sec_Debug
SEC_DEBUG Clock Gate.

enumerator kCLOCK_Sema42_1
RDC SEMA42 Clock Gate.

enumerator kCLOCK_Sema42_2
RDC SEMA42 Clock Gate.

enumerator kCLOCK_Sim_display
SIM_Display Clock Gate.

enumerator kCLOCK_Sim_m
SIM_M Clock Gate.

enumerator kCLOCK_Sim_main
SIM_MAIN Clock Gate.

enumerator kCLOCK_Sim_s
SIM_S Clock Gate.

enumerator kCLOCK_Sim_wakeup
SIM_WAKEUP Clock Gate.

enumerator kCLOCK_Uart1
UART1 Clock Gate.

enumerator kCLOCK_Uart2
UART2 Clock Gate.

enumerator kCLOCK_Uart3
UART3 Clock Gate.

enumerator kCLOCK_Uart4

UART4 Clock Gate.

enumerator kCLOCK_Wdog1

WDOG1 Clock Gate.

enumerator kCLOCK_Wdog2

WDOG2 Clock Gate.

enumerator kCLOCK_Wdog3

WDOG3 Clock Gate.

enumerator kCLOCK_TempSensor

TempSensor Clock Gate.

enum _clock_root_control

ccm root name used to get clock frequency.

Values:

enumerator kCLOCK_RootM4

ARM Cortex-M4 Clock control name.

enumerator kCLOCK_RootAxi

AXI Clock control name.

enumerator kCLOCK_RootNoc

NOC Clock control name.

enumerator kCLOCK_RootAhb

AHB Clock control name.

enumerator kCLOCK_RootIpq

IPG Clock control name.

enumerator kCLOCK_RootDramAlt

DRAM ALT Clock control name.

enumerator kCLOCK_RootSai1

SAI1 Clock control name.

enumerator kCLOCK_RootSai2

SAI2 Clock control name.

enumerator kCLOCK_RootSai3

SAI3 Clock control name.

enumerator kCLOCK_RootSai4

SAI4 Clock control name.

enumerator kCLOCK_RootSai5

SAI5 Clock control name.

enumerator kCLOCK_RootSai6

SAI6 Clock control name.

enumerator kCLOCK_RootQspi

QSPI Clock control name.

enumerator kCLOCK_RootI2c1

I2C1 Clock control name.

enumerator kCLOCK_RootI2c2
I2C2 Clock control name.

enumerator kCLOCK_RootI2c3
I2C3 Clock control name.

enumerator kCLOCK_RootI2c4
I2C4 Clock control name.

enumerator kCLOCK_RootUart1
UART1 Clock control name.

enumerator kCLOCK_RootUart2
UART2 Clock control name.

enumerator kCLOCK_RootUart3
UART3 Clock control name.

enumerator kCLOCK_RootUart4
UART4 Clock control name.

enumerator kCLOCK_RootEcspi1
ECSPI1 Clock control name.

enumerator kCLOCK_RootEcspi2
ECSPI2 Clock control name.

enumerator kCLOCK_RootEcspi3
ECSPI3 Clock control name.

enumerator kCLOCK_RootPwm1
PWM1 Clock control name.

enumerator kCLOCK_RootPwm2
PWM2 Clock control name.

enumerator kCLOCK_RootPwm3
PWM3 Clock control name.

enumerator kCLOCK_RootPwm4
PWM4 Clock control name.

enumerator kCLOCK_RootGpt1
GPT1 Clock control name.

enumerator kCLOCK_RootGpt2
GPT2 Clock control name.

enumerator kCLOCK_RootGpt3
GPT3 Clock control name.

enumerator kCLOCK_RootGpt4
GPT4 Clock control name.

enumerator kCLOCK_RootGpt5
GPT5 Clock control name.

enumerator kCLOCK_RootGpt6
GPT6 Clock control name.

enumerator kCLOCK_RootWdog
WDOG Clock control name.

enum _clock_root

ccm clock root used to get clock frequency.

Values:

enumerator kCLOCK_M4ClkRoot

ARM Cortex-M4 Clock control name.

enumerator kCLOCK_AxiClkRoot

AXI Clock control name.

enumerator kCLOCK_NocClkRoot

NOC Clock control name.

enumerator kCLOCK_AhbClkRoot

AHB Clock control name.

enumerator kCLOCK_IpgClkRoot

IPG Clock control name.

enumerator kCLOCK_DramAltClkRoot

DRAM ALT Clock control name.

enumerator kCLOCK_Sai1ClkRoot

SAI1 Clock control name.

enumerator kCLOCK_Sai2ClkRoot

SAI2 Clock control name.

enumerator kCLOCK_Sai3ClkRoot

SAI3 Clock control name.

enumerator kCLOCK_Sai4ClkRoot

SAI4 Clock control name.

enumerator kCLOCK_Sai5ClkRoot

SAI5 Clock control name.

enumerator kCLOCK_Sai6ClkRoot

SAI6 Clock control name.

enumerator kCLOCK_QspiClkRoot

QSPI Clock control name.

enumerator kCLOCK_I2c1ClkRoot

I2C1 Clock control name.

enumerator kCLOCK_I2c2ClkRoot

I2C2 Clock control name.

enumerator kCLOCK_I2c3ClkRoot

I2C3 Clock control name.

enumerator kCLOCK_I2c4ClkRoot

I2C4 Clock control name.

enumerator kCLOCK_Uart1ClkRoot

UART1 Clock control name.

enumerator kCLOCK_Uart2ClkRoot

UART2 Clock control name.

enumerator kCLOCK_Uart3ClkRoot
UART3 Clock control name.

enumerator kCLOCK_Uart4ClkRoot
UART4 Clock control name.

enumerator kCLOCK_Ecspi1ClkRoot
ECSPI1 Clock control name.

enumerator kCLOCK_Ecspi2ClkRoot
ECSPI2 Clock control name.

enumerator kCLOCK_Ecspi3ClkRoot
ECSPI3 Clock control name.

enumerator kCLOCK_Pwm1ClkRoot
PWM1 Clock control name.

enumerator kCLOCK_Pwm2ClkRoot
PWM2 Clock control name.

enumerator kCLOCK_Pwm3ClkRoot
PWM3 Clock control name.

enumerator kCLOCK_Pwm4ClkRoot
PWM4 Clock control name.

enumerator kCLOCK_Gpt1ClkRoot
GPT1 Clock control name.

enumerator kCLOCK_Gpt2ClkRoot
GPT2 Clock control name.

enumerator kCLOCK_Gpt3ClkRoot
GPT3 Clock control name.

enumerator kCLOCK_Gpt4ClkRoot
GPT4 Clock control name.

enumerator kCLOCK_Gpt5ClkRoot
GPT5 Clock control name.

enumerator kCLOCK_Gpt6ClkRoot
GPT6 Clock control name.

enumerator kCLOCK_WdogClkRoot
WDOG Clock control name.

enum _clock_rootmux_m4_clk_sel
Root clock select enumeration for ARM Cortex-M4 core.

Values:

enumerator kCLOCK_M4RootmuxOsc25m
ARM Cortex-M4 Clock from OSC 25M.

enumerator kCLOCK_M4RootmuxSysPll2Div5
ARM Cortex-M4 Clock from SYSTEM PLL2 divided by 5.

enumerator kCLOCK_M4RootmuxSysPll2Div4
ARM Cortex-M4 Clock from SYSTEM PLL2 divided by 4.

enumerator kCLOCK_M4RootmuxSysPll1Div3
ARM Cortex-M4 Clock from SYSTEM PLL1 divided by 3.

enumerator kCLOCK_M4RootmuxSysPll1
ARM Cortex-M4 Clock from SYSTEM PLL1.

enumerator kCLOCK_M4RootmuxAudioPll1
ARM Cortex-M4 Clock from AUDIO PLL1.

enumerator kCLOCK_M4RootmuxVideoPll1
ARM Cortex-M4 Clock from VIDEO PLL1.

enumerator kCLOCK_M4RootmuxSysPll3
ARM Cortex-M4 Clock from SYSTEM PLL3.

enum _clock_rootmux_axi_clk_sel
Root clock select enumeration for AXI bus.

Values:

enumerator kCLOCK_AxiRootmuxOsc25m
ARM AXI Clock from OSC 25M.

enumerator kCLOCK_AxiRootmuxSysPll2Div3
ARM AXI Clock from SYSTEM PLL2 divided by 3.

enumerator kCLOCK_AxiRootmuxSysPll1
ARM AXI Clock from SYSTEM PLL1.

enumerator kCLOCK_AxiRootmuxSysPll2Div4
ARM AXI Clock from SYSTEM PLL2 divided by 4.

enumerator kCLOCK_AxiRootmuxSysPll2
ARM AXI Clock from SYSTEM PLL2.

enumerator kCLOCK_AxiRootmuxAudioPll1
ARM AXI Clock from AUDIO PLL1.

enumerator kCLOCK_AxiRootmuxVideoPll1
ARM AXI Clock from VIDEO PLL1.

enumerator kCLOCK_AxiRootmuxSysPll1Div8
ARM AXI Clock from SYSTEM PLL1 divided by 8.

enum _clock_rootmux_ahb_clk_sel
Root clock select enumeration for AHB bus.

Values:

enumerator kCLOCK_AhbRootmuxOsc25m
ARM AHB Clock from OSC 25M.

enumerator kCLOCK_AhbRootmuxSysPll1Div6
ARM AHB Clock from SYSTEM PLL1 divided by 6.

enumerator kCLOCK_AhbRootmuxSysPll1
ARM AHB Clock from SYSTEM PLL1.

enumerator kCLOCK_AhbRootmuxSysPll1Div2
ARM AHB Clock from SYSTEM PLL1 divided by 2.

enumerator kCLOCK_AhbRootmuxSysPll2Div8
ARM AHB Clock from SYSTEM PLL2 divided by 8.

enumerator kCLOCK_AhbRootmuxSysPll3

ARM AHB Clock from SYSTEM PLL3.

enumerator kCLOCK_AhbRootmuxAudioPll1

ARM AHB Clock from AUDIO PLL1.

enumerator kCLOCK_AhbRootmuxVideoPll1

ARM AHB Clock from VIDEO PLL1.

enum _clock_rootmux_qspi_clk_sel

Root clock select enumeration for QSPI peripheral.

Values:

enumerator kCLOCK_QspiRootmuxOsc25m

ARM QSPI Clock from OSC 25M.

enumerator kCLOCK_QspiRootmuxSysPll1Div2

ARM QSPI Clock from SYSTEM PLL1 divided by 2.

enumerator kCLOCK_QspiRootmuxSysPll1

ARM QSPI Clock from SYSTEM PLL1.

enumerator kCLOCK_QspiRootmuxSysPll2Div2

ARM QSPI Clock from SYSTEM PLL2 divided by 2.

enumerator kCLOCK_QspiRootmuxAudioPll2

ARM QSPI Clock from AUDIO PLL2.

enumerator kCLOCK_QspiRootmuxSysPll1Div3

ARM QSPI Clock from SYSTEM PLL1 divided by 3

enumerator kCLOCK_QspiRootmuxSysPll3

ARM QSPI Clock from SYSTEM PLL3.

enumerator kCLOCK_QspiRootmuxSysPll1Div8

ARM QSPI Clock from SYSTEM PLL1 divided by 8.

enum _clock_rootmux_ecspi_clk_sel

Root clock select enumeration for ECSPI peripheral.

Values:

enumerator kCLOCK_EcspiRootmuxOsc25m

ECSPI Clock from OSC 25M.

enumerator kCLOCK_EcspiRootmuxSysPll2Div5

ECSPI Clock from SYSTEM PLL2 divided by 5.

enumerator kCLOCK_EcspiRootmuxSysPll1Div20

ECSPI Clock from SYSTEM PLL1 divided by 20.

enumerator kCLOCK_EcspiRootmuxSysPll1Div5

ECSPI Clock from SYSTEM PLL1 divided by 5.

enumerator kCLOCK_EcspiRootmuxSysPll1

ECSPI Clock from SYSTEM PLL1.

enumerator kCLOCK_EcspiRootmuxSysPll3

ECSPI Clock from SYSTEM PLL3.

enumerator kCLOCK_EcspiRootmuxSysPll2Div4

ECSPI Clock from SYSTEM PLL2 divided by 4.

enumerator kCLOCK_EcspiRootmuxAudioPll2
ECSPI Clock from AUDIO PLL2.

enum _clock_rootmux_i2c_clk_sel
Root clock select enumeration for I2C peripheral.

Values:

enumerator kCLOCK_I2cRootmuxOsc25m
I2C Clock from OSC 25M.

enumerator kCLOCK_I2cRootmuxSysPll1Div5
I2C Clock from SYSTEM PLL1 divided by 5.

enumerator kCLOCK_I2cRootmuxSysPll2Div20
I2C Clock from SYSTEM PLL2 divided by 20.

enumerator kCLOCK_I2cRootmuxSysPll3
I2C Clock from SYSTEM PLL3 .

enumerator kCLOCK_I2cRootmuxAudioPll1
I2C Clock from AUDIO PLL1.

enumerator kCLOCK_I2cRootmuxVideoPll1
I2C Clock from VIDEO PLL1.

enumerator kCLOCK_I2cRootmuxAudioPll2
I2C Clock from AUDIO PLL2.

enumerator kCLOCK_I2cRootmuxSysPll1Div6
I2C Clock from SYSTEM PLL1 divided by 6.

enum _clock_rootmux_uart_clk_sel
Root clock select enumeration for UART peripheral.

Values:

enumerator kCLOCK_UartRootmuxOsc25m
UART Clock from OSC 25M.

enumerator kCLOCK_UartRootmuxSysPll1Div10
UART Clock from SYSTEM PLL1 divided by 10.

enumerator kCLOCK_UartRootmuxSysPll2Div5
UART Clock from SYSTEM PLL2 divided by 5.

enumerator kCLOCK_UartRootmuxSysPll2Div10
UART Clock from SYSTEM PLL2 divided by 10.

enumerator kCLOCK_UartRootmuxSysPll3
UART Clock from SYSTEM PLL3.

enumerator kCLOCK_UartRootmuxExtClk2
UART Clock from External Clock 2.

enumerator kCLOCK_UartRootmuxExtClk34
UART Clock from External Clock 3, External Clock 4.

enumerator kCLOCK_UartRootmuxAudioPll2
UART Clock from Audio PLL2.

enum _clock_rootmux_gpt
Root clock select enumeration for GPT peripheral.

Values:

enumerator kCLOCK_GptRootmuxOsc25m

GPT Clock from OSC 25M.

enumerator kCLOCK_GptRootmuxSystemPll2Div10

GPT Clock from SYSTEM PLL2 divided by 10.

enumerator kCLOCK_GptRootmuxSysPll1Div2

GPT Clock from SYSTEM PLL1 divided by 2.

enumerator kCLOCK_GptRootmuxSysPll1Div20

GPT Clock from SYSTEM PLL1 divided by 20.

enumerator kCLOCK_GptRootmuxVideoPll1

GPT Clock from VIDEO PLL1.

enumerator kCLOCK_GptRootmuxSystemPll1Div10

GPT Clock from SYSTEM PLL1 divided by 10.

enumerator kCLOCK_GptRootmuxAudioPll1

GPT Clock from AUDIO PLL1.

enumerator kCLOCK_GptRootmuxExtClk123

GPT Clock from External Clock1, External Clock2, External Clock3.

enum _clock_rootmux_wdog_clk_sel

Root clock select enumeration for WDOG peripheral.

Values:

enumerator kCLOCK_WdogRootmuxOsc25m

WDOG Clock from OSC 25M.

enumerator kCLOCK_WdogRootmuxSysPll1Div6

WDOG Clock from SYSTEM PLL1 divided by 6.

enumerator kCLOCK_WdogRootmuxSysPll1Div5

WDOG Clock from SYSTEM PLL1 divided by 5.

enumerator kCLOCK_WdogRootmuxVpuPll

WDOG Clock from VPU DLL.

enumerator kCLOCK_WdogRootmuxSystemPll2Div8

WDOG Clock from SYSTEM PLL2 divided by 8.

enumerator kCLOCK_WdogRootmuxSystemPll3

WDOG Clock from SYSTEM PLL3.

enumerator kCLOCK_WdogRootmuxSystemPll1Div10

WDOG Clock from SYSTEM PLL1 divided by 10.

enumerator kCLOCK_WdogRootmuxSystemPll2Div6

WDOG Clock from SYSTEM PLL2 divided by 6.

enum _clock_rootmux_pwm_clk_sel

Root clock select enumeration for PWM peripheral.

Values:

enumerator kCLOCK_PwmRootmuxOsc25m

PWM Clock from OSC 25M.

enumerator kCLOCK_PwmRootmuxSysPll2Div10

PWM Clock from SYSTEM PLL2 divided by 10.

enumerator kCLOCK_PwmRootmuxSysPll1Div5

PWM Clock from SYSTEM PLL1 divided by 5.

enumerator kCLOCK_PwmRootmuxSysPll1Div20

PWM Clock from SYSTEM PLL1 divided by 20.

enumerator kCLOCK_PwmRootmuxSystemPll3

PWM Clock from SYSTEM PLL3.

enumerator kCLOCK_PwmRootmuxExtClk12

PWM Clock from External Clock1, External Clock2.

enumerator kCLOCK_PwmRootmuxSystemPll1Div10

PWM Clock from SYSTEM PLL1 divided by 10.

enumerator kCLOCK_PwmRootmuxVideoPll1

PWM Clock from VIDEO PLL1.

enum _clock_rootmux_sai_clk_sel

Root clock select enumeration for SAI peripheral.

Values:

enumerator kCLOCK_SaiRootmuxOsc25m

SAI Clock from OSC 25M.

enumerator kCLOCK_SaiRootmuxAudioPll1

SAI Clock from AUDIO PLL1.

enumerator kCLOCK_SaiRootmuxAudioPll2

SAI Clock from AUDIO PLL2.

enumerator kCLOCK_SaiRootmuxVideoPll1

SAI Clock from VIDEO PLL1.

enumerator kCLOCK_SaiRootmuxSysPll1Div6

SAI Clock from SYSTEM PLL1 divided by 6.

enumerator kCLOCK_SaiRootmuxOsc27m

SAI Clock from OSC 27M.

enumerator kCLOCK_SaiRootmuxExtClk123

SAI Clock from External Clock1, External Clock2, External Clock3.

enumerator kCLOCK_SaiRootmuxExtClk234

SAI Clock from External Clock2, External Clock3, External Clock4.

enum _clock_rootmux_noc_clk_sel

Root clock select enumeration for NOC CLK.

Values:

enumerator kCLOCK_NocRootmuxOsc25m

NOC Clock from OSC 25M.

enumerator kCLOCK_NocRootmuxSysPll1

NOC Clock from SYSTEM PLL1.

enumerator kCLOCK_NocRootmuxSysPll3

NOC Clock from SYSTEM PLL3.

enumerator kCLOCK_NocRootmuxSysPll2

NOC Clock from SYSTEM PLL2.

enumerator kCLOCK__NocRootmuxSysPll2Div2
NOC Clock from SYSTEM PLL2 divided by 2.

enumerator kCLOCK__NocRootmuxAudioPll1
NOC Clock from AUDIO PLL1.

enumerator kCLOCK__NocRootmuxVideoPll1
NOC Clock from VIDEO PLL1.

enumerator kCLOCK__NocRootmuxAudioPll2
NOC Clock from AUDIO PLL2.

enum __clock_pll_gate
CCM PLL gate control.

Values:

enumerator kCLOCK__ArmPllGate
ARM PLL Gate.

enumerator kCLOCK__GpuPllGate
GPU PLL Gate.

enumerator kCLOCK__VpuPllGate
VPU PLL Gate.

enumerator kCLOCK__DramPllGate
DRAM PLL1 Gate.

enumerator kCLOCK__SysPll1Gate
SYSTEM PLL1 Gate.

enumerator kCLOCK__SysPll1Div2Gate
SYSTEM PLL1 Div2 Gate.

enumerator kCLOCK__SysPll1Div3Gate
SYSTEM PLL1 Div3 Gate.

enumerator kCLOCK__SysPll1Div4Gate
SYSTEM PLL1 Div4 Gate.

enumerator kCLOCK__SysPll1Div5Gate
SYSTEM PLL1 Div5 Gate.

enumerator kCLOCK__SysPll1Div6Gate
SYSTEM PLL1 Div6 Gate.

enumerator kCLOCK__SysPll1Div8Gate
SYSTEM PLL1 Div8 Gate.

enumerator kCLOCK__SysPll1Div10Gate
SYSTEM PLL1 Div10 Gate.

enumerator kCLOCK__SysPll1Div20Gate
SYSTEM PLL1 Div20 Gate.

enumerator kCLOCK__SysPll2Gate
SYSTEM PLL2 Gate.

enumerator kCLOCK__SysPll2Div2Gate
SYSTEM PLL2 Div2 Gate.

enumerator kCLOCK_SysPll2Div3Gate
SYSTEM PLL2 Div3 Gate.

enumerator kCLOCK_SysPll2Div4Gate
SYSTEM PLL2 Div4 Gate.

enumerator kCLOCK_SysPll2Div5Gate
SYSTEM PLL2 Div5 Gate.

enumerator kCLOCK_SysPll2Div6Gate
SYSTEM PLL2 Div6 Gate.

enumerator kCLOCK_SysPll2Div8Gate
SYSTEM PLL2 Div8 Gate.

enumerator kCLOCK_SysPll2Div10Gate
SYSTEM PLL2 Div10 Gate.

enumerator kCLOCK_SysPll2Div20Gate
SYSTEM PLL2 Div20 Gate.

enumerator kCLOCK_SysPll3Gate
SYSTEM PLL3 Gate.

enumerator kCLOCK_AudioPll1Gate
AUDIO PLL1 Gate.

enumerator kCLOCK_AudioPll2Gate
AUDIO PLL2 Gate.

enumerator kCLOCK_VideoPll1Gate
VIDEO PLL1 Gate.

enumerator kCLOCK_VideoPll2Gate
VIDEO PLL2 Gate.

enum _clock_gate_value
CCM gate control value.

Values:

enumerator kCLOCK_ClockNotNeeded
Clock always disabled.

enumerator kCLOCK_ClockNeededRun
Clock enabled when CPU is running.

enumerator kCLOCK_ClockNeededRunWait
Clock enabled when CPU is running or in WAIT mode.

enumerator kCLOCK_ClockNeededAll
Clock always enabled.

enum _clock_pll_bypass_ctrl
PLL control names for PLL bypass.

These constants define the PLL control names for PLL bypass.

- 0:15: REG offset to CCM_ANALOG_BASE in bytes.
- 16:20: bypass bit shift.

Values:

enumerator kCLOCK_AudioPll1BypassCtrl
CCM Audio PLL1 bypass Control.

enumerator kCLOCK_AudioPll2BypassCtrl
CCM Audio PLL2 bypass Control.

enumerator kCLOCK_VideoPll1BypassCtrl
CCM Video Pll1 bypass Control.

enumerator kCLOCK_GpuPLLpwrBypassCtrl
CCM Gpu PLL bypass Control.

enumerator kCLOCK_VpuPllPwrBypassCtrl
CCM Vpu PLL bypass Control.

enumerator kCLOCK_ArmPllPwrBypassCtrl
CCM Arm PLL bypass Control.

enumerator kCLOCK_SysPll1InternalPll1BypassCtrl
CCM System PLL1 internal pll1 bypass Control.

enumerator kCLOCK_SysPll1InternalPll2BypassCtrl
CCM System PLL1 internal pll2 bypass Control.

enumerator kCLOCK_SysPll2InternalPll1BypassCtrl
CCM Analog System PLL1 internal pll1 bypass Control.

enumerator kCLOCK_SysPll2InternalPll2BypassCtrl
CCM Analog VIDEO System PLL1 internal pll1 bypass Control.

enumerator kCLOCK_SysPll3InternalPll1BypassCtrl
CCM Analog VIDEO PLL bypass Control.

enumerator kCLOCK_SysPll3InternalPll2BypassCtrl
CCM Analog VIDEO PLL bypass Control.

enumerator kCLOCK_VideoPll2InternalPll1BypassCtrl
CCM Analog 480M PLL bypass Control.

enumerator kCLOCK_VideoPll2InternalPll2BypassCtrl
CCM Analog 480M PLL bypass Control.

enumerator kCLOCK_DramPllInternalPll1BypassCtrl
CCM Analog 480M PLL bypass Control.

enumerator kCLOCK_DramPllInternalPll2BypassCtrl
CCM Analog 480M PLL bypass Control.

enum _ccm_analog_pll_clke

PLL clock names for clock enable/disable settings.

These constants define the PLL clock names for PLL clock enable/disable operations.

- 0:15: REG offset to CCM_ANALOG_BASE in bytes.
- 16:20: Clock enable bit shift.

Values:

enumerator kCLOCK_AudioPll1Clke
Audio pll1 clke

enumerator kCLOCK_AudioPll2Clke
Audio pll2 clke

enumerator kCLOCK_VideoPll1Clke
Video pll1 clke

enumerator kCLOCK_GpuPllClke
Gpu pll clke

enumerator kCLOCK_VpuPllClke
Vpu pll clke

enumerator kCLOCK_ArmPllClke
Arm pll clke

enumerator kCLOCK_SystemPll1Clke
System pll1 clke

enumerator kCLOCK_SystemPll1Div2Clke
System pll1 Div2 clke

enumerator kCLOCK_SystemPll1Div3Clke
System pll1 Div3 clke

enumerator kCLOCK_SystemPll1Div4Clke
System pll1 Div4 clke

enumerator kCLOCK_SystemPll1Div5Clke
System pll1 Div5 clke

enumerator kCLOCK_SystemPll1Div6Clke
System pll1 Div6 clke

enumerator kCLOCK_SystemPll1Div8Clke
System pll1 Div8 clke

enumerator kCLOCK_SystemPll1Div10Clke
System pll1 Div10 clke

enumerator kCLOCK_SystemPll1Div20Clke
System pll1 Div20 clke

enumerator kCLOCK_SystemPll2Clke
System pll2 clke

enumerator kCLOCK_SystemPll2Div2Clke
System pll2 Div2 clke

enumerator kCLOCK_SystemPll2Div3Clke
System pll2 Div3 clke

enumerator kCLOCK_SystemPll2Div4Clke
System pll2 Div4 clke

enumerator kCLOCK_SystemPll2Div5Clke
System pll2 Div5 clke

enumerator kCLOCK_SystemPll2Div6Clke
System pll2 Div6 clke

enumerator kCLOCK_SystemPll2Div8Clke
System pll2 Div8 clke

enumerator kCLOCK_SystemPll2Div10Clke
System pll2 Div10 clke

enumerator kCLOCK_SystemPll2Div20Clke

System pll2 Div20 clke

enumerator kCLOCK_SystemPll3Clke

System pll3 clke

enumerator kCLOCK_VideoPll2Clke

Video pll2 clke

enumerator kCLOCK_DramPllClke

Dram pll clke

enumerator kCLOCK_OSC25MClke

OSC25M clke

enumerator kCLOCK_OSC27MClke

OSC27M clke

enum _clock_pll_ctrl

ANALOG Power down override control.

Values:

enumerator kCLOCK_AudioPll1Ctrl

enumerator kCLOCK_AudioPll2Ctrl

enumerator kCLOCK_VideoPll1Ctrl

enumerator kCLOCK_GpuPllCtrl

enumerator kCLOCK_VpuPllCtrl

enumerator kCLOCK_ArmPllCtrl

enumerator kCLOCK_SystemPll1Ctrl

enumerator kCLOCK_SystemPll2Ctrl

enumerator kCLOCK_SystemPll3Ctrl

enumerator kCLOCK_VideoPll2Ctrl

enumerator kCLOCK_DramPllCtrl

enum _osc_mode

OSC work mode.

Values:

enumerator kOSC_OscMode

OSC oscillator mode

enumerator kOSC_ExtMode

OSC external mode

enum _osc32_src

OSC 32K input select.

Values:

enumerator kOSC32_Src25MDiv800

source from 25M divide 800

enumerator kOSC32_SrcRTC
source from RTC

enum _ccm_analog_pll_ref_clk
PLL reference clock select.

Values:

enumerator kANALOG_PllRefOsc25M
reference OSC 25M

enumerator kANALOG_PllRefOsc27M
reference OSC 27M

enumerator kANALOG_PllRefOscHdmiPhy27M
reference HDMI PHY 27M

enumerator kANALOG_PllRefClkPN
reference CLK_P_N

typedef enum _clock_name clock_name_t
Clock name used to get clock frequency.

typedef enum _clock_ip_name clock_ip_name_t
CCM CCGR gate control.

typedef enum _clock_root_control clock_root_control_t
ccm root name used to get clock frequency.

typedef enum _clock_root clock_root_t
ccm clock root used to get clock frequency.

typedef enum _clock_rootmux_m4_clk_sel clock_rootmux_m4_clk_sel_t
Root clock select enumeration for ARM Cortex-M4 core.

typedef enum _clock_rootmux_axi_clk_sel clock_rootmux_axi_clk_sel_t
Root clock select enumeration for AXI bus.

typedef enum _clock_rootmux_ahb_clk_sel clock_rootmux_ahb_clk_sel_t
Root clock select enumeration for AHB bus.

typedef enum _clock_rootmux_qspi_clk_sel clock_rootmux_qspi_clk_sel_t
Root clock select enumeration for QSPI peripheral.

typedef enum _clock_rootmux_ecspi_clk_sel clock_rootmux_ecspi_clk_sel_t
Root clock select enumeration for ECSPI peripheral.

typedef enum _clock_rootmux_i2c_clk_sel clock_rootmux_i2c_clk_sel_t
Root clock select enumeration for I2C peripheral.

typedef enum _clock_rootmux_uart_clk_sel clock_rootmux_uart_clk_sel_t
Root clock select enumeration for UART peripheral.

typedef enum _clock_rootmux_gpt clock_rootmux_gpt_t
Root clock select enumeration for GPT peripheral.

typedef enum _clock_rootmux_wdog_clk_sel clock_rootmux_wdog_clk_sel_t
Root clock select enumeration for WDOG peripheral.

typedef enum _clock_rootmux_pwm_clk_sel clock_rootmux_pwm_clk_sel_t
Root clock select enumeration for PWM peripheral.

`typedef enum _clock_rootmux_sai_clk_sel clock_rootmux_sai_clk_sel_t`

Root clock select enumeration for SAI peripheral.

`typedef enum _clock_rootmux_noc_clk_sel clock_rootmux_noc_clk_sel_t`

Root clock select enumeration for NOC CLK.

`typedef enum _clock_pll_gate clock_pll_gate_t`

CCM PLL gate control.

`typedef enum _clock_gate_value clock_gate_value_t`

CCM gate control value.

`typedef enum _clock_pll_bypass_ctrl clock_pll_bypass_ctrl_t`

PLL control names for PLL bypass.

These constants define the PLL control names for PLL bypass.

- 0:15: REG offset to CCM_ANALOG_BASE in bytes.
- 16:20: bypass bit shift.

`typedef enum _ccm_analog_pll_clke clock_pll_clke_t`

PLL clock names for clock enable/disable settings.

These constants define the PLL clock names for PLL clock enable/disable operations.

- 0:15: REG offset to CCM_ANALOG_BASE in bytes.
- 16:20: Clock enable bit shift.

`typedef enum _clock_pll_ctrl clock_pll_ctrl_t`

ANALOG Power down override control.

`typedef enum _osc32_src osc32_src_t`

OSC 32K input select.

`typedef struct _osc_config osc_config_t`

OSC configuration structure.

`typedef struct _ccm_analog_frac_pll_config ccm_analog_frac_pll_config_t`

Fractional-N PLL configuration. Note: all the dividers in this configuration structure are the actually divider, software will map it to register value.

`typedef struct _ccm_analog_sscg_pll_config ccm_analog_sscg_pll_config_t`

SSCG PLL configuration. Note: all the dividers in this configuration structure are the actually divider, software will map it to register value.

`FSL_CLOCK_DRIVER_VERSION`

CLOCK driver version 2.4.1.

`SDK_DEVICE_MAXIMUM_CPU_CLOCK_FREQUENCY`

`OSC25M_CLK_FREQ`

XTAL 25M clock frequency.

`OSC27M_CLK_FREQ`

XTAL 27M clock frequency.

`HDMI_PHY_27M_FREQ`

HDMI PHY 27M clock frequency.

`CLKPN_FREQ`

clock1PN frequency.

ECSPI_CLOCKS

Clock ip name array for ECSPI.

GPIO_CLOCKS

Clock ip name array for GPIO.

GPT_CLOCKS

Clock ip name array for GPT.

I2C_CLOCKS

Clock ip name array for I2C.

IOMUX_CLOCKS

Clock ip name array for IOMUX.

IPMUX_CLOCKS

Clock ip name array for IPMUX.

PWM_CLOCKS

Clock ip name array for PWM.

RDC_CLOCKS

Clock ip name array for RDC.

SAI_CLOCKS

Clock ip name array for SAI.

RDC_SEMA42_CLOCKS

Clock ip name array for RDC SEMA42.

UART_CLOCKS

Clock ip name array for UART.

USDHC_CLOCKS

Clock ip name array for USDHC.

WDOG_CLOCKS

Clock ip name array for WDOG.

TMU_CLOCKS

Clock ip name array for TEMPSENSOR.

SDMA_CLOCKS

Clock ip name array for SDMA.

MU_CLOCKS

Clock ip name array for MU.

QSPI_CLOCKS

Clock ip name array for QSPI.

CCM_BIT_FIELD_EXTRACTION(val, mask, shift)

CCM reg macros to extract corresponding registers bit field.

CCM_REG_OFF(root, off)

CCM reg macros to map corresponding registers.

CCM_REG(root)

CCM_REG_SET(root)

CCM_REG_CLR(root)

AUDIO_PLL1_CFG0_OFFSET

CCM Analog registers offset.

AUDIO_PLL2_CFG0_OFFSET

VIDEO_PLL1_CFG0_OFFSET

GPU_PLL_CFG0_OFFSET

VPU_PLL_CFG0_OFFSET

ARM_PLL_CFG0_OFFSET

SYS_PLL1_CFG0_OFFSET

SYS_PLL2_CFG0_OFFSET

SYS_PLL3_CFG0_OFFSET

VIDEO_PLL2_CFG0_OFFSET

DRAM_PLL_CFG0_OFFSET

OSC_MISC_CFG_OFFSET

CCM_ANALOG_TUPLE(reg, shift)

CCM ANALOG tuple macros to map corresponding registers and bit fields.

CCM_ANALOG_TUPLE_SHIFT(tuple)

CCM_ANALOG_TUPLE_REG_OFF(base, tuple, off)

CCM_ANALOG_TUPLE_REG(base, tuple)

CCM_TUPLE(ccgr, root)

CCM CCGR and root tuple.

CCM_TUPLE_CCGR(tuple)

CCM_TUPLE_ROOT(tuple)

CLOCK_ROOT_SOURCE

clock root source

CLOCK_ROOT_CONTROL_TUPLE

kCLOCK_CoreSysClk

For compatible with other platforms without CCM.

CLOCK_GetCoreSysClkFreq

For compatible with other platforms without CCM.

static inline void CLOCK_SetRootMux(*clock_root_control_t* rootClk, uint32_t mux)

Set clock root mux. User maybe need to set more than one mux ROOT according to the clock tree description in the reference manual.

Parameters

- rootClk – Root clock control (see *clock_root_control_t* enumeration).
- mux – Root mux value (see *_ccm_rootmux_xxx* enumeration).

static inline uint32_t CLOCK_GetRootMux(*clock_root_control_t* rootClk)

Get clock root mux. In order to get the clock source of root, user maybe need to get more than one ROOT's mux value to obtain the final clock source of root.

Parameters

- rootClk – Root clock control (see *clock_root_control_t* enumeration).

Returns

Root mux value (see *_ccm_rootmux_xxx* enumeration).

static inline void CLOCK_EnableRoot(*clock_root_control_t* rootClk)

Enable clock root.

Parameters

- rootClk – Root clock control (see *clock_root_control_t* enumeration)

static inline void CLOCK_DisableRoot(*clock_root_control_t* rootClk)

Disable clock root.

Parameters

- rootClk – Root control (see *clock_root_control_t* enumeration)

static inline bool CLOCK_IsRootEnabled(*clock_root_control_t* rootClk)

Check whether clock root is enabled.

Parameters

- rootClk – Root control (see *clock_root_control_t* enumeration)

Returns

CCM root enabled or not.

- true: Clock root is enabled.
- false: Clock root is disabled.

void CLOCK_UpdateRoot(*clock_root_control_t* ccmRootClk, uint32_t mux, uint32_t pre, uint32_t post)

Update clock root in one step, for dynamical clock switching Note: The PRE and POST dividers in this function are the actually divider, software will map it to register value.

Parameters

- ccmRootClk – Root control (see *clock_root_control_t* enumeration)
- mux – root mux value (see *_ccm_rootmux_xxx* enumeration)
- pre – Pre divider value (0-7, divider=n+1)
- post – Post divider value (0-63, divider=n+1)

void CLOCK_SetRootDivider(*clock_root_control_t* ccmRootClk, uint32_t pre, uint32_t post)

Set root clock divider Note: The PRE and POST dividers in this function are the actually divider, software will map it to register value.

Parameters

- ccmRootClk – Root control (see *clock_root_control_t* enumeration)
- pre – Pre divider value (1-8)
- post – Post divider value (1-64)

static inline uint32_t CLOCK_GetRootPreDivider(*clock_root_control_t* rootClk)

Get clock root PRE_PODF. In order to get the clock source of root, user maybe need to get more than one ROOT's mux value to obtain the final clock source of root.

Parameters

- rootClk – Root clock name (see clock_root_control_t enumeration).

Returns

Root Pre divider value.

static inline uint32_t CLOCK__GetRootPostDivider(*clock_root_control_t* rootClk)

Get clock root POST_PODF. In order to get the clock source of root, user maybe need to get more than one ROOT's mux value to obtain the final clock source of root.

Parameters

- rootClk – Root clock name (see clock_root_control_t enumeration).

Returns

Root Post divider value.

void CLOCK__InitOSC25M(const *osc_config_t* *config)

OSC25M init.

Parameters

- config – osc configuration.

void CLOCK__DeinitOSC25M(void)

OSC25M deinit.

void CLOCK__InitOSC27M(const *osc_config_t* *config)

OSC27M init.

Parameters

- config – osc configuration.

void CLOCK__DeinitOSC27M(void)

OSC27M deinit.

static inline void CLOCK__SwitchOSC32Src(*osc32_src_t* sel)

switch 32KHZ OSC input

Parameters

- sel – OSC32 input clock select

static inline void CLOCK__ControlGate(uint32_t ccmGate, *clock_gate_value_t* control)

Set PLL or CCGR gate control.

Parameters

- ccmGate – Gate control (see clock_pll_gate_t and clock_ip_name_t enumeration)
- control – Gate control value (see clock_gate_value_t)

void CLOCK__EnableClock(*clock_ip_name_t* ccmGate)

Enable CCGR clock gate and root clock gate for each module User should set specific gate for each module according to the description of the table of system clocks, gating and override in CCM chapter of reference manual. Take care of that one module may need to set more than one clock gate.

Parameters

- ccmGate – Gate control for each module (see clock_ip_name_t enumeration).

void CLOCK_DisableClock(*clock_ip_name_t* ccmGate)

Disable CCGR clock gate for the each module User should set specific gate for each module according to the description of the table of system clocks, gating and override in CCM chapter of reference manual. Take care of that one module may need to set more than one clock gate.

Parameters

- ccmGate – Gate control for each module (see *clock_ip_name_t* enumeration).

static inline void CLOCK_PowerUpPll(CCM_ANALOG_Type *base, *clock_pll_ctrl_t* pllControl)
Power up PLL.

Parameters

- base – CCM_ANALOG base pointer.
- pllControl – PLL control name (see *clock_pll_ctrl_t* enumeration)

static inline void CLOCK_PowerDownPll(CCM_ANALOG_Type *base, *clock_pll_ctrl_t* pllControl)
Power down PLL.

Parameters

- base – CCM_ANALOG base pointer.
- pllControl – PLL control name (see *clock_pll_ctrl_t* enumeration)

static inline void CLOCK_SetPllBypass(CCM_ANALOG_Type *base, *clock_pll_bypass_ctrl_t* pllControl, bool bypass)

PLL bypass setting.

Parameters

- base – CCM_ANALOG base pointer.
- pllControl – PLL control name (see *ccm_analog_pll_control_t* enumeration)
- bypass – Bypass the PLL.
 - true: Bypass the PLL.
 - false: Do not bypass the PLL.

static inline bool CLOCK_IsPllBypassed(CCM_ANALOG_Type *base, *clock_pll_bypass_ctrl_t* pllControl)

Check if PLL is bypassed.

Parameters

- base – CCM_ANALOG base pointer.
- pllControl – PLL control name (see *ccm_analog_pll_control_t* enumeration)

Returns

PLL bypass status.

- true: The PLL is bypassed.
- false: The PLL is not bypassed.

static inline bool CLOCK_IsPllLocked(CCM_ANALOG_Type *base, *clock_pll_ctrl_t* pllControl)
Check if PLL clock is locked.

Parameters

- base – CCM_ANALOG base pointer.
- pllControl – PLL control name (see *clock_pll_ctrl_t* enumeration)

Returns

PLL lock status.

- true: The PLL clock is locked.
- false: The PLL clock is not locked.

```
static inline void CLOCK_EnableAnalogClock(CCM_ANALOG_Type *base, clock_pll_clke_t  
                                           pllClock)
```

Enable PLL clock.

Parameters

- base – CCM_ANALOG base pointer.
- pllClock – PLL clock name (see ccm_analog_pll_clock_t enumeration)

```
static inline void CLOCK_DisableAnalogClock(CCM_ANALOG_Type *base, clock_pll_clke_t  
                                           pllClock)
```

Disable PLL clock.

Parameters

- base – CCM_ANALOG base pointer.
- pllClock – PLL clock name (see ccm_analog_pll_clock_t enumeration)

```
static inline void CLOCK_OverrideAnalogClke(CCM_ANALOG_Type *base, clock_pll_clke_t  
                                             ovClock, bool override)
```

Override PLL clock output enable.

Parameters

- base – CCM_ANALOG base pointer.
- ovClock – PLL clock name (see clock_pll_clke_t enumeration)
- override – Override the PLL.
 - true: Override the PLL clke, CCM will handle it.
 - false: Do not override the PLL clke.

```
static inline void CLOCK_OverridePllPd(CCM_ANALOG_Type *base, clock_pll_ctrl_t pdClock,  
                                       bool override)
```

Override PLL power down.

Parameters

- base – CCM_ANALOG base pointer.
- pdClock – PLL clock name (see clock_pll_ctrl_t enumeration)
- override – Override the PLL.
 - true: Override the PLL clke, CCM will handle it.
 - false: Do not override the PLL clke.

```
void CLOCK_InitArmPll(const ccm_analog_frac_pll_config_t *config)
```

Initializes the ANALOG ARM PLL.

Note: This function can't detect whether the Arm PLL has been enabled and used by some IPs.

Parameters

- `config` – Pointer to the configuration structure(see `ccm_analog_frac_pll_config_t` enumeration).

`void CLOCK_DeinitArmPll(void)`

De-initialize the ARM PLL.

`void CLOCK_InitSysPll1(const ccm_analog_sscg_pll_config_t *config)`

Initializes the ANALOG SYS PLL1.

Note: This function can't detect whether the SYS PLL has been enabled and used by some IPs.

Parameters

- `config` – Pointer to the configuration structure(see `ccm_analog_sscg_pll_config_t` enumeration).

`void CLOCK_DeinitSysPll1(void)`

De-initialize the System PLL1.

`void CLOCK_InitSysPll2(const ccm_analog_sscg_pll_config_t *config)`

Initializes the ANALOG SYS PLL2.

Note: This function can't detect whether the SYS PLL has been enabled and used by some IPs.

Parameters

- `config` – Pointer to the configuration structure(see `ccm_analog_sscg_pll_config_t` enumeration).

`void CLOCK_DeinitSysPll2(void)`

De-initialize the System PLL2.

`void CLOCK_InitSysPll3(const ccm_analog_sscg_pll_config_t *config)`

Initializes the ANALOG SYS PLL3.

Note: This function can't detect whether the SYS PLL has been enabled and used by some IPs.

Parameters

- `config` – Pointer to the configuration structure(see `ccm_analog_sscg_pll_config_t` enumeration).

`void CLOCK_DeinitSysPll3(void)`

De-initialize the System PLL3.

`void CLOCK_InitDramPll(const ccm_analog_sscg_pll_config_t *config)`

Initializes the ANALOG DDR PLL.

Note: This function can't detect whether the DDR PLL has been enabled and used by some IPs.

Parameters

- `config` – Pointer to the configuration structure(see `ccm_analog_sscg_pll_config_t` enumeration).

`void CLOCK_DeinitDramPll(void)`

De-initialize the Dram PLL.

`void CLOCK_InitAudioPll1(const ccm_analog_frac_pll_config_t *config)`

Initializes the ANALOG AUDIO PLL1.

Note: This function can't detect whether the AUDIO PLL has been enabled and used by some IPs.

Parameters

- `config` – Pointer to the configuration structure(see `ccm_analog_frac_pll_config_t` enumeration).

`void CLOCK_DeinitAudioPll1(void)`

De-initialize the Audio PLL1.

`void CLOCK_InitAudioPll2(const ccm_analog_frac_pll_config_t *config)`

Initializes the ANALOG AUDIO PLL2.

Note: This function can't detect whether the AUDIO PLL has been enabled and used by some IPs.

Parameters

- `config` – Pointer to the configuration structure(see `ccm_analog_frac_pll_config_t` enumeration).

`void CLOCK_DeinitAudioPll2(void)`

De-initialize the Audio PLL2.

`void CLOCK_InitVideoPll1(const ccm_analog_frac_pll_config_t *config)`

Initializes the ANALOG VIDEO PLL1.

Parameters

- `config` – Pointer to the configuration structure(see `ccm_analog_frac_pll_config_t` enumeration).

`void CLOCK_DeinitVideoPll1(void)`

De-initialize the Video PLL1.

`void CLOCK_InitVideoPll2(const ccm_analog_sscg_pll_config_t *config)`

Initializes the ANALOG VIDEO PLL2.

Note: This function can't detect whether the VIDEO PLL has been enabled and used by some IPs.

Parameters

- `config` – Pointer to the configuration structure(see `ccm_analog_sscg_pll_config_t` enumeration).

`void CLOCK_DeinitVideoPll2(void)`

De-initialize the Video PLL2.

```
void CLOCK_InitSSCGPll(CCM_ANALOG_Type *base, const ccm_analog_sscg_pll_config_t
                      *config, clock_pll_ctrl_t type)
```

Initializes the ANALOG SSCG PLL.

Parameters

- base – CCM ANALOG base address
- config – Pointer to the configuration structure(see *ccm_analog_sscg_pll_config_t* enumeration).
- type – sscg pll type

```
uint32_t CLOCK_GetSSCGPllFreq(CCM_ANALOG_Type *base, clock_pll_ctrl_t type, uint32_t
                             refClkFreq, bool pll1Bypass)
```

Get the ANALOG SSCG PLL clock frequency.

Parameters

- base – CCM ANALOG base address.
- type – sscg pll type
- refClkFreq – reference clock frequency
- pll1Bypass – pll1 bypass flag

Returns

Clock frequency

```
void CLOCK_InitFracPll(CCM_ANALOG_Type *base, const ccm_analog_frac_pll_config_t *config,
                      clock_pll_ctrl_t type)
```

Initializes the ANALOG Fractional PLL.

Parameters

- base – CCM ANALOG base address.
- config – Pointer to the configuration structure(see *ccm_analog_frac_pll_config_t* enumeration).
- type – fractional pll type.

```
uint32_t CLOCK_GetFracPllFreq(CCM_ANALOG_Type *base, clock_pll_ctrl_t type, uint32_t
                             refClkFreq)
```

Gets the ANALOG Fractional PLL clock frequency.

Parameters

- base – CCM_ANALOG base pointer.
- type – fractional pll type.
- refClkFreq – reference clock frequency

Returns

Clock frequency

```
uint32_t CLOCK_GetPllFreq(clock_pll_ctrl_t pll)
```

Gets PLL clock frequency.

Parameters

- pll – fractional pll type.

Returns

Clock frequency

uint32_t CLOCK_GetPllRefClkFreq(*clock_pll_ctrl_t* ctrl)

Gets PLL reference clock frequency.

Parameters

- ctrl – fractional pll type.

Returns

Clock frequency

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.

Parameters

- clockName – Clock names defined in clock_name_t

Returns

Clock frequency value in hertz

uint32_t CLOCK_GetClockRootFreq(*clock_root_t* clockRoot)

Gets the frequency of selected clock root.

Parameters

- clockRoot – The clock root used to get the frequency, please refer to clock_root_t.

Returns

The frequency of selected clock root.

uint32_t CLOCK_GetCoreM4Freq(void)

Get the CCM Cortex M4 core frequency.

Returns

Clock frequency; If the clock is invalid, returns 0.

uint32_t CLOCK_GetAxiFreq(void)

Get the CCM Axi bus frequency.

Returns

Clock frequency; If the clock is invalid, returns 0.

uint32_t CLOCK_GetAhbFreq(void)

Get the CCM Ahb bus frequency.

Returns

Clock frequency; If the clock is invalid, returns 0.

uint8_t oscMode

ext or osc mode

uint8_t oscDiv

osc divider

uint8_t refSel

pll reference clock sel

uint8_t refDiv

A 6bit divider to make sure the REF must be within the range 10MHZ~300MHZ

uint32_t fractionDiv

Inlcude fraction divider(divider:1:2^24) output clock range is 2000MHZ-4000MHZ

uint8_t intDiv

uint8_t outDiv

output clock divide, output clock range is 30MHZ to 2000MHZ, must be a even value

uint8_t refSel

pll reference clock sel

uint8_t refDiv1

A 3bit divider to make sure the REF must be within the range 25MHZ~235MHZ ,post_divide REF must be within the range 25MHZ~54MHZ

uint8_t refDiv2

A 6bit divider to make sure the post_divide REF must be within the range 54MHZ~75MHZ

uint32_t loopDivider1

A 6bit internal PLL1 feedback clock divider, output clock range must be within the range 1600MHZ-2400MHZ

uint32_t loopDivider2

A 6bit internal PLL2 feedback clock divider, output clock range must be within the range 1200MHZ-2400MHZ

uint8_t outDiv

A 6bit output clock divide, output clock range is 20MHZ to 1200MHZ

struct __osc_config

#include <fsl_clock.h> OSC configuration structure.

struct __ccm_analog_frac_pll_config

#include <fsl_clock.h> Fractional-N PLL configuration. Note: all the dividers in this configuration structure are the actually divider, software will map it to register value.

struct __ccm_analog_sscg_pll_config

#include <fsl_clock.h> SSCG PLL configuration. Note: all the dividers in this configuration structure are the actually divider, software will map it to register value.

2.3 MIPI CSI2 RX: MIPI CSI2 RX Driver

FSL_CSI2RX_DRIVER_VERSION

CSI2RX driver version.

enum __csi2rx_data_lane

CSI2RX data lanes.

Values:

enumerator kCSI2RX_DataLane0

Data lane 0.

enumerator kCSI2RX_DataLane1

Data lane 1.

enumerator kCSI2RX_DataLane2

Data lane 2.

enumerator kCSI2RX_DataLane3

Data lane 3.

enum _csi2rx_payload

CSI2RX payload type.

Values:

enumerator kCSI2RX_PayloadGroup0Null
NULL.

enumerator kCSI2RX_PayloadGroup0Blank
Blank.

enumerator kCSI2RX_PayloadGroup0Embedded
Embedded.

enumerator kCSI2RX_PayloadGroup0YUV420_8Bit
Legacy YUV420 8 bit.

enumerator kCSI2RX_PayloadGroup0YUV422_8Bit
YUV422 8 bit.

enumerator kCSI2RX_PayloadGroup0YUV422_10Bit
YUV422 10 bit.

enumerator kCSI2RX_PayloadGroup0RGB444
RGB444.

enumerator kCSI2RX_PayloadGroup0RGB555
RGB555.

enumerator kCSI2RX_PayloadGroup0RGB565
RGB565.

enumerator kCSI2RX_PayloadGroup0RGB666
RGB666.

enumerator kCSI2RX_PayloadGroup0RGB888
RGB888.

enumerator kCSI2RX_PayloadGroup0Raw6
Raw 6.

enumerator kCSI2RX_PayloadGroup0Raw7
Raw 7.

enumerator kCSI2RX_PayloadGroup0Raw8
Raw 8.

enumerator kCSI2RX_PayloadGroup0Raw10
Raw 10.

enumerator kCSI2RX_PayloadGroup0Raw12
Raw 12.

enumerator kCSI2RX_PayloadGroup0Raw14
Raw 14.

enumerator kCSI2RX_PayloadGroup1UserDefined1
User defined 8-bit data type 1, 0x30.

enumerator kCSI2RX_PayloadGroup1UserDefined2
User defined 8-bit data type 2, 0x31.

enumerator kCSI2RX_PayloadGroup1UserDefined3

User defined 8-bit data type 3, 0x32.

enumerator kCSI2RX_PayloadGroup1UserDefined4

User defined 8-bit data type 4, 0x33.

enumerator kCSI2RX_PayloadGroup1UserDefined5

User defined 8-bit data type 5, 0x34.

enumerator kCSI2RX_PayloadGroup1UserDefined6

User defined 8-bit data type 6, 0x35.

enumerator kCSI2RX_PayloadGroup1UserDefined7

User defined 8-bit data type 7, 0x36.

enumerator kCSI2RX_PayloadGroup1UserDefined8

User defined 8-bit data type 8, 0x37.

enum _csi2rx_bit_error

MIPI CSI2RX bit errors.

Values:

enumerator kCSI2RX_BitErrorEccTwoBit

ECC two bit error has occurred.

enumerator kCSI2RX_BitErrorEccOneBit

ECC one bit error has occurred.

enum _csi2rx_ppi_error

MIPI CSI2RX PPI error types.

Values:

enumerator kCSI2RX_PpiErrorSotHs

CSI2RX DPHY PPI error ErrSotHS.

enumerator kCSI2RX_PpiErrorSotSyncHs

CSI2RX DPHY PPI error ErrSotSync_HS.

enumerator kCSI2RX_PpiErrorEsc

CSI2RX DPHY PPI error ErrEsc.

enumerator kCSI2RX_PpiErrorSyncEsc

CSI2RX DPHY PPI error ErrSyncEsc.

enumerator kCSI2RX_PpiErrorControl

CSI2RX DPHY PPI error ErrControl.

enum _csi2rx_interrupt

MIPI CSI2RX interrupt.

Values:

enumerator kCSI2RX_InterruptCrcError

enumerator kCSI2RX_InterruptEccOneBitError

enumerator kCSI2RX_InterruptEccTwoBitError

enumerator kCSI2RX_InterruptUlpsStatusChange

enumerator kCSI2RX_InterruptErrorSotHs

enumerator kCSI2RX_InterruptErrorSotSyncHs

enumerator kCSI2RX_InterruptErrorEsc

enumerator kCSI2RX_InterruptErrorSyncEsc

enumerator kCSI2RX_InterruptErrorControl

enum _csi2rx_ulps_status

MIPI CSI2RX D-PHY ULPS state.

Values:

enumerator kCSI2RX_ClockLaneUlps

Clock lane is in ULPS state.

enumerator kCSI2RX_DataLane0Ulps

Data lane 0 is in ULPS state.

enumerator kCSI2RX_DataLane1Ulps

Data lane 1 is in ULPS state.

enumerator kCSI2RX_DataLane2Ulps

Data lane 2 is in ULPS state.

enumerator kCSI2RX_DataLane3Ulps

Data lane 3 is in ULPS state.

enumerator kCSI2RX_ClockLaneMark

Clock lane is in mark state.

enumerator kCSI2RX_DataLane0Mark

Data lane 0 is in mark state.

enumerator kCSI2RX_DataLane1Mark

Data lane 1 is in mark state.

enumerator kCSI2RX_DataLane2Mark

Data lane 2 is in mark state.

enumerator kCSI2RX_DataLane3Mark

Data lane 3 is in mark state.

typedef struct _csi2rx_config csi2rx_config_t

CSI2RX configuration.

typedef enum _csi2rx_ppi_error csi2rx_ppi_error_t

MIPI CSI2RX PPI error types.

void CSI2RX_Init(MIPI_CSI2RX_Type *base, const csi2rx_config_t *config)

Enables and configures the CSI2RX peripheral module.

Parameters

- base – CSI2RX peripheral address.
- config – CSI2RX module configuration structure.

void CSI2RX_Deinit(MIPI_CSI2RX_Type *base)

Disables the CSI2RX peripheral module.

Parameters

- base – CSI2RX peripheral address.

static inline uint32_t CSI2RX_GetBitError(MIPI_CSI2RX_Type *base)

Gets the MIPI CSI2RX bit error status.

This function gets the RX bit error status, the return value could be compared with `_csi2rx_bit_error`. If one bit ECC error detected, the return value could be passed to the function `CSI2RX_GetEccBitErrorPosition` to get the position of the ECC error bit.

Example:

```
uint32_t bitError;
uint32_t bitErrorPosition;

bitError = CSI2RX_GetBitError(MIPI_CSI2RX);

if (kCSI2RX_BitErrorEccTwoBit & bitError)
{
    Two bits error;
}
else if (kCSI2RX_BitErrorEccOneBit & bitError)
{
    One bits error;
    bitErrorPosition = CSI2RX_GetEccBitErrorPosition(bitError);
}
```

Parameters

- `base` – CSI2RX peripheral address.

Returns

The RX bit error status.

static inline uint32_t CSI2RX_GetEccBitErrorPosition(uint32_t bitError)

Get ECC one bit error bit position.

If `CSI2RX_GetBitError` detects ECC one bit error, this function could extract the error bit position from the return value of `CSI2RX_GetBitError`.

Parameters

- `bitError` – The bit error returned by `CSI2RX_GetBitError`.

Returns

The position of error bit.

static inline uint32_t CSI2RX_GetUlpsStatus(MIPI_CSI2RX_Type *base)

Gets the MIPI CSI2RX D-PHY ULPS status.

Example to check whether data lane 0 is in ULPS status.

```
uint32_t status = CSI2RX_GetUlpsStatus(MIPI_CSI2RX);

if (kCSI2RX_DataLane0Ulps & status)
{
    Data lane 0 is in ULPS status.
}
```

Parameters

- `base` – CSI2RX peripheral address.

Returns

The MIPI CSI2RX D-PHY ULPS status, it is OR'ed value or `_csi2rx_ulps_status`.

```
static inline uint32_t CSI2RX_GetPpiErrorDataLanes(MIPI_CSI2RX_Type *base,
                                                    csi2rx_ppi_error_t errorType)
```

Gets the MIPI CSI2RX D-PHY PPI error lanes.

This function checks the PPI error occurred on which data lanes, the returned value is OR'ed value of `csi2rx_ppi_error_t`. For example, if the ErrSotHS is detected, to check the ErrSotHS occurred on which data lanes, use like this:

```
uint32_t errorDataLanes = CSI2RX_GetPpiErrorDataLanes(MIPI_CSI2RX, kCSI2RX_
↳PpiErrorSotHS);

if (kCSI2RX_DataLane0 & errorDataLanes)
{
    ErrSotHS occurred on data lane 0.
}

if (kCSI2RX_DataLane1 & errorDataLanes)
{
    ErrSotHS occurred on data lane 1.
}
```

Parameters

- base – CSI2RX peripheral address.
- errorType – What kind of error to check.

Returns

The data lane mask that error `errorType` occurred.

```
static inline void CSI2RX_EnableInterrupts(MIPI_CSI2RX_Type *base, uint32_t mask)
```

Enable the MIPI CSI2RX interrupts.

This function enables the MIPI CSI2RX interrupts. The interrupts to enable are passed in as an OR'ed value of `_csi2rx_interrupt`. For example, to enable one bit and two bit ECC error interrupts, use like this:

```
CSI2RX_EnableInterrupts(MIPI_CSI2RX, kCSI2RX_InterruptEccOneBitError | kCSI2RX_
↳InterruptEccTwoBitError);
```

Parameters

- base – CSI2RX peripheral address.
- mask – OR'ed value of `_csi2rx_interrupt`.

```
static inline void CSI2RX_DisableInterrupts(MIPI_CSI2RX_Type *base, uint32_t mask)
```

Disable the MIPI CSI2RX interrupts.

This function disables the MIPI CSI2RX interrupts. The interrupts to disable are passed in as an OR'ed value of `_csi2rx_interrupt`. For example, to disable one bit and two bit ECC error interrupts, use like this:

```
CSI2RX_DisableInterrupts(MIPI_CSI2RX, kCSI2RX_InterruptEccOneBitError | kCSI2RX_
↳InterruptEccTwoBitError);
```

Parameters

- base – CSI2RX peripheral address.
- mask – OR'ed value of `_csi2rx_interrupt`.

```
static inline uint32_t CSI2RX_GetInterruptStatus(MIPI_CSI2RX_Type *base)
```

Get the MIPI CSI2RX interrupt status.

This function returns the MIPI CSI2RX interrupts status as an OR'ed value of `_csi2rx_interrupt`.

Parameters

- `base` – CSI2RX peripheral address.

Returns

OR'ed value of `_csi2rx_interrupt`.

```
CSI2RX_REG_CFG_NUM_LANES(base)
```

```
CSI2RX_REG_CFG_DISABLE_DATA_LANES(base)
```

```
CSI2RX_REG_BIT_ERR(base)
```

```
CSI2RX_REG_IRQ_STATUS(base)
```

```
CSI2RX_REG_IRQ_MASK(base)
```

```
CSI2RX_REG_ULPS_STATUS(base)
```

```
CSI2RX_REG_PPI_ERRSOT_HS(base)
```

```
CSI2RX_REG_PPI_ERRSOTSYNC_HS(base)
```

```
CSI2RX_REG_PPI_ERRESC(base)
```

```
CSI2RX_REG_PPI_ERRSYNCESC(base)
```

```
CSI2RX_REG_PPI_ERRCONTROL(base)
```

```
CSI2RX_REG_CFG_DISABLE_PAYLOAD_0(base)
```

```
CSI2RX_REG_CFG_DISABLE_PAYLOAD_1(base)
```

```
CSI2RX_REG_CFG_IGNORE_VC(base)
```

```
CSI2RX_REG_CFG_VID_VC(base)
```

```
CSI2RX_REG_CFG_VID_P_FIFO_SEND_LEVEL(base)
```

```
CSI2RX_REG_CFG_VID_VSYNC(base)
```

```
CSI2RX_REG_CFG_VID_HSYNC_FP(base)
```

```
CSI2RX_REG_CFG_VID_HSYNC(base)
```

```
CSI2RX_REG_CFG_VID_HSYNC_BP(base)
```

```
MIPI_CSI2RX_CSI2RX_CFG_NUM_LANES_csi2rx_cfg_num_lanes_MASK
```

```
MIPI_CSI2RX_CSI2RX_IRQ_MASK_csi2rx_irq_mask_MASK
```

```
struct _csi2rx_config
```

#include <fsl_mipi_csi2rx.h> CSI2RX configuration.

Public Members

uint8_t laneNum

Number of active lanes used for receiving data.

uint8_t tHsSettle_EscClk

Number of rx_clk_esc clock periods for T_HS_SETTLE. The T_HS_SETTLE should be in the range of 85ns + 6UI to 145ns + 10UI.

2.4 ECSPI: Enhanced Configurable Serial Peripheral Interface Driver

2.5 ECSPI Driver

void ECSPI_MasterGetDefaultConfig(*ecspi_master_config_t* *config)

Sets the ECSPI configuration structure to default values.

The purpose of this API is to get the configuration structure initialized for use in ECSPI_MasterInit(). User may use the initialized structure unchanged in ECSPI_MasterInit, or modify some fields of the structure before calling ECSPI_MasterInit. After calling this API, the master is ready to transfer. Example:

```
ecspi_master_config_t config;  
ECSPI_MasterGetDefaultConfig(&config);
```

Parameters

- config – pointer to config structure

void ECSPI_MasterInit(ECSPI_Type *base, const *ecspi_master_config_t* *config, uint32_t srcClock_Hz)

Initializes the ECSPI with configuration.

The configuration structure can be filled by user from scratch, or be set with default values by ECSPI_MasterGetDefaultConfig(). After calling this API, the slave is ready to transfer. Example

```
ecspi_master_config_t config = {  
    .baudRate_Bps = 400000,  
    ...  
};  
ECSPI_MasterInit(ECSPI0, &config);
```

Parameters

- base – ECSPI base pointer
- config – pointer to master configuration structure
- srcClock_Hz – Source clock frequency.

void ECSPI_SlaveGetDefaultConfig(*ecspi_slave_config_t* *config)

Sets the ECSPI configuration structure to default values.

The purpose of this API is to get the configuration structure initialized for use in ECSPI_SlaveInit(). User may use the initialized structure unchanged in ECSPI_SlaveInit(), or modify some fields of the structure before calling ECSPI_SlaveInit(). After calling this API, the master is ready to transfer. Example:

```
ecspi_Slaveconfig_t config;
ECSPI_SlaveGetDefaultConfig(&config);
```

Parameters

- config – pointer to config structure

```
void ECSPI_SlaveInit(ECSPI_Type *base, const ecspi_slave_config_t *config)
```

Initializes the ECSPI with configuration.

The configuration structure can be filled by user from scratch, or be set with default values by ECSPI_SlaveGetDefaultConfig(). After calling this API, the slave is ready to transfer.

Example

```
ecspi_Slaveconfig_t config = {
    .baudRate_Bps = 400000,
    ...
};
ECSPI_SlaveInit(ECSPI1, &config);
```

Parameters

- base – ECSPI base pointer
- config – pointer to master configuration structure

```
void ECSPI_Deinit(ECSPI_Type *base)
```

De-initializes the ECSPI.

Calling this API resets the ECSPI module, gates the ECSPI clock. The ECSPI module can't work unless calling the ECSPI_MasterInit/ECSPI_SlaveInit to initialize module.

Parameters

- base – ECSPI base pointer

```
static inline void ECSPI_Enable(ECSPI_Type *base, bool enable)
```

Enables or disables the ECSPI.

Parameters

- base – ECSPI base pointer
- enable – pass true to enable module, false to disable module

```
static inline uint32_t ECSPI_GetStatusFlags(ECSPI_Type *base)
```

Gets the status flag.

Parameters

- base – ECSPI base pointer

Returns

ECSPI Status, use status flag to AND `_ecspi_flags` could get the related status.

```
static inline void ECSPI_ClearStatusFlags(ECSPI_Type *base, uint32_t mask)
```

Clear the status flag.

Parameters

- base – ECSPI base pointer
- mask – ECSPI Status, use status flag to AND `_ecspi_flags` could get the related status.

```
static inline void ECSPI_EnableInterrupts(ECSPI_Type *base, uint32_t mask)
```

Enables the interrupt for the ECSPI.

Parameters

- base – ECSPI base pointer
- mask – ECSPI interrupt source. The parameter can be any combination of the following values:
 - kECSPI_TxfifoEmptyInterruptEnable
 - kECSPI_TxFifoDataRequestInterruptEnable
 - kECSPI_TxFifoFullInterruptEnable
 - kECSPI_RxFifoReadyInterruptEnable
 - kECSPI_RxFifoDataRequestInterruptEnable
 - kECSPI_RxFifoFullInterruptEnable
 - kECSPI_RxFifoOverflowInterruptEnable
 - kECSPI_TransferCompleteInterruptEnable
 - kECSPI_AllInterruptEnable

```
static inline void ECSPI_DisableInterrupts(ECSPI_Type *base, uint32_t mask)
```

Disables the interrupt for the ECSPI.

Parameters

- base – ECSPI base pointer
- mask – ECSPI interrupt source. The parameter can be any combination of the following values:
 - kECSPI_TxfifoEmptyInterruptEnable
 - kECSPI_TxFifoDataRequestInterruptEnable
 - kECSPI_TxFifoFullInterruptEnable
 - kECSPI_RxFifoReadyInterruptEnable
 - kECSPI_RxFifoDataRequestInterruptEnable
 - kECSPI_RxFifoFullInterruptEnable
 - kECSPI_RxFifoOverflowInterruptEnable
 - kECSPI_TransferCompleteInterruptEnable
 - kECSPI_AllInterruptEnable

```
static inline void ECSPI_SoftwareReset(ECSPI_Type *base)
```

Software reset.

Parameters

- base – ECSPI base pointer

```
static inline bool ECSPI_IsMaster(ECSPI_Type *base, ecspi_channel_source_t channel)
```

Mode check.

Parameters

- base – ECSPI base pointer
- channel – ECSPI channel source

Returns

mode of channel


```
static inline void ECSPI_EnableDMA(ECSPI_Type *base, uint32_t mask, bool enable)
```

Enables the DMA source for ECSPI.

Parameters

- base – ECSPI base pointer
- mask – ECSPI DMA source. The parameter can be any of the following values:
 - kECSPI_TxDmaEnable
 - kECSPI_RxDmaEnable
 - kECSPI_DmaAllEnable
- enable – True means enable DMA, false means disable DMA

```
static inline uint8_t ECSPI_GetTxFifoCount(ECSPI_Type *base)
```

Get the Tx FIFO data count.

Parameters

- base – ECSPI base pointer.

Returns

the number of words in Tx FIFO buffer.

```
static inline uint8_t ECSPI_GetRxFifoCount(ECSPI_Type *base)
```

Get the Rx FIFO data count.

Parameters

- base – ECSPI base pointer.

Returns

the number of words in Rx FIFO buffer.

```
static inline void ECSPI_SetChannelSelect(ECSPI_Type *base, ecspi_channel_source_t channel)
```

Set channel select for transfer.

Parameters

- base – ECSPI base pointer
- channel – Channel source.

```
void ECSPI_SetChannelConfig(ECSPI_Type *base, ecspi_channel_source_t channel, const  
                           ecspi_channel_config_t *config)
```

Set channel select configuration for transfer.

The purpose of this API is to set the channel will be use to transfer. User may use this API after instance has been initialized or before transfer start. The configuration structure *ecspi_channel_config* can be filled by user from scratch. After calling this API, user can select this channel as transfer channel.

Parameters

- base – ECSPI base pointer
- channel – Channel source.
- config – Configuration struct of channel

```
void ECSPI_SetBaudRate(ECSPI_Type *base, uint32_t baudRate_Bps, uint32_t srcClock_Hz)
```

Sets the baud rate for ECSPI transfer. This is only used in master.

Parameters

- base – ECSPI base pointer

- baudRate_Bps – baud rate needed in Hz.
- srcClock_Hz – ECSPI source clock frequency in Hz.

status_t ECSPI_WriteBlocking(ECSPI_Type *base, const uint32_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 – ECSPI base pointer
- buffer – The data bytes to send
- size – The number of data bytes to send

Return values

- kStatus_Success – Successfully start a transfer.
- kStatus_ECSPI_Timeout – The transfer timed out and was aborted.

static inline void ECSPI_WriteData(ECSPI_Type *base, uint32_t data)

Writes a data into the ECSPI data register.

Parameters

- base – ECSPI base pointer
- data – Data needs to be write.

static inline uint32_t ECSPI_ReadData(ECSPI_Type *base)

Gets a data from the ECSPI data register.

Parameters

- base – ECSPI base pointer

Returns

Data in the register.

void ECSPI_MasterTransferCreateHandle(ECSPI_Type *base, *ecspi_master_handle_t* *handle, *ecspi_master_callback_t* callback, void *userData)

Initializes the ECSPI master handle.

This function initializes the ECSPI master handle which can be used for other ECSPI master transactional APIs. Usually, for a specified ECSPI instance, call this API once to get the initialized handle.

Parameters

- base – ECSPI peripheral base address.
- handle – ECSPI handle pointer.
- callback – Callback function.
- userData – User data.

status_t ECSPI_MasterTransferBlocking(ECSPI_Type *base, *ecspi_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.
- `kStatus_ECSPI_Timeout` – The transfer timed out and was aborted.

status_t ECSPI_MasterTransferNonBlocking(ECSPI_Type *base, *ecspi_master_handle_t* *handle, *ecspi_transfer_t* *xfer)

Performs a non-blocking ECSPI interrupt transfer.

Note: The API immediately returns after transfer initialization is finished.

Note: If ECSPI transfer data frame size is 16 bits, the transfer size cannot be an odd number.

Parameters

- *base* – ECSPI peripheral base address.
- *handle* – pointer to *ecspi_master_handle_t* structure which stores the transfer state
- *xfer* – pointer to *ecspi_transfer_t* structure

Return values

- `kStatus_Success` – Successfully start a transfer.
- `kStatus_InvalidArgument` – Input argument is invalid.
- `kStatus_ECSPI_Busy` – ECSPI is not idle, is running another transfer.

status_t ECSPI_MasterTransferGetCount(ECSPI_Type *base, *ecspi_master_handle_t* *handle, *size_t* *count)

Gets the bytes of the ECSPI interrupt transferred.

Parameters

- *base* – ECSPI peripheral base address.
- *handle* – Pointer to ECSPI transfer handle, this should be a static variable.
- *count* – Transferred bytes of ECSPI master.

Return values

- `kStatus_ECSPI_Success` – Succeed get the transfer count.
- `kStatus_NoTransferInProgress` – There is not a non-blocking transaction currently in progress.

void ECSPI_MasterTransferAbort(ECSPI_Type *base, *ecspi_master_handle_t* *handle)

Aborts an ECSPI transfer using interrupt.

Parameters

- *base* – ECSPI peripheral base address.
- *handle* – Pointer to ECSPI transfer handle, this should be a static variable.

void ECSPI_MasterTransferHandleIRQ(ECSPI_Type *base, *ecspi_master_handle_t* *handle)

Interrupts the handler for the ECSPI.

Parameters

- *base* – ECSPI peripheral base address.

- `handle` – pointer to `ecspi_master_handle_t` structure which stores the transfer state.

```
void ECSPISlaveTransferCreateHandle(ECSPI_Type *base, ecspi_slave_handle_t *handle,  
                                   ecspi_slave_callback_t callback, void *userData)
```

Initializes the ECSPISlave handle.

This function initializes the ECSPISlave handle which can be used for other ECSPISlave transactional APIs. Usually, for a specified ECSPISlave instance, call this API once to get the initialized handle.

Parameters

- `base` – ECSPISlave peripheral base address.
- `handle` – ECSPISlave handle pointer.
- `callback` – Callback function.
- `userData` – User data.

```
static inline status_t ECSPISlaveTransferNonBlocking(ECSPI_Type *base, ecspi_slave_handle_t  
                                                    *handle, ecspi_transfer_t *xfer)
```

Performs a non-blocking ECSPISlave interrupt transfer.

Note: The API returns immediately after the transfer initialization is finished.

Parameters

- `base` – ECSPISlave peripheral base address.
- `handle` – pointer to `ecspi_master_handle_t` structure which stores the transfer state
- `xfer` – pointer to `ecspi_transfer_t` structure

Return values

- `kStatus_Success` – Successfully start a transfer.
- `kStatus_InvalidArgument` – Input argument is invalid.
- `kStatus_ECSPISlave_Busy` – ECSPISlave is not idle, is running another transfer.

```
static inline status_t ECSPISlaveTransferGetCount(ECSPI_Type *base, ecspi_slave_handle_t  
                                                    *handle, size_t *count)
```

Gets the bytes of the ECSPISlave interrupt transferred.

Parameters

- `base` – ECSPISlave peripheral base address.
- `handle` – Pointer to ECSPISlave transfer handle, this should be a static variable.
- `count` – Transferred bytes of ECSPISlave.

Return values

- `kStatus_ECSPISlave_Success` – Succeed get the transfer count.
- `kStatus_NoTransferInProgress` – There is not a non-blocking transaction currently in progress.

```
static inline void ECSPISlaveTransferAbort(ECSPI_Type *base, ecspi_slave_handle_t *handle)
```

Aborts an ECSPISlave transfer using interrupt.

Parameters

- base – ECSPI peripheral base address.
- handle – Pointer to ECSPI transfer handle, this should be a static variable.

void ECSPI_SlaveTransferHandleIRQ(ECSPI_Type *base, *ecspi_slave_handle_t* *handle)

Interrupts a handler for the ECSPI slave.

Parameters

- base – ECSPI peripheral base address.
- handle – pointer to *ecspi_slave_handle_t* structure which stores the transfer state

FSL_ECSPi_DRIVER_VERSION

ECSPI driver version.

Return status for the ECSPI driver.

Values:

enumerator kStatus_ECSPi_Busy
ECSPI bus is busy

enumerator kStatus_ECSPi_Idle
ECSPI is idle

enumerator kStatus_ECSPi_Error
ECSPI error

enumerator kStatus_ECSPi_HardwareOverflow
ECSPI hardware overflow

enumerator kStatus_ECSPi_Timeout
ECSPI timeout polling status flags.

enum *_ecspi_clock_polarity*
ECSPI clock polarity configuration.

Values:

enumerator kECSPi_PolarityActiveHigh
Active-high ECSPI polarity high (idles low).

enumerator kECSPi_PolarityActiveLow
Active-low ECSPI polarity low (idles high).

enum *_ecspi_clock_phase*
ECSPI clock phase configuration.

Values:

enumerator kECSPi_ClockPhaseFirstEdge
First edge on SPCK occurs at the middle of the first cycle of a data transfer.

enumerator kECSPi_ClockPhaseSecondEdge
First edge on SPCK occurs at the start of the first cycle of a data transfer.

ECSPI interrupt sources.

Values:

enumerator kECSPi_Tx fifoEmptyInterruptEnable
Transmit FIFO buffer empty interrupt

enumerator kECSPI_TxFifoDataRequestInterruptEnable
Transmit FIFO data request interrupt

enumerator kECSPI_TxFifoFullInterruptEnable
Transmit FIFO full interrupt

enumerator kECSPI_RxFifoReadyInterruptEnable
Receiver FIFO ready interrupt

enumerator kECSPI_RxFifoDataRequestInterruptEnable
Receiver FIFO data request interrupt

enumerator kECSPI_RxFifoFullInterruptEnable
Receiver FIFO full interrupt

enumerator kECSPI_RxFifoOverflowInterruptEnable
Receiver FIFO buffer overflow interrupt

enumerator kECSPI_TransferCompleteInterruptEnable
Transfer complete interrupt

enumerator kECSPI_AllInterruptEnable
All interrupt

ECSPI status flags.

Values:

enumerator kECSPI_TxfifoEmptyFlag
Transmit FIFO buffer empty flag

enumerator kECSPI_TxFifoDataRequestFlag
Transmit FIFO data request flag

enumerator kECSPI_TxFifoFullFlag
Transmit FIFO full flag

enumerator kECSPI_RxFifoReadyFlag
Receiver FIFO ready flag

enumerator kECSPI_RxFifoDataRequestFlag
Receiver FIFO data request flag

enumerator kECSPI_RxFifoFullFlag
Receiver FIFO full flag

enumerator kECSPI_RxFifoOverflowFlag
Receiver FIFO buffer overflow flag

enumerator kECSPI_TransferCompleteFlag
Transfer complete flag

ECSPI DMA enable.

Values:

enumerator kECSPI_TxDmaEnable
Tx DMA request source

enumerator kECSPI_RxDmaEnable
Rx DMA request source

enumerator kECSPI_DmaAllEnable

All DMA request source

enum _ecspi_data_ready

ECSPI SPI_RDY signal configuration.

Values:

enumerator kECSPI_DataReadyIgnore

SPI_RDY signal is ignored

enumerator kECSPI_DataReadyFallingEdge

SPI_RDY signal will be triggered by the falling edge

enumerator kECSPI_DataReadyLowLevel

SPI_RDY signal will be triggered by a low level

enum _ecspi_channel_source

ECSPI channel select source.

Values:

enumerator kECSPI_Channel0

Channel 0 is selected

enumerator kECSPI_Channel1

Channel 1 is selected

enumerator kECSPI_Channel2

Channel 2 is selected

enumerator kECSPI_Channel3

Channel 3 is selected

enum _ecspi_master_slave_mode

ECSPI master or slave mode configuration.

Values:

enumerator kECSPI_Slave

ECSPI peripheral operates in slave mode.

enumerator kECSPI_Master

ECSPI peripheral operates in master mode.

enum _ecspi_data_line_inactive_state_t

ECSPI data line inactive state configuration.

Values:

enumerator kECSPI_DataLineInactiveStateHigh

The data line inactive state stays high.

enumerator kECSPI_DataLineInactiveStateLow

The data line inactive state stays low.

enum _ecspi_clock_inactive_state_t

ECSPI clock inactive state configuration.

Values:

enumerator kECSPI_ClockInactiveStateLow

The SCLK inactive state stays low.

enumerator kECSPI_ClockInactiveStateHigh

The SCLK inactive state stays high.

enum _ecspi_chip_select_active_state_t

ECSPI active state configuration.

Values:

enumerator kECSPI_ChipSelectActiveStateLow

The SS signal line active stays low.

enumerator kECSPI_ChipSelectActiveStateHigh

The SS signal line active stays high.

enum _ecspi_sample_period_clock_source

ECSPI sample period clock configuration.

Values:

enumerator kECSPI_spiClock

The sample period clock source is SCLK.

enumerator kECSPI_lowFreqClock

The sample period clock source is low_frequency reference clock(32.768 kHz).

typedef enum _ecspi_clock_polarity ecspi_clock_polarity_t

ECSPI clock polarity configuration.

typedef enum _ecspi_clock_phase ecspi_clock_phase_t

ECSPI clock phase configuration.

typedef enum _ecspi_data_ready ecspi_Data_ready_t

ECSPI SPI_RDY signal configuration.

typedef enum _ecspi_channel_source ecspi_channel_source_t

ECSPI channel select source.

typedef enum _ecspi_master_slave_mode ecspi_master_slave_mode_t

ECSPI master or slave mode configuration.

typedef enum _ecspi_data_line_inactive_state_t ecspi_data_line_inactive_state_t

ECSPI data line inactive state configuration.

typedef enum _ecspi_clock_inactive_state_t ecspi_clock_inactive_state_t

ECSPI clock inactive state configuration.

typedef enum _ecspi_chip_select_active_state_t ecspi_chip_select_active_state_t

ECSPI active state configuration.

typedef enum _ecspi_sample_period_clock_source ecspi_sample_period_clock_source_t

ECSPI sample period clock configuration.

typedef struct _ecspi_channel_config ecspi_channel_config_t

ECSPI user channel configure structure.

typedef struct _ecspi_master_config ecspi_master_config_t

ECSPI master configure structure.

typedef struct _ecspi_slave_config ecspi_slave_config_t

ECSPI slave configure structure.

typedef struct _ecspi_transfer ecspi_transfer_t

ECSPI transfer structure.


```
typedef struct _ecspi_master_handle ecspi_master_handle_t
```

```
typedef ecspi_master_handle_t ecspi_slave_handle_t
```

Slave handle is the same with master handle

```
typedef void (*ecspi_master_callback_t)(ECSPI_Type *base, ecspi_master_handle_t *handle,  
status_t status, void *userData)
```

ECSPI master callback for finished transmit.

```
typedef void (*ecspi_slave_callback_t)(ECSPI_Type *base, ecspi_slave_handle_t *handle, status_t  
status, void *userData)
```

ECSPI slave callback for finished transmit.

```
uint32_t ECSPI_GetInstance(ECSPI_Type *base)
```

Get the instance for ECSPI module.

Parameters

- base – ECSPI base address

```
ECSPI_DUMMYDATA
```

ECSPI dummy transfer data, the data is sent while txBuff is NULL.

```
SPI_RETRY_TIMES
```

Retry times for waiting flag.

```
struct _ecspi_channel_config
```

#include <fsl_ecspi.h> ECSPI user channel configure structure.

Public Members

ecspi_master_slave_mode_t channelMode

Channel mode

ecspi_clock_inactive_state_t clockInactiveState

Clock line (SCLK) inactive state

ecspi_data_line_inactive_state_t dataLineInactiveState

Data line (MOSI&MISO) inactive state

ecspi_chip_select_active_state_t chipSlectActiveState

Chip select(SS) line active state

ecspi_clock_polarity_t polarity

Clock polarity

ecspi_clock_phase_t phase

Clock phase

```
struct _ecspi_master_config
```

#include <fsl_ecspi.h> ECSPI master configure structure.

Public Members

ecspi_channel_source_t channel

Channel number

ecspi_channel_config_t channelConfig

Channel configuration

ecspi_sample_period_clock_source_t samplePeriodClock
Sample period clock source

uint16_t burstLength
Burst length. The length shall be less than 4096 bits

uint8_t chipSelectDelay
SS delay time

uint16_t samplePeriod
Sample period

uint8_t txFifoThreshold
TX Threshold

uint8_t rxFifoThreshold
RX Threshold

uint32_t baudRate__Bps
ECSPI baud rate for master mode

bool enableLoopback
Enable the ECSPI loopback test.

struct __ecspi_slave_config
#include <fsl_ecspi.h> ECSPI slave configure structure.

Public Members

uint16_t burstLength
Burst length. The length shall be less than 4096 bits

uint8_t txFifoThreshold
TX Threshold

uint8_t rxFifoThreshold
RX Threshold

ecspi_channel_config_t channelConfig
Channel configuration

struct __ecspi_transfer
#include <fsl_ecspi.h> ECSPI transfer structure.

Public Members

*const uint32_t *txData*
Send buffer

*uint32_t *rxData*
Receive buffer

size_t dataSize
Transfer bytes

ecspi_channel_source_t channel
ECSPI channel select

struct __ecspi_master_handle
#include <fsl_ecspi.h> ECSPI master handle structure.

Public Members

ecspi_channel_source_t channel
Channel number

const uint32_t *volatile txData
Transfer buffer

uint32_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
ECSPI internal state

size_t transferSize
Bytes to be transferred

ecspi_master_callback_t callback
ECSPI callback

void *userData
Callback parameter

2.6 ECSPI SDMA Driver

```
void ECSPIMasterTransferCreateHandleSDMA(ECSPI_Type *base, ecspi_sdma_handle_t *handle,
ecspi_sdma_callback_t callback, void *userData,
sdma_handle_t *txHandle, sdma_handle_t
*rxHandle, uint32_t eventSourceTx, uint32_t
eventSourceRx, uint32_t TxChannel, uint32_t
RxChannel)
```

Initialize the ECSPI master SDMA handle.

This function initializes the ECSPI master SDMA handle which can be used for other SPI master transactional APIs. Usually, for a specified ECSPI instance, user need only call this API once to get the initialized handle.

Parameters

- base – ECSPI peripheral base address.
- handle – ECSPI handle pointer.
- callback – User callback function called at the end of a transfer.
- userData – User data for callback.
- txHandle – SDMA handle pointer for ECSPI Tx, the handle shall be static allocated by users.
- rxHandle – SDMA handle pointer for ECSPI Rx, the handle shall be static allocated by users.
- eventSourceTx – event source for ECSPI send, which can be found in SDMA mapping.

- eventSourceRx – event source for ECSPI receive, which can be found in SDMA mapping.
- TxChannel – SDMA channel for ECSPI send.
- RxChannel – SDMA channel for ECSPI receive.

```
void ECSPI_SlaveTransferCreateHandleSDMA(ECSPI_Type *base, ecspi_sdma_handle_t *handle,  
                                         ecspi_sdma_callback_t callback, void *userData,  
                                         sdma_handle_t *txHandle, sdma_handle_t  
                                         *rxHandle, uint32_t eventSourceTx, uint32_t  
                                         eventSourceRx, uint32_t TxChannel, uint32_t  
                                         RxChannel)
```

Initialize the ECSPI Slave SDMA handle.

This function initializes the ECSPI Slave SDMA handle which can be used for other SPI Slave transactional APIs. Usually, for a specified ECSPI instance, user need only call this API once to get the initialized handle.

Parameters

- base – ECSPI peripheral base address.
- handle – ECSPI handle pointer.
- callback – User callback function called at the end of a transfer.
- userData – User data for callback.
- txHandle – SDMA handle pointer for ECSPI Tx, the handle shall be static allocated by users.
- rxHandle – SDMA handle pointer for ECSPI Rx, the handle shall be static allocated by users.
- eventSourceTx – event source for ECSPI send, which can be found in SDMA mapping.
- eventSourceRx – event source for ECSPI receive, which can be found in SDMA mapping.
- TxChannel – SDMA channel for ECSPI send.
- RxChannel – SDMA channel for ECSPI receive.

```
status_t ECSPI_MasterTransferSDMA(ECSPI_Type *base, ecspi_sdma_handle_t *handle,  
                                   ecspi_transfer_t *xfer)
```

Perform a non-blocking ECSPI master transfer using SDMA.

Note: This interface returned immediately after transfer initiates.

Parameters

- base – ECSPI peripheral base address.
- handle – ECSPI SDMA handle pointer.
- xfer – Pointer to sdma transfer structure.

Return values

- kStatus_Success – Successfully start a transfer.
- kStatus_InvalidArgument – Input argument is invalid.
- kStatus_ECSPI_Busy – ECSPI is not idle, is running another transfer.

```
status_t ECSPI_SlaveTransferSDMA(ECSPI_Type *base, ecspi_sdma_handle_t *handle,  
                                ecspi_transfer_t *xfer)
```

Perform a non-blocking ECSPI slave transfer using SDMA.

Note: This interface returned immediately after transfer initiates.

Parameters

- base – ECSPI peripheral base address.
- handle – ECSPI SDMA handle pointer.
- xfer – Pointer to sdma transfer structure.

Return values

- kStatus_Success – Successfully start a transfer.
- kStatus_InvalidArgument – Input argument is invalid.
- kStatus_ECSPI_Busy – ECSPI is not idle, is running another transfer.

```
void ECSPI_MasterTransferAbortSDMA(ECSPI_Type *base, ecspi_sdma_handle_t *handle)
```

Abort a ECSPI master transfer using SDMA.

Parameters

- base – ECSPI peripheral base address.
- handle – ECSPI SDMA handle pointer.

```
void ECSPI_SlaveTransferAbortSDMA(ECSPI_Type *base, ecspi_sdma_handle_t *handle)
```

Abort a ECSPI slave transfer using SDMA.

Parameters

- base – ECSPI peripheral base address.
- handle – ECSPI SDMA handle pointer.

```
FSL_ECSPI_FREERTOS_DRIVER_VERSION
```

ECSPI FreeRTOS driver version.

```
typedef struct _ecspi_sdma_handle ecspi_sdma_handle_t
```

```
typedef void (*ecspi_sdma_callback_t)(ECSPI_Type *base, ecspi_sdma_handle_t *handle, status_t  
status, void *userData)
```

ECSPI SDMA callback called at the end of transfer.

```
struct _ecspi_sdma_handle
```

#include <fsl_ecspi_sdma.h> ECSPI SDMA transfer handle, users should not touch the content of the handle.

Public Members

bool txInProgress

Send transfer finished

bool rxInProgress

Receive transfer finished

sdma_handle_t *txSdmaHandle

DMA handler for ECSPI send

sdma_handle_t *rxSdmaHandle
DMA handler for ECSPI receive

ecspi_sdma_callback_t callback
Callback for ECSPI SDMA transfer

void *userData
User Data for ECSPI SDMA callback

uint32_t state
Internal state of ECSPI SDMA transfer

uint32_t ChannelTx
Channel for send handle

uint32_t ChannelRx
Channel for receive handler

2.7 GPC: General Power Controller Driver

static inline void GPC_EnableMemoryGate(GPC_Type *base, uint32_t modules, bool enable)
Control power for memory.

Parameters

- base – GPC peripheral base address.
- modules – Mask value for Modules to be operated, see to `_gpc_memory_power_gate`.
- enable – Enable the power or not.

void GPC_EnablePartialSleepWakeupSource(GPC_Type *base, gpc_wakeup_source_t source, bool enable)

Enable the modules as wakeup sources of PSLEEP (Partial Sleep) mode.

In PSLEEP mode, HP domain is powered down, while LP domain remains powered on so peripherals in LP domain can wakeup the system from PSLEEP mode via interrupts. In PSLEEP mode, system clocks are stopped and peripheral clocks of LP domain can be optionally on. LP domain peripherals can generate interrupt either asynchronously or need its peripheral clock on, depending on what kind of wakeup event is expected. Refer to the corresponding module description about what kind of interrupts are supported by the module.

Parameters

- base – GPC peripheral base address.
- source – Wakeup source for responding module, see to `gpc_wakeup_source_t`.
- enable – Enable the wakeup source or not.

bool GPC_GetPartialSleepWakeupFlag(GPC_Type *base, gpc_wakeup_source_t source)

Get if indicated wakeup module just caused the wakeup event to exit PSLEEP mode.

This function returns if the responding wakeup module just caused the MCU to exit PSLEEP mode. In hardware level, the flags of wakeup source are read only and will be cleared by cleaning the interrupt status of the corresponding wakeup module.

Parameters

- base – GPC peripheral base address.

- `source` – Wakeup source for responding module, see to `gpc_wakeup_source_t`.

Return values

- `true` – - Indicated wakeup flag is asserted.
- `false` – - Indicated wakeup flag is not asserted.

`static inline void GPC_EnablePartialSleepMode(GPC_Type *base, bool enable)`

Switch to the Partial Sleep mode.

This function controls if the system will enter Partial SLEEP mode or remain in STOP mode.

Parameters

- `base` – GPC peripheral base address.
- `enable` – Enable the gate or not.

`static inline void GPC_ConfigPowerUpSequence(GPC_Type *base, uint32_t sw, uint32_t sw2iso)`

Configure the power up sequence.

There will be two steps for power up sequence:

- After a power up request, GPC waits for a number of IP BUS clocks equal to the value of SW before turning on the power of HP domain. SW must not be programmed to zero.
- After GPC turning on the power of HP domain, it waits for a number of IP BUS clocks equal to the value of SW2ISO before disable the isolation of HP domain. SW2ISO must not be programmed to zero.

Parameters

- `base` – GPC peripheral base address.
- `sw` – Count of IP BUS clocks before disabling the isolation of HP domain.
- `sw2iso` – Count of IP BUS clocks before turning on the power of HP domain.

`static inline void GPC_ConfigPowerDownSequence(GPC_Type *base, uint32_t iso, uint32_t iso2w)`

Configure the power down sequence.

There will be two steps for power down sequence:

- After a power down request, the GPC waits for a number of IP BUS clocks equal to the value of ISO before it enables the isolation of HP domain. ISO must not be programmed to zero.
- After HP domain is isolated, GPC waits for a number of IPG BUS clocks equal to the value of ISO2SW before it turning off the power of HP domain. ISO2SW must not be programmed to zero.

Parameters

- `base` – GPC peripheral base address.
- `iso` – Count of IP BUS clocks before it enables the isolation of HP domain.
- `iso2w` – Count of IP BUS clocks before it turning off the power of HP domain.

`static inline uint32_t GPC_GetStatusFlags(GPC_Type *base)`

Get the status flags of GPC.

Parameters

- `base` – GPC peripheral base address.

Returns

Mask value of flags, see to `_gpc_status_flags`.

static inline void GPC_ClearStatusFlags(GPC_Type *base, uint32_t flags)

Clear the status flags of GPC.

Parameters

- base – GPC peripheral base address.
- flags – Mask value of flags to be cleared, see to `_gpc_status_flags`.

FSL_GPC_DRIVER_VERSION

GPC driver version 2.0.0.

enum _gpc_memory_power_gate

Enumeration of the memory power gate control.

Once the clock gate is enabled, the responding part would be powered off and contents are not retained in Partial SLEEP mode.

Values:

enumerator kGPC_MemoryPowerGateL2Cache

L2 Cache Power Gate.

enumerator kGPC_MemoryPowerGateITCM

ITCM Power Gate Enable.

enumerator kGPC_MemoryPowerGateDTCM

DTCM Power Gate Enable.

enum _gpc_status_flags

GPC flags.

Values:

enumerator kGPC_PoweredDownFlag

Power status. HP domain was powered down for the previous power down request.

2.8 GPIO: General-Purpose Input/Output Driver

void GPIO_PinInit(GPIO_Type *base, uint32_t pin, const *gpio_pin_config_t* *Config)

Initializes the GPIO peripheral according to the specified parameters in the initConfig.

Parameters

- base – GPIO base pointer.
- pin – Specifies the pin number
- Config – pointer to a `gpio_pin_config_t` structure that contains the configuration information.

void GPIO_PinWrite(GPIO_Type *base, uint32_t pin, uint8_t output)

Sets the output level of the individual GPIO pin to logic 1 or 0.

Parameters

- base – GPIO base pointer.
- pin – GPIO port 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_WritePinOutput(GPIO_Type *base, uint32_t pin, uint8_t output)
Sets the output level of the individual GPIO pin to logic 1 or 0.

Deprecated:

Do not use this function. It has been superceded by GPIO_PinWrite.

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 (GPIO1, GPIO2, GPIO3, and so on.)
- mask – GPIO pin number macro

static inline void GPIO_SetPinsOutput(GPIO_Type *base, uint32_t mask)
Sets the output level of the multiple GPIO pins to the logic 1.

Deprecated:

Do not use this function. It has been superceded by GPIO_PortSet.

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 (GPIO1, GPIO2, GPIO3, and so on.)
- mask – GPIO pin number macro

static inline void GPIO_ClearPinsOutput(GPIO_Type *base, uint32_t mask)
Sets the output level of the multiple GPIO pins to the logic 0.

Deprecated:

Do not use this function. It has been superceded by GPIO_PortClear.

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 (GPIO1, GPIO2, GPIO3, 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 base pointer.
- pin – GPIO port pin number.

Return values

GPIO – port input value.

static inline uint32_t GPIO_ReadPinInput(GPIO_Type *base, uint32_t pin)
Reads the current input value of the GPIO port.

Deprecated:

Do not use this function. It has been superceded by GPIO_PinRead.

```
static inline uint8_t GPIO_PinReadPadStatus(GPIO_Type *base, uint32_t pin)
```

Reads the current GPIO pin pad status.

Parameters

- base – GPIO base pointer.
- pin – GPIO port pin number.

Return values

GPIO – pin pad status value.

```
static inline uint8_t GPIO_ReadPadStatus(GPIO_Type *base, uint32_t pin)
```

Reads the current GPIO pin pad status.

Deprecated:

Do not use this function. It has been superceded by GPIO_PinReadPadStatus.

```
void GPIO_PinSetInterruptConfig(GPIO_Type *base, uint32_t pin, gpio_interrupt_mode_t  
                               pinInterruptMode)
```

Sets the current pin interrupt mode.

Parameters

- base – GPIO base pointer.
- pin – GPIO port pin number.
- pinInterruptMode – pointer to a gpio_interrupt_mode_t structure that contains the interrupt mode information.

```
static inline void GPIO_SetPinInterruptConfig(GPIO_Type *base, uint32_t pin,  
                                              gpio_interrupt_mode_t pinInterruptMode)
```

Sets the current pin interrupt mode.

Deprecated:

Do not use this function. It has been superceded by GPIO_PinSetInterruptConfig.

```
static inline void GPIO_PortEnableInterrupts(GPIO_Type *base, uint32_t mask)
```

Enables the specific pin interrupt.

Parameters

- base – GPIO base pointer.
- mask – GPIO pin number macro.

```
static inline void GPIO_EnableInterrupts(GPIO_Type *base, uint32_t mask)
```

Enables the specific pin interrupt.

Parameters

- base – GPIO base pointer.
- mask – GPIO pin number macro.

```
static inline void GPIO_PortDisableInterrupts(GPIO_Type *base, uint32_t mask)
```

Disables the specific pin interrupt.

Parameters

- base – GPIO base pointer.

- mask – GPIO pin number macro.

static inline void GPIO_DisableInterrupts(GPIO_Type *base, uint32_t mask)

Disables the specific pin interrupt.

Deprecated:

Do not use this function. It has been superceded by GPIO_PortDisableInterrupts.

static inline uint32_t GPIO_PortGetInterruptFlags(GPIO_Type *base)

Reads individual pin interrupt status.

Parameters

- base – GPIO base pointer.

Return values

current – pin interrupt status flag.

static inline uint32_t GPIO_GetPinsInterruptFlags(GPIO_Type *base)

Reads individual pin interrupt status.

Parameters

- base – GPIO base pointer.

Return values

current – pin interrupt status flag.

static inline void GPIO_PortClearInterruptFlags(GPIO_Type *base, uint32_t mask)

Clears pin interrupt flag. Status flags are cleared by writing a 1 to the corresponding bit position.

Parameters

- base – GPIO base pointer.
- mask – GPIO pin number macro.

static inline void GPIO_ClearPinsInterruptFlags(GPIO_Type *base, uint32_t mask)

Clears pin interrupt flag. Status flags are cleared by writing a 1 to the corresponding bit position.

Parameters

- base – GPIO base pointer.
- mask – GPIO pin number macro.

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_interrupt_mode

GPIO interrupt mode definition.

Values:

enumerator kGPIO_NoIntmode

Set current pin general IO functionality.

enumerator kGPIO_IntLowLevel

Set current pin interrupt is low-level sensitive.

enumerator kGPIO_IntHighLevel

Set current pin interrupt is high-level sensitive.

enumerator kGPIO_IntRisingEdge

Set current pin interrupt is rising-edge sensitive.

enumerator kGPIO_IntFallingEdge

Set current pin interrupt is falling-edge sensitive.

enumerator kGPIO_IntRisingOrFallingEdge

Enable the edge select bit to override the ICR register's configuration.

typedef enum *_gpio_pin_direction* gpio_pin_direction_t

GPIO direction definition.

typedef enum *_gpio_interrupt_mode* gpio_interrupt_mode_t

GPIO interrupt mode definition.

typedef struct *_gpio_pin_config* gpio_pin_config_t

GPIO Init structure definition.

struct *_gpio_pin_config*

#include <fsl_gpio.h> GPIO Init structure definition.

Public Members

gpio_pin_direction_t direction

Specifies the pin direction.

uint8_t outputLogic

Set a default output logic, which has no use in input

gpio_interrupt_mode_t interruptMode

Specifies the pin interrupt mode, a value of *gpio_interrupt_mode_t*.

2.9 GPT: General Purpose Timer

void GPT_Init(GPT_Type *base, const *gpt_config_t* *initConfig)

Initialize GPT to reset state and initialize running mode.

Parameters

- base – GPT peripheral base address.
- initConfig – GPT mode setting configuration.

void GPT_Deinit(GPT_Type *base)

Disables the module and gates the GPT clock.

Parameters

- base – GPT peripheral base address.

`void GPT_GetDefaultConfig(gpt_config_t *config)`

Fills in the GPT configuration structure with default settings.

The default values are:

```
config->clockSource = kGPT_ClockSource_Periph;
config->divider = 1U;
config->enableRunInStop = true;
config->enableRunInWait = true;
config->enableRunInDoze = false;
config->enableRunInDbg = false;
config->enableFreeRun = false;
config->enableMode = true;
```

Parameters

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

`static inline void GPT_SoftwareReset(GPT_Type *base)`

Software reset of GPT module.

Parameters

- `base` – GPT peripheral base address.

`static inline void GPT_SetClockSource(GPT_Type *base, gpt_clock_source_t gptClkSource)`

Set clock source of GPT.

Parameters

- `base` – GPT peripheral base address.
- `gptClkSource` – Clock source (see `gpt_clock_source_t` typedef enumeration).

`static inline gpt_clock_source_t GPT_GetClockSource(GPT_Type *base)`

Get clock source of GPT.

Parameters

- `base` – GPT peripheral base address.

Returns

clock source (see `gpt_clock_source_t` typedef enumeration).

`static inline void GPT_SetClockDivider(GPT_Type *base, uint32_t divider)`

Set pre scaler of GPT.

Parameters

- `base` – GPT peripheral base address.
- `divider` – Divider of GPT (1-4096).

`static inline uint32_t GPT_GetClockDivider(GPT_Type *base)`

Get clock divider in GPT module.

Parameters

- `base` – GPT peripheral base address.

Returns

clock divider in GPT module (1-4096).

`static inline void GPT_SetOscClockDivider(GPT_Type *base, uint32_t divider)`

OSC 24M pre-scaler before selected by clock source.

Parameters

- `base` – GPT peripheral base address.

- divider – OSC Divider(1-16).

static inline uint32_t GPT_GetOscClockDivider(GPT_Type *base)

Get OSC 24M clock divider in GPT module.

Parameters

- base – GPT peripheral base address.

Returns

OSC clock divider in GPT module (1-16).

static inline void GPT_StartTimer(GPT_Type *base)

Start GPT timer.

Parameters

- base – GPT peripheral base address.

static inline void GPT_StopTimer(GPT_Type *base)

Stop GPT timer.

Parameters

- base – GPT peripheral base address.

static inline uint32_t GPT_GetCurrentTimerCount(GPT_Type *base)

Reads the current GPT counting value.

Parameters

- base – GPT peripheral base address.

Returns

Current GPT counter value.

static inline void GPT_SetInputOperationMode(GPT_Type *base, *gpt_input_capture_channel_t* channel, *gpt_input_operation_mode_t* mode)

Set GPT operation mode of input capture channel.

Parameters

- base – GPT peripheral base address.
- channel – GPT capture channel (see *gpt_input_capture_channel_t* typedef enumeration).
- mode – GPT input capture operation mode (see *gpt_input_operation_mode_t* typedef enumeration).

static inline *gpt_input_operation_mode_t* GPT_GetInputOperationMode(GPT_Type *base, *gpt_input_capture_channel_t* channel)

Get GPT operation mode of input capture channel.

Parameters

- base – GPT peripheral base address.
- channel – GPT capture channel (see *gpt_input_capture_channel_t* typedef enumeration).

Returns

GPT input capture operation mode (see *gpt_input_operation_mode_t* typedef enumeration).

```
static inline uint32_t GPT_GetInputCaptureValue(GPT_Type *base, gpt_input_capture_channel_t channel)
```

Get GPT input capture value of certain channel.

Parameters

- base – GPT peripheral base address.
- channel – GPT capture channel (see `gpt_input_capture_channel_t` typedef enumeration).

Returns

GPT input capture value.

```
static inline void GPT_SetOutputOperationMode(GPT_Type *base, gpt_output_compare_channel_t channel, gpt_output_operation_mode_t mode)
```

Set GPT operation mode of output compare channel.

Parameters

- base – GPT peripheral base address.
- channel – GPT output compare channel (see `gpt_output_compare_channel_t` typedef enumeration).
- mode – GPT output operation mode (see `gpt_output_operation_mode_t` typedef enumeration).

```
static inline gpt_output_operation_mode_t GPT_GetOutputOperationMode(GPT_Type *base, gpt_output_compare_channel_t channel)
```

Get GPT operation mode of output compare channel.

Parameters

- base – GPT peripheral base address.
- channel – GPT output compare channel (see `gpt_output_compare_channel_t` typedef enumeration).

Returns

GPT output operation mode (see `gpt_output_operation_mode_t` typedef enumeration).

```
static inline void GPT_SetOutputCompareValue(GPT_Type *base, gpt_output_compare_channel_t channel, uint32_t value)
```

Set GPT output compare value of output compare channel.

Parameters

- base – GPT peripheral base address.
- channel – GPT output compare channel (see `gpt_output_compare_channel_t` typedef enumeration).
- value – GPT output compare value.

```
static inline uint32_t GPT_GetOutputCompareValue(GPT_Type *base, gpt_output_compare_channel_t channel)
```

Get GPT output compare value of output compare channel.

Parameters

- base – GPT peripheral base address.
- channel – GPT output compare channel (see `gpt_output_compare_channel_t` typedef enumeration).

Returns

GPT output compare value.

static inline void GPT_ForceOutput(GPT_Type *base, *gpt_output_compare_channel_t* channel)
Force GPT output action on output compare channel, ignoring comparator.

Parameters

- base – GPT peripheral base address.
- channel – GPT output compare channel (see *gpt_output_compare_channel_t* typedef enumeration).

static inline void GPT_EnableInterrupts(GPT_Type *base, uint32_t mask)
Enables the selected GPT interrupts.

Parameters

- base – GPT peripheral base address.
- mask – The interrupts to enable. This is a logical OR of members of the enumeration *gpt_interrupt_enable_t*

static inline void GPT_DisableInterrupts(GPT_Type *base, uint32_t mask)
Disables the selected GPT interrupts.

Parameters

- base – GPT peripheral base address
- mask – The interrupts to disable. This is a logical OR of members of the enumeration *gpt_interrupt_enable_t*

static inline uint32_t GPT_GetEnabledInterrupts(GPT_Type *base)
Gets the enabled GPT interrupts.

Parameters

- base – GPT peripheral base address

Returns

The enabled interrupts. This is the logical OR of members of the enumeration *gpt_interrupt_enable_t*

static inline uint32_t GPT_GetStatusFlags(GPT_Type *base, *gpt_status_flag_t* flags)
Get GPT status flags.

Parameters

- base – GPT peripheral base address.
- flags – GPT status flag mask (see *gpt_status_flag_t* for bit definition).

Returns

GPT status, each bit represents one status flag.

static inline void GPT_ClearStatusFlags(GPT_Type *base, *gpt_status_flag_t* flags)
Clears the GPT status flags.

Parameters

- base – GPT peripheral base address.
- flags – GPT status flag mask (see *gpt_status_flag_t* for bit definition).

FSL_GPT_DRIVER_VERSION

enum _gpt_clock_source
List of clock sources.

Note: Actual number of clock sources is SoC dependent

Values:

enumerator kGPT_ClockSource_Off
GPT Clock Source Off.

enumerator kGPT_ClockSource_Periph
GPT Clock Source from Peripheral Clock.

enumerator kGPT_ClockSource_HighFreq
GPT Clock Source from High Frequency Reference Clock.

enumerator kGPT_ClockSource_Ext
GPT Clock Source from external pin.

enumerator kGPT_ClockSource_LowFreq
GPT Clock Source from Low Frequency Reference Clock.

enumerator kGPT_ClockSource_Osc
GPT Clock Source from Crystal oscillator.

enum _gpt_input_capture_channel
List of input capture channel number.

Values:

enumerator kGPT_InputCapture_Channel1
GPT Input Capture Channel1.

enumerator kGPT_InputCapture_Channel2
GPT Input Capture Channel2.

enum _gpt_input_operation_mode
List of input capture operation mode.

Values:

enumerator kGPT_InputOperation_Disabled
Don't capture.

enumerator kGPT_InputOperation_RiseEdge
Capture on rising edge of input pin.

enumerator kGPT_InputOperation_FallEdge
Capture on falling edge of input pin.

enumerator kGPT_InputOperation_BothEdge
Capture on both edges of input pin.

enum _gpt_output_compare_channel
List of output compare channel number.

Values:

enumerator kGPT_OutputCompare_Channel1
Output Compare Channel1.

enumerator kGPT_OutputCompare_Channel2
Output Compare Channel2.

enumerator kGPT_OutputCompare_Channel3
Output Compare Channel3.

enum _gpt_output_operation_mode
List of output compare operation mode.

Values:

enumerator kGPT_OutputOperation_Disconnected
Don't change output pin.

enumerator kGPT_OutputOperation_Toggle
Toggle output pin.

enumerator kGPT_OutputOperation_Clear
Set output pin low.

enumerator kGPT_OutputOperation_Set
Set output pin high.

enumerator kGPT_OutputOperation_Activelow
Generate a active low pulse on output pin.

enum _gpt_interrupt_enable
List of GPT interrupts.

Values:

enumerator kGPT_OutputCompare1InterruptEnable
Output Compare Channel1 interrupt enable

enumerator kGPT_OutputCompare2InterruptEnable
Output Compare Channel2 interrupt enable

enumerator kGPT_OutputCompare3InterruptEnable
Output Compare Channel3 interrupt enable

enumerator kGPT_InputCapture1InterruptEnable
Input Capture Channel1 interrupt enable

enumerator kGPT_InputCapture2InterruptEnable
Input Capture Channel1 interrupt enable

enumerator kGPT_RollOverFlagInterruptEnable
Counter rolled over interrupt enable

enum _gpt_status_flag
Status flag.

Values:

enumerator kGPT_OutputCompare1Flag
Output compare channel 1 event.

enumerator kGPT_OutputCompare2Flag
Output compare channel 2 event.

enumerator kGPT_OutputCompare3Flag
Output compare channel 3 event.

enumerator kGPT_InputCapture1Flag

Input Capture channel 1 event.

enumerator kGPT_InputCapture2Flag

Input Capture channel 2 event.

enumerator kGPT_RollOverFlag

Counter reaches maximum value and rolled over to 0 event.

typedef enum *_gpt_clock_source* gpt_clock_source_t

List of clock sources.

Note: Actual number of clock sources is SoC dependent

typedef enum *_gpt_input_capture_channel* gpt_input_capture_channel_t

List of input capture channel number.

typedef enum *_gpt_input_operation_mode* gpt_input_operation_mode_t

List of input capture operation mode.

typedef enum *_gpt_output_compare_channel* gpt_output_compare_channel_t

List of output compare channel number.

typedef enum *_gpt_output_operation_mode* gpt_output_operation_mode_t

List of output compare operation mode.

typedef enum *_gpt_interrupt_enable* gpt_interrupt_enable_t

List of GPT interrupts.

typedef enum *_gpt_status_flag* gpt_status_flag_t

Status flag.

typedef struct *_gpt_init_config* gpt_config_t

Structure to configure the running mode.

struct *_gpt_init_config*

#include <fsl_gpt.h> Structure to configure the running mode.

Public Members

gpt_clock_source_t clockSource

clock source for GPT module.

uint32_t divider

clock divider (prescaler+1) from clock source to counter.

bool enableFreeRun

true: FreeRun mode, false: Restart mode.

bool enableRunInWait

GPT enabled in wait mode.

bool enableRunInStop

GPT enabled in stop mode.

bool enableRunInDoze

GPT enabled in doze mode.

bool enableRunInDbg

GPT enabled in debug mode.

bool enableMode

true: counter reset to 0 when enabled; false: counter retain its value when enabled.

2.10 I2C: Inter-Integrated Circuit Driver

2.11 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,  
    .baudRate_Bps = 100000  
};  
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_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_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_MasterInit(). Use the initialized structure unchanged in the I2C_MasterInit() or modify the structure before calling the I2C_MasterInit(). This is an example.

```
i2c_master_config_t config;  
I2C_MasterGetDefaultConfig(&config);
```

Parameters

- masterConfig – A pointer to the master configuration structure.

`void I2C_SlaveInit(I2C_Type *base, const i2c_slave_config_t *slaveConfig)`

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,  
    .slaveAddress = 0x1DU,  
};  
I2C_SlaveInit(I2C0, &config);
```

Parameters

- `base` – I2C base pointer
- `slaveConfig` – A pointer to the slave configuration structure

`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

`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_SlaveInit()`. Modify fields of the structure before calling the `I2C_SlaveInit()`. 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.

`static inline 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 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_ArbitrationLostFlag
 - kI2C_IntPendingFlag

```
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_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_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

`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.

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.

The following status register flags can be cleared:

- kI2C_ArbitrationLostFlag
- kI2C_IntPendingFlag

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.

enumerator kI2C_TransferDirectionFlag

I2C transfer direction flag.

enumerator kI2C_ArbitrationLostFlag

I2C arbitration lost flag.

enumerator kI2C_BusBusyFlag

I2C bus busy flag.

enumerator kI2C_AddressMatchFlag

I2C address match flag.

enumerator kI2C_TransferCompleteFlag

I2C transfer complete flag.

enum _i2c_interrupt_enable

I2C feature interrupt source.

Values:

enumerator kI2C_GlobalInterruptEnable
I2C global 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_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_SlaveCompletionEvent
A stop was detected or finished transfer, completing the transfer.

enumerator kI2C_SlaveAllEvents
A bit mask of all available events.

```
typedef enum _i2c_direction i2c_direction_t
```

The direction of master and slave transfers.

```
typedef struct _i2c_master_config i2c_master_config_t
```

I2C master 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_master_transfer i2c_master_transfer_t
```

I2C master transfer structure.

```
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_slave_handle i2c_slave_handle_t
```

I2C slave handle typedef.

```
typedef struct _i2c_slave_config i2c_slave_config_t
```

I2C slave user configuration.

```
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.

```
struct _i2c_master_config
```

```
#include <fsl_i2c.h> I2C master user configuration.
```

Public Members

```
bool enableMaster
```

Enables the I2C peripheral at initialization time.

```
uint32_t baudRate_Bps
```

Baud rate configuration of I2C peripheral.

```
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_config

#include <fsl_i2c.h> I2C slave user configuration.

Public Members

bool enableSlave

Enables the I2C peripheral at initialization time.

uint16_t slaveAddress

A slave address configuration.

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 uint8_t state

A transfer state maintained during transfer.

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.

2.12 Iomuxc_driver

```
static inline void IOMUXC_SetPinMux(uint32_t muxRegister, uint32_t muxMode, uint32_t
inputRegister, uint32_t inputDaisy, uint32_t
configRegister, uint32_t inputOnfield)
```

Sets the IOMUXC pin mux mode.

This is an example to set the I2C4_SDA as the pwm1_OUT:

```
IOMUXC_SetPinMux(IOMUXC_I2C4_SDA_PWM1_OUT, 0);
```

Note: The first five parameters can be filled with the pin function ID macros.

Parameters

- muxRegister – The pin mux register_
- muxMode – The pin mux mode_

- inputRegister – The select input register_
- inputDaisy – The input daisy_
- configRegister – The config register_
- inputOnfield – The pad->module input inversion_

```
static inline void IOMUXC_SetPinConfig(uint32_t muxRegister, uint32_t muxMode, uint32_t
                                     inputRegister, uint32_t inputDaisy, uint32_t
                                     configRegister, uint32_t configValue)
```

Sets the IOMUXC pin configuration.

This is an example to set pin configuration for IOMUXC_I2C4_SDA_PWM1_OUT:

```
IOMUXC_SetPinConfig(IOMUXC_I2C4_SDA_PWM1_OUT, IOMUXC_SW_PAD_CTL_PAD_
↪ODE_MASK | IOMUXC0_SW_PAD_CTL_PAD_DSE(2U))
```

Note: The previous five parameters can be filled with the pin function ID macros.

Parameters

- muxRegister – The pin mux register_
- muxMode – The pin mux mode_
- inputRegister – The select input register_
- inputDaisy – The input daisy_
- configRegister – The config register_
- configValue – The pin config value_

FSL_IOMUXC_DRIVER_VERSION

IOMUXC driver version 2.0.1.

IOMUXC_PMIC_STBY_REQ

IOMUXC_PMIC_ON_REQ

IOMUXC_ONOFF

IOMUXC_POR_B

IOMUXC_RTC_RESET_B

IOMUXC_GPIO1_IO00_GPIO1_IO00

IOMUXC_GPIO1_IO00_CCM_ENET_PHY_REF_CLK_ROOT

IOMUXC_GPIO1_IO00_XTALOSC_REF_CLK_32K

IOMUXC_GPIO1_IO00_CCM_EXT_CLK1

IOMUXC_GPIO1_IO01_GPIO1_IO01

IOMUXC_GPIO1_IO01_PWM1_OUT

IOMUXC_GPIO1_IO01_XTALOSC_REF_CLK_24M

IOMUXC_GPIO1_IO01_CCM_EXT_CLK2

IOMUXC_GPIO1_IO02_GPIO1_IO02
IOMUXC_GPIO1_IO02_WDOG1_WDOG_B
IOMUXC_GPIO1_IO02_WDOG1_WDOG_ANY
IOMUXC_GPIO1_IO03_GPIO1_IO03
IOMUXC_GPIO1_IO03_USDHC1_VSELECT
IOMUXC_GPIO1_IO03_SDMA1_EXT_EVENT0
IOMUXC_GPIO1_IO04_GPIO1_IO04
IOMUXC_GPIO1_IO04_USDHC2_VSELECT
IOMUXC_GPIO1_IO04_SDMA1_EXT_EVENT1
IOMUXC_GPIO1_IO05_GPIO1_IO05
IOMUXC_GPIO1_IO05_M4_NMI
IOMUXC_GPIO1_IO05_CCM_PMIC_READY
IOMUXC_GPIO1_IO06_GPIO1_IO06
IOMUXC_GPIO1_IO06_ENET1_MDC
IOMUXC_GPIO1_IO06_USDHC1_CD_B
IOMUXC_GPIO1_IO06_CCM_EXT_CLK3
IOMUXC_GPIO1_IO07_GPIO1_IO07
IOMUXC_GPIO1_IO07_ENET1_MDIO
IOMUXC_GPIO1_IO07_USDHC1_WP
IOMUXC_GPIO1_IO07_CCM_EXT_CLK4
IOMUXC_GPIO1_IO08_GPIO1_IO08
IOMUXC_GPIO1_IO08_ENET1_1588_EVENT0_IN
IOMUXC_GPIO1_IO08_USDHC2_RESET_B
IOMUXC_GPIO1_IO09_GPIO1_IO09
IOMUXC_GPIO1_IO09_ENET1_1588_EVENT0_OUT
IOMUXC_GPIO1_IO09_SDMA2_EXT_EVENT0
IOMUXC_GPIO1_IO10_GPIO1_IO10
IOMUXC_GPIO1_IO10_USB1_OTG_ID
IOMUXC_GPIO1_IO11_GPIO1_IO11
IOMUXC_GPIO1_IO11_USB2_OTG_ID
IOMUXC_GPIO1_IO11_CCM_PMIC_READY
IOMUXC_GPIO1_IO12_GPIO1_IO12
IOMUXC_GPIO1_IO12_USB1_OTG_PWR

IOMUXC_GPIO1_IO12_SDMA2_EXT_EVENT1
IOMUXC_GPIO1_IO13_GPIO1_IO13
IOMUXC_GPIO1_IO13_USB1_OTG_OC
IOMUXC_GPIO1_IO13_PWM2_OUT
IOMUXC_GPIO1_IO14_GPIO1_IO14
IOMUXC_GPIO1_IO14_USB2_OTG_PWR
IOMUXC_GPIO1_IO14_PWM3_OUT
IOMUXC_GPIO1_IO14_CCM_CLKO1
IOMUXC_GPIO1_IO15_GPIO1_IO15
IOMUXC_GPIO1_IO15_USB2_OTG_OC
IOMUXC_GPIO1_IO15_PWM4_OUT
IOMUXC_GPIO1_IO15_CCM_CLKO2
IOMUXC_ENET_MDC_ENET1_MDC
IOMUXC_ENET_MDC_GPIO1_IO16
IOMUXC_ENET_MDIO_ENET1_MDIO
IOMUXC_ENET_MDIO_GPIO1_IO17
IOMUXC_ENET_TD3_ENET1_RGMII_TD3
IOMUXC_ENET_TD3_GPIO1_IO18
IOMUXC_ENET_TD2_ENET1_RGMII_TD2
IOMUXC_ENET_TD2_ENET1_TX_CLK
IOMUXC_ENET_TD2_GPIO1_IO19
IOMUXC_ENET_TD1_ENET1_RGMII_TD1
IOMUXC_ENET_TD1_GPIO1_IO20
IOMUXC_ENET_TD0_ENET1_RGMII_TD0
IOMUXC_ENET_TD0_GPIO1_IO21
IOMUXC_ENET_TX_CTL_ENET1_RGMII_TX_CTL
IOMUXC_ENET_TX_CTL_GPIO1_IO22
IOMUXC_ENET_TXC_ENET1_RGMII_TXC
IOMUXC_ENET_TXC_ENET1_TX_ER
IOMUXC_ENET_TXC_GPIO1_IO23
IOMUXC_ENET_RX_CTL_ENET1_RGMII_RX_CTL
IOMUXC_ENET_RX_CTL_GPIO1_IO24
IOMUXC_ENET_RXC_ENET1_RGMII_RXC

IOMUXC_ENET_RXC_ENET1_RX_ER
IOMUXC_ENET_RXC_GPIO1_IO25
IOMUXC_ENET_RD0_ENET1_RGMII_RD0
IOMUXC_ENET_RD0_GPIO1_IO26
IOMUXC_ENET_RD1_ENET1_RGMII_RD1
IOMUXC_ENET_RD1_GPIO1_IO27
IOMUXC_ENET_RD2_ENET1_RGMII_RD2
IOMUXC_ENET_RD2_GPIO1_IO28
IOMUXC_ENET_RD3_ENET1_RGMII_RD3
IOMUXC_ENET_RD3_GPIO1_IO29
IOMUXC_SD1_CLK_USDHC1_CLK
IOMUXC_SD1_CLK_GPIO2_IO00
IOMUXC_SD1_CMD_USDHC1_CMD
IOMUXC_SD1_CMD_GPIO2_IO01
IOMUXC_SD1_DATA0_USDHC1_DATA0
IOMUXC_SD1_DATA0_GPIO2_IO02
IOMUXC_SD1_DATA1_USDHC1_DATA1
IOMUXC_SD1_DATA1_GPIO2_IO03
IOMUXC_SD1_DATA2_USDHC1_DATA2
IOMUXC_SD1_DATA2_GPIO2_IO04
IOMUXC_SD1_DATA3_USDHC1_DATA3
IOMUXC_SD1_DATA3_GPIO2_IO05
IOMUXC_SD1_DATA4_USDHC1_DATA4
IOMUXC_SD1_DATA4_GPIO2_IO06
IOMUXC_SD1_DATA5_USDHC1_DATA5
IOMUXC_SD1_DATA5_GPIO2_IO07
IOMUXC_SD1_DATA6_USDHC1_DATA6
IOMUXC_SD1_DATA6_GPIO2_IO08
IOMUXC_SD1_DATA7_USDHC1_DATA7
IOMUXC_SD1_DATA7_GPIO2_IO09
IOMUXC_SD1_RESET_B_USDHC1_RESET_B
IOMUXC_SD1_RESET_B_GPIO2_IO10
IOMUXC_SD1_STROBE_USDHC1_STROBE

IOMUXC_SD1_STROBE_GPIO2_IO11
IOMUXC_SD2_CD_B_USDHC2_CD_B
IOMUXC_SD2_CD_B_GPIO2_IO12
IOMUXC_SD2_CLK_USDHC2_CLK
IOMUXC_SD2_CLK_GPIO2_IO13
IOMUXC_SD2_CMD_USDHC2_CMD
IOMUXC_SD2_CMD_GPIO2_IO14
IOMUXC_SD2_DATA0_USDHC2_DATA0
IOMUXC_SD2_DATA0_GPIO2_IO15
IOMUXC_SD2_DATA1_USDHC2_DATA1
IOMUXC_SD2_DATA1_GPIO2_IO16
IOMUXC_SD2_DATA2_USDHC2_DATA2
IOMUXC_SD2_DATA2_GPIO2_IO17
IOMUXC_SD2_DATA3_USDHC2_DATA3
IOMUXC_SD2_DATA3_GPIO2_IO18
IOMUXC_SD2_RESET_B_USDHC2_RESET_B
IOMUXC_SD2_RESET_B_GPIO2_IO19
IOMUXC_SD2_WP_USDHC2_WP
IOMUXC_SD2_WP_GPIO2_IO20
IOMUXC_NAND_ALE_RAWNAND_ALE
IOMUXC_NAND_ALE_QSPI_A_SCLK
IOMUXC_NAND_ALE_GPIO3_IO00
IOMUXC_NAND_CE0_B_RAWNAND_CE0_B
IOMUXC_NAND_CE0_B_QSPI_A_SS0_B
IOMUXC_NAND_CE0_B_GPIO3_IO01
IOMUXC_NAND_CE1_B_RAWNAND_CE1_B
IOMUXC_NAND_CE1_B_QSPI_A_SS1_B
IOMUXC_NAND_CE1_B_GPIO3_IO02
IOMUXC_NAND_CE2_B_RAWNAND_CE2_B
IOMUXC_NAND_CE2_B_QSPI_B_SS0_B
IOMUXC_NAND_CE2_B_GPIO3_IO03
IOMUXC_NAND_CE3_B_RAWNAND_CE3_B
IOMUXC_NAND_CE3_B_QSPI_B_SS1_B

IOMUXC_NAND_CE3_B_GPIO3_IO04
IOMUXC_NAND_CLE_RAWNAND_CLE
IOMUXC_NAND_CLE_QSPI_B_SCLK
IOMUXC_NAND_CLE_GPIO3_IO05
IOMUXC_NAND_DATA00_RAWNAND_DATA00
IOMUXC_NAND_DATA00_QSPI_A_DATA0
IOMUXC_NAND_DATA00_GPIO3_IO06
IOMUXC_NAND_DATA01_RAWNAND_DATA01
IOMUXC_NAND_DATA01_QSPI_A_DATA1
IOMUXC_NAND_DATA01_GPIO3_IO07
IOMUXC_NAND_DATA02_RAWNAND_DATA02
IOMUXC_NAND_DATA02_QSPI_A_DATA2
IOMUXC_NAND_DATA02_GPIO3_IO08
IOMUXC_NAND_DATA03_RAWNAND_DATA03
IOMUXC_NAND_DATA03_QSPI_A_DATA3
IOMUXC_NAND_DATA03_GPIO3_IO09
IOMUXC_NAND_DATA04_RAWNAND_DATA04
IOMUXC_NAND_DATA04_QSPI_B_DATA0
IOMUXC_NAND_DATA04_GPIO3_IO10
IOMUXC_NAND_DATA05_RAWNAND_DATA05
IOMUXC_NAND_DATA05_QSPI_B_DATA1
IOMUXC_NAND_DATA05_GPIO3_IO11
IOMUXC_NAND_DATA06_RAWNAND_DATA06
IOMUXC_NAND_DATA06_QSPI_B_DATA2
IOMUXC_NAND_DATA06_GPIO3_IO12
IOMUXC_NAND_DATA07_RAWNAND_DATA07
IOMUXC_NAND_DATA07_QSPI_B_DATA3
IOMUXC_NAND_DATA07_GPIO3_IO13
IOMUXC_NAND_DQS_RAWNAND_DQS
IOMUXC_NAND_DQS_QSPI_A_DQS
IOMUXC_NAND_DQS_GPIO3_IO14
IOMUXC_NAND_RE_B_RAWNAND_RE_B
IOMUXC_NAND_RE_B_QSPI_B_DQS

IOMUXC_NAND_RE_B_GPIO3_IO15
IOMUXC_NAND_READY_B_RAWNAND_READY_B
IOMUXC_NAND_READY_B_GPIO3_IO16
IOMUXC_NAND_WE_B_RAWNAND_WE_B
IOMUXC_NAND_WE_B_GPIO3_IO17
IOMUXC_NAND_WP_B_RAWNAND_WP_B
IOMUXC_NAND_WP_B_GPIO3_IO18
IOMUXC_SAI5_RXFS_SAI5_RX_SYNC
IOMUXC_SAI5_RXFS_SAI1_TX_DATA0
IOMUXC_SAI5_RXFS_GPIO3_IO19
IOMUXC_SAI5_RXC_SAI5_RX_BCLK
IOMUXC_SAI5_RXC_SAI1_TX_DATA1
IOMUXC_SAI5_RXC_GPIO3_IO20
IOMUXC_SAI5_RXD0_SAI5_RX_DATA0
IOMUXC_SAI5_RXD0_SAI1_TX_DATA2
IOMUXC_SAI5_RXD0_GPIO3_IO21
IOMUXC_SAI5_RXD1_SAI5_RX_DATA1
IOMUXC_SAI5_RXD1_SAI1_TX_DATA3
IOMUXC_SAI5_RXD1_SAI1_TX_SYNC
IOMUXC_SAI5_RXD1_SAI5_TX_SYNC
IOMUXC_SAI5_RXD1_GPIO3_IO22
IOMUXC_SAI5_RXD2_SAI5_RX_DATA2
IOMUXC_SAI5_RXD2_SAI1_TX_DATA4
IOMUXC_SAI5_RXD2_SAI1_TX_SYNC
IOMUXC_SAI5_RXD2_SAI5_TX_BCLK
IOMUXC_SAI5_RXD2_GPIO3_IO23
IOMUXC_SAI5_RXD3_SAI5_RX_DATA3
IOMUXC_SAI5_RXD3_SAI1_TX_DATA5
IOMUXC_SAI5_RXD3_SAI1_TX_SYNC
IOMUXC_SAI5_RXD3_SAI5_TX_DATA0
IOMUXC_SAI5_RXD3_GPIO3_IO24
IOMUXC_SAI5_MCLK_SAI5_MCLK
IOMUXC_SAI5_MCLK_SAI1_TX_BCLK

IOMUXC_SAI5_MCLK_SAI4_MCLK
IOMUXC_SAI5_MCLK_GPIO3_IO25
IOMUXC_SAI1_RXFS_SAI1_RX_SYNC
IOMUXC_SAI1_RXFS_SAI5_RX_SYNC
IOMUXC_SAI1_RXFS_CORESIGHT_TRACE_CLK
IOMUXC_SAI1_RXFS_GPIO4_IO00
IOMUXC_SAI1_RXC_SAI1_RX_BCLK
IOMUXC_SAI1_RXC_SAI5_RX_BCLK
IOMUXC_SAI1_RXC_CORESIGHT_TRACE_CTL
IOMUXC_SAI1_RXC_GPIO4_IO01
IOMUXC_SAI1_RXD0_SAI1_RX_DATA0
IOMUXC_SAI1_RXD0_SAI5_RX_DATA0
IOMUXC_SAI1_RXD0_CORESIGHT_TRACE0
IOMUXC_SAI1_RXD0_GPIO4_IO02
IOMUXC_SAI1_RXD0_SRC_BOOT_CFG0
IOMUXC_SAI1_RXD1_SAI1_RX_DATA1
IOMUXC_SAI1_RXD1_SAI5_RX_DATA1
IOMUXC_SAI1_RXD1_CORESIGHT_TRACE1
IOMUXC_SAI1_RXD1_GPIO4_IO03
IOMUXC_SAI1_RXD1_SRC_BOOT_CFG1
IOMUXC_SAI1_RXD2_SAI1_RX_DATA2
IOMUXC_SAI1_RXD2_SAI5_RX_DATA2
IOMUXC_SAI1_RXD2_CORESIGHT_TRACE2
IOMUXC_SAI1_RXD2_GPIO4_IO04
IOMUXC_SAI1_RXD2_SRC_BOOT_CFG2
IOMUXC_SAI1_RXD3_SAI1_RX_DATA3
IOMUXC_SAI1_RXD3_SAI5_RX_DATA3
IOMUXC_SAI1_RXD3_CORESIGHT_TRACE3
IOMUXC_SAI1_RXD3_GPIO4_IO05
IOMUXC_SAI1_RXD3_SRC_BOOT_CFG3
IOMUXC_SAI1_RXD4_SAI1_RX_DATA4
IOMUXC_SAI1_RXD4_SAI6_TX_BCLK
IOMUXC_SAI1_RXD4_SAI6_RX_BCLK

IOMUXC_SAI1_RXD4_CORESIGHT_TRACE4
IOMUXC_SAI1_RXD4_GPIO4_IO06
IOMUXC_SAI1_RXD4_SRC_BOOT_CFG4
IOMUXC_SAI1_RXD5_SAI1_RX_DATA5
IOMUXC_SAI1_RXD5_SAI6_TX_DATA0
IOMUXC_SAI1_RXD5_SAI6_RX_DATA0
IOMUXC_SAI1_RXD5_SAI1_RX_SYNC
IOMUXC_SAI1_RXD5_CORESIGHT_TRACE5
IOMUXC_SAI1_RXD5_GPIO4_IO07
IOMUXC_SAI1_RXD5_SRC_BOOT_CFG5
IOMUXC_SAI1_RXD6_SAI1_RX_DATA6
IOMUXC_SAI1_RXD6_SAI6_TX_SYNC
IOMUXC_SAI1_RXD6_SAI6_RX_SYNC
IOMUXC_SAI1_RXD6_CORESIGHT_TRACE6
IOMUXC_SAI1_RXD6_GPIO4_IO08
IOMUXC_SAI1_RXD6_SRC_BOOT_CFG6
IOMUXC_SAI1_RXD7_SAI1_RX_DATA7
IOMUXC_SAI1_RXD7_SAI6_MCLK
IOMUXC_SAI1_RXD7_SAI1_TX_SYNC
IOMUXC_SAI1_RXD7_SAI1_TX_DATA4
IOMUXC_SAI1_RXD7_CORESIGHT_TRACE7
IOMUXC_SAI1_RXD7_GPIO4_IO09
IOMUXC_SAI1_RXD7_SRC_BOOT_CFG7
IOMUXC_SAI1_TXFS_SAI1_TX_SYNC
IOMUXC_SAI1_TXFS_SAI5_TX_SYNC
IOMUXC_SAI1_TXFS_CORESIGHT_EVENT0
IOMUXC_SAI1_TXFS_GPIO4_IO10
IOMUXC_SAI1_TXC_SAI1_TX_BCLK
IOMUXC_SAI1_TXC_SAI5_TX_BCLK
IOMUXC_SAI1_TXC_CORESIGHT_EVENT1
IOMUXC_SAI1_TXC_GPIO4_IO11
IOMUXC_SAI1_TXD0_SAI1_TX_DATA0
IOMUXC_SAI1_TXD0_SAI5_TX_DATA0

IOMUXC_SAI1_TXD0_CORESIGHT_TRACE8
IOMUXC_SAI1_TXD0_GPIO4_IO12
IOMUXC_SAI1_TXD0_SRC_BOOT_CFG8
IOMUXC_SAI1_TXD1_SAI1_TX_DATA1
IOMUXC_SAI1_TXD1_SAI5_TX_DATA1
IOMUXC_SAI1_TXD1_CORESIGHT_TRACE9
IOMUXC_SAI1_TXD1_GPIO4_IO13
IOMUXC_SAI1_TXD1_SRC_BOOT_CFG9
IOMUXC_SAI1_TXD2_SAI1_TX_DATA2
IOMUXC_SAI1_TXD2_SAI5_TX_DATA2
IOMUXC_SAI1_TXD2_CORESIGHT_TRACE10
IOMUXC_SAI1_TXD2_GPIO4_IO14
IOMUXC_SAI1_TXD2_SRC_BOOT_CFG10
IOMUXC_SAI1_TXD3_SAI1_TX_DATA3
IOMUXC_SAI1_TXD3_SAI5_TX_DATA3
IOMUXC_SAI1_TXD3_CORESIGHT_TRACE11
IOMUXC_SAI1_TXD3_GPIO4_IO15
IOMUXC_SAI1_TXD3_SRC_BOOT_CFG11
IOMUXC_SAI1_TXD4_SAI1_TX_DATA4
IOMUXC_SAI1_TXD4_SAI6_RX_BCLK
IOMUXC_SAI1_TXD4_SAI6_TX_BCLK
IOMUXC_SAI1_TXD4_CORESIGHT_TRACE12
IOMUXC_SAI1_TXD4_GPIO4_IO16
IOMUXC_SAI1_TXD4_SRC_BOOT_CFG12
IOMUXC_SAI1_TXD5_SAI1_TX_DATA5
IOMUXC_SAI1_TXD5_SAI6_RX_DATA0
IOMUXC_SAI1_TXD5_SAI6_TX_DATA0
IOMUXC_SAI1_TXD5_CORESIGHT_TRACE13
IOMUXC_SAI1_TXD5_GPIO4_IO17
IOMUXC_SAI1_TXD5_SRC_BOOT_CFG13
IOMUXC_SAI1_TXD6_SAI1_TX_DATA6
IOMUXC_SAI1_TXD6_SAI6_RX_SYNC
IOMUXC_SAI1_TXD6_SAI6_TX_SYNC

IOMUXC_SAI1_TXD6_CORESIGHT_TRACE14
IOMUXC_SAI1_TXD6_GPIO4_IO18
IOMUXC_SAI1_TXD6_SRC_BOOT_CFG14
IOMUXC_SAI1_TXD7_SAI1_TX_DATA7
IOMUXC_SAI1_TXD7_SAI6_MCLK
IOMUXC_SAI1_TXD7_CORESIGHT_TRACE15
IOMUXC_SAI1_TXD7_GPIO4_IO19
IOMUXC_SAI1_TXD7_SRC_BOOT_CFG15
IOMUXC_SAI1_MCLK_SAI1_MCLK
IOMUXC_SAI1_MCLK_SAI5_MCLK
IOMUXC_SAI1_MCLK_SAI1_TX_BCLK
IOMUXC_SAI1_MCLK_GPIO4_IO20
IOMUXC_SAI2_RXFS_SAI2_RX_SYNC
IOMUXC_SAI2_RXFS_SAI5_TX_SYNC
IOMUXC_SAI2_RXFS_GPIO4_IO21
IOMUXC_SAI2_RXC_SAI2_RX_BCLK
IOMUXC_SAI2_RXC_SAI5_TX_BCLK
IOMUXC_SAI2_RXC_GPIO4_IO22
IOMUXC_SAI2_RXD0_SAI2_RX_DATA0
IOMUXC_SAI2_RXD0_SAI5_TX_DATA0
IOMUXC_SAI2_RXD0_GPIO4_IO23
IOMUXC_SAI2_TXFS_SAI2_TX_SYNC
IOMUXC_SAI2_TXFS_SAI5_TX_DATA1
IOMUXC_SAI2_TXFS_GPIO4_IO24
IOMUXC_SAI2_TXC_SAI2_TX_BCLK
IOMUXC_SAI2_TXC_SAI5_TX_DATA2
IOMUXC_SAI2_TXC_GPIO4_IO25
IOMUXC_SAI2_TXD0_SAI2_TX_DATA0
IOMUXC_SAI2_TXD0_SAI5_TX_DATA3
IOMUXC_SAI2_TXD0_GPIO4_IO26
IOMUXC_SAI2_MCLK_SAI2_MCLK
IOMUXC_SAI2_MCLK_SAI5_MCLK
IOMUXC_SAI2_MCLK_GPIO4_IO27

IOMUXC_SAI3_RXFS_SAI3_RX_SYNC
IOMUXC_SAI3_RXFS_GPT1_CAPTURE1
IOMUXC_SAI3_RXFS_SAI5_RX_SYNC
IOMUXC_SAI3_RXFS_GPIO4_IO28
IOMUXC_SAI3_RXC_SAI3_RX_BCLK
IOMUXC_SAI3_RXC_GPT1_CAPTURE2
IOMUXC_SAI3_RXC_SAI5_RX_BCLK
IOMUXC_SAI3_RXC_GPIO4_IO29
IOMUXC_SAI3_RXD_SAI3_RX_DATA0
IOMUXC_SAI3_RXD_GPT1_COMPARE1
IOMUXC_SAI3_RXD_SAI5_RX_DATA0
IOMUXC_SAI3_RXD_GPIO4_IO30
IOMUXC_SAI3_TXFS_SAI3_TX_SYNC
IOMUXC_SAI3_TXFS_GPT1_CLK
IOMUXC_SAI3_TXFS_SAI5_RX_DATA1
IOMUXC_SAI3_TXFS_GPIO4_IO31
IOMUXC_SAI3_TXC_SAI3_TX_BCLK
IOMUXC_SAI3_TXC_GPT1_COMPARE2
IOMUXC_SAI3_TXC_SAI5_RX_DATA2
IOMUXC_SAI3_TXC_GPIO5_IO00
IOMUXC_SAI3_TXD_SAI3_TX_DATA0
IOMUXC_SAI3_TXD_GPT1_COMPARE3
IOMUXC_SAI3_TXD_SAI5_RX_DATA3
IOMUXC_SAI3_TXD_GPIO5_IO01
IOMUXC_SAI3_MCLK_SAI3_MCLK
IOMUXC_SAI3_MCLK_PWM4_OUT
IOMUXC_SAI3_MCLK_SAI5_MCLK
IOMUXC_SAI3_MCLK_GPIO5_IO02
IOMUXC_SPDIF_TX_SPDIF1_OUT
IOMUXC_SPDIF_TX_PWM3_OUT
IOMUXC_SPDIF_TX_GPIO5_IO03
IOMUXC_SPDIF_RX_SPDIF1_IN
IOMUXC_SPDIF_RX_PWM2_OUT

IOMUXC_SPDIF_RX_GPIO5_IO04
IOMUXC_SPDIF_EXT_CLK_SPDIF1_EXT_CLK
IOMUXC_SPDIF_EXT_CLK_PWM1_OUT
IOMUXC_SPDIF_EXT_CLK_GPIO5_IO05
IOMUXC_ECSP11_SCLK_ECSP11_SCLK
IOMUXC_ECSP11_SCLK_UART3_RX
IOMUXC_ECSP11_SCLK_UART3_TX
IOMUXC_ECSP11_SCLK_GPIO5_IO06
IOMUXC_ECSP11_MOSI_ECSP11_MOSI
IOMUXC_ECSP11_MOSI_UART3_TX
IOMUXC_ECSP11_MOSI_UART3_RX
IOMUXC_ECSP11_MOSI_GPIO5_IO07
IOMUXC_ECSP11_MISO_ECSP11_MISO
IOMUXC_ECSP11_MISO_UART3_CTS_B
IOMUXC_ECSP11_MISO_UART3_RTS_B
IOMUXC_ECSP11_MISO_GPIO5_IO08
IOMUXC_ECSP11_SS0_ECSP11_SS0
IOMUXC_ECSP11_SS0_UART3_RTS_B
IOMUXC_ECSP11_SS0_UART3_CTS_B
IOMUXC_ECSP11_SS0_GPIO5_IO09
IOMUXC_ECSP12_SCLK_ECSP12_SCLK
IOMUXC_ECSP12_SCLK_UART4_RX
IOMUXC_ECSP12_SCLK_UART4_TX
IOMUXC_ECSP12_SCLK_GPIO5_IO10
IOMUXC_ECSP12_MOSI_ECSP12_MOSI
IOMUXC_ECSP12_MOSI_UART4_TX
IOMUXC_ECSP12_MOSI_UART4_RX
IOMUXC_ECSP12_MOSI_GPIO5_IO11
IOMUXC_ECSP12_MISO_ECSP12_MISO
IOMUXC_ECSP12_MISO_UART4_CTS_B
IOMUXC_ECSP12_MISO_UART4_RTS_B
IOMUXC_ECSP12_MISO_GPIO5_IO12
IOMUXC_ECSP12_SS0_ECSP12_SS0

IOMUXC_ECSPi2_SS0_UART4_RTS_B
IOMUXC_ECSPi2_SS0_UART4_CTS_B
IOMUXC_ECSPi2_SS0_GPIO5_IO13
IOMUXC_I2C1_SCL_I2C1_SCL
IOMUXC_I2C1_SCL_ENET1_MDC
IOMUXC_I2C1_SCL_GPIO5_IO14
IOMUXC_I2C1_SDA_I2C1_SDA
IOMUXC_I2C1_SDA_ENET1_MDIO
IOMUXC_I2C1_SDA_GPIO5_IO15
IOMUXC_I2C2_SCL_I2C2_SCL
IOMUXC_I2C2_SCL_ENET1_1588_EVENT1_IN
IOMUXC_I2C2_SCL_GPIO5_IO16
IOMUXC_I2C2_SDA_I2C2_SDA
IOMUXC_I2C2_SDA_ENET1_1588_EVENT1_OUT
IOMUXC_I2C2_SDA_GPIO5_IO17
IOMUXC_I2C3_SCL_I2C3_SCL
IOMUXC_I2C3_SCL_PWM4_OUT
IOMUXC_I2C3_SCL_GPT2_CLK
IOMUXC_I2C3_SCL_GPIO5_IO18
IOMUXC_I2C3_SDA_I2C3_SDA
IOMUXC_I2C3_SDA_PWM3_OUT
IOMUXC_I2C3_SDA_GPT3_CLK
IOMUXC_I2C3_SDA_GPIO5_IO19
IOMUXC_I2C4_SCL_I2C4_SCL
IOMUXC_I2C4_SCL_PWM2_OUT
IOMUXC_I2C4_SCL_PCIE1_CLKREQ_B
IOMUXC_I2C4_SCL_GPIO5_IO20
IOMUXC_I2C4_SDA_I2C4_SDA
IOMUXC_I2C4_SDA_PWM1_OUT
IOMUXC_I2C4_SDA_PCIE2_CLKREQ_B
IOMUXC_I2C4_SDA_GPIO5_IO21
IOMUXC_UART1_RXD_UART1_RX
IOMUXC_UART1_RXD_UART1_TX

IOMUXC_UART1_RXD_ECSP13_SCLK
IOMUXC_UART1_RXD_GPIO5_IO22
IOMUXC_UART1_TXD_UART1_TX
IOMUXC_UART1_TXD_UART1_RX
IOMUXC_UART1_TXD_ECSP13_MOSI
IOMUXC_UART1_TXD_GPIO5_IO23
IOMUXC_UART2_RXD_UART2_RX
IOMUXC_UART2_RXD_UART2_TX
IOMUXC_UART2_RXD_ECSP13_MISO
IOMUXC_UART2_RXD_GPIO5_IO24
IOMUXC_UART2_TXD_UART2_TX
IOMUXC_UART2_TXD_UART2_RX
IOMUXC_UART2_TXD_ECSP13_SS0
IOMUXC_UART2_TXD_GPIO5_IO25
IOMUXC_UART3_RXD_UART3_RX
IOMUXC_UART3_RXD_UART3_TX
IOMUXC_UART3_RXD_UART1_CTS_B
IOMUXC_UART3_RXD_UART1_RTS_B
IOMUXC_UART3_RXD_GPIO5_IO26
IOMUXC_UART3_TXD_UART3_TX
IOMUXC_UART3_TXD_UART3_RX
IOMUXC_UART3_TXD_UART1_RTS_B
IOMUXC_UART3_TXD_UART1_CTS_B
IOMUXC_UART3_TXD_GPIO5_IO27
IOMUXC_UART4_RXD_UART4_RX
IOMUXC_UART4_RXD_UART4_TX
IOMUXC_UART4_RXD_UART2_CTS_B
IOMUXC_UART4_RXD_UART2_RTS_B
IOMUXC_UART4_RXD_PCIE1_CLKREQ_B
IOMUXC_UART4_RXD_GPIO5_IO28
IOMUXC_UART4_TXD_UART4_TX
IOMUXC_UART4_TXD_UART4_RX
IOMUXC_UART4_TXD_UART2_RTS_B

IOMUXC_UART4_TXD_UART2_CTS_B
IOMUXC_UART4_TXD_PCIE2_CLKREQ_B
IOMUXC_UART4_TXD_GPIO5_IO29
IOMUXC_TEST_MODE
IOMUXC_BOOT_MODE0
IOMUXC_BOOT_MODE1
IOMUXC_JTAG_MOD
IOMUXC_JTAG_TRST_B
IOMUXC_JTAG_TDI
IOMUXC_JTAG_TMS
IOMUXC_JTAG_TCK
IOMUXC_JTAG_TDO
IOMUXC_RTC
FSL_COMPONENT_ID

2.13 IRQSTEER: Interrupt Request Steering Driver

`void IRQSTEER_Init(IRQSTEER_Type *base)`

Initializes the IRQSTEER module.

This function enables the clock gate for the specified IRQSTEER.

Parameters

- `base` – IRQSTEER peripheral base address.

`void IRQSTEER_Deinit(IRQSTEER_Type *base)`

Deinitializes an IRQSTEER instance for operation.

The clock gate for the specified IRQSTEER is disabled.

Parameters

- `base` – IRQSTEER peripheral base address.

`static inline void IRQSTEER_EnableInterrupt(IRQSTEER_Type *base, IRQn_Type irq)`

Enables an interrupt source.

Parameters

- `base` – IRQSTEER peripheral base address.
- `irq` – Interrupt to be routed. The interrupt must be an IRQSTEER source.

`static inline void IRQSTEER_DisableInterrupt(IRQSTEER_Type *base, IRQn_Type irq)`

Disables an interrupt source.

Parameters

- `base` – IRQSTEER peripheral base address.
- `irq` – Interrupt source number. The interrupt must be an IRQSTEER source.


```
static inline bool IRQSTEER_InterruptIsEnabled(IRQSTEER_Type *base, IRQn_Type irq)
```

Check if an interrupt source is enabled.

Parameters

- `base` – IRQSTEER peripheral base address.
- `irq` – Interrupt to be queried. The interrupt must be an IRQSTEER source.

Returns

true if the interrupt is not masked, false otherwise.

```
static inline void IRQSTEER_SetInterrupt(IRQSTEER_Type *base, IRQn_Type irq, bool set)
```

Sets/Forces an interrupt.

Note: This function is not affected by the function `IRQSTEER_DisableInterrupt` and `IRQSTEER_EnableInterrupt`.

Parameters

- `base` – IRQSTEER peripheral base address.
- `irq` – Interrupt to be set/forced. The interrupt must be an IRQSTEER source.
- `set` – Switcher of the interrupt set/force function. “true” means to set. “false” means not (normal operation).

```
static inline void IRQSTEER_EnableMasterInterrupt(IRQSTEER_Type *base,
                                                  irqsteer_int_master_t intMasterIndex)
```

Enables a master interrupt. By default, all the master interrupts are enabled.

For example, to enable the interrupt sources of master 1:

```
IRQSTEER_EnableMasterInterrupt(IRQSTEER_M4_0, kIRQSTEER_InterruptMaster1);
```

Parameters

- `base` – IRQSTEER peripheral base address.
- `intMasterIndex` – Master index of interrupt sources to be routed, options available in enumeration `irqsteer_int_master_t`.

```
static inline void IRQSTEER_DisableMasterInterrupt(IRQSTEER_Type *base,
                                                  irqsteer_int_master_t intMasterIndex)
```

Disables a master interrupt.

For example, to disable the interrupt sources of master 1:

```
IRQSTEER_DisableMasterInterrupt(IRQSTEER_M4_0, kIRQSTEER_InterruptMaster1);
```

Parameters

- `base` – IRQSTEER peripheral base address.
- `intMasterIndex` – Master index of interrupt sources to be disabled, options available in enumeration `irqsteer_int_master_t`.

static inline bool IRQSTEER_IsInterruptSet(IRQSTEER_Type *base, IRQn_Type irq)
Checks the status of one specific IRQSTEER interrupt.

For example, to check whether interrupt from output 0 of Display 1 is set:

```
if (IRQSTEER_IsInterruptSet(IRQSTEER_DISPLAY1_INT_OUT0)
{
    ...
}
```

Parameters

- base – IRQSTEER peripheral base address.
- irq – Interrupt source status to be checked. The interrupt must be an IRQSTEER source.

Returns

The interrupt status. “true” means interrupt set. “false” means not.

static inline bool IRQSTEER_IsMasterInterruptSet(IRQSTEER_Type *base)
Checks the status of IRQSTEER master interrupt. The master interrupt status represents at least one interrupt is asserted or not among ALL interrupts.

Note: The master interrupt status is not affected by the function IRQSTEER_DisableMasterInterrupt.

Parameters

- base – IRQSTEER peripheral base address.

Returns

The master interrupt status. “true” means at least one interrupt set. “false” means not.

static inline uint32_t IRQSTEER_GetGroupInterruptStatus(IRQSTEER_Type *base,
irqsteer_int_group_t intGroupIndex)

Gets the status of IRQSTEER group interrupt. The group interrupt status represents all the interrupt status within the group specified. This API aims for facilitating the status return of one set of interrupts.

Parameters

- base – IRQSTEER peripheral base address.
- intGroupIndex – Index of the interrupt group status to get.

Returns

The mask of the group interrupt status. Bit[n] set means the source with bit offset n in group intGroupIndex of IRQSTEER is asserted.

IRQn_Type IRQSTEER_GetMasterNextInterrupt(IRQSTEER_Type *base, irqsteer_int_master_t
intMasterIndex)

Gets the next interrupt source (currently set) of one specific master.

Parameters

- base – IRQSTEER peripheral base address.
- intMasterIndex – Master index of interrupt sources, options available in enumeration irqsteer_int_master_t.

Returns

The current set next interrupt source number of one specific master. Return IRQSTEER_INT_Invalid if no interrupt set.

```
uint32_t IRQSTEER_GetMasterIrqCount(IRQSTEER_Type *base, irqsteer_int_master_t  
intMasterIndex)
```

Get the number of interrupt for a given master.

Parameters

- base – IRQSTEER peripheral base address.
- intMasterIndex – Master index of interrupt sources, options available in enumeration irqsteer_int_master_t.

Returns

Number of interrupts for a given master.

```
uint64_t IRQSTEER_GetMasterInterruptsStatus(IRQSTEER_Type *base, irqsteer_int_master_t  
intMasterIndex)
```

Get the status of the interrupts a master is in charge of.

What this function does is it takes the CHn_STATUS registers associated with the interrupts a master is in charge of and puts them in 64-bit variable. The order they are put in the 64-bit variable is the following: CHn_STATUS[i] : CHn_STATUS[i + 1], where CHn_STATUS[i + 1] is placed in the least significant half of the 64-bit variable. Assuming a master is in charge of 64 interrupts, the user may use the result of this function as such: BIT(i) & IRQSTEER_GetMasterInterrupts() to check if interrupt i is asserted.

Parameters

- base – IRQSTEER peripheral base address.
- intMasterIndex – Master index of interrupt sources, options available in enumeration irqsteer_int_master_t.

Returns

64-bit variable containing the status of the interrupts a master is in charge of.

FSL_IRQSTEER_DRIVER_VERSION

Driver version.

enum __irqsteer_int_group

IRQSTEER interrupt groups.

Values:

enumerator kIRQSTEER_InterruptGroup0

Interrupt Group 0: interrupt source 31 - 0

enumerator kIRQSTEER_InterruptGroup1

Interrupt Group 1: interrupt source 63 - 32

enumerator kIRQSTEER_InterruptGroup2

Interrupt Group 2: interrupt source 95 - 64

enumerator kIRQSTEER_InterruptGroup3

Interrupt Group 3: interrupt source 127 - 96

enumerator kIRQSTEER_InterruptGroup4

Interrupt Group 4: interrupt source 159 - 128

enumerator kIRQSTEER_InterruptGroup5

Interrupt Group 5: interrupt source 191 - 160

enumerator kIRQSTEER_InterruptGroup6

Interrupt Group 6: interrupt source 223 - 192

enumerator kIRQSTEER_InterruptGroup7

Interrupt Group 7: interrupt source 255 - 224

enumerator kIRQSTEER_InterruptGroup8

Interrupt Group 8: interrupt source 287 - 256

enumerator kIRQSTEER_InterruptGroup9

Interrupt Group 9: interrupt source 319 - 288

enumerator kIRQSTEER_InterruptGroup10

Interrupt Group 10: interrupt source 351 - 320

enumerator kIRQSTEER_InterruptGroup11

Interrupt Group 11: interrupt source 383 - 352

enumerator kIRQSTEER_InterruptGroup12

Interrupt Group 12: interrupt source 415 - 384

enumerator kIRQSTEER_InterruptGroup13

Interrupt Group 13: interrupt source 447 - 416

enumerator kIRQSTEER_InterruptGroup14

Interrupt Group 14: interrupt source 479 - 448

enumerator kIRQSTEER_InterruptGroup15

Interrupt Group 15: interrupt source 511 - 480

enum _irqsteer_int_master

IRQSTEER master interrupts mapping.

Values:

enumerator kIRQSTEER_InterruptMaster0

Interrupt Master 0: interrupt source 63 - 0

enumerator kIRQSTEER_InterruptMaster1

Interrupt Master 1: interrupt source 127 - 64

enumerator kIRQSTEER_InterruptMaster2

Interrupt Master 2: interrupt source 191 - 128

enumerator kIRQSTEER_InterruptMaster3

Interrupt Master 3: interrupt source 255 - 192

enumerator kIRQSTEER_InterruptMaster4

Interrupt Master 4: interrupt source 319 - 256

enumerator kIRQSTEER_InterruptMaster5

Interrupt Master 5: interrupt source 383 - 320

enumerator kIRQSTEER_InterruptMaster6

Interrupt Master 6: interrupt source 447 - 384

enumerator kIRQSTEER_InterruptMaster7

Interrupt Master 7: interrupt source 511 - 448

typedef enum _irqsteer_int_group irqsteer_int_group_t

IRQSTEER interrupt groups.

`typedef enum _irqsteer_int_master irqsteer_int_master_t`

IRQSTEER master interrupts mapping.

`FSL_IRQSTEER_USE_DRIVER_IRQ_HANDLER`

Use the IRQSTEER driver IRQ Handler or not.

When define as 1, IRQSTEER driver implements the IRQSTEER ISR, otherwise user shall implement it. Currently the IRQSTEER ISR is only available for Cortex-M platforms.

`FSL_IRQSTEER_ENABLE_MASTER_INT`

IRQSTEER_Init/IRQSTEER_Deinit enables/disables IRQSTEER master interrupt or not.

When define as 1, IRQSTEER_Init will enable the IRQSTEER master interrupt in system level interrupt controller (such as NVIC, GIC), IRQSTEER_Deinit will disable it. Otherwise IRQSTEER_Init/IRQSTEER_Deinit won't touch.

`IRQSTEER_INT_SRC_REG_WIDTH`

IRQSTEER interrupt source register width.

`IRQSTEER_INT_MASTER_AGGREGATED_INT_NUM`

IRQSTEER aggregated interrupt source number for each master.

`IRQSTEER_INT_SRC_REG_INDEX(irq)`

IRQSTEER interrupt source mapping register index.

`IRQSTEER_INT_SRC_BIT_OFFSET(irq)`

IRQSTEER interrupt source mapping bit offset.

`IRQSTEER_INT_SRC_NUM(regIndex, bitOffset)`

IRQSTEER interrupt source number.

2.14 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 specifiled by *bits* to the variable at address *address*.

SDK_ATOMIC_LOCAL_CLEAR(addr, bits)

Clear the bits specifiled by *bits* to the variable at address *address*.

SDK_ATOMIC_LOCAL_TOGGLE(addr, bits)

Toggle the bits specifiled 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 specifiled by *clearBits* and set the bits specifiled 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 I2C 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_MIPIDSI`
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_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_CODECD`
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_SDIOISLV`
Group number for SDIOISLV 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_QUEUEDSPI`
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.

2.15 LCDIF: LCD interface

status_t LCDIF_Init(LCDIF_Type *base)

Initialize the LCDIF.

This function initializes the LCDIF to work.

Parameters

- base – LCDIF peripheral base address.

Return values

kStatus_Success – Initialize successfully.

void LCDIF_Deinit(LCDIF_Type *base)

De-initialize the LCDIF.

This function disables the LCDIF peripheral clock.

Parameters

- base – LCDIF peripheral base address.

void LCDIF_DpiModeGetDefaultConfig(*lcdif_dpi_config_t* *config)

Get the default configuration for to initialize the LCDIF.

The default configuration value is:

```
config->panelWidth = 0;
config->panelHeight = 0;
config->hsw = 0;
config->hfp = 0;
config->hbp = 0;
config->vsw = 0;
config->vfp = 0;
config->vbp = 0;
config->polarityFlags = kLCDIF_VsyncActiveLow | kLCDIF_HsyncActiveLow | kLCDIF_
↪DataEnableActiveHigh |
kLCDIF_DriveDataOnFallingClkEdge; config->format = kLCDIF_Output24Bit;
```

Parameters

- config – Pointer to the LCDIF configuration.

status_t LCDIF_DpiModeSetConfig(LCDIF_Type *base, uint8_t displayIndex, const *lcdif_dpi_config_t* *config)

Initialize the LCDIF to work in DPI mode.

This function configures the LCDIF DPI display.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Display index.
- config – Pointer to the configuration structure.

Return values

- kStatus_Success – Initialize successfully.
- kStatus_InvalidArgument – Initialize failed because of invalid argument.

status_t LCDIF_DbiModeSetConfig(LCDIF_Type *base, uint8_t displayIndex, const *lcdif_dbi_config_t* *config)

Initialize the LCDIF to work in DBI mode.

This function configures the LCDIF DBI display.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Display index.
- config – Pointer to the configuration structure.

Return values

- kStatus_Success – Initialize successfully.
- kStatus_InvalidArgument – Initialize failed because of invalid argument.

void LCDIF_DbiModeGetDefaultConfig(*lcdif_dbi_config_t* *config)

Get the default configuration to initialize the LCDIF DBI mode.

The default configuration value is:

```
config->swizzle      = kLCDIF_DbiOutSwizzleRGB;
config->format        = kLCDIF_DbiOutD8RGB332;
config->acTimeUnit    = 0;
config->type           = kLCDIF_DbiTypeA_ClockedE;
config->reversePolarity = false;
config->writeWRPeriod  = 3U;
config->writeWRAssert  = 0U;
config->writeCSAssert  = 0U;
config->writeWRDeassert = 0U;
config->writeCSDeassert = 0U;
config->typeCTas       = 1U;
config->typeCSCLTwrl   = 1U;
config->typeCSCLTwrh   = 1U;
```

Parameters

- config – Pointer to the LCDIF DBI configuration.

static inline void LCDIF_DbiReset(LCDIF_Type *base, uint8_t displayIndex)

Reset the DBI module.

Parameters

- displayIndex – Display index.
- base – LCDIF peripheral base address.

```
void LCDIF__DbiSelectArea(LCDIF_Type *base, uint8_t displayIndex, uint16_t startX, uint16_t
                        startY, uint16_t endX, uint16_t endY, bool isTiled)
```

Select the update area in DBI mode.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Display index.
- startX – X coordinate for start pixel.
- startY – Y coordinate for start pixel.
- endX – X coordinate for end pixel.
- endY – Y coordinate for end pixel.
- isTiled – true if the pixel data is tiled.

```
static inline void LCDIF__DbiSendCommand(LCDIF_Type *base, uint8_t displayIndex, uint8_t
                                        cmd)
```

Send command to DBI port.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Display index.
- cmd – the DBI command to send.

```
void LCDIF__DbiSendData(LCDIF_Type *base, uint8_t displayIndex, const uint8_t *data, uint32_t
                        dataLen_Byte)
```

brief Send data to DBI port.

Can be used to send light weight data to panel. To send pixel data in frame buffer, use LCDIF_DbiWriteMem.

param base LCDIF peripheral base address. param displayIndex Display index. param data pointer to data buffer. param dataLen_Byte data buffer length in byte.

```
void LCDIF__DbiSendCommandAndData(LCDIF_Type *base, uint8_t displayIndex, uint8_t cmd,
                                   const uint8_t *data, uint32_t dataLen_Byte)
```

Send command followed by data to DBI port.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Display index.
- cmd – the DBI command to send.
- data – pointer to data buffer.
- dataLen_Byte – data buffer length in byte.

```
static inline void LCDIF__DbiWriteMem(LCDIF_Type *base, uint8_t displayIndex)
```

Send pixel data in frame buffer to panel controller memory.

This function starts sending the pixel data in frame buffer to panel controller; user can monitor interrupt kLCDIF_Display0FrameDoneInterrupt to know when then data sending finished.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Display index.

```
void LCDIF__SetFrameBufferConfig(LCDIF_Type *base, uint8_t displayIndex, const
                                lcdif_fb_config_t *config)
```

Configure the LCDIF frame buffer.

@Note: For LCDIF of version DC8000 there can be 3 layers in the pre-processing, compared with the older version. Apart from the video layer, there are also 2 overlay layers which shares the same configurations. Use this API to configure the legacy video layer, and use LCDIF_SetOverlayFrameBufferConfig to configure the overlay layers.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Display index.
- config – Pointer to the configuration structure.

```
void LCDIF__FrameBufferGetDefaultConfig(lcdif_fb_config_t *config)
```

Get default frame buffer configuration.

@Note: For LCDIF of version DC8000 there can be 3 layers in the pre-processing, compared with the older version. Apart from the video layer, there are also 2 overlay layers which shares the same configurations. Use this API to get the default configuration for all the 3 layers.

The default configuration is

```
config->enable = true;
config->enableGamma = false;
config->format = kLCDIF__PixelFormatRGB565;
```

Parameters

- config – Pointer to the configuration structure.

```
static inline void LCDIF__SetFrameBufferAddr(LCDIF_Type *base, uint8_t displayIndex, uint32_t
                                              address)
```

Set the frame buffer to LCDIF.

Note: The address must be 128 bytes aligned.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Display index.
- address – Frame buffer address.

```
void LCDIF__SetFrameBufferStride(LCDIF_Type *base, uint8_t displayIndex, uint32_t strideBytes)
```

Set the frame buffer stride.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Display index.
- strideBytes – The stride in byte.

```
void LCDIF_SetDitherConfig(LCDIF_Type *base, uint8_t displayIndex, const lcdif_dither_config_t *config)
```

Set the dither configuration.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Index to configure.
- config – Pointer to the configuration structure.

```
void LCDIF_SetGammaData(LCDIF_Type *base, uint8_t displayIndex, uint16_t startIndex, const uint32_t *gamma, uint16_t gammaLen)
```

Set the gamma translation values to the LCDIF gamma table.

Parameters

- base – LCDIF peripheral base address.
- displayIndex – Display index.
- startIndex – Start index in the gamma table that the value will be set to.
- gamma – The gamma values to set to the gamma table in LCDIF, could be defined using LCDIF_MAKE_GAMMA_VALUE.
- gammaLen – The length of the gamma.

```
static inline void LCDIF_EnableInterrupts(LCDIF_Type *base, uint32_t mask)
```

Enables LCDIF interrupt requests.

Parameters

- base – LCDIF peripheral base address.
- mask – The interrupts to enable, pass in as OR'ed value of `_lcdif_interrupt`.

```
static inline void LCDIF_DisableInterrupts(LCDIF_Type *base, uint32_t mask)
```

Disable LCDIF interrupt requests.

Parameters

- base – LCDIF peripheral base address.
- mask – The interrupts to disable, pass in as OR'ed value of `_lcdif_interrupt`.

```
static inline uint32_t LCDIF_GetAndClearInterruptPendingFlags(LCDIF_Type *base)
```

Get and clear LCDIF interrupt pending status.

Note: The interrupt must be enabled, otherwise the interrupt flags will not assert.

Parameters

- base – LCDIF peripheral base address.

Returns

The interrupt pending status.

```
void LCDIF_CursorGetDefaultConfig(lcdif_cursor_config_t *config)
```

Get the hardware cursor default configuration.

The default configuration values are:

```
config->enable = true;
config->format = kLCDIF_CursorMasked;
config->hotspotOffsetX = 0;
config->hotspotOffsetY = 0;
```

Parameters

- config – Pointer to the hardware cursor configuration structure.

void LCDIF_SetCursorConfig(LCDIF_Type *base, const *lcdif_cursor_config_t* *config)

Configure the cursor.

Parameters

- base – LCDIF peripheral base address.
- config – Cursor configuration.

static inline void LCDIF_SetCursorHotspotPosition(LCDIF_Type *base, uint16_t x, uint16_t y)

Set the cursor hotspot position.

Parameters

- base – LCDIF peripheral base address.
- x – X coordinate of the hotspot, range 0 ~ 8191.
- y – Y coordinate of the hotspot, range 0 ~ 8191.

static inline void LCDIF_SetCursorBufferAddress(LCDIF_Type *base, uint32_t address)

Set the cursor memory address.

Parameters

- base – LCDIF peripheral base address.
- address – Memory address.

void LCDIF_SetCursorColor(LCDIF_Type *base, uint32_t background, uint32_t foreground)

Set the cursor color.

Parameters

- base – LCDIF peripheral base address.
- background – Background color, could be defined use LCDIF_MAKE_CURSOR_COLOR
- foreground – Foreground color, could be defined use LCDIF_MAKE_CURSOR_COLOR

FSL_LCDIF_DRIVER_VERSION

enum _lcdif_polarity_flags

LCDIF signal polarity flags.

Values:

enumerator kLCDIF_VsyncActiveLow
VSYNC active low.

enumerator kLCDIF_VsyncActiveHigh
VSYNC active high.

enumerator kLCDIF_HsyncActiveLow
HSYNC active low.

enumerator kLCDIF_HsyncActiveHigh

HSYNC active high.

enumerator kLCDIF_DataEnableActiveLow

Data enable line active low.

enumerator kLCDIF_DataEnableActiveHigh

Data enable line active high.

enumerator kLCDIF_DriveDataOnFallingClkEdge

Drive data on falling clock edge, capture data on rising clock edge.

enumerator kLCDIF_DriveDataOnRisingClkEdge

Drive data on falling clock edge, capture data on rising clock edge.

enum _lcdif_output_format

LCDIF DPI output format.

Values:

enumerator kLCDIF_Output16BitConfig1

16-bit configuration 1. RGB565: XXXXXXXX_RRRRRGGG_GGGBBBBB.

enumerator kLCDIF_Output16BitConfig2

16-bit configuration 2. RGB565: XXRRRRRR_XXGGGGGG_XXXBBBBB.

enumerator kLCDIF_Output16BitConfig3

16-bit configuration 3. RGB565: XXRRRRRX_XXGGGGGG_XXBBBBBX.

enumerator kLCDIF_Output18BitConfig1

18-bit configuration 1. RGB666: XXXXXXRR_RRRRGGGG_GGBBBBBB.

enumerator kLCDIF_Output18BitConfig2

18-bit configuration 2. RGB666: XXRRRRRR_XXGGGGGG_XXBBBBBB.

enumerator kLCDIF_Output24Bit

24-bit.

enum _lcdif_fb_format

LCDIF frame buffer pixel format.

Values:

enumerator kLCDIF_PixelFormatXRGB444

XRGB4444, deprecated, use kLCDIF_PixelFormatXRGB4444 instead.

enumerator kLCDIF_PixelFormatXRGB4444

XRGB4444, 16-bit each pixel, 4-bit each element. R4G4B4 in reference manual.

enumerator kLCDIF_PixelFormatXRGB1555

XRGB1555, 16-bit each pixel, 5-bit each element. R5G5B5 in reference manual.

enumerator kLCDIF_PixelFormatRGB565

RGB565, 16-bit each pixel. R5G6B5 in reference manual.

enumerator kLCDIF_PixelFormatXRGB8888

XRGB8888, 32-bit each pixel, 8-bit each element. R8G8B8 in reference manual.

enum _lcdif_interrupt

LCDIF interrupt and status.

Values:

enumerator kLCDIF_Display0FrameDoneInterrupt
The last pixel of visible area in frame is shown.

enum _lcdif_cursor_format
LCDIF cursor format.

Values:

enumerator kLCDIF_CursorMasked
Masked format.

enumerator kLCDIF_CursorARGB8888
ARGB8888.

enum _lcdif_dbi_cmd_flag
LCDIF DBI command flag.

Values:

enumerator kLCDIF_DbiCmdAddress
Send address (or command).

enumerator kLCDIF_DbiCmdWriteMem
Start write memory.

enumerator kLCDIF_DbiCmdData
Send data.

enumerator kLCDIF_DbiCmdReadMem
Start read memory.

enum _lcdif_dbi_out_format
LCDIF DBI output format.

Values:

enumerator kLCDIF_DbiOutD8RGB332
8-bit data bus width, pixel RGB332. For type A or B. 1 pixel sent in 1 cycle.

enumerator kLCDIF_DbiOutD8RGB444
8-bit data bus width, pixel RGB444. For type A or B. 2 pixels sent in 3 cycles.

enumerator kLCDIF_DbiOutD8RGB565
8-bit data bus width, pixel RGB565. For type A or B. 1 pixel sent in 2 cycles.

enumerator kLCDIF_DbiOutD8RGB666
8-bit data bus width, pixel RGB666. For type A or B. 1 pixel sent in 3 cycles, data bus 2 LSB not used.

enumerator kLCDIF_DbiOutD8RGB888
8-bit data bus width, pixel RGB888. For type A or B. 1 pixel sent in 3 cycles.

enumerator kLCDIF_DbiOutD9RGB666
9-bit data bus width, pixel RGB666. For type A or B. 1 pixel sent in 2 cycles.

enumerator kLCDIF_DbiOutD16RGB332
16-bit data bus width, pixel RGB332. For type A or B. 2 pixels sent in 1 cycle.

enumerator kLCDIF_DbiOutD16RGB444
16-bit data bus width, pixel RGB444. For type A or B. 1 pixel sent in 1 cycle, data bus 4 MSB not used.

enumerator kLCDIF_DbiOutD16RGB565
16-bit data bus width, pixel RGB565. For type A or B. 1 pixel sent in 1 cycle.

enumerator kLCDIF_DbiOutD16RGB666Option1

16-bit data bus width, pixel RGB666. For type A or B. 2 pixels sent in 3 cycles.

enumerator kLCDIF_DbiOutD16RGB666Option2

16-bit data bus width, pixel RGB666. For type A or B. 1 pixel sent in 2 cycles.

enumerator kLCDIF_DbiOutD16RGB888Option1

16-bit data bus width, pixel RGB888. For type A or B. 2 pixels sent in 3 cycles.

enumerator kLCDIF_DbiOutD16RGB888Option2

16-bit data bus width, pixel RGB888. For type A or B. 1 pixel sent in 2 cycles.

enum _lcdif_dbi_type

LCDIF DBI type.

Values:

enumerator kLCDIF_DbiTypeA_FixedE

Selects DBI type A fixed E mode, 68000, Motorola mode.

enumerator kLCDIF_DbiTypeA_ClockedE

Selects DBI Type A Clocked E mode, 68000, Motorola mode.

enumerator kLCDIF_DbiTypeB

Selects DBI type B, 8080, Intel mode.

enum _lcdif_dbi_out_swizzle

LCDIF DBI output swizzle.

Values:

enumerator kLCDIF_DbiOutSwizzleRGB

RGB

enumerator kLCDIF_DbiOutSwizzleBGR

BGR

typedef enum _lcdif_output_format lcdif_output_format_t

LCDIF DPI output format.

typedef struct _lcdif_dpi_config lcdif_dpi_config_t

Configuration for LCDIF module to work in DBI mode.

typedef enum _lcdif_fb_format lcdif_fb_format_t

LCDIF frame buffer pixel format.

typedef struct _lcdif_fb_config lcdif_fb_config_t

LCDIF frame buffer configuration.

typedef enum _lcdif_cursor_format lcdif_cursor_format_t

LCDIF cursor format.

typedef struct _lcdif_cursor_config lcdif_cursor_config_t

LCDIF cursor configuration.

typedef struct _lcdif_dither_config lcdif_dither_config_t

LCDIF dither configuration.

- a. Decide which bit of pixel color to enhance. This is configured by the `lcdif_dither_config_t::redSize`, `lcdif_dither_config_t::greenSize`, and `lcdif_dither_config_t::blueSize`. For example, setting `redSize=6` means it is the 6th bit starting from the MSB that we want to enhance, in other words, it is the `RedColor[2]` bit from `RedColor[7:0]`. `greenSize` and `blueSize` function in the same way.

- b. Create the look-up table. a. The Look-Up Table includes 16 entries, 4 bits for each. b. The Look-Up Table provides a value U[3:0] through the index X[1:0] and Y[1:0]. c. The color value RedColor[3:0] is used to compare with this U[3:0]. d. If RedColor[3:0] > U[3:0], and RedColor[7:2] is not 6'b111111, then the final color value is: NewRedColor = RedColor[7:2] + 1'b1. e. If RedColor[3:0] <= U[3:0], then NewRedColor = RedColor[7:2].

typedef enum *_lcdif_dbi_out_format* lcdif_dbi_out_format_t

LCDIF DBI output format.

typedef enum *_lcdif_dbi_type* lcdif_dbi_type_t

LCDIF DBI type.

typedef enum *_lcdif_dbi_out_swizzle* lcdif_dbi_out_swizzle_t

LCDIF DBI output swizzle.

typedef struct *_lcdif_dbi_config* lcdif_dbi_config_t

LCDIF DBI configuration.

LCDIF_MAKE_CURSOR_COLOR(r, g, b)

Construct the cursor color, every element should be in the range of 0 ~ 255.

LCDIF_MAKE_GAMMA_VALUE(r, g, b)

Construct the gamma value set to LCDIF gamma table, every element should be in the range of 0~255.

LCDIF_ALIGN_ADDR(addr, align)

Calculate the aligned address for LCDIF buffer.

LCDIF_FB_ALIGN

The frame buffer should be 128 byte aligned.

LCDIF_GAMMA_INDEX_MAX

Gamma index max value.

LCDIF_CURSOR_SIZE

The cursor size is 32 x 32.

LCDIF_FRAMEBUFFERCONFIG0_OUTPUT_MASK

LCDIF_ADDR_CPU_2_IP(addr)

struct *_lcdif_dpi_config*

#include <fsl_lcdif.h> Configuration for LCDIF module to work in DBI mode.

Public Members

uint16_t panelWidth

Display panel width, pixels per line.

uint16_t panelHeight

Display panel height, how many lines per panel.

uint8_t hsw

HSYNC pulse width.

uint8_t hfp

Horizontal front porch.

uint8_t hbp

Horizontal back porch.

`uint8_t vsw`
VSYNC pulse width.

`uint8_t vfp`
Vrtical front porch.

`uint8_t vbp`
Vertical back porch.

`uint32_t polarityFlags`
OR'ed value of `_lcdif_polarity_flags`, used to contol the signal polarity.

`lcdif_output_format_t format`
DPI output format.

`struct _lcdif_fb_config`
#include <fsl_lcdif.h> LCDIF frame buffer configuration.

Public Members

`bool enable`
Enable the frame buffer output.

`bool enableGamma`
Enable the gamma correction.

`lcdif_fb_format_t format`
Frame buffer pixel format.

`struct _lcdif_cursor_config`
#include <fsl_lcdif.h> LCDIF cursor configuration.

Public Members

`bool enable`
Enable the cursor or not.

`lcdif_cursor_format_t format`
Cursor format.

`uint8_t hotspotOffsetX`
Offset of the hotspot to top left point, range 0 ~ 31

`uint8_t hotspotOffsetY`
Offset of the hotspot to top left point, range 0 ~ 31

`struct _lcdif_dither_config`
#include <fsl_lcdif.h> LCDIF dither configuration.

- a. Decide which bit of pixel color to enhance. This is configured by the `lcdif_dither_config_t::redSize`, `lcdif_dither_config_t::greenSize`, and `lcdif_dither_config_t::blueSize`. For example, setting `redSize=6` means it is the 6th bit starting from the MSB that we want to enhance, in other words, it is the `RedColor[2]bit` from `RedColor[7:0]`. `greenSize` and `blueSize` function in the same way.
- b. Create the look-up table.
 - a. The Look-Up Table includes 16 entries, 4 bits for each.
 - b. The Look-Up Table provides a value `U[3:0]` through the index `X[1:0]` and `Y[1:0]`.
 - c. The color value `RedColor[3:0]` is used to compare with this `U[3:0]`.
 - d. If `RedColor[3:0] > U[3:0]`, and `RedColor[7:2]` is not `6'b111111`, then the final color value is: `NewRedColor = RedColor[7:2] + 1'b1`.
 - e. If `RedColor[3:0] <= U[3:0]`, then `NewRedColor = RedColor[7:2]`.

Public Members

bool enable

Enable or not.

uint8_t redSize

Red color size, valid region 4-8.

uint8_t greenSize

Green color size, valid region 4-8.

uint8_t blueSize

Blue color size, valid region 4-8.

uint32_t low

Low part of the look up table.

uint32_t high

High part of the look up table.

struct _lcdif_dbi_config

#include <fsl_lcdif.h> LCDIF DBI configuration.

Public Members

lcdif_dbi_out_swizzle_t swizzle

Swizzle.

lcdif_dbi_out_format_t format

Output format.

uint8_t acTimeUnit

Time unit for AC characteristics.

lcdif_dbi_type_t type

DBI type.

uint16_t writeWRPeriod

WR signal period, Cycle number = writeWRPeriod * (acTimeUnit + 1), must be no less than 3. Only for type A and type b.

uint8_t writeWRAssert

Cycle number = writeWRAssert * (acTimeUnit + 1), only for type A and type B. With kLCDIF_DbiTypeA_FixedE: Not used. With kLCDIF_DbiTypeA_ClockedE: Time to assert E. With kLCDIF_DbiTypeB: Time to assert WRX.

uint8_t writeCSAssert

Cycle number = writeCSAssert * (acTimeUnit + 1), only for type A and type B. With kLCDIF_DbiTypeA_FixedE: Time to assert CSX. With kLCDIF_DbiTypeA_ClockedE: Not used. With kLCDIF_DbiTypeB: Time to assert CSX.

uint16_t writeWRDeassert

Cycle number = writeWRDeassert * (acTimeUnit + 1), only for type A and type B. With kLCDIF_DbiTypeA_FixedE: Not used. With kLCDIF_DbiTypeA_ClockedE: Time to de-assert E. With kLCDIF_DbiTypeB: Time to de-assert WRX.

uint16_t writeCSDeassert

Cycle number = writeCSDeassert * (acTimeUnit + 1), only for type A and type B. With kLCDIF_DbiTypeA_FixedE: Time to de-assert CSX. With kLCDIF_DbiTypeA_ClockedE: Not used. With kLCDIF_DbiTypeB: Time to de-assert CSX.

2.16 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.

2.17 MIPI DSI Driver

void DSI_Init(MIPI_DSI_HOST_Type *base, const *dsi_config_t* *config)

Initializes an MIPI DSI host with the user configuration.

This function initializes the MIPI DSI host with the configuration, it should be called first before other MIPI DSI driver functions.

Parameters

- base – MIPI DSI host peripheral base address.
- config – Pointer to a user-defined configuration structure.

void DSI_Deinit(MIPI_DSI_HOST_Type *base)

Deinitializes an MIPI DSI host.

This function should be called after all bother MIPI DSI driver functions.

Parameters

- base – MIPI DSI host peripheral base address.

void DSI_GetDefaultConfig(*dsi_config_t* *config)

Get the default configuration to initialize the MIPI DSI host.

The default value is:

```
config->numLanes = 4;
config->enableNonContinuousHsClk = false;
config->enableTxUlps = false;
config->autoInsertEoTp = true;
config->numExtraEoTp = 0;
config->htxTo_ByteClk = 0;
config->lrxHostTo_ByteClk = 0;
config->btaTo_ByteClk = 0;
```

Parameters

- config – Pointer to a user-defined configuration structure.

void DSI_SetDpiConfig(MIPI_DSI_HOST_Type *base, const *dsi_dpi_config_t* *config, uint8_t numLanes, uint32_t dpiPixelClkFreq_Hz, uint32_t dsiHsBitClkFreq_Hz)

Configure the DPI interface core.

This function sets the DPI interface configuration, it should be used in video mode.

Parameters

- base – MIPI DSI host peripheral base address.
- config – Pointer to the DPI interface configuration.
- numLanes – Lane number, should be same with the setting in *dsi_dpi_config_t*.
- dpiPixelClkFreq_Hz – The DPI pixel clock frequency in Hz.
- dsiHsBitClkFreq_Hz – The DSI high speed bit clock frequency in Hz. It is the same with DPHY PLL output.

uint32_t DSI_InitDphy(MIPI_DSI_HOST_Type *base, const *dsi_dphy_config_t* *config, uint32_t refClkFreq_Hz)

Initializes the D-PHY.

This function configures the D-PHY timing and setups the D-PHY PLL based on user configuration. The configuration structure could be got by the function *DSI_GetDphyDefaultConfig*.

For some platforms there is not dedicated D-PHY PLL, indicated by the macro *FSL_FEATURE_MIPI_DSI_NO_DPHY_PLL*. For these platforms, the *refClkFreq_Hz* is useless.

Parameters

- base – MIPI DSI host peripheral base address.
- config – Pointer to the D-PHY configuration.
- refClkFreq_Hz – The REFCLK frequency in Hz.

Returns

The actual D-PHY PLL output frequency. If could not configure the PLL to the target frequency, the return value is 0.

```
void DSI_DeinitDphy(MIPI_DSI_HOST_Type *base)
```

Deinitializes the D-PHY.

Power down the D-PHY PLL and shut down D-PHY.

Parameters

- base – MIPI DSI host peripheral base address.

```
void DSI_GetDphyDefaultConfig(dsi_dphy_config_t *config, uint32_t txHsBitClk_Hz, uint32_t txEscClk_Hz)
```

Get the default D-PHY configuration.

Gets the default D-PHY configuration, the timing parameters are set according to D-PHY specification. User could use the configuration directly, or change some parameters according to the special device.

Parameters

- config – Pointer to the D-PHY configuration.
- txHsBitClk_Hz – High speed bit clock in Hz.
- txEscClk_Hz – Esc clock in Hz.

```
static inline void DSI_EnableInterrupts(MIPI_DSI_HOST_Type *base, uint32_t intGroup1, uint32_t intGroup2)
```

Enable the interrupts.

The interrupts to enable are passed in as OR'ed mask value of _dsi_interrupt.

Parameters

- base – MIPI DSI host peripheral base address.
- intGroup1 – Interrupts to enable in group 1.
- intGroup2 – Interrupts to enable in group 2.

```
static inline void DSI_DisableInterrupts(MIPI_DSI_HOST_Type *base, uint32_t intGroup1, uint32_t intGroup2)
```

Disable the interrupts.

The interrupts to disable are passed in as OR'ed mask value of _dsi_interrupt.

Parameters

- base – MIPI DSI host peripheral base address.
- intGroup1 – Interrupts to disable in group 1.
- intGroup2 – Interrupts to disable in group 2.

```
static inline void DSI_GetAndClearInterruptStatus(MIPI_DSI_HOST_Type *base, uint32_t *intGroup1, uint32_t *intGroup2)
```

Get and clear the interrupt status.

Parameters

- base – MIPI DSI host peripheral base address.
- intGroup1 – Group 1 interrupt status.
- intGroup2 – Group 2 interrupt status.

```
static inline void DSI_SetDbiPixelFifoSendLevel(MIPI_DSI_HOST_Type *base, uint16_t
                                              sendLevel)
```

Configure the DBI pixel FIFO send level.

This controls the level at which the DBI Host bridge begins sending pixels

Parameters

- base – MIPI DSI host peripheral base address.
- sendLevel – Send level value set to register.

```
static inline void DSI_SetDbiPixelPayloadSize(MIPI_DSI_HOST_Type *base, uint16_t payloadSize)
```

Configure the DBI pixel payload size.

Configures maximum number of pixels that should be sent as one DSI packet. Recommended to be evenly divisible by the line size (in pixels).

Parameters

- base – MIPI DSI host peripheral base address.
- payloadSize – Payload size value set to register.

```
void DSI_SetApbPacketControl(MIPI_DSI_HOST_Type *base, uint16_t wordCount, uint8_t
                             virtualChannel, dsi_tx_data_type_t dataType, uint8_t flags)
```

Configure the APB packet to send.

This function configures the next APB packet transfer. After configuration, the packet transfer could be started with function `DSI_SendApbPacket`. If the packet is long packet, Use `DSI_WriteApbTxPayload` to fill the payload before start transfer.

Parameters

- base – MIPI DSI host peripheral base address.
- wordCount – For long packet, this is the byte count of the payload. For short packet, this is $(data1 \ll 8) | data0$.
- virtualChannel – Virtual channel.
- dataType – The packet data type, (DI).
- flags – The transfer control flags, see `_dsi_transfer_flags`.

```
void DSI_WriteApbTxPayload(MIPI_DSI_HOST_Type *base, const uint8_t *payload, uint16_t
                           payloadSize)
```

Fill the long APB packet payload.

Write the long packet payload to TX FIFO.

Parameters

- base – MIPI DSI host peripheral base address.
- payload – Pointer to the payload.
- payloadSize – Payload size in byte.

```
void DSI_WriteApbTxPayloadExt(MIPI_DSI_HOST_Type *base, const uint8_t *payload, uint16_t
                              payloadSize, bool sendDcsCmd, uint8_t dcsCmd)
```

Extended function to fill the payload to TX FIFO.

Write the long packet payload to TX FIFO. This function could be used in two ways

- a. Include the DCS command in parameter `payload`. In this case, the DCS command is the first byte of `payload`. The parameter `sendDcsCmd` is set to `false`, the `dcsCmd` is not used. This function is the same as `DSI_WriteApbTxPayload` when used in this way.
- b. The DCS command is not in parameter `payload`, but specified by parameter `dcsCmd`. In this case, the parameter `sendDcsCmd` is set to `true`, the `dcsCmd` is the DCS command to send. The `payload` is sent after `dcsCmd`.

Parameters

- `base` – MIPI DSI host peripheral base address.
- `payload` – Pointer to the payload.
- `payloadSize` – Payload size in byte.
- `sendDcsCmd` – If set to `true`, the DCS command is specified by `dcsCmd`, otherwise the DCS command is included in the `payload`.
- `dcsCmd` – The DCS command to send, only used when `sendDcsCmd` is `true`.

```
void DSI_ReadApbRxPayload(MIPI_DSI_HOST_Type *base, uint8_t *payload, uint16_t  
                        payloadSize)
```

Read the long APB packet payload.

Read the long packet payload from RX FIFO. This function reads directly but does not check the RX FIFO status. Upper layer should make sure there are available data.

Parameters

- `base` – MIPI DSI host peripheral base address.
- `payload` – Pointer to the payload.
- `payloadSize` – Payload size in byte.

```
static inline void DSI_SendApbPacket(MIPI_DSI_HOST_Type *base)
```

Trigger the controller to send out APB packet.

Send the packet set by `DSI_SetApbPacketControl`.

Parameters

- `base` – MIPI DSI host peripheral base address.

```
static inline uint32_t DSI_GetApbStatus(MIPI_DSI_HOST_Type *base)
```

Get the APB status.

The return value is OR'ed value of `_dsi_apb_status`.

Parameters

- `base` – MIPI DSI host peripheral base address.

Returns

The APB status.

```
static inline uint32_t DSI_GetRxErrorStatus(MIPI_DSI_HOST_Type *base)
```

Get the error status during data transfer.

The return value is OR'ed value of `_dsi_rx_error_status`.

Parameters

- `base` – MIPI DSI host peripheral base address.

Returns

The error status.

```
static inline uint8_t DSI_GetEccRxErrorPosition(uint32_t rxErrorStatus)
```

Get the one-bit RX ECC error position.

When one-bit ECC RX error detected using `DSI_GetRxErrorStatus`, this function could be used to get the error bit position.

```
uint8_t eccErrorPos;
uint32_t rxErrorStatus = DSI_GetRxErrorStatus(MIPI_DSI);
if (kDSI_RxErrorEccOneBit & rxErrorStatus)
{
    eccErrorPos = DSI_GetEccRxErrorPosition(rxErrorStatus);
}
```

Parameters

- `rxErrorStatus` – The error status returned by `DSI_GetRxErrorStatus`.

Returns

The 1-bit ECC error position.

```
static inline uint32_t DSI_GetAndClearHostStatus(MIPI_DSI_HOST_Type *base)
```

Get and clear the DSI host status.

The host status are returned as mask value of `_dsi_host_status`.

Parameters

- `base` – MIPI DSI host peripheral base address.

Returns

The DSI host status.

```
static inline uint32_t DSI_GetRxPacketHeader(MIPI_DSI_HOST_Type *base)
```

Get the RX packet header.

Parameters

- `base` – MIPI DSI host peripheral base address.

Returns

The RX packet header.

```
static inline dsi_rx_data_type_t DSI_GetRxPacketType(uint32_t rxPktHeader)
```

Extract the RX packet type from the packet header.

Extract the RX packet type from the packet header get by `DSI_GetRxPacketHeader`.

Parameters

- `rxPktHeader` – The RX packet header get by `DSI_GetRxPacketHeader`.

Returns

The RX packet type.

```
static inline uint16_t DSI_GetRxPacketWordCount(uint32_t rxPktHeader)
```

Extract the RX packet word count from the packet header.

Extract the RX packet word count from the packet header get by `DSI_GetRxPacketHeader`.

Parameters

- `rxPktHeader` – The RX packet header get by `DSI_GetRxPacketHeader`.

Returns

For long packet, return the payload word count (byte). For short packet, return the $(data0 \ll 8) \mid data1$.

static inline uint8_t DSI_GetRxPacketVirtualChannel(uint32_t rxPktHeader)

Extract the RX packet virtual channel from the packet header.

Extract the RX packet virtual channel from the packet header get by DSI_GetRxPacketHeader.

Parameters

- rxPktHeader – The RX packet header get by DSI_GetRxPacketHeader.

Returns

The virtual channel.

status_t DSI_TransferBlocking(MIPI_DSI_HOST_Type *base, *dsi_transfer_t* *xfer)

APB data transfer using blocking method.

Perform APB data transfer using blocking method. This function waits until all data send or received, or timeout happens.

When using this API to read data, the actually read data count could be got from xfer->rxDataSize.

Parameters

- base – MIPI DSI host peripheral base address.
- xfer – Pointer to the transfer structure.

Return values

- kStatus_Success – Data transfer finished with no error.
- kStatus_Timeout – Transfer failed because of timeout.
- kStatus_DSI_RxDataError – RX data error, user could use DSI_GetRxErrorStatus to check the error details.
- kStatus_DSI_ErrorReportReceived – Error Report packet received, user could use DSI_GetAndClearHostStatus to check the error report status.
- kStatus_DSI_NotSupported – Transfer format not supported.
- kStatus_DSI_Fail – Transfer failed for other reasons.

status_t DSI_TransferCreateHandle(MIPI_DSI_HOST_Type *base, *dsi_handle_t* *handle, *dsi_callback_t* callback, void *userData)

Create the MIPI DSI handle.

This function initializes the MIPI DSI handle which can be used for other transactional APIs.

Parameters

- base – MIPI DSI host peripheral base address.
- handle – Handle pointer.
- callback – Callback function.
- userData – User data.

status_t DSI_TransferNonBlocking(MIPI_DSI_HOST_Type *base, *dsi_handle_t* *handle, *dsi_transfer_t* *xfer)

APB data transfer using interrupt method.

Perform APB data transfer using interrupt method, when transfer finished, upper layer could be informed through callback function.

When using this API to read data, the actually read data count could be got from handle->xfer->rxDataSize after read finished.

Parameters

- base – MIPI DSI host peripheral base address.
- handle – pointer to dsi_handle_t structure which stores the transfer state.
- xfer – Pointer to the transfer structure.

Return values

- kStatus_Success – Data transfer started successfully.
- kStatus_DSI_Busy – Failed to start transfer because DSI is busy with previous transfer.
- kStatus_DSI_NotSupported – Transfer format not supported.

void DSI_TransferAbort(MIPI_DSI_HOST_Type *base, dsi_handle_t *handle)

Abort current APB data transfer.

Parameters

- base – MIPI DSI host peripheral base address.
- handle – pointer to dsi_handle_t structure which stores the transfer state.

void DSI_TransferHandleIRQ(MIPI_DSI_HOST_Type *base, dsi_handle_t *handle)

Interrupt handler for the DSI.

Parameters

- base – MIPI DSI host peripheral base address.
- handle – pointer to dsi_handle_t structure which stores the transfer state.

FSL_MIPI_DSI_DRIVER_VERSION

Error codes for the MIPI DSI driver.

Values:

enumerator kStatus_DSI_Busy

DSI is busy.

enumerator kStatus_DSI_RxDataError

Read data error.

enumerator kStatus_DSI_ErrorReportReceived

Error report package received.

enumerator kStatus_DSI_NotSupported

The transfer type not supported.

enum _dsi_dpi_color_coding

MIPI DPI interface color coding.

Values:

enumerator kDSI_Dpi16BitConfig1

16-bit configuration 1. RGB565: XXXXXXXX_RRRRRGGG_GGGBBBBB.

enumerator kDSI_Dpi16BitConfig2

16-bit configuration 2. RGB565: XXXRRRRR_XXGGGGGG_XXXBBBBB.

enumerator kDSI_Dpi16BitConfig3

16-bit configuration 3. RGB565: XXRRRRRX_XXGGGGGG_XXBBBBBX.

enumerator kDSI_Dpi18BitConfig1

18-bit configuration 1. RGB666: XXXXXXRR_RRRRGGGG_GGBBBBBB.

enumerator kDSI_Dpi18BitConfig2

18-bit configuration 2. RGB666: XXRRRRRRR_XXGGGGGGG_XXBBBBBBB.

enumerator kDSI_Dpi24Bit

24-bit.

enum _dsi_dpi_pixel_packet

MIPI DSI pixel packet type send through DPI interface.

Values:

enumerator kDSI_PixelPacket16Bit

16 bit RGB565.

enumerator kDSI_PixelPacket18Bit

18 bit RGB666 packed.

enumerator kDSI_PixelPacket18BitLoosely

18 bit RGB666 loosely packed into three bytes.

enumerator kDSI_PixelPacket24Bit

24 bit RGB888, each pixel uses three bytes.

_dsi_dpi_polarity_flag DPI signal polarity.

Values:

enumerator kDSI_DpiVsyncActiveLow

VSYNC active low.

enumerator kDSI_DpiHsyncActiveLow

HSYNC active low.

enumerator kDSI_DpiVsyncActiveHigh

VSYNC active high.

enumerator kDSI_DpiHsyncActiveHigh

HSYNC active high.

enum _dsi_dpi_video_mode

DPI video mode.

Values:

enumerator kDSI_DpiNonBurstWithSyncPulse

Non-Burst mode with Sync Pulses.

enumerator kDSI_DpiNonBurstWithSyncEvent

Non-Burst mode with Sync Events.

enumerator kDSI_DpiBurst

Burst mode.

enum _dsi_dpi_bllp_mode

Behavior in BLLP (Blanking or Low-Power Interval).

Values:

enumerator kDSI_DpiBllpLowPower

LP mode used in BLLP periods.

enumerator kDSI_DpiBllpBlanking

Blanking packets used in BLLP periods.

enumerator kDSI_DpiBllpNull
Null packets used in BLLP periods.

_dsi_apb_status Status of APB to packet interface.

Values:

enumerator kDSI_ApbNotIdle
State machine not idle

enumerator kDSI_ApbTxDone
Tx packet done

enumerator kDSI_ApbRxControl
DPHY direction 0 - tx had control, 1 - rx has control

enumerator kDSI_ApbTxOverflow
TX fifo overflow

enumerator kDSI_ApbTxUnderflow
TX fifo underflow

enumerator kDSI_ApbRxOverflow
RX fifo overflow

enumerator kDSI_ApbRxUnderflow
RX fifo underflow

enumerator kDSI_ApbRxHeaderReceived
RX packet header has been received

enumerator kDSI_ApbRxPacketReceived
All RX packet payload data has been received

_dsi_rx_error_status Host receive error status.

Values:

enumerator kDSI_RxErrorEccOneBit
ECC single bit error detected.

enumerator kDSI_RxErrorEccMultiBit
ECC multi bit error detected.

enumerator kDSI_RxErrorCrc
CRC error detected.

enumerator kDSI_RxErrorHtxTo
High Speed forward TX timeout detected.

enumerator kDSI_RxErrorLrxTo
Reverse Low power data receive timeout detected.

enumerator kDSI_RxErrorBtaTo
BTA timeout detected.

enum _dsi_host_status
DSI host controller status (status_out)

Values:

enumerator kDSI_HostSoTError

SoT error from peripheral error report.

enumerator kDSI_HostSoTSyncError

SoT Sync error from peripheral error report.

enumerator kDSI_HostEoTSyncError

EoT Sync error from peripheral error report.

enumerator kDSI_HostEscEntryCmdError

Escape Mode Entry Command Error from peripheral error report.

enumerator kDSI_HostLpTxSyncError

Low-power transmit Sync Error from peripheral error report.

enumerator kDSI_HostPeriphToError

Peripheral timeout error from peripheral error report.

enumerator kDSI_HostFalseControlError

False control error from peripheral error report.

enumerator kDSI_HostContentionDetected

Contention detected from peripheral error report.

enumerator kDSI_HostEccErrorOneBit

Single bit ECC error (corrected) from peripheral error report.

enumerator kDSI_HostEccErrorMultiBit

Multi bit ECC error (not corrected) from peripheral error report.

enumerator kDSI_HostChecksumError

Checksum error from peripheral error report.

enumerator kDSI_HostInvalidDataType

DSI data type not recognized.

enumerator kDSI_HostInvalidVcId

DSI VC ID invalid.

enumerator kDSI_HostInvalidTxLength

Invalid transmission length.

enumerator kDSI_HostProtocalViolation

DSI protocol violation.

enumerator kDSI_HostResetTriggerReceived

Reset trigger received.

enumerator kDSI_HostTearTriggerReceived

Tear effect trigger receive.

enumerator kDSI_HostAckTriggerReceived

Acknowledge trigger message received.

_dsi_interrupt DSI interrupt.

Values:

enumerator kDSI_InterruptGroup1ApbNotIdle

State machine not idle

enumerator kDSI_InterruptGroup1ApbTxDone
Tx packet done

enumerator kDSI_InterruptGroup1ApbRxControl
DPHY direction 0 - tx control, 1 - rx control

enumerator kDSI_InterruptGroup1ApbTxOverflow
TX fifo overflow

enumerator kDSI_InterruptGroup1ApbTxUnderflow
TX fifo underflow

enumerator kDSI_InterruptGroup1ApbRxOverflow
RX fifo overflow

enumerator kDSI_InterruptGroup1ApbRxUnderflow
RX fifo underflow

enumerator kDSI_InterruptGroup1ApbRxHeaderReceived
RX packet header has been received

enumerator kDSI_InterruptGroup1ApbRxPacketReceived
All RX packet payload data has been received

enumerator kDSI_InterruptGroup1SoTError
SoT error from peripheral error report.

enumerator kDSI_InterruptGroup1SoTSyncError
SoT Sync error from peripheral error report.

enumerator kDSI_InterruptGroup1EoTSyncError
EoT Sync error from peripheral error report.

enumerator kDSI_InterruptGroup1EscEntryCmdError
Escape Mode Entry Command Error from peripheral error report.

enumerator kDSI_InterruptGroup1LpTxSyncError
Low-power transmit Sync Error from peripheral error report.

enumerator kDSI_InterruptGroup1PeriphToError
Peripheral timeout error from peripheral error report.

enumerator kDSI_InterruptGroup1FalseControlError
False control error from peripheral error report.

enumerator kDSI_InterruptGroup1ContentionDetected
Contention detected from peripheral error report.

enumerator kDSI_InterruptGroup1EccErrorOneBit
Single bit ECC error (corrected) from peripheral error report.

enumerator kDSI_InterruptGroup1EccErrorMultiBit
Multi bit ECC error (not corrected) from peripheral error report.

enumerator kDSI_InterruptGroup1ChecksumError
Checksum error from peripheral error report.

enumerator kDSI_InterruptGroup1InvalidDataType
DSI data type not recognized.

enumerator kDSI_InterruptGroup1InvalidVcId
DSI VC ID invalid.

enumerator kDSI_InterruptGroup1InvalidTxLength
Invalid transmission length.

enumerator kDSI_InterruptGroup1ProtocalViolation
DSI protocol violation.

enumerator kDSI_InterruptGroup1ResetTriggerReceived
Reset trigger received.

enumerator kDSI_InterruptGroup1TearTriggerReceived
Tear effect trigger receive.

enumerator kDSI_InterruptGroup1AckTriggerReceived
Acknowledge trigger message received.

enumerator kDSI_InterruptGroup1HtxTo
High speed TX timeout.

enumerator kDSI_InterruptGroup1LrxTo
Low power RX timeout.

enumerator kDSI_InterruptGroup1BtaTo
Host BTA timeout.

enumerator kDSI_InterruptGroup2EccOneBit
Sinle bit ECC error.

enumerator kDSI_InterruptGroup2EccMultiBit
Multi bit ECC error.

enumerator kDSI_InterruptGroup2CrcError
CRC error.

enum _dsi_tx_data_type
DSI TX data type.

Values:

enumerator kDSI_TxDataVsyncStart
V Sync start.

enumerator kDSI_TxDataVsyncEnd
V Sync end.

enumerator kDSI_TxDataHsyncStart
H Sync start.

enumerator kDSI_TxDataHsyncEnd
H Sync end.

enumerator kDSI_TxDataEoTp
End of transmission packet.

enumerator kDSI_TxDataCmOff
Color mode off.

enumerator kDSI_TxDataCmOn
Color mode on.

enumerator kDSI_TxDataShutDownPeriph
Shut down peripheral.

enumerator kDSI_TxDataTurnOnPeriph
Turn on peripheral.

enumerator kDSI_TxDataGenShortWrNoParam
Generic Short WRITE, no parameters.

enumerator kDSI_TxDataGenShortWrOneParam
Generic Short WRITE, one parameter.

enumerator kDSI_TxDataGenShortWrTwoParam
Generic Short WRITE, two parameter.

enumerator kDSI_TxDataGenShortRdNoParam
Generic Short READ, no parameters.

enumerator kDSI_TxDataGenShortRdOneParam
Generic Short READ, one parameter.

enumerator kDSI_TxDataGenShortRdTwoParam
Generic Short READ, two parameter.

enumerator kDSI_TxDataDcsShortWrNoParam
DCS Short WRITE, no parameters.

enumerator kDSI_TxDataDcsShortWrOneParam
DCS Short WRITE, one parameter.

enumerator kDSI_TxDataDcsShortRdNoParam
DCS Short READ, no parameters.

enumerator kDSI_TxDataSetMaxReturnPktSize
Set the Maximum Return Packet Size.

enumerator kDSI_TxDataNull
Null Packet, no data.

enumerator kDSI_TxDataBlanking
Blanking Packet, no data.

enumerator kDSI_TxDataGenLongWr
Generic long write.

enumerator kDSI_TxDataDcsLongWr
DCS Long Write/write_LUT Command Packet.

enumerator kDSI_TxDataLooselyPackedPixel20BitYCbCr
Loosely Packed Pixel Stream, 20-bit YCbCr, 4:2:2 Format.

enumerator kDSI_TxDataPackedPixel24BitYCbCr
Packed Pixel Stream, 24-bit YCbCr, 4:2:2 Format.

enumerator kDSI_TxDataPackedPixel16BitYCbCr
Packed Pixel Stream, 16-bit YCbCr, 4:2:2 Format.

enumerator kDSI_TxDataPackedPixel30BitRGB
Packed Pixel Stream, 30-bit RGB, 10-10-10 Format.

enumerator kDSI_TxDataPackedPixel36BitRGB
Packed Pixel Stream, 36-bit RGB, 12-12-12 Format.

enumerator kDSI_TxDataPackedPixel12BitYCrCb
Packed Pixel Stream, 12-bit YCbCr, 4:2:0 Format.

enumerator kDSI_TxDataPackedPixel16BitRGB

Packed Pixel Stream, 16-bit RGB, 5-6-5 Format.

enumerator kDSI_TxDataPackedPixel18BitRGB

Packed Pixel Stream, 18-bit RGB, 6-6-6 Format.

enumerator kDSI_TxDataLooselyPackedPixel18BitRGB

Loosely Packed Pixel Stream, 18-bit RGB, 6-6-6 Format.

enumerator kDSI_TxDataPackedPixel24BitRGB

Packed Pixel Stream, 24-bit RGB, 8-8-8 Format.

enum _dsi_rx_data_type

DSI RX data type.

Values:

enumerator kDSI_RxDataAckAndErrorReport

Acknowledge and Error Report

enumerator kDSI_RxDataEoTp

End of Transmission packet.

enumerator kDSI_RxDataGenShortRdResponseOneByte

Generic Short READ Response, 1 byte returned.

enumerator kDSI_RxDataGenShortRdResponseTwoByte

Generic Short READ Response, 2 byte returned.

enumerator kDSI_RxDataGenLongRdResponse

Generic Long READ Response.

enumerator kDSI_RxDataDcsLongRdResponse

DCS Long READ Response.

enumerator kDSI_RxDataDcsShortRdResponseOneByte

DCS Short READ Response, 1 byte returned.

enumerator kDSI_RxDataDcsShortRdResponseTwoByte

DCS Short READ Response, 2 byte returned.

_dsi_transfer_flags DSI transfer control flags.

Values:

enumerator kDSI_TransferUseHighSpeed

Use high speed mode or not.

enumerator kDSI_TransferPerformBTA

Perform BTA or not.

typedef struct _dsi_config dsi_config_t

MIPI DSI controller configuration.

typedef enum _dsi_dpi_color_coding dsi_dpi_color_coding_t

MIPI DPI interface color coding.

typedef enum _dsi_dpi_pixel_packet dsi_dpi_pixel_packet_t

MIPI DSI pixel packet type send through DPI interface.

typedef enum _dsi_dpi_video_mode dsi_dpi_video_mode_t

DPI video mode.

typedef enum *_dsi_dpi_bllp_mode* dsi_dpi_bllp_mode_t

Behavior in BLLP (Blanking or Low-Power Interval).

typedef struct *_dsi_dpi_config* dsi_dpi_config_t

MIPI DSI controller DPI interface configuration.

typedef struct *_dsi_dphy_config* dsi_dphy_config_t

MIPI DSI D-PHY configuration.

typedef enum *_dsi_tx_data_type* dsi_tx_data_type_t

DSI TX data type.

typedef enum *_dsi_rx_data_type* dsi_rx_data_type_t

DSI RX data type.

typedef struct *_dsi_transfer* dsi_transfer_t

Structure for the data transfer.

typedef struct *_dsi_handle* dsi_handle_t

MIPI DSI transfer handle.

typedef void (*dsi_callback_t)(MIPI_DSI_HOST_Type *base, *dsi_handle_t* *handle, *status_t* status, void *userData)

MIPI DSI callback for finished transfer.

When transfer finished, one of these status values will be passed to the user:

- kStatus_Success Data transfer finished with no error.
- kStatus_Timeout Transfer failed because of timeout.
- kStatus_DSI_RxDataError RX data error, user could use DSI_GetRxErrorStatus to check the error details.
- kStatus_DSI_ErrorReportReceived Error Report packet received, user could use DSI_GetAndClearHostStatus to check the error report status.
- kStatus_Fail Transfer failed for other reasons.

FSL_DSI_TX_MAX_PAYLOAD_BYTE

FSL_DSI_RX_MAX_PAYLOAD_BYTE

struct *_dsi_config*

#include <fsl_mipi_dsi.h> MIPI DSI controller configuration.

Public Members

uint8_t numLanes

Number of lanes.

bool enableNonContinuousHsClk

In enabled, the high speed clock will enter low power mode between transmissions.

bool autoInsertEoTp

Insert an EoTp short package when switching from HS to LP.

uint8_t numExtraEoTp

How many extra EoTp to send after the end of a packet.

uint32_t htxTo_ByteClk

HS TX timeout count (HTX_TO) in byte clock.

uint32_t lrxHostTo_ByteClk

LP RX host timeout count (LRX-H_TO) in byte clock.

uint32_t btaTo_ByteClk

Bus turn around timeout count (TA_TO) in byte clock.

struct _dsi_dpi_config

#include <fsl_mipi_dsi.h> MIPI DSI controller DPI interface configuration.

Public Members

uint16_t pixelPayloadSize

Maximum number of pixels that should be sent as one DSI packet. Recommended that the line size (in pixels) is evenly divisible by this parameter.

dsi_dpi_color_coding_t dpiColorCoding

DPI color coding.

dsi_dpi_pixel_packet_t pixelPacket

Pixel packet format.

dsi_dpi_video_mode_t videoMode

Video mode.

dsi_dpi_bllp_mode_t bllpMode

Behavior in BLLP.

uint8_t polarityFlags

OR'ed value of _dsi_dpi_polarity_flag controls signal polarity.

uint16_t hfp

Horizontal front porch, in dpi pixel clock.

uint16_t hbp

Horizontal back porch, in dpi pixel clock.

uint16_t hsw

Horizontal sync width, in dpi pixel clock.

uint8_t vfp

Number of lines in vertical front porch.

uint8_t vbp

Number of lines in vertical back porch.

uint16_t panelHeight

Line number in vertical active area.

uint8_t virtualChannel

Virtual channel.

struct _dsi_dphy_config

#include <fsl_mipi_dsi.h> MIPI DSI D-PHY configuration.

Public Members

uint32_t txHsBitClk_Hz

The generated HS TX bit clock in Hz.

uint8_t tClkPre_ByteClk

TLPX + TCLK-PREPARE + TCLK-ZERO + TCLK-PRE in byte clock. Set how long the controller will wait after enabling clock lane for HS before enabling data lanes for HS.

uint8_t tClkPost_ByteClk

TCLK-POST + T_CLK-TRAIL in byte clock. Set how long the controller will wait before putting clock lane into LP mode after data lanes detected in stop state.

uint8_t tHsExit_ByteClk

THS-EXIT in byte clock. Set how long the controller will wait after the clock lane has been put into LP mode before enabling clock lane for HS again.

uint8_t tHsPrepare_HalfEscClk

THS-PREPARE in $\text{clk\_esc}/2$. Set how long to drive the LP-00 state before HS transmissions, available values are 2, 3, 4, 5.

uint8_t tClkPrepare_HalfEscClk

TCLK-PREPARE in $\text{clk\_esc}/2$. Set how long to drive the LP-00 state before HS transmissions, available values are 2, 3.

uint8_t tHsZero_ByteClk

THS-ZERO in clk_byte . Set how long that controller drives data lane HS-0 state before transmit the Sync sequence. Available values are 6, 7, ..., 37.

uint8_t tClkZero_ByteClk

TCLK-ZERO in clk_byte . Set how long that controller drives clock lane HS-0 state before transmit the Sync sequence. Available values are 3, 4, ..., 66.

uint8_t tHsTrail_ByteClk

THS-TRAIL + 4*UI in clk_byte . Set the time of the flipped differential state after last payload data bit of HS transmission burst. Available values are 0, 1, ..., 15.

uint8_t tClkTrail_ByteClk

TCLK-TRAIL + 4*UI in clk_byte . Set the time of the flipped differential state after last payload data bit of HS transmission burst. Available values are 0, 1, ..., 15.

struct _dsi_transfer

#include <fsl_mipi_dsi.h> Structure for the data transfer.

Public Members

uint8_t virtualChannel

Virtual channel.

dsi_tx_data_type_t txDataType

TX data type.

uint8_t flags

Flags to control the transfer, see `_dsi_transfer_flags`.

const uint8_t *txData

The TX data buffer.

uint8_t *rxData

The RX data buffer.

uint16_t txDataSize

Size of the TX data.

uint16_t rxDataSize

Size of the RX data.

bool sendDscCmd

If set to true, the DCS command is specified by dscCmd, otherwise the DCS command is included in the txData.

uint8_t dscCmd

The DCS command to send, only valid when sendDscCmd is true.

struct __dsi_handle

#include <fsl_mipi_dsi.h> MIPI DSI transfer handle structure.

Public Members

volatile bool isBusy

MIPI DSI is busy with APB data transfer.

dsi_transfer_t xfer

Transfer information.

dsi_callback_t callback

DSI callback

void *userData

Callback parameter

2.18 MIPI_DSI: MIPI DSI Host Controller

2.19 MU: Messaging Unit

void MU_Init(MU_Type *base)

Initializes the MU module.

This function enables the MU clock only.

Parameters

- base – MU peripheral base address.

void MU_Deinit(MU_Type *base)

De-initializes the MU module.

This function disables the MU clock only.

Parameters

- base – MU peripheral base address.

static inline void MU_SendMsgNonBlocking(MU_Type *base, uint32_t regIndex, uint32_t msg)

Writes a message to the TX register.

This function writes a message to the specific TX register. It does not check whether the TX register is empty or not. The upper layer should make sure the TX register is empty before calling this function. This function can be used in ISR for better performance.

```
while (!(kMU_Tx0EmptyFlag & MU_GetStatusFlags(base))) { } Wait for TX0 register empty.
MU_SendMsgNonBlocking(base, kMU_MsgReg0, MSG_VAL); Write message to the TX0 register.
```

Parameters

- base – MU peripheral base address.

- regIndex – TX register index, see mu_msg_reg_index_t.
- msg – Message to send.

void MU_SendMsg(MU_Type *base, uint32_t regIndex, uint32_t msg)

Blocks to send a message.

This function waits until the TX register is empty and sends the message.

Parameters

- base – MU peripheral base address.
- regIndex – MU message register, see mu_msg_reg_index_t.
- msg – Message to send.

static inline uint32_t MU_ReceiveMsgNonBlocking(MU_Type *base, uint32_t regIndex)

Reads a message from the RX register.

This function reads a message from the specific RX register. It does not check whether the RX register is full or not. The upper layer should make sure the RX register is full before calling this function. This function can be used in ISR for better performance.

```
uint32_t msg;
while (!(kMU_Rx0FullFlag & MU_GetStatusFlags(base)))
{
    } Wait for the RX0 register full.

msg = MU_ReceiveMsgNonBlocking(base, kMU_MsgReg0); Read message from RX0 register.
```

Parameters

- base – MU peripheral base address.
- regIndex – RX register index, see mu_msg_reg_index_t.

Returns

The received message.

uint32_t MU_ReceiveMsg(MU_Type *base, uint32_t regIndex)

Blocks to receive a message.

This function waits until the RX register is full and receives the message.

Parameters

- base – MU peripheral base address.
- regIndex – MU message register, see mu_msg_reg_index_t

Returns

The received message.

static inline void MU_SetFlagsNonBlocking(MU_Type *base, uint32_t flags)

Sets the 3-bit MU flags reflect on the other MU side.

This function sets the 3-bit MU flags directly. Every time the 3-bit MU flags are changed, the status flag kMU_FlagsUpdatingFlag asserts indicating the 3-bit MU flags are updating to the other side. After the 3-bit MU flags are updated, the status flag kMU_FlagsUpdatingFlag is cleared by hardware. During the flags updating period, the flags cannot be changed. The upper layer should make sure the status flag kMU_FlagsUpdatingFlag is cleared before calling this function.

```
while (kMU_FlagsUpdatingFlag & MU_GetStatusFlags(base))
{
    } Wait for previous MU flags updating.
```

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```
MU_SetFlagsNonBlocking(base, 0U); Set the mU flags.
```

Parameters

- base – MU peripheral base address.
- flags – The 3-bit MU flags to set.

```
void MU_SetFlags(MU_Type *base, uint32_t flags)
```

Blocks setting the 3-bit MU flags reflect on the other MU side.

This function blocks setting the 3-bit MU flags. Every time the 3-bit MU flags are changed, the status flag `kMU_FlagsUpdatingFlag` asserts indicating the 3-bit MU flags are updating to the other side. After the 3-bit MU flags are updated, the status flag `kMU_FlagsUpdatingFlag` is cleared by hardware. During the flags updating period, the flags cannot be changed. This function waits for the MU status flag `kMU_FlagsUpdatingFlag` cleared and sets the 3-bit MU flags.

Parameters

- base – MU peripheral base address.
- flags – The 3-bit MU flags to set.

```
static inline uint32_t MU_GetFlags(MU_Type *base)
```

Gets the current value of the 3-bit MU flags set by the other side.

This function gets the current 3-bit MU flags on the current side.

Parameters

- base – MU peripheral base address.

Returns

flags Current value of the 3-bit flags.

```
static inline uint32_t MU_GetStatusFlags(MU_Type *base)
```

Gets the MU status flags.

This function returns the bit mask of the MU status flags. See `_mu_status_flags`.

```
uint32_t flags;
flags = MU_GetStatusFlags(base); Get all status flags.
if (kMU_Tx0EmptyFlag & flags)
{
    The TX0 register is empty. Message can be sent.
    MU_SendMsgNonBlocking(base, kMU_MsgReg0, MSG0_VAL);
}
if (kMU_Tx1EmptyFlag & flags)
{
    The TX1 register is empty. Message can be sent.
    MU_SendMsgNonBlocking(base, kMU_MsgReg1, MSG1_VAL);
}
```

Parameters

- base – MU peripheral base address.

Returns

Bit mask of the MU status flags, see `_mu_status_flags`.

```
static inline uint32_t MU_GetRxStatusFlags(MU_Type *base)
```

Return the RX status flags.

This function return the RX status flags. Note: RFn bits of SR[27-24](mu status register) are mapped in reverse numerical order: RF0 -> SR[27] RF1 -> SR[26] RF2 -> SR[25] RF3 -> SR[24]

```
status_reg = MU_GetRxStatusFlags(base);
```

Parameters

- base – MU peripheral base address.

Returns

MU RX status

```
static inline uint32_t MU_GetInterruptsPending(MU_Type *base)
```

Gets the MU IRQ pending status of enabled interrupts.

This function returns the bit mask of the pending MU IRQs of enabled interrupts. Only these flags are checked. kMU_Tx0EmptyFlag kMU_Tx1EmptyFlag kMU_Tx2EmptyFlag kMU_Tx3EmptyFlag kMU_Rx0FullFlag kMU_Rx1FullFlag kMU_Rx2FullFlag kMU_Rx3FullFlag kMU_GenInt0Flag kMU_GenInt1Flag kMU_GenInt2Flag kMU_GenInt3Flag

Parameters

- base – MU peripheral base address.

Returns

Bit mask of the MU IRQs pending.

```
static inline void MU_ClearStatusFlags(MU_Type *base, uint32_t mask)
```

Clears the specific MU status flags.

This function clears the specific MU status flags. The flags to clear should be passed in as bit mask. See `_mu_status_flags`.

```
Clear general interrupt 0 and general interrupt 1 pending flags.  
MU_ClearStatusFlags(base, kMU_GenInt0Flag | kMU_GenInt1Flag);
```

Parameters

- base – MU peripheral base address.
- mask – Bit mask of the MU status flags. See `_mu_status_flags`. The following flags are cleared by hardware, this function could not clear them.
 - kMU_Tx0EmptyFlag
 - kMU_Tx1EmptyFlag
 - kMU_Tx2EmptyFlag
 - kMU_Tx3EmptyFlag
 - kMU_Rx0FullFlag
 - kMU_Rx1FullFlag
 - kMU_Rx2FullFlag
 - kMU_Rx3FullFlag
 - kMU_EventPendingFlag
 - kMU_FlagsUpdatingFlag
 - kMU_OtherSideInResetFlag

```
static inline void MU_EnableInterrupts(MU_Type *base, uint32_t mask)
```

Enables the specific MU interrupts.

This function enables the specific MU interrupts. The interrupts to enable should be passed in as bit mask. See `_mu_interrupt_enable`.

```
Enable general interrupt 0 and TX0 empty interrupt.
MU_EnableInterrupts(base, kMU_GenInt0InterruptEnable | kMU_Tx0EmptyInterruptEnable);
```

Parameters

- base – MU peripheral base address.
- mask – Bit mask of the MU interrupts. See `_mu_interrupt_enable`.

```
static inline void MU_DisableInterrupts(MU_Type *base, uint32_t mask)
```

Disables the specific MU interrupts.

This function disables the specific MU interrupts. The interrupts to disable should be passed in as bit mask. See `_mu_interrupt_enable`.

```
Disable general interrupt 0 and TX0 empty interrupt.
MU_DisableInterrupts(base, kMU_GenInt0InterruptEnable | kMU_Tx0EmptyInterruptEnable);
```

Parameters

- base – MU peripheral base address.
- mask – Bit mask of the MU interrupts. See `_mu_interrupt_enable`.

```
status_t MU_TriggerInterrupts(MU_Type *base, uint32_t mask)
```

Triggers interrupts to the other core.

This function triggers the specific interrupts to the other core. The interrupts to trigger are passed in as bit mask. See `_mu_interrupt_trigger`. The MU should not trigger an interrupt to the other core when the previous interrupt has not been processed by the other core. This function checks whether the previous interrupts have been processed. If not, it returns an error.

```
if (kStatus_Success != MU_TriggerInterrupts(base, kMU_GenInt0InterruptTrigger | kMU_
↪GenInt2InterruptTrigger))
{
    Previous general purpose interrupt 0 or general purpose interrupt 2
    has not been processed by the other core.
}
```

Parameters

- base – MU peripheral base address.
- mask – Bit mask of the interrupts to trigger. See `_mu_interrupt_trigger`.

Return values

- kStatus_Success – Interrupts have been triggered successfully.
- kStatus_Fail – Previous interrupts have not been accepted.

```
static inline void MU_ClearNmi(MU_Type *base)
```

Clear non-maskable interrupt (NMI) sent by the other core.

This function clears non-maskable interrupt (NMI) sent by the other core.

Parameters

- base – MU peripheral base address.

void MU_BootCoreB(MU_Type *base, mu_core_boot_mode_t mode)

Boots the core at B side.

This function sets the B side core's boot configuration and releases the core from reset.

Note: Only MU side A can use this function.

Parameters

- base – MU peripheral base address.
- mode – Core B boot mode.

static inline void MU_HoldCoreBReset(MU_Type *base)

Holds the core reset of B side.

This function causes the core of B side to be held in reset following any reset event.

Note: Only A side could call this function.

Parameters

- base – MU peripheral base address.

void MU_BootOtherCore(MU_Type *base, mu_core_boot_mode_t mode)

Boots the other core.

This function boots the other core with a boot configuration.

Parameters

- base – MU peripheral base address.
- mode – The other core boot mode.

static inline void MU_HoldOtherCoreReset(MU_Type *base)

Holds the other core reset.

This function causes the other core to be held in reset following any reset event.

Parameters

- base – MU peripheral base address.

static inline void MU_ResetBothSides(MU_Type *base)

Resets the MU for both A side and B side.

This function resets the MU for both A side and B side. Before reset, it is recommended to interrupt processor B, because this function may affect the ongoing processor B programs.

Note: For some platforms, only MU side A could use this function, check reference manual for details.

Parameters

- base – MU peripheral base address.

void MU_HardwareResetOtherCore(MU_Type *base, bool waitReset, bool holdReset,
mu_core_boot_mode_t bootMode)

Hardware reset the other core.

This function resets the other core, the other core could mask the hardware reset by calling `MU_MaskHardwareReset`. The hardware reset mask feature is only available for some platforms. This function could be used together with `MU_BootOtherCore` to control the other core reset workflow.

Example 1: Reset the other core, and no hold reset

```
MU_HardwareResetOtherCore(MU_A, true, false, bootMode);
```

In this example, the core at MU side B will reset with the specified boot mode.

Example 2: Reset the other core and hold it, then boot the other core later.

```
Here the other core enters reset, and the reset is hold
MU_HardwareResetOtherCore(MU_A, true, true, modeDontCare);
Current core boot the other core when necessary.
MU_BootOtherCore(MU_A, bootMode);
```

Parameters

- `base` – MU peripheral base address.
- `waitReset` – Wait the other core enters reset.
 - `true`: Wait until the other core enters reset, if the other core has masked the hardware reset, then this function will be blocked.
 - `false`: Don't wait the reset.
- `holdReset` – Hold the other core reset or not.
 - `true`: Hold the other core in reset, this function returns directly when the other core enters reset.
 - `false`: Don't hold the other core in reset, this function waits until the other core out of reset.
- `bootMode` – Boot mode of the other core, if `holdReset` is true, this parameter is useless.

```
static inline void MU_SetClockOnOtherCoreEnable(MU_Type *base, bool enable)
```

Enables or disables the clock on the other core.

This function enables or disables the platform clock on the other core when that core enters a stop mode. If disabled, the platform clock for the other core is disabled when it enters stop mode. If enabled, the platform clock keeps running on the other core in stop mode, until this core also enters stop mode.

Parameters

- `base` – MU peripheral base address.
- `enable` – Enable or disable the clock on the other core.

```
static inline mu_power_mode_t MU_GetOtherCorePowerMode(MU_Type *base)
```

Gets the power mode of the other core.

This function gets the power mode of the other core.

Parameters

- `base` – MU peripheral base address.

Returns

Power mode of the other core.

FSL_MU_DRIVER_VERSION

MU driver version.

enum __mu_status_flags

MU status flags.

Values:

enumerator kMU_Tx0EmptyFlag

TX0 empty.

enumerator kMU_Tx1EmptyFlag

TX1 empty.

enumerator kMU_Tx2EmptyFlag

TX2 empty.

enumerator kMU_Tx3EmptyFlag

TX3 empty.

enumerator kMU_Rx0FullFlag

RX0 full.

enumerator kMU_Rx1FullFlag

RX1 full.

enumerator kMU_Rx2FullFlag

RX2 full.

enumerator kMU_Rx3FullFlag

RX3 full.

enumerator kMU_GenInt0Flag

General purpose interrupt 0 pending.

enumerator kMU_GenInt1Flag

General purpose interrupt 1 pending.

enumerator kMU_GenInt2Flag

General purpose interrupt 2 pending.

enumerator kMU_GenInt3Flag

General purpose interrupt 3 pending.

enumerator kMU_EventPendingFlag

MU event pending.

enumerator kMU_FlagsUpdatingFlag

MU flags update is on-going.

enum __mu_interrupt_enable

MU interrupt source to enable.

Values:

enumerator kMU_Tx0EmptyInterruptEnable

TX0 empty.

enumerator kMU_Tx1EmptyInterruptEnable

TX1 empty.

enumerator kMU_Tx2EmptyInterruptEnable

TX2 empty.

enumerator kMU_Tx3EmptyInterruptEnable
TX3 empty.

enumerator kMU_Rx0FullInterruptEnable
RX0 full.

enumerator kMU_Rx1FullInterruptEnable
RX1 full.

enumerator kMU_Rx2FullInterruptEnable
RX2 full.

enumerator kMU_Rx3FullInterruptEnable
RX3 full.

enumerator kMU_GenInt0InterruptEnable
General purpose interrupt 0.

enumerator kMU_GenInt1InterruptEnable
General purpose interrupt 1.

enumerator kMU_GenInt2InterruptEnable
General purpose interrupt 2.

enumerator kMU_GenInt3InterruptEnable
General purpose interrupt 3.

enum _mu_interrupt_trigger
MU interrupt that could be triggered to the other core.

Values:

enumerator kMU_NmiInterruptTrigger
NMI interrupt.

enumerator kMU_GenInt0InterruptTrigger
General purpose interrupt 0.

enumerator kMU_GenInt1InterruptTrigger
General purpose interrupt 1.

enumerator kMU_GenInt2InterruptTrigger
General purpose interrupt 2.

enumerator kMU_GenInt3InterruptTrigger
General purpose interrupt 3.

enum _mu_msg_reg_index
MU message register.

Values:

enumerator kMU_MsgReg0

enumerator kMU_MsgReg1

enumerator kMU_MsgReg2

enumerator kMU_MsgReg3

typedef enum _mu_msg_reg_index mu_msg_reg_index_t
MU message register.

MU_CR_NMI_MASK

MU_GET_CORE_FLAG(flags)

MU_GET_STAT_FLAG(flags)

MU_GET_TX_FLAG(flags)

MU_GET_RX_FLAG(flags)

MU_GET_GI_FLAG(flags)

2.20 OCOTP: On Chip One-Time Programmable controller.

FSL_OCOTP_DRIVER_VERSION

OCOTP driver version.

_ocotp_status Error codes for the OCOTP driver.

Values:

enumerator kStatus_OCOTP_AccessError

eFuse and shadow register access error.

enumerator kStatus_OCOTP_CrcFail

CRC check failed.

enumerator kStatus_OCOTP_ReloadError

Error happens during reload shadow register.

enumerator kStatus_OCOTP_ProgramFail

Fuse programming failed.

enumerator kStatus_OCOTP_Locked

Fuse is locked and cannot be programmed.

void OCOTP_Init(OCOTP_Type *base, uint32_t srcClock_Hz)

Initializes OCOTP controller.

Parameters

- base – OCOTP peripheral base address.
- srcClock_Hz – source clock frequency in unit of Hz. When the macro FSL_FEATURE_OCOTP_HAS_TIMING_CTRL is defined as 0, this parameter is not used, application could pass in 0 in this case.

void OCOTP_Deinit(OCOTP_Type *base)

De-initializes OCOTP controller.

Return values

kStatus_Success – upon successful execution, error status otherwise.

static inline bool OCOTP_CheckBusyStatus(OCOTP_Type *base)

Checking the BUSY bit in CTRL register. Checking this BUSY bit will help confirm if the OCOTP controller is ready for access.

Parameters

- base – OCOTP peripheral base address.

Return values

true – for bit set and false for cleared.

static inline bool OCOTP_CheckErrorStatus(OCOTP_Type *base)

Checking the ERROR bit in CTRL register.

Parameters

- base – OCOTP peripheral base address.

Return values

true – for bit set and false for cleared.

static inline void OCOTP_ClearErrorStatus(OCOTP_Type *base)

Clear the error bit if this bit is set.

Parameters

- base – OCOTP peripheral base address.

status_t OCOTP_ReloadShadowRegister(OCOTP_Type *base)

Reload the shadow register. This function will help reload the shadow register without resetting the OCOTP module. Please make sure the OCOTP has been initialized before calling this API.

Parameters

- base – OCOTP peripheral base address.

Return values

- kStatus_Success – Reload success.
- kStatus_OCOTP_ReloadError – Reload failed.

uint32_t OCOTP_ReadFuseShadowRegister(OCOTP_Type *base, uint32_t address)

Read the fuse shadow register with the fuse address.

Deprecated:

Use OCOTP_ReadFuseShadowRegisterExt instead of this function.

Parameters

- base – OCOTP peripheral base address.
- address – the fuse address to be read from.

Returns

The read out data.

status_t OCOTP_ReadFuseShadowRegisterExt(OCOTP_Type *base, uint32_t address, uint32_t *data, uint8_t fuseWords)

Read the fuse shadow register from the fuse address.

This function reads fuse from address, how many words to read is specified by the parameter fuseWords. This function could read at most OCOTP_READ_FUSE_DATA_COUNT fuse word one time.

Parameters

- base – OCOTP peripheral base address.
- address – the fuse address to be read from.
- data – Data array to save the readout fuse value.
- fuseWords – How many words to read.

Return values

- kStatus_Success – Read success.

- `kStatus_Fail` – Error occurs during read.

`status_t` OCOTP_WriteFuseShadowRegister(OCOTP_Type *base, uint32_t address, uint32_t data)

Write the fuse shadow register with the fuse address and data. Please make sure the write address is not locked while calling this API.

Parameters

- `base` – OCOTP peripheral base address.
- `address` – the fuse address to be written.
- `data` – the value will be written to fuse address.

Return values

`write` – status, `kStatus_Success` for success and `kStatus_Fail` for failed.

`status_t` OCOTP_WriteFuseShadowRegisterWithLock(OCOTP_Type *base, uint32_t address, uint32_t data, bool lock)

Write the fuse shadow register and lock it.

Please make sure the write address is not locked while calling this API.

Some OCOTP controller supports ECC mode and redundancy mode (see reference manual for more details). OCOTP controller will auto select ECC or redundancy mode to program the fuse word according to fuse map definition. In ECC mode, the 32 fuse bits in one word can only be written once. In redundancy mode, the word can be written more than once as long as they are different fuse bits. Set parameter `lock` as true to force use ECC mode.

Parameters

- `base` – OCOTP peripheral base address.
- `address` – The fuse address to be written.
- `data` – The value will be written to fuse address.
- `lock` – Lock or unlock write fuse shadow register operation.

Return values

- `kStatus_Success` – Program and reload success.
- `kStatus_OCOTP_Locked` – The eFuse word is locked and cannot be programmed.
- `kStatus_OCOTP_ProgramFail` – eFuse word programming failed.
- `kStatus_OCOTP_ReloadError` – eFuse word programming success, but error happens during reload the values.
- `kStatus_OCOTP_AccessError` – Cannot access eFuse word.

static inline uint32_t OCOTP_GetVersion(OCOTP_Type *base)

Get the OCOTP controller version from the register.

Parameters

- `base` – OCOTP peripheral base address.

Return values

`return` – the version value.

OCOTP_READ_FUSE_DATA_COUNT

2.21 PWM: Pulse Width Modulation Driver

status_t PWM_Init(PWM_Type *base, const *pwm_config_t* *config)

Un gates the PWM clock and configures the peripheral for basic operation.

Note: This API should be called at the beginning of the application using the PWM driver.

Parameters

- base – PWM peripheral base address
- config – Pointer to user's PWM config structure.

Returns

kStatus_Success means success; else failed.

void PWM_Deinit(PWM_Type *base)

Gate the PWM submodule clock.

Parameters

- base – PWM peripheral base address

void PWM_GetDefaultConfig(*pwm_config_t* *config)

Fill in the PWM config struct with the default settings.

The default values are:

```
config->enableStopMode = false;
config->enableDozeMode = false;
config->enableWaitMode = false;
config->enableDozeMode = false;
config->clockSource = kPWM_LowFrequencyClock;
config->prescale = 0U;
config->outputConfig = kPWM_SetAtRolloverAndClearAtcomparison;
config->fifoWater = kPWM_FIFOWaterMark_2;
config->sampleRepeat = kPWM_EachSampleOnce;
config->byteSwap = kPWM_ByteNoSwap;
config->halfWordSwap = kPWM_HalfWordNoSwap;
```

Parameters

- config – Pointer to user's PWM config structure.

static inline void PWM_StartTimer(PWM_Type *base)

Starts the PWM counter when the PWM is enabled.

When the PWM is enabled, it begins a new period, the output pin is set to start a new period while the prescaler and counter are released and counting begins.

Parameters

- base – PWM peripheral base address

static inline void PWM_StopTimer(PWM_Type *base)

Stops the PWM counter when the pwm is disabled.

Parameters

- base – PWM peripheral base address

static inline void PWM_EnableInterrupts(PWM_Type *base, uint32_t mask)

Enables the selected PWM interrupts.

Parameters

- base – PWM peripheral base address
- mask – The interrupts to enable. This is a logical OR of members of the enumeration `pwm_interrupt_enable_t`

static inline void PWM_DisableInterrupts(PWM_Type *base, uint32_t mask)

Disables the selected PWM interrupts.

Parameters

- base – PWM peripheral base address
- mask – The interrupts to disable. This is a logical OR of members of the enumeration `pwm_interrupt_enable_t`

static inline uint32_t PWM_GetEnabledInterrupts(PWM_Type *base)

Gets the enabled PWM interrupts.

Parameters

- base – PWM peripheral base address

Returns

The enabled interrupts. This is the logical OR of members of the enumeration `pwm_interrupt_enable_t`

static inline uint32_t PWM_GetStatusFlags(PWM_Type *base)

Gets the PWM status flags.

Parameters

- base – PWM peripheral base address

Returns

The status flags. This is the logical OR of members of the enumeration `pwm_status_flags_t`

static inline void PWM_clearStatusFlags(PWM_Type *base, uint32_t mask)

Clears the PWM status flags.

Parameters

- base – PWM peripheral base address
- mask – The status flags to clear. This is a logical OR of members of the enumeration `pwm_status_flags_t`

static inline uint32_t PWM_GetFIFOAvailable(PWM_Type *base)

Gets the PWM FIFO available.

Parameters

- base – PWM peripheral base address

Returns

The status flags. This is the logical OR of members of the enumeration `pwm_fifo_available_t`

static inline void PWM_SetSampleValue(PWM_Type *base, uint32_t value)

Sets the PWM sample value.

Parameters

- base – PWM peripheral base address

- `value` – The sample value. This is the input to the 4x16 FIFO. The value in this register denotes the value of the sample being currently used.

static inline uint32_t PWM_GetSampleValue(PWM_Type *base)

Gets the PWM sample value.

Parameters

- `base` – PWM peripheral base address

Returns

The sample value. It can be read only when the PWM is enable.

FSL_PWM_DRIVER_VERSION

enum __pwm_clock_source

PWM clock source select.

Values:

enumerator kPWM_PeripheralClock

The Peripheral clock is used as the clock

enumerator kPWM_HighFrequencyClock

High-frequency reference clock is used as the clock

enumerator kPWM_LowFrequencyClock

Low-frequency reference clock(32KHz) is used as the clock

enum __pwm_fifo_water_mark

PWM FIFO water mark select. Sets the data level at which the FIFO empty flag will be set.

Values:

enumerator kPWM_FIFOWaterMark_1

FIFO empty flag is set when there are more than or equal to 1 empty slots

enumerator kPWM_FIFOWaterMark_2

FIFO empty flag is set when there are more than or equal to 2 empty slots

enumerator kPWM_FIFOWaterMark_3

FIFO empty flag is set when there are more than or equal to 3 empty slots

enumerator kPWM_FIFOWaterMark_4

FIFO empty flag is set when there are more than or equal to 4 empty slots

enum __pwm_byte_data_swap

PWM byte data swap select. It determines the byte ordering of the 16-bit data when it goes into the FIFO from the sample register.

Values:

enumerator kPWM_ByteNoSwap

byte ordering remains the same

enumerator kPWM_ByteSwap

byte ordering is reversed

enum __pwm_half_word_data_swap

PWM half-word data swap select.

Values:

enumerator kPWM_HalfWordNoSwap

Half word swapping does not take place

enumerator kPWM_HalfWordSwap
Half word from write data bus are swapped

enum __pwm_output_configuration
PWM Output Configuration.

Values:

enumerator kPWM_SetAtRolloverAndClearAtcomparison
Output pin is set at rollover and cleared at comparison

enumerator kPWM_ClearAtRolloverAndSetAtcomparison
Output pin is cleared at rollover and set at comparison

enumerator kPWM_NoConfigure
PWM output is disconnected

enum __pwm_sample_repeat
PWM FIFO sample repeat It determines the number of times each sample from the FIFO is to be used.

Values:

enumerator kPWM_EachSampleOnce
Use each sample once

enumerator kPWM_EachSampletwice
Use each sample twice

enumerator kPWM_EachSampleFourTimes
Use each sample four times

enumerator kPWM_EachSampleEightTimes
Use each sample eight times

enum __pwm_interrupt_enable
List of PWM interrupt options.

Values:

enumerator kPWM_FIFOEmptyInterruptEnable
This bit controls the generation of the FIFO Empty interrupt.

enumerator kPWM_RolloverInterruptEnable
This bit controls the generation of the Rollover interrupt.

enumerator kPWM_CompareInterruptEnable
This bit controls the generation of the Compare interrupt

enum __pwm_status_flags
List of PWM status flags.

Values:

enumerator kPWM_FIFOEmptyFlag
This bit indicates the FIFO data level in comparison to the water level set by FWM field in the control register.

enumerator kPWM_RolloverFlag
This bit shows that a roll-over event has occurred.

enumerator kPWM_CompareFlag
This bit shows that a compare event has occurred.

enumerator kPWM_FIFOWriteErrorFlag

This bit shows that an attempt has been made to write FIFO when it is full.

enum _pwm_fifo_available

List of PWM FIFO available.

Values:

enumerator kPWM_NoDataInFIFOFlag

No data available

enumerator kPWM_OneWordInFIFOFlag

1 word of data in FIFO

enumerator kPWM_TwoWordsInFIFOFlag

2 word of data in FIFO

enumerator kPWM_ThreeWordsInFIFOFlag

3 word of data in FIFO

enumerator kPWM_FourWordsInFIFOFlag

4 word of data in FIFO

typedef enum _pwm_clock_source pwm_clock_source_t

PWM clock source select.

typedef enum _pwm_fifo_water_mark pwm_fifo_water_mark_t

PWM FIFO water mark select. Sets the data level at which the FIFO empty flag will be set.

typedef enum _pwm_byte_data_swap pwm_byte_data_swap_t

PWM byte data swap select. It determines the byte ordering of the 16-bit data when it goes into the FIFO from the sample register.

typedef enum _pwm_half_word_data_swap pwm_half_word_data_swap_t

PWM half-word data swap select.

typedef enum _pwm_output_configuration pwm_output_configuration_t

PWM Output Configuration.

typedef enum _pwm_sample_repeat pwm_sample_repeat_t

PWM FIFO sample repeat It determines the number of times each sample from the FIFO is to be used.

typedef enum _pwm_interrupt_enable pwm_interrupt_enable_t

List of PWM interrupt options.

typedef enum _pwm_status_flags pwm_status_flags_t

List of PWM status flags.

typedef enum _pwm_fifo_available_pwm_fifo_available_t

List of PWM FIFO available.

typedef struct _pwm_config pwm_config_t

static inline void PWM_SoftwareReset(PWM_Type *base)

Software reset.

PWM is reset when this bit is set to 1. It is a self clearing bit. Setting this bit resets all the registers to their reset values except for the STOPEN, DOZEN, WAITEN, and DBGEN bits in this control register.

Parameters

- base – PWM peripheral base address

```
static inline void PWM_SetPeriodValue(PWM_Type *base, uint32_t value)
```

Sets the PWM period value.

Parameters

- base – PWM peripheral base address
- value – The period value. The PWM period register (PWM_PWMPR) determines the period of the PWM output signal. Writing 0xFFFF to this register will achieve the same result as writing 0xFFFE. $PWMO(Hz) = PCLK(Hz) / (period + 2)$

```
static inline uint32_t PWM_GetPeriodValue(PWM_Type *base)
```

Gets the PWM period value.

Parameters

- base – PWM peripheral base address

Returns

The period value. The PWM period register (PWM_PWMPR) determines the period of the PWM output signal.

```
static inline uint32_t PWM_GetCounterValue(PWM_Type *base)
```

Gets the PWM counter value.

Parameters

- base – PWM peripheral base address

Returns

The counter value. The current count value.

```
struct _pwm_config
```

```
#include <fsl_pwm.h>
```

Public Members

bool enableStopMode

True: PWM continues to run in stop mode; False: PWM is paused in stop mode.

bool enableDozeMode

True: PWM continues to run in doze mode; False: PWM is paused in doze mode.

bool enableWaitMode

True: PWM continues to run in wait mode; False: PWM is paused in wait mode.

bool enableDebugMode

True: PWM continues to run in debug mode; False: PWM is paused in debug mode.

uint16_t prescale

Pre-scaler to divide down the clock The prescaler value is not more than 0xFFF. Divide by (value + 1)

pwm_clock_source_t clockSource

Clock source for the counter

pwm_output_configuration_t outputConfig

Set the mode of the PWM output on the output pin.

pwm_fifo_water_mark_t fifoWater

Set the data level for FIFO.

pwm_sample_repeat_t sampleRepeat

The number of times each sample from the FIFO is to be used.

pwm_byte_data_swap_t byteSwap

It determines the byte ordering of the 16-bit data when it goes into the FIFO from the sample register.

pwm_half_word_data_swap_t halfWordSwap

It determines which half word data from the 32-bit IP Bus interface is written into the lower 16 bits of the sample register.

2.22 QSPI: Quad Serial Peripheral Interface

2.23 Quad Serial Peripheral Interface Driver

uint32_t QSPI_GetInstance(QuadSPI_Type *base)

Get the instance number for QSPI.

Parameters

- base – QSPI base pointer.

void QSPI_Init(QuadSPI_Type *base, *qspi_config_t* *config, uint32_t srcClock_Hz)

Initializes the QSPI module and internal state.

This function enables the clock for QSPI and also configures the QSPI with the input configure parameters. Users should call this function before any QSPI operations.

Parameters

- base – Pointer to QuadSPI Type.
- config – QSPI configure structure.
- srcClock_Hz – QSPI source clock frequency in Hz.

void QSPI_GetDefaultQspiConfig(*qspi_config_t* *config)

Gets default settings for QSPI.

Parameters

- config – QSPI configuration structure.

void QSPI_Deinit(QuadSPI_Type *base)

Deinitializes the QSPI module.

Clears the QSPI state and QSPI module registers.

Parameters

- base – Pointer to QuadSPI Type.

void QSPI_SetFlashConfig(QuadSPI_Type *base, *qspi_flash_config_t* *config)

Configures the serial flash parameter.

This function configures the serial flash relevant parameters, such as the size, command, and so on. The flash configuration value cannot have a default value. The user needs to configure it according to the QSPI features.

Parameters

- base – Pointer to QuadSPI Type.
- config – Flash configuration parameters.

void QSPI_SetDqsConfig(QuadSPI_Type *base, *qspi_dqs_config_t* *config)

Configures the serial flash DQS parameter.

This function configures the serial flash DQS relevant parameters, such as the delay chain tap number, . DQS shift phase, whether need to inverse and the rxc sample clock selection.

Parameters

- base – Pointer to QuadSPI Type.
- config – Dqs configuration parameters.

void QSPI_SoftwareReset(QuadSPI_Type *base)

Software reset for the QSPI logic.

This function sets the software reset flags for both AHB and buffer domain and resets both AHB buffer and also IP FIFOs.

Parameters

- base – Pointer to QuadSPI Type.

static inline void QSPI_Enable(QuadSPI_Type *base, bool enable)

Enables or disables the QSPI module.

Parameters

- base – Pointer to QuadSPI Type.
- enable – True means enable QSPI, false means disable.

static inline uint32_t QSPI_GetStatusFlags(QuadSPI_Type *base)

Gets the state value of QSPI.

Parameters

- base – Pointer to QuadSPI Type.

Returns

status flag, use status flag to AND `_qspi_flags` could get the related status.

static inline uint32_t QSPI_GetErrorStatusFlags(QuadSPI_Type *base)

Gets QSPI error status flags.

Parameters

- base – Pointer to QuadSPI Type.

Returns

status flag, use status flag to AND `_qspi_error_flags` could get the related status.

static inline void QSPI_ClearErrorFlag(QuadSPI_Type *base, uint32_t mask)

Clears the QSPI error flags.

Parameters

- base – Pointer to QuadSPI Type.
- mask – Which kind of QSPI flags to be cleared, a combination of `_qspi_error_flags`.

static inline void QSPI_EnableInterrupts(QuadSPI_Type *base, uint32_t mask)

Enables the QSPI interrupts.

Parameters

- base – Pointer to QuadSPI Type.
- mask – QSPI interrupt source.

static inline void QSPI_DisableInterrupts(QuadSPI_Type *base, uint32_t mask)
Disables the QSPI interrupts.

Parameters

- base – Pointer to QuadSPI Type.
- mask – QSPI interrupt source.

static inline void QSPI_EnableDMA(QuadSPI_Type *base, uint32_t mask, bool enable)
Enables the QSPI DMA source.

Parameters

- base – Pointer to QuadSPI Type.
- mask – QSPI DMA source.
- enable – True means enable DMA, false means disable.

static inline uint32_t QSPI_GetTxDataRegisterAddress(QuadSPI_Type *base)
Gets the Tx data register address. It is used for DMA operation.

Parameters

- base – Pointer to QuadSPI Type.

Returns

QSPI Tx data register address.

uint32_t QSPI_GetRxDataRegisterAddress(QuadSPI_Type *base)
Gets the Rx data register address used for DMA operation.

This function returns the Rx data register address or Rx buffer address according to the Rx read area settings.

Parameters

- base – Pointer to QuadSPI Type.

Returns

QSPI Rx data register address.

static inline void QSPI_SetIPCommandAddress(QuadSPI_Type *base, uint32_t addr)
Sets the IP command address.

Parameters

- base – Pointer to QuadSPI Type.
- addr – IP command address.

static inline void QSPI_SetIPCommandSize(QuadSPI_Type *base, uint32_t size)
Sets the IP command size.

Parameters

- base – Pointer to QuadSPI Type.
- size – IP command size.

void QSPI_ExecuteIPCommand(QuadSPI_Type *base, uint32_t index)
Executes IP commands located in LUT table.

Parameters

- base – Pointer to QuadSPI Type.
- index – IP command located in which LUT table index.

void QSPI_ExecuteAHBCommand(QuadSPI_Type *base, uint32_t index)

Executes AHB commands located in LUT table.

Parameters

- base – Pointer to QuadSPI Type.
- index – AHB command located in which LUT table index.

void QSPI_UpdateLUT(QuadSPI_Type *base, uint32_t index, uint32_t *cmd)

Updates the LUT table.

Parameters

- base – Pointer to QuadSPI Type.
- index – Which LUT index needs to be located. It should be an integer divided by 4.
- cmd – Command sequence array.

static inline void QSPI_ClearFifo(QuadSPI_Type *base, uint32_t mask)

Clears the QSPI FIFO logic.

Parameters

- base – Pointer to QuadSPI Type.
- mask – Which kind of QSPI FIFO to be cleared.

static inline void QSPI_ClearCommandSequence(QuadSPI_Type *base, *qspi_command_seq_t* seq)

@ brief Clears the command sequence for the IP/buffer command.

This function can reset the command sequence.

Parameters

- base – QSPI base address.
- seq – Which command sequence need to reset, IP command, buffer command or both.

void QSPI_SetReadDataArea(QuadSPI_Type *base, *qspi_read_area_t* area)

@ brief Set the RX buffer readout area.

This function can set the RX buffer readout, from AHB bus or IP Bus.

Parameters

- base – QSPI base address.
- area – QSPI Rx buffer readout area. AHB bus buffer or IP bus buffer.

void QSPI_WriteBlocking(QuadSPI_Type *base, const uint32_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 – QSPI base pointer
- buffer – The data bytes to send
- size – The number of data bytes to send


```
static inline void QSPI_WriteData(QuadSPI_Type *base, uint32_t data)
```

Writes data into FIFO.

Parameters

- base – QSPI base pointer
- data – The data bytes to send

```
void QSPI_ReadBlocking(QuadSPI_Type *base, uint32_t *buffer, size_t size)
```

Receives a buffer of data bytes using a blocking method.

Note: This function blocks via polling until all bytes have been sent. Users shall notice that this receive size shall not bigger than 64 bytes. As this interface is used to read flash status registers. For flash contents read, please use AHB bus read, this is much more efficiency.

Parameters

- base – QSPI base pointer
- buffer – The data bytes to send
- size – The number of data bytes to receive

```
uint32_t QSPI_ReadData(QuadSPI_Type *base)
```

Receives data from data FIFO.

Parameters

- base – QSPI base pointer

Returns

The data in the FIFO.

```
static inline void QSPI_TransferSendBlocking(QuadSPI_Type *base, qspi_transfer_t *xfer)
```

Writes data to the QSPI transmit buffer.

This function writes a continuous data to the QSPI transmit FIFO. This function is a block function and can return only when finished. This function uses polling methods.

Parameters

- base – Pointer to QuadSPI Type.
- xfer – QSPI transfer structure.

```
static inline void QSPI_TransferReceiveBlocking(QuadSPI_Type *base, qspi_transfer_t *xfer)
```

Reads data from the QSPI receive buffer in polling way.

This function reads continuous data from the QSPI receive buffer/FIFO. This function is a blocking function and can return only when finished. This function uses polling methods. Users shall notice that this receive size shall not bigger than 64 bytes. As this interface is used to read flash status registers. For flash contents read, please use AHB bus read, this is much more efficiency.

Parameters

- base – Pointer to QuadSPI Type.
- xfer – QSPI transfer structure.

```
FSL_QSPI_DRIVER_VERSION
```

QSPI driver version.

Status structure of QSPI.

Values:

enumerator kStatus_QSPI_Idle

QSPI is in idle state

enumerator kStatus_QSPI_Busy

QSPI is busy

enumerator kStatus_QSPI_Error

Error occurred during QSPI transfer

enum __qspi_read_area

QSPI read data area, from IP FIFO or AHB buffer.

Values:

enumerator kQSPI_ReadAHB

QSPI read from AHB buffer.

enumerator kQSPI_ReadIP

QSPI read from IP FIFO.

enum __qspi_command_seq

QSPI command sequence type.

Values:

enumerator kQSPI_IPSeq

IP command sequence

enumerator kQSPI_BufferSeq

Buffer command sequence

enumerator kQSPI_AllSeq

enum __qspi_fifo

QSPI buffer type.

Values:

enumerator kQSPI_TxFifo

QSPI Tx FIFO

enumerator kQSPI_RxFifo

QSPI Rx FIFO

enumerator kQSPI_AllFifo

QSPI all FIFO, including Tx and Rx

enum __qspi_endianness

QSPI transfer endianness.

Values:

enumerator kQSPI_64BigEndian

64 bits big endian

enumerator kQSPI_32LittleEndian

32 bit little endian

enumerator kQSPI_32BigEndian

32 bit big endian

enumerator kQSPI_64LittleEndian
64 bit little endian

enum __qspi_error_flags
QSPI error flags.

Values:

enumerator kQSPI_TxBufferFill
Tx buffer fill flag

enumerator kQSPI_TxBufferUnderrun
Tx buffer underrun flag

enumerator kQSPI_IllegalInstruction
Illegal instruction error flag

enumerator kQSPI_RxBufferOverflow
Rx buffer overflow flag

enumerator kQSPI_RxBufferDrain
Rx buffer drain flag

enumerator kQSPI_AHBIllegalTransaction
AHB illegal transaction error flag

enumerator kQSPI_AHBIllegalBurstSize
AHB illegal burst error flag

enumerator kQSPI_AHBBufferOverflow
AHB buffer overflow flag

enumerator kQSPI_IPCommandTriggerDuringAHBAccess
IP command trigger during AHB access error

enumerator kQSPI_IPCommandTriggerDuringIPAccess
IP command trigger cannot be executed

enumerator kQSPI_IPCommandTransactionFinished
IP command transaction finished flag

enumerator kQSPI_FlagAll
All error flag

enum __qspi_flags
QSPI state bit.

Values:

enumerator kQSPI_TxBufferFull
Tx buffer full flag

enumerator kQSPI_TxDMA
Tx DMA is requested or running

enumerator kQSPI_TxWatermark
Tx buffer watermark available

enumerator kQSPI_RxDMA
Rx DMA is requesting or running

enumerator kQSPI_RxBufferFull
Rx buffer full

enumerator kQSPI_RxWatermark
Rx buffer watermark exceeded

enumerator kQSPI_AHB3BufferFull
AHB buffer 3 full

enumerator kQSPI_AHB2BufferFull
AHB buffer 2 full

enumerator kQSPI_AHB1BufferFull
AHB buffer 1 full

enumerator kQSPI_AHB0BufferFull
AHB buffer 0 full

enumerator kQSPI_AHB3BufferNotEmpty
AHB buffer 3 not empty

enumerator kQSPI_AHB2BufferNotEmpty
AHB buffer 2 not empty

enumerator kQSPI_AHB1BufferNotEmpty
AHB buffer 1 not empty

enumerator kQSPI_AHB0BufferNotEmpty
AHB buffer 0 not empty

enumerator kQSPI_AHBTransactionPending
AHB access transaction pending

enumerator kQSPI_AHBAccess
AHB access

enumerator kQSPI_IPAccess
IP access

enumerator kQSPI_Busy
Module busy

enumerator kQSPI_StateAll
All flags

enum _qspi_interrupt_enable
QSPI interrupt enable.

Values:

enumerator kQSPI_TxBufferFillInterruptEnable
Tx buffer fill interrupt enable

enumerator kQSPI_TxBufferUnderrunInterruptEnable
Tx buffer underrun interrupt enable

enumerator kQSPI_IllegalInstructionInterruptEnable
Illegal instruction error interrupt enable

enumerator kQSPI_RxBufferOverflowInterruptEnable
Rx buffer overflow interrupt enable

enumerator kQSPI_RxBufferDrainInterruptEnable
Rx buffer drain interrupt enable

enumerator kQSPI_AHBIllegalTransactionInterruptEnable
AHB illegal transaction error interrupt enable

enumerator kQSPI_AHBIllegalBurstSizeInterruptEnable
AHB illegal burst error interrupt enable

enumerator kQSPI_AHBBufferOverflowInterruptEnable
AHB buffer overflow interrupt enable

enumerator kQSPI_IPCommandTriggerDuringAHBAccessInterruptEnable
IP command trigger during AHB access error

enumerator kQSPI_IPCommandTriggerDuringIPAccessInterruptEnable
IP command trigger cannot be executed

enumerator kQSPI_IPCommandTransactionFinishedInterruptEnable
IP command transaction finished interrupt enable

enumerator kQSPI_AllInterruptEnable
All error interrupt enable

enum __qspi_dma_enable
QSPI DMA request flag.
Values:

enumerator kQSPI_TxBufferFillDMAEnable
Tx buffer fill DMA

enumerator kQSPI_RxBufferDrainDMAEnable
Rx buffer drain DMA

enumerator kQSPI_AllDDMAEnable
All DMA source

enum __qspi_dqs_phrase_shift
Phrase shift number for DQS mode.
Values:

enumerator kQSPI_DQSNoPhraseShift
No phase shift

enumerator kQSPI_DQSPhraseShift45Degree
Select 45 degree phase shift

enumerator kQSPI_DQSPhraseShift90Degree
Select 90 degree phase shift

enumerator kQSPI_DQSPhraseShift135Degree
Select 135 degree phase shift

enum __qspi_dqs_read_sample_clock
Qspi read sampling option.
Values:

enumerator kQSPI_ReadSampleClkInternalLoopback
Read sample clock adopts internal loopback mode.

enumerator kQSPI_ReadSampleClkLoopbackFromDqsPad
Dummy Read strobe generated by QSPI Controller and loopback from DQS pad.

enumerator `kQSPI_ReadSampleClkExternalInputFromDqsPad`

Flash provided Read strobe and input from DQS pad.

typedef enum `_qspi_read_area` `qspi_read_area_t`

QSPI read data area, from IP FIFO or AHB buffer.

typedef enum `_qspi_command_seq` `qspi_command_seq_t`

QSPI command sequence type.

typedef enum `_qspi_fifo` `qspi_fifo_t`

QSPI buffer type.

typedef enum `_qspi_endianness` `qspi_endianness_t`

QSPI transfer endianness.

typedef enum `_qspi_dqs_phrase_shift` `qspi_dqs_phrase_shift_t`

Phrase shift number for DQS mode.

typedef enum `_qspi_dqs_read_sample_clock` `qspi_dqs_read_sample_clock_t`

Qspi read sampling option.

typedef struct `QspiDQSConfig` `qspi_dqs_config_t`

DQS configure features.

typedef struct `QspiFlashTiming` `qspi_flash_timing_t`

Flash timing configuration.

typedef struct `QspiConfig` `qspi_config_t`

QSPI configuration structure.

typedef struct `_qspi_flash_config` `qspi_flash_config_t`

External flash configuration items.

typedef struct `_qspi_transfer` `qspi_transfer_t`

Transfer structure for QSPI.

typedef struct `_ip_command_config` `ip_command_config_t`

16-bit access reg for IPCR register

typedef struct `_qspi_delay_chain_config` `qspi_delay_chain_config_t`

Slave delay chain configuration items.

`QSPI_LUT_SEQ(cmd0, pad0, op0, cmd1, pad1, op1)`

Macro functions for LUT table.

`FSL_FEATURE_QSPI_LUT_SEQ_UNIT`

`QSPI_CMD`

Macro for QSPI LUT command.

`QSPI_ADDR`

`QSPI_DUMMY`

`QSPI_MODE`

`QSPI_MODE2`

`QSPI_MODE4`

`QSPI_READ`

`QSPI_WRITE`

QSPI_JMP_ON_CS

QSPI_ADDR_DDR

QSPI_MODE_DDR

QSPI_MODE2_DDR

QSPI_MODE4_DDR

QSPI_READ_DDR

QSPI_WRITE_DDR

QSPI_DATA_LEARN

QSPI_CMD_DDR

QSPI_CADDR

QSPI_CADDR_DDR

QSPI_STOP

QSPI_PAD_1

Macro for QSPI PAD.

QSPI_PAD_2

QSPI_PAD_4

QSPI_PAD_8

struct QspiDQSConfig

#include <fsl_qspi.h> DQS configure features.

Public Members

uint32_t portADelayTapNum

Delay chain tap number selection for QSPI port A DQS

qspi_dqs_phrase_shift_t shift

Phase shift for internal DQS generation

qspi_dqs_read_sample_clock_t rxSampleClock

Read sample clock for Dqs.

bool enableDQSClkInverse

Enable inverse clock for internal DQS generation

struct QspiFlashTiming

#include <fsl_qspi.h> Flash timing configuration.

Public Members

uint32_t dataHoldTime

Serial flash data in hold time

uint32_t CSHoldTime

Serial flash CS hold time in terms of serial flash clock cycles

uint32_t CSSetupTime

Serial flash CS setup time in terms of serial flash clock cycles

struct QspiConfig

#include <fsl_qspi.h> QSPI configuration structure.

Public Members

uint32_t clockSource

Clock source for QSPI module

uint32_t baudRate

Serial flash clock baud rate

uint8_t txWatermark

QSPI transmit watermark value

uint8_t rxWatermark

QSPI receive watermark value.

uint32_t AHBbufferSize[FSL_FEATURE_QSPI_AHB_BUFFER_COUNT]

AHB buffer size.

uint8_t AHBbufferMaster[FSL_FEATURE_QSPI_AHB_BUFFER_COUNT]

AHB buffer master.

bool enableAHBbuffer3AllMaster

Is AHB buffer3 for all master.

qspi_read_area_t area

Which area Rx data readout

bool enableQspi

Enable QSPI after initialization

struct _qspi_flash_config

#include <fsl_qspi.h> External flash configuration items.

Public Members

uint32_t flashA1Size

Flash A1 size

uint32_t flashA2Size

Flash A2 size

uint32_t lookuptable[FSL_FEATURE_QSPI_LUT_DEPTH]

Flash command in LUT

uint32_t dataHoldTime

Data line hold time.

uint32_t CSHoldTime

CS line hold time

uint32_t CSSetupTime

CS line setup time

uint32_t cloumnspace

Column space size

uint32_t dataLearnValue
Data Learn value if enable data learn

qspi_endianness_t endian
Flash data endianness.

bool enableWordAddress
If enable word address.

struct __qspi_transfer
#include <fsl_qspi.h> Transfer structure for QSPI.

Public Members

uint32_t *data
Pointer to data to transmit

size_t dataSize
Bytes to be transmit

struct __ip_command_config
#include <fsl_qspi.h> 16-bit access reg for IPCR register

struct __qspi_delay_chain_config
#include <fsl_qspi.h> Slave delay chain configuration items.

Public Members

bool highFreqDelay
Selects delay chain for low/high frequency of operation.

union IPCR_REG

Public Members

__IO uint32_t IPCR
IP Configuration Register

struct __ip_command_config BITFIELD

struct BITFIELD

Public Members

__IO uint16_t IDATZ
16-bit access for IDATZ field in IPCR register

__IO uint8_t RESERVED_0
8-bit access for RESERVED_0 field in IPCR register

__IO uint8_t SEQID
8-bit access for SEQID field in IPCR register

2.24 RDC: Resource Domain Controller

enum `_rdc_interrupts`

RDC interrupts.

Values:

enumerator `kRDC_RestoreCompleteInterrupt`

Interrupt generated when the RDC has completed restoring state to a recently re-powered memory regions.

enum `_rdc_flags`

RDC status.

Values:

enumerator `kRDC_PowerDownDomainOn`

Power down domain is ON.

enum `_rdc_access_policy`

Access permission policy.

Values:

enumerator `kRDC_NoAccess`

Could not read or write.

enumerator `kRDC_WriteOnly`

Write only.

enumerator `kRDC_ReadOnly`

Read only.

enumerator `kRDC_ReadWrite`

Read and write.

typedef struct `_rdc_hardware_config` `rdc_hardware_config_t`

RDC hardware configuration.

typedef struct `_rdc_domain_assignment` `rdc_domain_assignment_t`

Master domain assignment.

typedef struct `_rdc_periph_access_config` `rdc_periph_access_config_t`

Peripheral domain access permission configuration.

typedef struct `_rdc_mem_access_config` `rdc_mem_access_config_t`

Memory region domain access control configuration.

Note that when setting the `rdc_mem_access_config_t::baseAddress` and `rdc_mem_access_config_t::endAddress`, should be aligned to the region resolution, see `rdc_mem_t` definitions.

typedef struct `_rdc_mem_status` `rdc_mem_status_t`

Memory region access violation status.

void `RDC_Init(RDC_Type *base)`

Initializes the RDC module.

This function enables the RDC clock.

Parameters

- `base` – RDC peripheral base address.

`void RDC_Deinit(RDC_Type *base)`

De-initializes the RDC module.

This function disables the RDC clock.

Parameters

- `base` – RDC peripheral base address.

`void RDC_GetHardwareConfig(RDC_Type *base, rdc_hardware_config_t *config)`

Gets the RDC hardware configuration.

This function gets the RDC hardware configurations, including number of bus masters, number of domains, number of memory regions and number of peripherals.

Parameters

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

`static inline void RDC_EnableInterrupts(RDC_Type *base, uint32_t mask)`

Enable interrupts.

Parameters

- `base` – RDC peripheral base address.
- `mask` – Interrupts to enable, it is OR'ed value of `enum _rdc_interrupts`.

`static inline void RDC_DisableInterrupts(RDC_Type *base, uint32_t mask)`

Disable interrupts.

Parameters

- `base` – RDC peripheral base address.
- `mask` – Interrupts to disable, it is OR'ed value of `enum _rdc_interrupts`.

`static inline uint32_t RDC_GetInterruptStatus(RDC_Type *base)`

Get the interrupt pending status.

Parameters

- `base` – RDC peripheral base address.

Returns

Interrupts pending status, it is OR'ed value of `enum _rdc_interrupts`.

`static inline void RDC_ClearInterruptStatus(RDC_Type *base, uint32_t mask)`

Clear interrupt pending status.

Parameters

- `base` – RDC peripheral base address.
- `mask` – Status to clear, it is OR'ed value of `enum _rdc_interrupts`.

`static inline uint32_t RDC_GetStatus(RDC_Type *base)`

Get RDC status.

Parameters

- `base` – RDC peripheral base address.

Returns

mask RDC status, it is OR'ed value of `enum _rdc_flags`.

```
static inline void RDC_ClearStatus(RDC_Type *base, uint32_t mask)
```

Clear RDC status.

Parameters

- base – RDC peripheral base address.
- mask – RDC status to clear, it is OR'ed value of enum `_rdc_flags`.

```
void RDC_SetMasterDomainAssignment(RDC_Type *base, rdc_master_t master, const  
                                   rdc_domain_assignment_t *domainAssignment)
```

Set master domain assignment.

Parameters

- base – RDC peripheral base address.
- master – Which master to set.
- domainAssignment – Pointer to the assignment.

```
void RDC_GetDefaultMasterDomainAssignment(rdc_domain_assignment_t *domainAssignment)
```

Get default master domain assignment.

The default configuration is:

```
assignment->domainId = 0U;  
assignment->lock = 0U;
```

Parameters

- domainAssignment – Pointer to the assignment.

```
static inline void RDC_LockMasterDomainAssignment(RDC_Type *base, rdc_master_t master)
```

Lock master domain assignment.

Once locked, it could not be unlocked until next reset.

Parameters

- base – RDC peripheral base address.
- master – Which master to lock.

```
void RDC_SetPeriphAccessConfig(RDC_Type *base, const rdc_periph_access_config_t *config)
```

Set peripheral access policy.

Parameters

- base – RDC peripheral base address.
- config – Pointer to the policy configuration.

```
void RDC_GetDefaultPeriphAccessConfig(rdc_periph_access_config_t *config)
```

Get default peripheral access policy.

The default configuration is:

```
config->lock = false;  
config->enableSema = false;  
config->policy = RDC_ACCESS_POLICY(0, kRDC_ReadWrite) |  
                RDC_ACCESS_POLICY(1, kRDC_ReadWrite) |  
                RDC_ACCESS_POLICY(2, kRDC_ReadWrite) |  
                RDC_ACCESS_POLICY(3, kRDC_ReadWrite);
```

Parameters

- config – Pointer to the policy configuration.

```
static inline void RDC_LockPeriphAccessConfig(RDC_Type *base, rdc_periph_t periph)
```

Lock peripheral access policy configuration.

Once locked, it could not be unlocked until reset.

Parameters

- base – RDC peripheral base address.
- periph – Which peripheral to lock.

```
static inline uint8_t RDC_GetPeriphAccessPolicy(RDC_Type *base, rdc_periph_t periph, uint8_t domainId)
```

Get the peripheral access policy for specific domain.

Parameters

- base – RDC peripheral base address.
- periph – Which peripheral to get.
- domainId – Get policy for which domain.

Returns

Access policy, see `_rdc_access_policy`.

```
void RDC_SetMemAccessConfig(RDC_Type *base, const rdc_mem_access_config_t *config)
```

Set memory region access policy.

Note that when setting the baseAddress and endAddress in `config`, should be aligned to the region resolution, see `rdc_mem_t` definitions.

Parameters

- base – RDC peripheral base address.
- config – Pointer to the policy configuration.

```
void RDC_GetDefaultMemAccessConfig(rdc_mem_access_config_t *config)
```

Get default memory region access policy.

The default configuration is:

```
config->lock = false;
config->baseAddress = 0;
config->endAddress = 0;
config->policy = RDC_ACCESS_POLICY(0, kRDC_ReadWrite) |
                 RDC_ACCESS_POLICY(1, kRDC_ReadWrite) |
                 RDC_ACCESS_POLICY(2, kRDC_ReadWrite) |
                 RDC_ACCESS_POLICY(3, kRDC_ReadWrite);
```

Parameters

- config – Pointer to the policy configuration.

```
static inline void RDC_LockMemAccessConfig(RDC_Type *base, rdc_mem_t mem)
```

Lock memory access policy configuration.

Once locked, it could not be unlocked until reset. After locked, you can only call `RDC_SetMemAccessValid` to enable the configuration, but can not disable it or change other settings.

Parameters

- base – RDC peripheral base address.
- mem – Which memory region to lock.

```
static inline void RDC_SetMemAccessValid(RDC_Type *base, rdc_mem_t mem, bool valid)
```

Enable or disable memory access policy configuration.

Parameters

- base – RDC peripheral base address.
- mem – Which memory region to operate.
- valid – Pass in true to valid, false to invalid.

```
void RDC_GetMemViolationStatus(RDC_Type *base, rdc_mem_t mem, rdc_mem_status_t *status)
```

Get the memory region violation status.

The first access violation is captured. Subsequent violations are ignored until the status register is cleared. Contents are cleared upon reading the register. Clearing of contents occurs only when the status is read by the memory region's associated domain ID(s).

Parameters

- base – RDC peripheral base address.
- mem – Which memory region to get.
- status – The returned status.

```
static inline void RDC_ClearMemViolationFlag(RDC_Type *base, rdc_mem_t mem)
```

Clear the memory region violation flag.

Parameters

- base – RDC peripheral base address.
- mem – Which memory region to clear.

```
static inline uint8_t RDC_GetMemAccessPolicy(RDC_Type *base, rdc_mem_t mem, uint8_t domainId)
```

Get the memory region access policy for specific domain.

Parameters

- base – RDC peripheral base address.
- mem – Which memory region to get.
- domainId – Get policy for which domain.

Returns

Access policy, see `_rdc_access_policy`.

```
static inline uint8_t RDC_GetCurrentMasterDomainId(RDC_Type *base)
```

Gets the domain ID of the current bus master.

This function returns the domain ID of the current bus master.

Parameters

- base – RDC peripheral base address.

Returns

Domain ID of current bus master.

```
FSL_RDC_DRIVER_VERSION
```

```
RDC_ACCESS_POLICY(domainID, policy)
```

```
struct _rdc_hardware_config
```

`#include <fsl_rdc.h>` RDC hardware configuration.

Public Members

uint32_t domainNumber

Number of domains.

uint32_t masterNumber

Number of bus masters.

uint32_t periphNumber

Number of peripherals.

uint32_t memNumber

Number of memory regions.

struct _rdc_domain_assignment

#include <fsl_rdc.h> Master domain assignment.

Public Members

uint32_t domainId

Domain ID.

uint32_t __pad0__

Reserved.

uint32_t lock

Lock the domain assignment.

struct _rdc_periph_access_config

#include <fsl_rdc.h> Peripheral domain access permission configuration.

Public Members

rdc_periph_t periph

Peripheral name.

bool lock

Lock the permission until reset.

bool enableSema

Enable semaphore or not, when enabled, master should call RDC_SEMA42_Lock to lock the semaphore gate accordingly before access the peripheral.

uint16_t policy

Access policy.

struct _rdc_mem_access_config

#include <fsl_rdc.h> Memory region domain access control configuration.

Note that when setting the `rdc_mem_access_config_t::baseAddress` and `rdc_mem_access_config_t::endAddress`, should be aligned to the region resolution, see `rdc_mem_t` definitions.

Public Members

rdc_mem_t mem

Memory region descriptor name.

`bool lock`
Lock the configuration.

`uint64_t baseAddress`
Start address of the memory region.

`uint64_t endAddress`
End address of the memory region.

`uint16_t policy`
Access policy.

`struct _rdc_mem_status`
#include <fsl_rdc.h> Memory region access violation status.

Public Members

`bool hasViolation`
Violating happens or not.

`uint8_t domainID`
Violating Domain ID.

`uint64_t address`
Violating Address.

2.25 RDC_SEMA42: Hardware Semaphores Driver

`FSL_RDC_SEMA42_DRIVER_VERSION`
RDC_SEMA42 driver version.

`void RDC_SEMA42_Init(RDC_SEMAPHORE_Type *base)`
Initializes the RDC_SEMA42 module.

This function initializes the RDC_SEMA42 module. It only enables the clock but does not reset the gates because the module might be used by other processors at the same time. To reset the gates, call either `RDC_SEMA42_ResetGate` or `RDC_SEMA42_ResetAllGates` function.

Parameters

- `base` – RDC_SEMA42 peripheral base address.

`void RDC_SEMA42_Deinit(RDC_SEMAPHORE_Type *base)`
De-initializes the RDC_SEMA42 module.

This function de-initializes the RDC_SEMA42 module. It only disables the clock.

Parameters

- `base` – RDC_SEMA42 peripheral base address.

`status_t RDC_SEMA42_TryLock(RDC_SEMAPHORE_Type *base, uint8_t gateNum, uint8_t masterIndex, uint8_t domainId)`

Tries to lock the RDC_SEMA42 gate.

This function tries to lock the specific RDC_SEMA42 gate. If the gate has been locked by another processor, this function returns an error code.

Parameters

- `base` – RDC_SEMA42 peripheral base address.

- gateNum – Gate number to lock.
- masterIndex – Current processor master index.
- domainId – Current processor domain ID.

Return values

- kStatus_Success – Lock the sema42 gate successfully.
- kStatus_Failed – Sema42 gate has been locked by another processor.

```
void RDC_SEMA42_Lock(RDC_SEMAPHORE_Type *base, uint8_t gateNum, uint8_t  
                    masterIndex, uint8_t domainId)
```

Locks the RDC_SEMA42 gate.

This function locks the specific RDC_SEMA42 gate. If the gate has been locked by other processors, this function waits until it is unlocked and then lock it.

Parameters

- base – RDC_SEMA42 peripheral base address.
- gateNum – Gate number to lock.
- masterIndex – Current processor master index.
- domainId – Current processor domain ID.

```
static inline void RDC_SEMA42_Unlock(RDC_SEMAPHORE_Type *base, uint8_t gateNum)
```

Unlocks the RDC_SEMA42 gate.

This function unlocks the specific RDC_SEMA42 gate. It only writes unlock value to the RDC_SEMA42 gate register. However, it does not check whether the RDC_SEMA42 gate is locked by the current processor or not. As a result, if the RDC_SEMA42 gate is not locked by the current processor, this function has no effect.

Parameters

- base – RDC_SEMA42 peripheral base address.
- gateNum – Gate number to unlock.

```
static inline int32_t RDC_SEMA42_GetLockMasterIndex(RDC_SEMAPHORE_Type *base, uint8_t  
                                                    gateNum)
```

Gets which master has currently locked the gate.

Parameters

- base – RDC_SEMA42 peripheral base address.
- gateNum – Gate number.

Returns

Return -1 if the gate is not locked by any master, otherwise return the master index.

```
int32_t RDC_SEMA42_GetLockDomainID(RDC_SEMAPHORE_Type *base, uint8_t gateNum)
```

Gets which domain has currently locked the gate.

Parameters

- base – RDC_SEMA42 peripheral base address.
- gateNum – Gate number.

Returns

Return -1 if the gate is not locked by any domain, otherwise return the domain ID.

status_t RDC_SEMA42_ResetGate(RDC_SEMAPHORE_Type *base, uint8_t gateNum)

Resets the RDC_SEMA42 gate to an unlocked status.

This function resets a RDC_SEMA42 gate to an unlocked status.

Parameters

- base – RDC_SEMA42 peripheral base address.
- gateNum – Gate number.

Return values

- kStatus_Success – RDC_SEMA42 gate is reset successfully.
- kStatus_Failed – Some other reset process is ongoing.

static inline *status_t* RDC_SEMA42_ResetAllGates(RDC_SEMAPHORE_Type *base)

Resets all RDC_SEMA42 gates to an unlocked status.

This function resets all RDC_SEMA42 gate to an unlocked status.

Parameters

- base – RDC_SEMA42 peripheral base address.

Return values

- kStatus_Success – RDC_SEMA42 is reset successfully.
- kStatus_RDC_SEMA42_Reseting – Some other reset process is ongoing.

RDC_SEMA42_GATE_NUM_RESET_ALL

The number to reset all RDC_SEMA42 gates.

RDC_SEMA42_GATEn(base, n)

RDC_SEMA42 gate n register address.

RDC_SEMA42_GATE_COUNT

RDC_SEMA42 gate count.

RDC_SEMAPHORE_GATE_GTFSM_MASK

2.26 SAI: Serial Audio Interface

2.27 SAI Driver

void SAI_Init(I2S_Type *base)

Initializes the SAI peripheral.

This API gates the SAI clock. The SAI module can't operate unless SAI_Init is called to enable the clock.

Parameters

- base – SAI base pointer.

void SAI_Deinit(I2S_Type *base)

De-initializes the SAI peripheral.

This API gates the SAI clock. The SAI module can't operate unless SAI_TxInit or SAI_RxInit is called to enable the clock.

Parameters

- base – SAI base pointer.

void SAI_TxReset(I2S_Type *base)

Resets the SAI Tx.

This function enables the software reset and FIFO reset of SAI Tx. After reset, clear the reset bit.

Parameters

- base – SAI base pointer

void SAI_RxReset(I2S_Type *base)

Resets the SAI Rx.

This function enables the software reset and FIFO reset of SAI Rx. After reset, clear the reset bit.

Parameters

- base – SAI base pointer

void SAI_TxEnable(I2S_Type *base, bool enable)

Enables/disables the SAI Tx.

Parameters

- base – SAI base pointer.
- enable – True means enable SAI Tx, false means disable.

void SAI_RxEnable(I2S_Type *base, bool enable)

Enables/disables the SAI Rx.

Parameters

- base – SAI base pointer.
- enable – True means enable SAI Rx, false means disable.

static inline void SAI_TxSetBitClockDirection(I2S_Type *base, *sai_master_slave_t* masterSlave)

Set Rx bit clock direction.

Select bit clock direction, master or slave.

Parameters

- base – SAI base pointer.
- masterSlave – reference *sai_master_slave_t*.

static inline void SAI_RxSetBitClockDirection(I2S_Type *base, *sai_master_slave_t* masterSlave)

Set Rx bit clock direction.

Select bit clock direction, master or slave.

Parameters

- base – SAI base pointer.
- masterSlave – reference *sai_master_slave_t*.

static inline void SAI_RxSetFrameSyncDirection(I2S_Type *base, *sai_master_slave_t*
masterSlave)

Set Rx frame sync direction.

Select frame sync direction, master or slave.

Parameters

- base – SAI base pointer.
- masterSlave – reference *sai_master_slave_t*.

static inline void SAI_TxSetFrameSyncDirection(I2S_Type *base, *sai_master_slave_t* masterSlave)
Set Tx frame sync direction.

Select frame sync direction, master or slave.

Parameters

- base – SAI base pointer.
- masterSlave – reference *sai_master_slave_t*.

void SAI_TxSetBitClockRate(I2S_Type *base, uint32_t sourceClockHz, uint32_t sampleRate,
uint32_t bitWidth, uint32_t channelNumbers)

Transmitter bit clock rate configurations.

Parameters

- base – SAI base pointer.
- sourceClockHz – Bit clock source frequency.
- sampleRate – Audio data sample rate.
- bitWidth – Audio data bitWidth.
- channelNumbers – Audio channel numbers.

void SAI_RxSetBitClockRate(I2S_Type *base, uint32_t sourceClockHz, uint32_t sampleRate,
uint32_t bitWidth, uint32_t channelNumbers)

Receiver bit clock rate configurations.

Parameters

- base – SAI base pointer.
- sourceClockHz – Bit clock source frequency.
- sampleRate – Audio data sample rate.
- bitWidth – Audio data bitWidth.
- channelNumbers – Audio channel numbers.

void SAI_TxSetBitclockConfig(I2S_Type *base, *sai_master_slave_t* masterSlave, *sai_bit_clock_t*
*config)

Transmitter Bit clock configurations.

Parameters

- base – SAI base pointer.
- masterSlave – master or slave.
- config – bit clock other configurations, can be NULL in slave mode.

void SAI_RxSetBitclockConfig(I2S_Type *base, *sai_master_slave_t* masterSlave, *sai_bit_clock_t*
*config)

Receiver Bit clock configurations.

Parameters

- base – SAI base pointer.
- masterSlave – master or slave.
- config – bit clock other configurations, can be NULL in slave mode.

void SAI_TxSetFrameSyncConfig(I2S_Type *base, *sai_master_slave_t* masterSlave,
sai_frame_sync_t *config)

SAI transmitter Frame sync configurations.

Parameters

- base – SAI base pointer.
- masterSlave – master or slave.
- config – frame sync configurations, can be NULL in slave mode.

```
void SAI_RxSetFrameSyncConfig(I2S_Type *base, sai_master_slave_t masterSlave,  
                             sai_frame_sync_t *config)
```

SAI receiver Frame sync configurations.

Parameters

- base – SAI base pointer.
- masterSlave – master or slave.
- config – frame sync configurations, can be NULL in slave mode.

```
void SAI_TxSetSerialDataConfig(I2S_Type *base, sai_serial_data_t *config)
```

SAI transmitter Serial data configurations.

Parameters

- base – SAI base pointer.
- config – serial data configurations.

```
void SAI_RxSetSerialDataConfig(I2S_Type *base, sai_serial_data_t *config)
```

SAI receiver Serial data configurations.

Parameters

- base – SAI base pointer.
- config – serial data configurations.

```
void SAI_TxSetConfig(I2S_Type *base, sai_transceiver_t *config)
```

SAI transmitter configurations.

Parameters

- base – SAI base pointer.
- config – transmitter configurations.

```
void SAI_RxSetConfig(I2S_Type *base, sai_transceiver_t *config)
```

SAI receiver configurations.

Parameters

- base – SAI base pointer.
- config – receiver configurations.

```
void SAI_GetClassicI2SConfig(sai_transceiver_t *config, sai_word_width_t bitWidth,  
                           sai_mono_stereo_t mode, uint32_t saiChannelMask)
```

Get classic I2S mode configurations.

Parameters

- config – transceiver configurations.
- bitWidth – audio data bitWidth.
- mode – audio data channel.
- saiChannelMask – mask value of the channel to be enable.

```
void SAI_GetLeftJustifiedConfig(sai_transceiver_t *config, sai_word_width_t bitWidth,  
                               sai_mono_stereo_t mode, uint32_t saiChannelMask)
```

Get left justified mode configurations.

Parameters

- config – transceiver configurations.
- bitWidth – audio data bitWidth.
- mode – audio data channel.
- saiChannelMask – mask value of the channel to be enable.

```
void SAI_GetRightJustifiedConfig(sai_transceiver_t *config, sai_word_width_t bitWidth,  
                                sai_mono_stereo_t mode, uint32_t saiChannelMask)
```

Get right justified mode configurations.

Parameters

- config – transceiver configurations.
- bitWidth – audio data bitWidth.
- mode – audio data channel.
- saiChannelMask – mask value of the channel to be enable.

```
void SAI_GetTDMConfig(sai_transceiver_t *config, sai_frame_sync_len_t frameSyncWidth,  
                     sai_word_width_t bitWidth, uint32_t dataWordNum, uint32_t  
                     saiChannelMask)
```

Get TDM mode configurations.

Parameters

- config – transceiver configurations.
- frameSyncWidth – length of frame sync.
- bitWidth – audio data word width.
- dataWordNum – word number in one frame.
- saiChannelMask – mask value of the channel to be enable.

```
void SAI_GetDSPConfig(sai_transceiver_t *config, sai_frame_sync_len_t frameSyncWidth,  
                     sai_word_width_t bitWidth, sai_mono_stereo_t mode, uint32_t  
                     saiChannelMask)
```

Get DSP mode configurations.

DSP/PCM MODE B configuration flow for TX. RX is similiar but uses SAI_RxSetConfig instead of SAI_TxSetConfig:

```
SAI_GetDSPConfig(config, kSAI_FrameSyncLenOneBitClk, bitWidth, kSAI_Stereo, channelMask)  
SAI_TxSetConfig(base, config)
```

Note: DSP mode is also called PCM mode which support MODE A and MODE B, DSP/PCM MODE A configuration flow. RX is similiar but uses SAI_RxSetConfig instead of SAI_TxSetConfig:

```
SAI_GetDSPConfig(config, kSAI_FrameSyncLenOneBitClk, bitWidth, kSAI_Stereo, channelMask)  
config->frameSync.frameSyncEarly = true;  
SAI_TxSetConfig(base, config)
```

Parameters

- config – transceiver configurations.
- frameSyncWidth – length of frame sync.
- bitWidth – audio data bitWidth.
- mode – audio data channel.
- saiChannelMask – mask value of the channel to enable.

```
static inline uint32_t SAI_TxGetStatusFlag(I2S_Type *base)
```

Gets the SAI Tx status flag state.

Parameters

- base – SAI base pointer

Returns

SAI Tx status flag value. Use the Status Mask to get the status value needed.

```
static inline void SAI_TxClearStatusFlags(I2S_Type *base, uint32_t mask)
```

Clears the SAI Tx status flag state.

Parameters

- base – SAI base pointer
- mask – State mask. It can be a combination of the following source if defined:
 - kSAI_WordStartFlag
 - kSAI_SyncErrorFlag
 - kSAI_FIFOErrorFlag

```
static inline uint32_t SAI_RxGetStatusFlag(I2S_Type *base)
```

Gets the SAI Tx status flag state.

Parameters

- base – SAI base pointer

Returns

SAI Rx status flag value. Use the Status Mask to get the status value needed.

```
static inline void SAI_RxClearStatusFlags(I2S_Type *base, uint32_t mask)
```

Clears the SAI Rx status flag state.

Parameters

- base – SAI base pointer
- mask – State mask. It can be a combination of the following sources if defined.
 - kSAI_WordStartFlag
 - kSAI_SyncErrorFlag
 - kSAI_FIFOErrorFlag

```
void SAI_TxSoftwareReset(I2S_Type *base, sai_reset_type_t resetType)
```

Do software reset or FIFO reset .

FIFO reset means clear all the data in the FIFO, and make the FIFO pointer both to 0. Software reset means clear the Tx internal logic, including the bit clock, frame count etc. But software reset will not clear any configuration registers like TCR1~TCR5. This function will also clear all the error flags such as FIFO error, sync error etc.

Parameters

- base – SAI base pointer
- resetType – Reset type, FIFO reset or software reset

void SAI_RxSoftwareReset(I2S_Type *base, sai_reset_type_t resetType)

Do software reset or FIFO reset .

FIFO reset means clear all the data in the FIFO, and make the FIFO pointer both to 0. Software reset means clear the Rx internal logic, including the bit clock, frame count etc. But software reset will not clear any configuration registers like RCR1~RCR5. This function will also clear all the error flags such as FIFO error, sync error etc.

Parameters

- base – SAI base pointer
- resetType – Reset type, FIFO reset or software reset

void SAI_TxSetChannelFIFOMask(I2S_Type *base, uint8_t mask)

Set the Tx channel FIFO enable mask.

Parameters

- base – SAI base pointer
- mask – Channel enable mask, 0 means all channel FIFO disabled, 1 means channel 0 enabled, 3 means both channel 0 and channel 1 enabled.

void SAI_RxSetChannelFIFOMask(I2S_Type *base, uint8_t mask)

Set the Rx channel FIFO enable mask.

Parameters

- base – SAI base pointer
- mask – Channel enable mask, 0 means all channel FIFO disabled, 1 means channel 0 enabled, 3 means both channel 0 and channel 1 enabled.

void SAI_TxSetDataOrder(I2S_Type *base, sai_data_order_t order)

Set the Tx data order.

Parameters

- base – SAI base pointer
- order – Data order MSB or LSB

void SAI_RxSetDataOrder(I2S_Type *base, sai_data_order_t order)

Set the Rx data order.

Parameters

- base – SAI base pointer
- order – Data order MSB or LSB

void SAI_TxSetBitClockPolarity(I2S_Type *base, sai_clock_polarity_t polarity)

Set the Tx data order.

Parameters

- base – SAI base pointer
- polarity –

void SAI_RxSetBitClockPolarity(I2S_Type *base, *sai_clock_polarity_t* polarity)

Set the Rx data order.

Parameters

- base – SAI base pointer
- polarity –

void SAI_TxSetFrameSyncPolarity(I2S_Type *base, *sai_clock_polarity_t* polarity)

Set the Tx data order.

Parameters

- base – SAI base pointer
- polarity –

void SAI_RxSetFrameSyncPolarity(I2S_Type *base, *sai_clock_polarity_t* polarity)

Set the Rx data order.

Parameters

- base – SAI base pointer
- polarity –

static inline void SAI_TxEnableInterrupts(I2S_Type *base, uint32_t mask)

Enables the SAI Tx interrupt requests.

Parameters

- base – SAI base pointer
- mask – interrupt source The parameter can be a combination of the following sources if defined.
 - kSAI_WordStartInterruptEnable
 - kSAI_SyncErrorInterruptEnable
 - kSAI_FIFOWarningInterruptEnable
 - kSAI_FIFORequestInterruptEnable
 - kSAI_FIFOErrorInterruptEnable

static inline void SAI_RxEnableInterrupts(I2S_Type *base, uint32_t mask)

Enables the SAI Rx interrupt requests.

Parameters

- base – SAI base pointer
- mask – interrupt source The parameter can be a combination of the following sources if defined.
 - kSAI_WordStartInterruptEnable
 - kSAI_SyncErrorInterruptEnable
 - kSAI_FIFOWarningInterruptEnable
 - kSAI_FIFORequestInterruptEnable
 - kSAI_FIFOErrorInterruptEnable

static inline void SAI_TxDisableInterrupts(I2S_Type *base, uint32_t mask)

Disables the SAI Tx interrupt requests.

Parameters

- base – SAI base pointer

- **mask** – interrupt source The parameter can be a combination of the following sources if defined.
 - kSAI_WordStartInterruptEnable
 - kSAI_SyncErrorInterruptEnable
 - kSAI_FIFOWarningInterruptEnable
 - kSAI_FIFORequestInterruptEnable
 - kSAI_FIFOErrorInterruptEnable

static inline void SAI_RxDisableInterrupts(I2S_Type *base, uint32_t mask)

Disables the SAI Rx interrupt requests.

Parameters

- **base** – SAI base pointer
- **mask** – interrupt source The parameter can be a combination of the following sources if defined.
 - kSAI_WordStartInterruptEnable
 - kSAI_SyncErrorInterruptEnable
 - kSAI_FIFOWarningInterruptEnable
 - kSAI_FIFORequestInterruptEnable
 - kSAI_FIFOErrorInterruptEnable

static inline void SAI_TxEnableDMA(I2S_Type *base, uint32_t mask, bool enable)

Enables/disables the SAI Tx DMA requests.

Parameters

- **base** – SAI base pointer
- **mask** – DMA source The parameter can be combination of the following sources if defined.
 - kSAI_FIFOWarningDMAEnable
 - kSAI_FIFORequestDMAEnable
- **enable** – True means enable DMA, false means disable DMA.

static inline void SAI_RxEnableDMA(I2S_Type *base, uint32_t mask, bool enable)

Enables/disables the SAI Rx DMA requests.

Parameters

- **base** – SAI base pointer
- **mask** – DMA source The parameter can be a combination of the following sources if defined.
 - kSAI_FIFOWarningDMAEnable
 - kSAI_FIFORequestDMAEnable
- **enable** – True means enable DMA, false means disable DMA.

static inline uintptr_t SAI_TxGetDataRegisterAddress(I2S_Type *base, uint32_t channel)

Gets the SAI Tx data register address.

This API is used to provide a transfer address for the SAI DMA transfer configuration.

Parameters

- **base** – SAI base pointer.

- channel – Which data channel used.

Returns

data register address.

```
static inline uintptr_t SAI_RxGetDataRegisterAddress(I2S_Type *base, uint32_t channel)
```

Gets the SAI Rx data register address.

This API is used to provide a transfer address for the SAI DMA transfer configuration.

Parameters

- base – SAI base pointer.
- channel – Which data channel used.

Returns

data register address.

```
void SAI_WriteBlocking(I2S_Type *base, uint32_t channel, uint32_t bitWidth, uint8_t *buffer,  
                      uint32_t size)
```

Sends data using a blocking method.

Note: This function blocks by polling until data is ready to be sent.

Parameters

- base – SAI base pointer.
- channel – Data channel used.
- bitWidth – How many bits in an audio word; usually 8/16/24/32 bits.
- buffer – Pointer to the data to be written.
- size – Bytes to be written.

```
void SAI_WriteMultiChannelBlocking(I2S_Type *base, uint32_t channel, uint32_t channelMask,  
                                  uint32_t bitWidth, uint8_t *buffer, uint32_t size)
```

Sends data to multi channel using a blocking method.

Note: This function blocks by polling until data is ready to be sent.

Parameters

- base – SAI base pointer.
- channel – Data channel used.
- channelMask – channel mask.
- bitWidth – How many bits in an audio word; usually 8/16/24/32 bits.
- buffer – Pointer to the data to be written.
- size – Bytes to be written.

```
static inline void SAI_WriteData(I2S_Type *base, uint32_t channel, uint32_t data)
```

Writes data into SAI FIFO.

Parameters

- base – SAI base pointer.
- channel – Data channel used.

- data – Data needs to be written.

```
void SAI_ReadBlocking(I2S_Type *base, uint32_t channel, uint32_t bitWidth, uint8_t *buffer,  
                    uint32_t size)
```

Receives data using a blocking method.

Note: This function blocks by polling until data is ready to be sent.

Parameters

- base – SAI base pointer.
- channel – Data channel used.
- bitWidth – How many bits in an audio word; usually 8/16/24/32 bits.
- buffer – Pointer to the data to be read.
- size – Bytes to be read.

```
void SAI_ReadMultiChannelBlocking(I2S_Type *base, uint32_t channel, uint32_t channelMask,  
                                 uint32_t bitWidth, uint8_t *buffer, uint32_t size)
```

Receives multi channel data using a blocking method.

Note: This function blocks by polling until data is ready to be sent.

Parameters

- base – SAI base pointer.
- channel – Data channel used.
- channelMask – channel mask.
- bitWidth – How many bits in an audio word; usually 8/16/24/32 bits.
- buffer – Pointer to the data to be read.
- size – Bytes to be read.

```
static inline uint32_t SAI_ReadData(I2S_Type *base, uint32_t channel)
```

Reads data from the SAI FIFO.

Parameters

- base – SAI base pointer.
- channel – Data channel used.

Returns

Data in SAI FIFO.

```
void SAI_TransferTxCreateHandle(I2S_Type *base, sai_handle_t *handle, sai_transfer_callback_t  
                              callback, void *userData)
```

Initializes the SAI Tx handle.

This function initializes the Tx handle for the SAI Tx transactional APIs. Call this function once to get the handle initialized.

Parameters

- base – SAI base pointer
- handle – SAI handle pointer.
- callback – Pointer to the user callback function.

- `userData` – User parameter passed to the callback function

`void SAI_TransferRxCreateHandle(I2S_Type *base, sai_handle_t *handle, sai_transfer_callback_t callback, void *userData)`

Initializes the SAI Rx handle.

This function initializes the Rx handle for the SAI Rx transactional APIs. Call this function once to get the handle initialized.

Parameters

- `base` – SAI base pointer.
- `handle` – SAI handle pointer.
- `callback` – Pointer to the user callback function.
- `userData` – User parameter passed to the callback function.

`void SAI_TransferTxSetConfig(I2S_Type *base, sai_handle_t *handle, sai_transceiver_t *config)`
SAI transmitter transfer configurations.

This function initializes the Tx, include bit clock, frame sync, master clock, serial data and fifo configurations.

Parameters

- `base` – SAI base pointer.
- `handle` – SAI handle pointer.
- `config` – transmitter configurations.

`void SAI_TransferRxSetConfig(I2S_Type *base, sai_handle_t *handle, sai_transceiver_t *config)`
SAI receiver transfer configurations.

This function initializes the Rx, include bit clock, frame sync, master clock, serial data and fifo configurations.

Parameters

- `base` – SAI base pointer.
- `handle` – SAI handle pointer.
- `config` – receiver configurations.

`status_t SAI_TransferSendNonBlocking(I2S_Type *base, sai_handle_t *handle, sai_transfer_t *xfer)`

Performs an interrupt non-blocking send transfer on SAI.

Note: This API returns immediately after the transfer initiates. Call the `SAI_TxGetTransferStatusIRQ` to poll the transfer status and check whether the transfer is finished. If the return status is not `kStatus_SAI_Busy`, the transfer is finished.

Parameters

- `base` – SAI base pointer.
- `handle` – Pointer to the `sai_handle_t` structure which stores the transfer state.
- `xfer` – Pointer to the `sai_transfer_t` structure.

Return values

- `kStatus_Success` – Successfully started the data receive.

- `kStatus_SAI_TxBusy` – Previous receive still not finished.
- `kStatus_InvalidArgument` – The input parameter is invalid.

status_t SAI_TransferReceiveNonBlocking(I2S_Type *base, *sai_handle_t* *handle, *sai_transfer_t* *xfer)

Performs an interrupt non-blocking receive transfer on SAI.

Note: This API returns immediately after the transfer initiates. Call the `SAI_RxGetTransferStatusIRQ` to poll the transfer status and check whether the transfer is finished. If the return status is not `kStatus_SAI_Busy`, the transfer is finished.

Parameters

- `base` – SAI base pointer
- `handle` – Pointer to the `sai_handle_t` structure which stores the transfer state.
- `xfer` – Pointer to the `sai_transfer_t` structure.

Return values

- `kStatus_Success` – Successfully started the data receive.
- `kStatus_SAI_RxBusy` – Previous receive still not finished.
- `kStatus_InvalidArgument` – The input parameter is invalid.

status_t SAI_TransferGetSendCount(I2S_Type *base, *sai_handle_t* *handle, *size_t* *count)

Gets a set byte count.

Parameters

- `base` – SAI base pointer.
- `handle` – Pointer to the `sai_handle_t` structure which stores the transfer state.
- `count` – Bytes count sent.

Return values

- `kStatus_Success` – Succeed get the transfer count.
- `kStatus_NoTransferInProgress` – There is not a non-blocking transaction currently in progress.

status_t SAI_TransferGetReceiveCount(I2S_Type *base, *sai_handle_t* *handle, *size_t* *count)

Gets a received byte count.

Parameters

- `base` – SAI base pointer.
- `handle` – Pointer to the `sai_handle_t` structure which stores the transfer state.
- `count` – Bytes count received.

Return values

- `kStatus_Success` – Succeed get the transfer count.
- `kStatus_NoTransferInProgress` – There is not a non-blocking transaction currently in progress.

void SAI_TransferAbortSend(I2S_Type *base, sai_handle_t *handle)

Aborts the current send.

Note: This API can be called any time when an interrupt non-blocking transfer initiates to abort the transfer early.

Parameters

- base – SAI base pointer.
- handle – Pointer to the sai_handle_t structure which stores the transfer state.

void SAI_TransferAbortReceive(I2S_Type *base, sai_handle_t *handle)

Aborts the current IRQ receive.

Note: This API can be called when an interrupt non-blocking transfer initiates to abort the transfer early.

Parameters

- base – SAI base pointer
- handle – Pointer to the sai_handle_t structure which stores the transfer state.

void SAI_TransferTerminateSend(I2S_Type *base, sai_handle_t *handle)

Terminate all SAI send.

This function will clear all transfer slots buffered in the sai queue. If users only want to abort the current transfer slot, please call SAI_TransferAbortSend.

Parameters

- base – SAI base pointer.
- handle – SAI eDMA handle pointer.

void SAI_TransferTerminateReceive(I2S_Type *base, sai_handle_t *handle)

Terminate all SAI receive.

This function will clear all transfer slots buffered in the sai queue. If users only want to abort the current transfer slot, please call SAI_TransferAbortReceive.

Parameters

- base – SAI base pointer.
- handle – SAI eDMA handle pointer.

void SAI_TransferTxHandleIRQ(I2S_Type *base, sai_handle_t *handle)

Tx interrupt handler.

Parameters

- base – SAI base pointer.
- handle – Pointer to the sai_handle_t structure.

void SAI_TransferRxHandleIRQ(I2S_Type *base, sai_handle_t *handle)

Tx interrupt handler.

Parameters

- base – SAI base pointer.

- handle – Pointer to the sai_handle_t structure.

void SAI_DriverIRQHandler(uint32_t instance)

SAI driver IRQ handler common entry.

This function provides the common IRQ request entry for SAI.

Parameters

- instance – SAI instance.

FSL_SAI_DRIVER_VERSION

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_sai_status_t, SAI return status.

Values:

enumerator kStatus_SAI_TxBusy
SAI Tx is busy.

enumerator kStatus_SAI_RxBusy
SAI Rx is busy.

enumerator kStatus_SAI_TxError
SAI Tx FIFO error.

enumerator kStatus_SAI_RxError
SAI Rx FIFO error.

enumerator kStatus_SAI_QueueFull
SAI transfer queue is full.

enumerator kStatus_SAI_TxIdle
SAI Tx is idle

enumerator kStatus_SAI_RxIdle
SAI Rx is idle

_sai_channel_mask, sai channel mask value, actual channel numbers is depend soc specific

Values:

enumerator kSAI_Channel0Mask
channel 0 mask value

enumerator kSAI_Channel1Mask
channel 1 mask value

enumerator kSAI_Channel2Mask
channel 2 mask value

enumerator kSAI_Channel3Mask
channel 3 mask value

enumerator kSAI_Channel4Mask
channel 4 mask value

enumerator kSAI_Channel5Mask
channel 5 mask value

enumerator kSAI_Channel6Mask
channel 6 mask value

enumerator kSAI_Channel7Mask
channel 7 mask value

enum _sai_protocol

Define the SAI bus type.

Values:

enumerator kSAI_BusLeftJustified
Uses left justified format.

enumerator kSAI_BusRightJustified
Uses right justified format.

enumerator kSAI_BusI2S
Uses I2S format.

enumerator kSAI_BusPCMA
Uses I2S PCM A format.

enumerator kSAI_BusPCMB
Uses I2S PCM B format.

enum _sai_master_slave

Master or slave mode.

Values:

enumerator kSAI_Master
Master mode include bclk and frame sync

enumerator kSAI_Slave
Slave mode include bclk and frame sync

enumerator kSAI_Bclk_Master_FrameSync_Slave
bclk in master mode, frame sync in slave mode

enumerator kSAI_Bclk_Slave_FrameSync_Master
bclk in slave mode, frame sync in master mode

enum _sai_mono_stereo

Mono or stereo audio format.

Values:

enumerator kSAI_Stereo
Stereo sound.

enumerator kSAI_MonoRight
Only Right channel have sound.

enumerator kSAI_MonoLeft
Only left channel have sound.

enum _sai_data_order

SAI data order, MSB or LSB.

Values:

enumerator kSAI_DataLSB
LSB bit transferred first

enumerator kSAI_DataMSB
MSB bit transferred first

enum `_sai_clock_polarity`

SAI clock polarity, active high or low.

Values:

enumerator `kSAI_PolarityActiveHigh`

Drive outputs on rising edge

enumerator `kSAI_PolarityActiveLow`

Drive outputs on falling edge

enumerator `kSAI_SampleOnFallingEdge`

Sample inputs on falling edge

enumerator `kSAI_SampleOnRisingEdge`

Sample inputs on rising edge

enum `_sai_sync_mode`

Synchronous or asynchronous mode.

Values:

enumerator `kSAI_ModeAsync`

Asynchronous mode

enumerator `kSAI_ModeSync`

Synchronous mode (with receiver or transmit)

enum `_sai_mclk_source`

Master clock source.

Values:

enumerator `kSAI_MclkSourceSysclk`

Master clock from the system clock

enumerator `kSAI_MclkSourceSelect1`

Master clock from source 1

enumerator `kSAI_MclkSourceSelect2`

Master clock from source 2

enumerator `kSAI_MclkSourceSelect3`

Master clock from source 3

enum `_sai_bclk_source`

Bit clock source.

Values:

enumerator `kSAI_BclkSourceBusclk`

Bit clock using bus clock

enumerator `kSAI_BclkSourceMclkOption1`

Bit clock MCLK option 1

enumerator `kSAI_BclkSourceMclkOption2`

Bit clock MCLK option2

enumerator `kSAI_BclkSourceMclkOption3`

Bit clock MCLK option3

enumerator `kSAI_BclkSourceMclkDiv`

Bit clock using master clock divider

enumerator kSAI_BclkSourceOtherSai0

Bit clock from other SAI device

enumerator kSAI_BclkSourceOtherSai1

Bit clock from other SAI device

_sai_interrupt_enable_t, The SAI interrupt enable flag

Values:

enumerator kSAI_WordStartInterruptEnable

Word start flag, means the first word in a frame detected

enumerator kSAI_SyncErrorInterruptEnable

Sync error flag, means the sync error is detected

enumerator kSAI_FIFOWarningInterruptEnable

FIFO warning flag, means the FIFO is empty

enumerator kSAI_FIFOErrorInterruptEnable

FIFO error flag

_sai_dma_enable_t, The DMA request sources

Values:

enumerator kSAI_FIFOWarningDMAEnable

FIFO warning caused by the DMA request

_sai_flags, The SAI status flag

Values:

enumerator kSAI_WordStartFlag

Word start flag, means the first word in a frame detected

enumerator kSAI_SyncErrorFlag

Sync error flag, means the sync error is detected

enumerator kSAI_FIFOErrorFlag

FIFO error flag

enumerator kSAI_FIFOWarningFlag

FIFO warning flag

enum _sai_reset_type

The reset type.

Values:

enumerator kSAI_ResetTypeSoftware

Software reset, reset the logic state

enumerator kSAI_ResetTypeFIFO

FIFO reset, reset the FIFO read and write pointer

enumerator kSAI_ResetAll

All reset.

enum _sai_sample_rate

Audio sample rate.

Values:

enumerator kSAI_SampleRate8KHz

Sample rate 8000 Hz

enumerator kSAI_SampleRate11025Hz

Sample rate 11025 Hz

enumerator kSAI_SampleRate12KHz

Sample rate 12000 Hz

enumerator kSAI_SampleRate16KHz

Sample rate 16000 Hz

enumerator kSAI_SampleRate22050Hz

Sample rate 22050 Hz

enumerator kSAI_SampleRate24KHz

Sample rate 24000 Hz

enumerator kSAI_SampleRate32KHz

Sample rate 32000 Hz

enumerator kSAI_SampleRate44100Hz

Sample rate 44100 Hz

enumerator kSAI_SampleRate48KHz

Sample rate 48000 Hz

enumerator kSAI_SampleRate96KHz

Sample rate 96000 Hz

enumerator kSAI_SampleRate192KHz

Sample rate 192000 Hz

enumerator kSAI_SampleRate384KHz

Sample rate 384000 Hz

enum _sai_word_width

Audio word width.

Values:

enumerator kSAI_WordWidth8bits

Audio data width 8 bits

enumerator kSAI_WordWidth16bits

Audio data width 16 bits

enumerator kSAI_WordWidth24bits

Audio data width 24 bits

enumerator kSAI_WordWidth32bits

Audio data width 32 bits

enum _sai_transceiver_type

sai transceiver type

Values:

```
enumerator kSAI_Transmitter
    sai transmitter
enumerator kSAI_Receiver
    sai receiver
enum _sai_frame_sync_len
    sai frame sync len
Values:
enumerator kSAI_FrameSyncLenOneBitClk
    1 bit clock frame sync len for DSP mode
enumerator kSAI_FrameSyncLenPerWordWidth
    Frame sync length decided by word width
typedef enum _sai_protocol sai_protocol_t
    Define the SAI bus type.
typedef enum _sai_master_slave sai_master_slave_t
    Master or slave mode.
typedef enum _sai_mono_stereo sai_mono_stereo_t
    Mono or stereo audio format.
typedef enum _sai_data_order sai_data_order_t
    SAI data order, MSB or LSB.
typedef enum _sai_clock_polarity sai_clock_polarity_t
    SAI clock polarity, active high or low.
typedef enum _sai_sync_mode sai_sync_mode_t
    Synchronous or asynchronous mode.
typedef enum _sai_mclk_source sai_mclk_source_t
    Mater clock source.
typedef enum _sai_bclk_source sai_bclk_source_t
    Bit clock source.
typedef enum _sai_reset_type sai_reset_type_t
    The reset type.
typedef struct _sai_config sai_config_t
    SAI user configuration structure.
typedef enum _sai_sample_rate sai_sample_rate_t
    Audio sample rate.
typedef enum _sai_word_width sai_word_width_t
    Audio word width.
typedef enum _sai_transceiver_type sai_transceiver_type_t
    sai transceiver type
typedef enum _sai_frame_sync_len sai_frame_sync_len_t
    sai frame sync len
typedef struct _sai_transfer_format sai_transfer_format_t
    sai transfer format
```

```
typedef struct _sai_bit_clock sai_bit_clock_t
    sai bit clock configurations

typedef struct _sai_frame_sync sai_frame_sync_t
    sai frame sync configurations

typedef struct _sai_serial_data sai_serial_data_t
    sai serial data configurations

typedef struct _sai_transceiver sai_transceiver_t
    sai transceiver configurations

typedef struct _sai_transfer sai_transfer_t
    SAI transfer structure.

typedef struct _sai_handle sai_handle_t

typedef void (*sai_transfer_callback_t)(I2S_Type *base, sai_handle_t *handle, status_t status,
void *userData)
    SAI transfer callback prototype.

SAI_XFER_QUEUE_SIZE
    SAI transfer queue size, user can refine it according to use case.

FSL_SAI_HAS_FIFO_EXTEND_FEATURE
    sai fifo feature

struct _sai_config
    #include <fsl_sai.h> SAI user configuration structure.
```

Public Members

```
sai_protocol_t protocol
    Audio bus protocol in SAI

sai_sync_mode_t syncMode
    SAI sync mode, control Tx/Rx clock sync

sai_bclk_source_t bclkSource
    Bit Clock source

sai_master_slave_t masterSlave
    Master or slave

struct _sai_transfer_format
    #include <fsl_sai.h> sai transfer format
```

Public Members

```
uint32_t sampleRate_Hz
    Sample rate of audio data

uint32_t bitWidth
    Data length of audio data, usually 8/16/24/32 bits

sai_mono_stereo_t stereo
    Mono or stereo

uint8_t channel
    Transfer start channel
```

`uint8_t channelMask`
enabled channel mask value, reference `_sai_channel_mask`

`uint8_t endChannel`
end channel number

`uint8_t channelNums`
Total enabled channel numbers

`sai_protocol_t protocol`
Which audio protocol used

`bool isFrameSyncCompact`
True means Frame sync length is configurable according to `bitWidth`, false means frame sync length is 64 times of bit clock.

`struct _sai_bit_clock`
`#include <fsl_sai.h>` sai bit clock configurations

Public Members

`bool bclkInputDelay`
bit clock actually used by the transmitter is delayed by the pad output delay, this has effect of decreasing the data input setup time, but increasing the data output valid time
.

`sai_clock_polarity_t bclkPolarity`
bit clock polarity

`sai_bclk_source_t bclkSource`
bit Clock source

`struct _sai_frame_sync`
`#include <fsl_sai.h>` sai frame sync configurations

Public Members

`uint8_t frameSyncWidth`
frame sync width in number of bit clocks

`bool frameSyncEarly`
TRUE is frame sync assert one bit before the first bit of frame FALSE is frame sync assert with the first bit of the frame

`sai_clock_polarity_t frameSyncPolarity`
frame sync polarity

`struct _sai_serial_data`
`#include <fsl_sai.h>` sai serial data configurations

Public Members

`sai_data_order_t dataOrder`
configure whether the LSB or MSB is transmitted first

`uint8_t dataWord0Length`
configure the number of bits in the first word in each frame

`uint8_t dataWordNLength`
configure the number of bits in the each word in each frame, except the first word

`uint8_t dataWordLength`
used to record the data length for dma transfer

`uint8_t dataFirstBitShifted`
Configure the bit index for the first bit transmitted for each word in the frame

`uint8_t dataWordNum`
configure the number of words in each frame

`uint32_t dataMaskedWord`
configure whether the transmit word is masked

`struct _sai_transceiver`
#include <fsl_sai.h> sai transceiver configurations

Public Members

`sai_serial_data_t serialData`
serial data configurations

`sai_frame_sync_t frameSync`
ws configurations

`sai_bit_clock_t bitClock`
bit clock configurations

`sai_master_slave_t masterSlave`
transceiver is master or slave

`sai_sync_mode_t syncMode`
transceiver sync mode

`uint8_t startChannel`
Transfer start channel

`uint8_t channelMask`
enabled channel mask value, reference `_sai_channel_mask`

`uint8_t endChannel`
end channel number

`uint8_t channelNums`
Total enabled channel numbers

`struct _sai_transfer`
#include <fsl_sai.h> SAI transfer structure.

Public Members

`uint8_t *data`
Data start address to transfer.

`size_t dataSize`
Transfer size.

`struct _sai_handle`
#include <fsl_sai.h> SAI handle structure.

Public Members

`I2S_Type *base`
base address

`uint32_t state`
Transfer status

`sai_transfer_callback_t callback`
Callback function called at transfer event

`void *userData`
Callback parameter passed to callback function

`uint8_t bitWidth`
Bit width for transfer, 8/16/24/32 bits

`uint8_t channel`
Transfer start channel

`uint8_t channelMask`
enabled channel mask value, refernece `_sai_channel_mask`

`uint8_t endChannel`
end channel number

`uint8_t channelNums`
Total enabled channel numbers

`sai_transfer_t saiQueue[(4U)]`
Transfer queue storing queued transfer

`size_t transferSize[(4U)]`
Data bytes need to transfer

`volatile uint8_t queueUser`
Index for user to queue transfer

`volatile uint8_t queueDriver`
Index for driver to get the transfer data and size

2.28 SAI SDMA Driver

```
void SAI_TransferTxCreateHandleSDMA(I2S_Type *base, sai_sdma_handle_t *handle,
                                     sai_sdma_callback_t callback, void *userData,
                                     sdma_handle_t *dmaHandle, uint32_t eventSource)
```

Initializes the SAI SDMA handle.

This function initializes the SAI master DMA handle, which can be used for other SAI master transactional APIs. Usually, for a specified SAI instance, call this API once to get the initialized handle.

Parameters

- `base` – SAI base pointer.
- `handle` – SAI SDMA handle pointer.
- `base` – SAI peripheral base address.
- `callback` – Pointer to user callback function.
- `userData` – User parameter passed to the callback function.

- dmaHandle – SDMA handle pointer, this handle shall be static allocated by users.
- eventSource – SAI event source number.

```
void SAI_TransferRxCreateHandleSDMA(I2S_Type *base, sai_sdma_handle_t *handle,  
                                   sai_sdma_callback_t callback, void *userData,  
                                   sdma_handle_t *dmaHandle, uint32_t eventSource)
```

Initializes the SAI Rx SDMA handle.

This function initializes the SAI slave DMA handle, which can be used for other SAI master transactional APIs. Usually, for a specified SAI instance, call this API once to get the initialized handle.

Parameters

- base – SAI base pointer.
- handle – SAI SDMA handle pointer.
- base – SAI peripheral base address.
- callback – Pointer to user callback function.
- userData – User parameter passed to the callback function.
- dmaHandle – SDMA handle pointer, this handle shall be static allocated by users.
- eventSource – SAI event source number.

```
status_t SAI_TransferSendSDMA(I2S_Type *base, sai_sdma_handle_t *handle, sai_transfer_t  
                             *xfer)
```

Performs a non-blocking SAI transfer using DMA.

Note: This interface returns immediately after the transfer initiates. Call SAI_GetTransferStatus to poll the transfer status and check whether the SAI transfer is finished.

Parameters

- base – SAI base pointer.
- handle – SAI SDMA handle pointer.
- xfer – Pointer to the DMA transfer structure.

Return values

- kStatus_Success – Start a SAI SDMA send successfully.
- kStatus_InvalidArgument – The input argument is invalid.
- kStatus_TxBusy – SAI is busy sending data.

```
status_t SAI_TransferReceiveSDMA(I2S_Type *base, sai_sdma_handle_t *handle, sai_transfer_t  
                                *xfer)
```

Performs a non-blocking SAI receive using SDMA.

Note: This interface returns immediately after the transfer initiates. Call the SAI_GetReceiveRemainingBytes to poll the transfer status and check whether the SAI transfer is finished.

Parameters

- base – SAI base pointer
- handle – SAI SDMA handle pointer.
- xfer – Pointer to DMA transfer structure.

Return values

- kStatus__Success – Start a SAI SDMA receive successfully.
- kStatus__InvalidArgument – The input argument is invalid.
- kStatus__RxBusy – SAI is busy receiving data.

void SAI_TransferAbortSendSDMA(I2S_Type *base, *sai_sdma_handle_t* *handle)

Aborts a SAI transfer using SDMA.

Parameters

- base – SAI base pointer.
- handle – SAI SDMA handle pointer.

void SAI_TransferAbortReceiveSDMA(I2S_Type *base, *sai_sdma_handle_t* *handle)

Aborts a SAI receive using SDMA.

Parameters

- base – SAI base pointer
- handle – SAI SDMA handle pointer.

void SAI_TransferTerminateReceiveSDMA(I2S_Type *base, *sai_sdma_handle_t* *handle)

Terminate all the SAI sdma receive transfer.

Parameters

- base – SAI base pointer.
- handle – SAI SDMA handle pointer.

void SAI_TransferTerminateSendSDMA(I2S_Type *base, *sai_sdma_handle_t* *handle)

Terminate all the SAI sdma send transfer.

Parameters

- base – SAI base pointer.
- handle – SAI SDMA handle pointer.

void SAI_TransferRxSetConfigSDMA(I2S_Type *base, *sai_sdma_handle_t* *handle,
sai_transceiver_t *saiConfig)

brief Configures the SAI RX.

param base SAI base pointer. param handle SAI SDMA handle pointer. param saiConig sai configurations.

void SAI_TransferTxSetConfigSDMA(I2S_Type *base, *sai_sdma_handle_t* *handle,
sai_transceiver_t *saiConfig)

brief Configures the SAI Tx.

param base SAI base pointer. param handle SAI SDMA handle pointer. param saiConig sai configurations.

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Version 2.6.0

typedef struct *sai_sdma_handle* *sai_sdma_handle_t*

```
typedef void (*sai_sdma_callback_t)(I2S_Type *base, sai_sdma_handle_t *handle, status_t status, void *userData)
```

SAI SDMA transfer callback function for finish and error.

```
struct __sai_sdma_handle
```

#include <fsl_sai_sdma.h> SAI DMA transfer handle, users should not touch the content of the handle.

Public Members

sdma_handle_t *dmaHandle

DMA handler for SAI send

uint8_t bytesPerFrame

Bytes in a frame

uint8_t channel

start data channel

uint8_t channelNums

total transfer channel numbers, used for multifo

uint8_t channelMask

enabled channel mask value, refernece *_sai_channel_mask*

uint8_t fifoOffset

fifo address offset between multifo

uint32_t count

The transfer data count in a DMA request

uint32_t state

Internal state for SAI SDMA transfer

uint32_t eventSource

SAI event source number

sai_sdma_callback_t callback

Callback for users while transfer finish or error occurs

void *userData

User callback parameter

sdma_buffer_descriptor_t bdPool[(4U)]

BD pool for SDMA transfer.

sai_transfer_t saiQueue[(4U)]

Transfer queue storing queued transfer.

size_t transferSize[(4U)]

Data bytes need to transfer

volatile uint8_t queueUser

Index for user to queue transfer.

volatile uint8_t queueDriver

Index for driver to get the transfer data and size

2.29 SDMA: Smart Direct Memory Access (SDMA) Controller Driver

`void SDMA_Init(SDMAARM_Type *base, const sdma_config_t *config)`

Initializes the SDMA peripheral.

This function ungates the SDMA clock and configures the SDMA peripheral according to the configuration structure.

Note: This function enables the minor loop map feature.

Parameters

- `base` – SDMA peripheral base address.
- `config` – A pointer to the configuration structure, see “*sdma_config_t*”.

`void SDMA_Deinit(SDMAARM_Type *base)`

Deinitializes the SDMA peripheral.

This function gates the SDMA clock.

Parameters

- `base` – SDMA peripheral base address.

`void SDMA_GetDefaultConfig(sdma_config_t *config)`

Gets the SDMA default configuration structure.

This function sets the configuration structure to default values. The default configuration is set to the following values.

```
config.enableRealTimeDebugPin = false;
config.isSoftwareResetClearLock = true;
config.ratio = kSDMA_HalfARMClockFreq;
```

Parameters

- `config` – A pointer to the SDMA configuration structure.

`void SDMA_ResetModule(SDMAARM_Type *base)`

Sets all SDMA core register to reset status.

If only reset ARM core, SDMA register cannot return to reset value, shall call this function to reset all SDMA register to reset value. But the internal status cannot be reset.

Parameters

- `base` – SDMA peripheral base address.

`static inline void SDMA_EnableChannelErrorInterrupts(SDMAARM_Type *base, uint32_t channel)`

Enables the interrupt source for the SDMA error.

Enable this will trigger an interrupt while SDMA occurs error while executing scripts.

Parameters

- `base` – SDMA peripheral base address.
- `channel` – SDMA channel number.

```
static inline void SDMA_DisableChannelErrorInterrupts(SDMAARM_Type *base, uint32_t
                                                    channel)
```

Disables the interrupt source for the SDMA error.

Parameters

- base – SDMA peripheral base address.
- channel – SDMA channel number.

```
void SDMA_ConfigBufferDescriptor(sdma_buffer_descriptor_t *bd, uint32_t srcAddr, uint32_t
                                destAddr, sdma_transfer_size_t busWidth, size_t bufferSize,
                                bool isLast, bool enableInterrupt, bool isWrap,
                                sdma_transfer_type_t type)
```

Sets buffer descriptor contents.

This function sets the descriptor contents such as source, dest address and status bits.

Parameters

- bd – Pointer to the buffer descriptor structure.
- srcAddr – Source address for the buffer descriptor.
- destAddr – Destination address for the buffer descriptor.
- busWidth – The transfer width, it only can be a member of *sdma_transfer_size_t*.
- bufferSize – Buffer size for this descriptor, this number shall less than 0xFFFF. If need to transfer a big size, shall divide into several buffer descriptors.
- isLast – Is the buffer descriptor the last one for the channel to transfer. If only one descriptor used for the channel, this bit shall set to TRUE.
- enableInterrupt – If trigger an interrupt while this buffer descriptor transfer finished.
- isWrap – Is the buffer descriptor need to be wrapped. While this bit set to true, it will automatically wrap to the first buffer descrtiptor to do transfer.
- type – Transfer type, memory to memory, peripheral to memory or memory to peripheral.

```
static inline void SDMA_SetChannelPriority(SDMAARM_Type *base, uint32_t channel, uint8_t
                                           priority)
```

Set SDMA channel priority.

This function sets the channel priority. The default value is 0 for all channels, priority 0 will prevents channel from starting, so the priority must be set before start a channel.

Parameters

- base – SDMA peripheral base address.
- channel – SDMA channel number.
- priority – SDMA channel priority.

```
static inline void SDMA_SetSourceChannel(SDMAARM_Type *base, uint32_t source, uint32_t
                                         channelMask)
```

Set SDMA request source mapping channel.

This function sets which channel will be triggered by the dma request source.

Parameters

- base – SDMA peripheral base address.

- source – SDMA dma request source number.
- channelMask – SDMA channel mask. 1 means channel 0, 2 means channel 1, 4 means channel 3. SDMA supports an event trigger multi-channel. A channel can also be triggered by several source events.

static inline void SDMA_StartChannelSoftware(SDMAARM_Type *base, uint32_t channel)

Start a SDMA channel by software trigger.

This function start a channel.

Parameters

- base – SDMA peripheral base address.
- channel – SDMA channel number.

static inline void SDMA_StartChannelEvents(SDMAARM_Type *base, uint32_t channel)

Start a SDMA channel by hardware events.

This function start a channel.

Parameters

- base – SDMA peripheral base address.
- channel – SDMA channel number.

static inline void SDMA_StopChannel(SDMAARM_Type *base, uint32_t channel)

Stop a SDMA channel.

This function stops a channel.

Parameters

- base – SDMA peripheral base address.
- channel – SDMA channel number.

void SDMA_SetContextSwitchMode(SDMAARM_Type *base, *sdma_context_switch_mode_t* mode)

Set the SDMA context switch mode.

Parameters

- base – SDMA peripheral base address.
- mode – SDMA context switch mode.

static inline uint32_t SDMA_GetChannelInterruptStatus(SDMAARM_Type *base)

Gets the SDMA interrupt status of all channels.

Parameters

- base – SDMA peripheral base address.

Returns

The interrupt status for all channels. Check the relevant bits for specific channel.

static inline void SDMA_ClearChannelInterruptStatus(SDMAARM_Type *base, uint32_t mask)

Clear the SDMA channel interrupt status of specific channels.

Parameters

- base – SDMA peripheral base address.
- mask – The interrupt status need to be cleared.

```
static inline uint32_t SDMA_GetChannelStopStatus(SDMAARM_Type *base)
```

Gets the SDMA stop status of all channels.

Parameters

- base – SDMA peripheral base address.

Returns

The stop status for all channels. Check the relevant bits for specific channel.

```
static inline void SDMA_ClearChannelStopStatus(SDMAARM_Type *base, uint32_t mask)
```

Clear the SDMA channel stop status of specific channels.

Parameters

- base – SDMA peripheral base address.
- mask – The stop status need to be cleared.

```
static inline uint32_t SDMA_GetChannelPendStatus(SDMAARM_Type *base)
```

Gets the SDMA channel pending status of all channels.

Parameters

- base – SDMA peripheral base address.

Returns

The pending status for all channels. Check the relevant bits for specific channel.

```
static inline void SDMA_ClearChannelPendStatus(SDMAARM_Type *base, uint32_t mask)
```

Clear the SDMA channel pending status of specific channels.

Parameters

- base – SDMA peripheral base address.
- mask – The pending status need to be cleared.

```
static inline uint32_t SDMA_GetErrorStatus(SDMAARM_Type *base)
```

Gets the SDMA channel error status.

SDMA channel error flag is asserted while an incoming DMA request was detected and it triggers a channel that is already pending or being serviced. This probably means there is an overflow of data for that channel.

Parameters

- base – SDMA peripheral base address.

Returns

The error status for all channels. Check the relevant bits for specific channel.

```
bool SDMA_GetRequestSourceStatus(SDMAARM_Type *base, uint32_t source)
```

Gets the SDMA request source pending status.

Parameters

- base – SDMA peripheral base address.
- source – DMA request source number.

Returns

True means the request source is pending, otherwise not pending.

```
void SDMA_CreateHandle(sdma_handle_t *handle, SDMAARM_Type *base, uint32_t channel,  
                      sdma_context_data_t *context)
```


Creates the SDMA handle.

This function is called if using the transactional API for SDMA. This function initializes the internal state of the SDMA handle.

Parameters

- `handle` – SDMA handle pointer. The SDMA handle stores callback function and parameters.
- `base` – SDMA peripheral base address.
- `channel` – SDMA channel number.
- `context` – Context structure for the channel to download into SDMA. Users shall make sure the context located in a non-cacheable memory, or it will cause SDMA run fail. Users shall not touch the context contents, it only be filled by SDMA driver in `SDMA_SubmitTransfer` function.

```
void SDMA__InstallBDMemory(sdma_handle_t *handle, sdma_buffer_descriptor_t *BDPool,  
                           uint32_t BDCount)
```

Installs the BDs memory pool into the SDMA handle.

This function is called after the `SDMA_CreateHandle` to use multi-buffer feature.

Parameters

- `handle` – SDMA handle pointer.
- `BDPool` – A memory pool to store BDs. It must be located in non-cacheable address.
- `BDCount` – The number of BD slots.

```
void SDMA__SetCallback(sdma_handle_t *handle, sdma_callback callback, void *userData)
```

Installs a callback function for the SDMA transfer.

This callback is called in the SDMA IRQ handler. Use the callback to do something after the current major loop transfer completes.

Parameters

- `handle` – SDMA handle pointer.
- `callback` – SDMA callback function pointer.
- `userData` – A parameter for the callback function.

```
void SDMA__SetMultiFifoConfig(sdma_transfer_config_t *config, uint32_t fifoNums, uint32_t  
                             fifoOffset)
```

multi fifo configurations.

This api is used to support multi fifo for SDMA, if user want to get multi fifo data, then this api should be called before submit transfer.

Parameters

- `config` – transfer configurations.
- `fifoNums` – fifo numbers that multi fifo operation perform, support up to 15 fifo numbers.
- `fifoOffset` – `fifoOffset = fifo address offset / sizeof(uint32_t) - 1`.

```
void SDMA__EnableSwDone(SDMAARM_Type *base, sdma_transfer_config_t *config, uint8_t sel,  
                        sdma_peripheral_t type)
```

enable sdma sw done feature.

Deprecated:

Do not use this function. It has been superceded by SDMA_SetDoneConfig.

Parameters

- base – SDMA base.
- config – transfer configurations.
- sel – sw done selector.
- type – peripheral type is used to determine the corresponding peripheral sw done selector bit.

```
void SDMA__SetDoneConfig(SDMAARM_Type *base, sdma_transfer_config_t *config,  
                        sdma_peripheral_t type, sdma_done_src_t doneSrc)
```

sdma channel done configurations.

Parameters

- base – SDMA base.
- config – transfer configurations.
- type – peripheral type.
- doneSrc – reference sdma_done_src_t.

```
void SDMA__LoadScript(SDMAARM_Type *base, uint32_t destAddr, void *srcAddr, size_t  
                    bufferSizeBytes)
```

load script to sdma program memory.

Parameters

- base – SDMA base.
- destAddr – dest script address, should be SDMA program memory address.
- srcAddr – source address of target script.
- bufferSizeBytes – bytes size of script.

```
void SDMA__DumpScript(SDMAARM_Type *base, uint32_t srcAddr, void *destAddr, size_t  
                    bufferSizeBytes)
```

dump script from sdma program memory.

Parameters

- base – SDMA base.
- srcAddr – should be SDMA program memory address.
- destAddr – address to store scripts.
- bufferSizeBytes – bytes size of script.

```
static inline const char *SDMA__GetRamScriptVersion(SDMAARM_Type *base)
```

Get RAM script version.

Parameters

- base – SDMA base.

Returns

The script version of RAM.

```
void SDMA__PrepareTransfer(sdma_transfer_config_t *config, uint32_t srcAddr, uint32_t  
                        destAddr, uint32_t srcWidth, uint32_t destWidth, uint32_t  
                        bytesEachRequest, uint32_t transferSize, uint32_t eventSource,  
                        sdma_peripheral_t peripheral, sdma_transfer_type_t type)
```

Prepares the SDMA transfer structure.

This function prepares the transfer configuration structure according to the user input.

Note: The data address and the data width must be consistent. For example, if the SRC is 4 bytes, the source address must be 4 bytes aligned, or it results in source address error.

Parameters

- `config` – The user configuration structure of type `sdma_transfer_t`.
- `srcAddr` – SDMA transfer source address.
- `destAddr` – SDMA transfer destination address.
- `srcWidth` – SDMA transfer source address width(bytes).
- `destWidth` – SDMA transfer destination address width(bytes).
- `bytesEachRequest` – SDMA transfer bytes per channel request.
- `transferSize` – SDMA transfer bytes to be transferred.
- `eventSource` – Event source number for the transfer, if use software trigger, just write 0.
- `peripheral` – Peripheral type, used to decide if need to use some special scripts.
- `type` – SDMA transfer type. Used to decide the correct SDMA script address in SDMA ROM.

```
void SDMA__PrepareP2PTransfer(sdma_transfer_config_t *config, uint32_t srcAddr, uint32_t  
                             destAddr, uint32_t srcWidth, uint32_t destWidth, uint32_t  
                             bytesEachRequest, uint32_t transferSize, uint32_t eventSource,  
                             uint32_t eventSource1, sdma_peripheral_t peripheral,  
                             sdma_p2p_config_t *p2p)
```

Prepares the SDMA P2P transfer structure.

This function prepares the transfer configuration structure according to the user input.

Note: The data address and the data width must be consistent. For example, if the SRC is 4 bytes, the source address must be 4 bytes aligned, or it results in source address error.

Parameters

- `config` – The user configuration structure of type `sdma_transfer_t`.
- `srcAddr` – SDMA transfer source address.
- `destAddr` – SDMA transfer destination address.
- `srcWidth` – SDMA transfer source address width(bytes).
- `destWidth` – SDMA transfer destination address width(bytes).
- `bytesEachRequest` – SDMA transfer bytes per channel request.
- `transferSize` – SDMA transfer bytes to be transferred.
- `eventSource` – Event source number for the transfer.
- `eventSource1` – Event source1 number for the transfer.

- peripheral – Peripheral type, used to decide if need to use some special scripts.
- p2p – sdma p2p configuration pointer.

void SDMA_SubmitTransfer(*sdma_handle_t* *handle, const *sdma_transfer_config_t* *config)

Submits the SDMA transfer request.

This function submits the SDMA transfer request according to the transfer configuration structure.

Parameters

- handle – SDMA handle pointer.
- config – Pointer to SDMA transfer configuration structure.

void SDMA_StartTransfer(*sdma_handle_t* *handle)

SDMA starts transfer.

This function enables the channel request. Users can call this function after submitting the transfer request or before submitting the transfer request.

Parameters

- handle – SDMA handle pointer.

void SDMA_StopTransfer(*sdma_handle_t* *handle)

SDMA stops transfer.

This function disables the channel request to pause the transfer. Users can call SDMA_StartTransfer() again to resume the transfer.

Parameters

- handle – SDMA handle pointer.

void SDMA_AbortTransfer(*sdma_handle_t* *handle)

SDMA aborts transfer.

This function disables the channel request and clear transfer status bits. Users can submit another transfer after calling this API.

Parameters

- handle – DMA handle pointer.

uint32_t SDMA_GetTransferredBytes(*sdma_handle_t* *handle)

Get transferred bytes while not using BD pools.

This function returns the buffer descriptor count value if not using buffer descriptor. While do a simple transfer, which only uses one descriptor, the SDMA driver inside handle the buffer descriptor. In uart receive case, it can tell users how many data already received, also it can tells users how many data transfferd while error occurred. Notice, the count would not change while transfer is on-going using default SDMA script.

Parameters

- handle – DMA handle pointer.

Returns

Transferred bytes.

void SDMA_HandleIRQ(*sdma_handle_t* *handle)

SDMA IRQ handler for complete a buffer descriptor transfer.

This function clears the interrupt flags and also handle the CCB for the channel.

Parameters

- handle – SDMA handle pointer.

FSL_SDMA_DRIVER_VERSION

SDMA driver version.

Version 2.4.2.

enum __sdma_transfer_size

SDMA transfer configuration.

Values:

enumerator kSDMA_TransferSize1Bytes

Source/Destination data transfer size is 1 byte every time

enumerator kSDMA_TransferSize2Bytes

Source/Destination data transfer size is 2 bytes every time

enumerator kSDMA_TransferSize3Bytes

Source/Destination data transfer size is 3 bytes every time

enumerator kSDMA_TransferSize4Bytes

Source/Destination data transfer size is 4 bytes every time

enum __sdma_bd_status

SDMA buffer descriptor status.

Values:

enumerator kSDMA_BDStatusDone

BD ownership, 0 means ARM core owns the BD, while 1 means SDMA owns BD.

enumerator kSDMA_BDStatusWrap

While this BD is last one, the next BD will be the first one

enumerator kSDMA_BDStatusContinuous

Buffer is allowed to transfer/receive to/from multiple buffers

enumerator kSDMA_BDStatusInterrupt

While this BD finished, send an interrupt.

enumerator kSDMA_BDStatusError

Error occurred on buffer descriptor command.

enumerator kSDMA_BDStatusLast

This BD is the last BD in this array. It means the transfer ended after this buffer

enumerator kSDMA_BDStatusExtend

Buffer descriptor extend status for SDMA scripts

enum __sdma_bd_command

SDMA buffer descriptor command.

Values:

enumerator kSDMA_BDCommandSETDM

Load SDMA data memory from ARM core memory buffer.

enumerator kSDMA_BDCommandGETDM

Copy SDMA data memory to ARM core memory buffer.

enumerator kSDMA_BDCommandSETPM

Load SDMA program memory from ARM core memory buffer.

enumerator kSDMA_BDCommandGETPM

Copy SDMA program memory to ARM core memory buffer.

enumerator kSDMA_BDCommandSETCTX

Load context for one channel into SDMA RAM from ARM platform memory buffer.

enumerator kSDMA_BDCommandGETCTX

Copy context for one channel from SDMA RAM to ARM platform memory buffer.

enum _sdma_context_switch_mode

SDMA context switch mode.

Values:

enumerator kSDMA_ContextSwitchModeStatic

SDMA context switch mode static

enumerator kSDMA_ContextSwitchModeDynamicLowPower

SDMA context switch mode dynamic with low power

enumerator kSDMA_ContextSwitchModeDynamicWithNoLoop

SDMA context switch mode dynamic with no loop

enumerator kSDMA_ContextSwitchModeDynamic

SDMA context switch mode dynamic

enum _sdma_clock_ratio

SDMA core clock frequency ratio to the ARM DMA interface.

Values:

enumerator kSDMA_HalfARMClockFreq

SDMA core clock frequency half of ARM platform

enumerator kSDMA_ARMClockFreq

SDMA core clock frequency equals to ARM platform

enum _sdma_transfer_type

SDMA transfer type.

Values:

enumerator kSDMA_MemoryToMemory

Transfer from memory to memory

enumerator kSDMA_PeripheralToMemory

Transfer from peripheral to memory

enumerator kSDMA_MemoryToPeripheral

Transfer from memory to peripheral

enumerator kSDMA_PeripheralToPeripheral

Transfer from peripheral to peripheral

enum sdma_peripheral

Peripheral type use SDMA.

Values:

enumerator kSDMA_PeripheralTypeMemory

Peripheral DDR memory

enumerator kSDMA_PeripheralTypeUART

UART use SDMA

enumerator kSDMA_PeripheralTypeUART_SP
UART instance in SPBA use SDMA

enumerator kSDMA_PeripheralTypeSPDIF
SPDIF use SDMA

enumerator kSDMA_PeripheralNormal
Normal peripheral use SDMA

enumerator kSDMA_PeripheralNormal_SP
Normal peripheral in SPBA use SDMA

enumerator kSDMA_PeripheralMultiFifoPDM
multi fifo PDM

enumerator kSDMA_PeripheralMultiFifoSaiRX
multi fifo sai rx use SDMA

enumerator kSDMA_PeripheralMultiFifoSaiTX
multi fifo sai tx use SDMA

enumerator kSDMA_PeripheralASRCM2P
asrc m2p

enumerator kSDMA_PeripheralASRCP2M
asrc p2m

enumerator kSDMA_PeripheralASRCP2P
asrc p2p

_sdma_transfer_status SDMA transfer status

Values:

enumerator kStatus_SDMA_ERROR
SDMA context error.

enumerator kStatus_SDMA_Busy
Channel is busy and can't handle the transfer request.

_sdma_multi_fifo_mask SDMA multi fifo mask

Values:

enumerator kSDMA_MultiFifoWatermarkLevelMask
multi fifo watermark level mask

enumerator kSDMA_MultiFifoNumsMask
multi fifo nums mask

enumerator kSDMA_MultiFifoOffsetMask
multi fifo offset mask

enumerator kSDMA_MultiFifoSwDoneMask
multi fifo sw done mask

enumerator kSDMA_MultiFifoSwDoneSelectorMask
multi fifo sw done selector mask

_sdma_multi_fifo_shift SDMA multi fifo shift

Values:

enumerator kSDMA_MultiFifoWatermarkLevelShift
multi fifo watermark level shift

enumerator kSDMA_MultiFifoNumsShift
multi fifo nums shift

enumerator kSDMA_MultiFifoOffsetShift
multi fifo offset shift

enumerator kSDMA_MultiFifoSwDoneShift
multi fifo sw done shift

enumerator kSDMA_MultiFifoSwDoneSelectorShift
multi fifo sw done selector shift

_sdma_done_channel SDMA done channel

Values:

enumerator kSDMA_DoneChannel0
SDMA done channel 0

enumerator kSDMA_DoneChannel1
SDMA done channel 1

enumerator kSDMA_DoneChannel2
SDMA done channel 2

enumerator kSDMA_DoneChannel3
SDMA done channel 3

enumerator kSDMA_DoneChannel4
SDMA done channel 4

enumerator kSDMA_DoneChannel5
SDMA done channel 5

enumerator kSDMA_DoneChannel6
SDMA done channel 6

enumerator kSDMA_DoneChannel7
SDMA done channel 7

enum _sdma_done_src
SDMA done source.

Values:

enumerator kSDMA_DoneSrcSW
software done

enumerator kSDMA_DoneSrcHwEvent0U
HW event 0 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent1U
HW event 1 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent2U
HW event 2 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent3U
HW event 3 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent4U
HW event 4 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent5U
HW event 5 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent6U
HW event 6 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent7U
HW event 7 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent8U
HW event 8 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent9U
HW event 9 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent10U
HW event 10 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent11U
HW event 11 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent12U
HW event 12 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent13U
HW event 13 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent14U
HW event 14 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent15U
HW event 15 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent16U
HW event 16 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent17U
HW event 17 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent18U
HW event 18 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent19U
HW event 19 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent20U
HW event 20 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent21U
HW event 21 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent22U
HW event 22 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent23U
HW event 23 is used for DONE event

enumerator kSDMA_DoneSrcHwEvent24U
HW event 24 is used for DONE event

enumerator `kSDMA_DoneSrcHwEvent25U`

HW event 25 is used for DONE event

enumerator `kSDMA_DoneSrcHwEvent26U`

HW event 26 is used for DONE event

enumerator `kSDMA_DoneSrcHwEvent27U`

HW event 27 is used for DONE event

enumerator `kSDMA_DoneSrcHwEvent28U`

HW event 28 is used for DONE event

enumerator `kSDMA_DoneSrcHwEvent29U`

HW event 29 is used for DONE event

enumerator `kSDMA_DoneSrcHwEvent30U`

HW event 30 is used for DONE event

enumerator `kSDMA_DoneSrcHwEvent31U`

HW event 31 is used for DONE event

typedef enum *_sdma_transfer_size* `sdma_transfer_size_t`

SDMA transfer configuration.

typedef enum *_sdma_bd_status* `sdma_bd_status_t`

SDMA buffer descriptor status.

typedef enum *_sdma_bd_command* `sdma_bd_command_t`

SDMA buffer descriptor command.

typedef enum *_sdma_context_switch_mode* `sdma_context_switch_mode_t`

SDMA context switch mode.

typedef enum *_sdma_clock_ratio* `sdma_clock_ratio_t`

SDMA core clock frequency ratio to the ARM DMA interface.

typedef enum *_sdma_transfer_type* `sdma_transfer_type_t`

SDMA transfer type.

typedef enum *sdma_peripheral* `sdma_peripheral_t`

Peripheral type use SDMA.

typedef enum *_sdma_done_src* `sdma_done_src_t`

SDMA done source.

typedef struct *_sdma_config* `sdma_config_t`

SDMA global configuration structure.

typedef struct *_sdma_multi_fifo_config* `sdma_multi_fifo_config_t`

SDMA multi fifo configurations.

typedef struct *_sdma_sw_done_config* `sdma_sw_done_config_t`

SDMA sw done configurations.

typedef struct *_sdma_p2p_config* `sdma_p2p_config_t`

SDMA peripheral to peripheral R7 config.

typedef struct *_sdma_transfer_config* `sdma_transfer_config_t`

SDMA transfer configuration.

This structure configures the source/destination transfer attribute.

```
typedef struct _sdma_buffer_descriptor sdma_buffer_descriptor_t
```

SDMA buffer descriptor structure.

This structure is a buffer descriptor, this structure describes the buffer start address and other options

```
typedef struct _sdma_channel_control sdma_channel_control_t
```

SDMA channel control descriptor structure.

```
typedef struct _sdma_context_data sdma_context_data_t
```

SDMA context structure for each channel. This structure can be load into SDMA core, with this structure, SDMA scripts can start work.

```
typedef void (*sdma_callback)(struct _sdma_handle *handle, void *userData, bool transferDone, uint32_t bdIndex)
```

Define callback function for SDMA.

```
typedef struct _sdma_handle sdma_handle_t
```

SDMA transfer handle structure.

SDMA_DRIVER_LOAD_RAM_SCRIPT

```
struct _sdma_config
```

#include <fsl_sdma.h> SDMA global configuration structure.

Public Members

bool enableRealTimeDebugPin

If enable real-time debug pin, default is closed to reduce power consumption.

bool isSoftwareResetClearLock

If software reset clears the LOCK bit which prevent writing SDMA scripts into SDMA.

sdma_clock_ratio_t ratio

SDMA core clock ratio to ARM platform DMA interface

```
struct _sdma_multi_fifo_config
```

#include <fsl_sdma.h> SDMA multi fifo configurations.

Public Members

uint8_t fifoNums

fifo numbers

uint8_t fifoOffset

offset between multi fifo data register address

```
struct _sdma_sw_done_config
```

#include <fsl_sdma.h> SDMA sw done configurations.

Public Members

bool enableSwDone

true is enable sw done, false is disable

uint8_t swDoneSel

sw done channel number per peripheral type

```
struct _sdma_p2p_config
```

#include <fsl_sdma.h> SDMA peripheral to peripheral R7 config.

Public Members

uint8_t sourceWatermark

lower watermark value

uint8_t destWatermark

higher water mark value

bool continuousTransfer

0: the amount of samples to be transferred is equal to the cont field of mode word 1: the amount of samples to be transferred is unknown and script will keep on transferring as long as both events are detected and script must be stopped by application.

struct __sdma_transfer_config

#include <fsl_sdma.h> SDMA transfer configuration.

This structure configures the source/destination transfer attribute.

Public Members

uint32_t srcAddr

Source address of the transfer

uint32_t destAddr

Destination address of the transfer

sdma_transfer_size_t srcTransferSize

Source data transfer size.

sdma_transfer_size_t destTransferSize

Destination data transfer size.

uint32_t bytesPerRequest

Bytes to transfer in a minor loop

uint32_t transferSzie

Bytes to transfer for this descriptor

uint32_t scriptAddr

SDMA script address located in SDMA ROM.

uint32_t eventSource

Event source number for the channel. 0 means no event, use software trigger

uint32_t eventSource1

event source 1

bool isEventIgnore

True means software trigger, false means hardware trigger

bool isSoftTriggerIgnore

If ignore the HE bit, 1 means use hardware events trigger, 0 means software trigger

sdma_transfer_type_t type

Transfer type, transfer type used to decide the SDMA script.

sdma_multi_fifo_config_t multiFifo

multi fifo configurations

sdma_sw_done_config_t swDone

sw done selector

uint32_t watermarkLevel
watermark level

uint32_t eventMask0
event mask 0

uint32_t eventMask1
event mask 1

struct __sdma_buffer_descriptor

#include <fsl_sdma.h> SDMA buffer descriptor structure.

This structure is a buffer descriptor, this structure describes the buffer start address and other options

Public Members

uint32_t count
Bytes of the buffer length for this buffer descriptor.

uint32_t status
E,R,I,C,W,D status bits stored here

uint32_t command
command mostly used for channel 0

uint32_t bufferAddr
Buffer start address for this descriptor.

uint32_t extendBufferAddr
External buffer start address, this is an optional for a transfer.

struct __sdma_channel_control

#include <fsl_sdma.h> SDMA channel control descriptor structure.

Public Members

uint32_t currentBDAddr
Address of current buffer descriptor processed

uint32_t baseBDAddr
The start address of the buffer descriptor array

uint32_t channelDesc
Optional for transfer

uint32_t status
Channel status

struct __sdma_context_data

#include <fsl_sdma.h> SDMA context structure for each channel. This structure can be loaded into SDMA core, with this structure, SDMA scripts can start work.

Public Members

uint32_t GeneralReg[8]
8 general registers used for SDMA RISC core

struct __sdma_handle

#include <fsl_sdma.h> SDMA transfer handle structure.

Public Members

sdma_callback callback
Callback function for major count exhausted.

void *userData
Callback function parameter.

SDMAARM_Type *base
SDMA peripheral base address.

sdma_buffer_descriptor_t *BDPool
Pointer to memory stored BD arrays.

uint32_t bdCount
How many buffer descriptor

uint32_t bdIndex
How many buffer descriptor

uint32_t eventSource
Event source count for the channel

uint32_t eventSource1
Event source 1 count for the channel

sdma_context_data_t *context
Channel context to execute in SDMA

uint8_t channel
SDMA channel number.

uint8_t priority
SDMA channel priority

uint8_t flags
The status of the current channel.

2.30 SEMA4: Hardware Semaphores Driver

FSL_SEMA4_DRIVER_VERSION
SEMA4 driver version.

void SEMA4_Init(SEMA4_Type *base)
Initializes the SEMA4 module.

This function initializes the SEMA4 module. It only enables the clock but does not reset the gates because the module might be used by other processors at the same time. To reset the gates, call either SEMA4_ResetGate or SEMA4_ResetAllGates function.

Parameters

- base – SEMA4 peripheral base address.

void SEMA4_Deinit(SEMA4_Type *base)
De-initializes the SEMA4 module.

This function de-initializes the SEMA4 module. It only disables the clock.

Parameters

- base – SEMA4 peripheral base address.

status_t SEMA4_TryLock(SEMA4_Type *base, uint8_t gateNum, uint8_t procNum)

Tries to lock the SEMA4 gate.

This function tries to lock the specific SEMA4 gate. If the gate has been locked by another processor, this function returns an error code.

Parameters

- base – SEMA4 peripheral base address.
- gateNum – Gate number to lock.
- procNum – Current processor number.

Return values

- kStatus_Success – Lock the sema4 gate successfully.
- kStatus_Fail – Sema4 gate has been locked by another processor.

status_t SEMA4_Lock(SEMA4_Type *base, uint8_t gateNum, uint8_t procNum)

Locks the SEMA4 gate.

This function locks the specific SEMA4 gate. If the gate has been locked by other processors, this function waits until it is unlocked and then lock it.

If SEMA4_BUSY_POLL_COUNT is defined and non-zero, the function will timeout after the specified number of polling iterations and return kStatus_Timeout.

Parameters

- base – SEMA4 peripheral base address.
- gateNum – Gate number to lock.
- procNum – Current processor number.

Return values

- kStatus_Success – The gate was successfully locked.
- kStatus_Timeout – Timeout occurred while waiting for the gate to be unlocked.

Returns

status_t

static inline void SEMA4_Unlock(SEMA4_Type *base, uint8_t gateNum)

Unlocks the SEMA4 gate.

This function unlocks the specific SEMA4 gate. It only writes unlock value to the SEMA4 gate register. However, it does not check whether the SEMA4 gate is locked by the current processor or not. As a result, if the SEMA4 gate is not locked by the current processor, this function has no effect.

Parameters

- base – SEMA4 peripheral base address.
- gateNum – Gate number to unlock.

static inline int32_t SEMA4_GetLockProc(SEMA4_Type *base, uint8_t gateNum)

Gets the status of the SEMA4 gate.

This function checks the lock status of a specific SEMA4 gate.

Parameters

- base – SEMA4 peripheral base address.
- gateNum – Gate number.

Returns

Return -1 if the gate is unlocked, otherwise return the processor number which has locked the gate.

`status_t` SEMA4_ResetGate(SEMA4_Type *base, uint8_t gateNum)

Resets the SEMA4 gate to an unlocked status.

This function resets a SEMA4 gate to an unlocked status.

Parameters

- base – SEMA4 peripheral base address.
- gateNum – Gate number.

Return values

- kStatus_Success – SEMA4 gate is reset successfully.
- kStatus_Fail – Some other reset process is ongoing.

static inline `status_t` SEMA4_ResetAllGates(SEMA4_Type *base)

Resets all SEMA4 gates to an unlocked status.

This function resets all SEMA4 gate to an unlocked status.

Parameters

- base – SEMA4 peripheral base address.

Return values

- kStatus_Success – SEMA4 is reset successfully.
- kStatus_Fail – Some other reset process is ongoing.

static inline void SEMA4_EnableGateNotifyInterrupt(SEMA4_Type *base, uint8_t procNum, uint16_t mask)

Enable the gate notification interrupt.

Gate notification provides such feature, when core tried to lock the gate and failed, it could get notification when the gate is idle.

Parameters

- base – SEMA4 peripheral base address.
- procNum – Current processor number.
- mask – OR'ed value of the gate index, for example: (1«0) | (1«1) means gate 0 and gate 1.

static inline void SEMA4_DisableGateNotifyInterrupt(SEMA4_Type *base, uint8_t procNum, uint16_t mask)

Disable the gate notification interrupt.

Gate notification provides such feature, when core tried to lock the gate and failed, it could get notification when the gate is idle.

Parameters

- base – SEMA4 peripheral base address.
- procNum – Current processor number.
- mask – OR'ed value of the gate index, for example: (1«0) | (1«1) means gate 0 and gate 1.

`static inline uint32_t SEMA4_GetGateNotifyStatus(SEMA4_Type *base, uint8_t procNum)`

Get the gate notification flags.

Gate notification provides such feature, when core tried to lock the gate and failed, it could get notification when the gate is idle. The status flags are cleared automatically when the gate is locked by current core or locked again before the other core.

Parameters

- `base` – SEMA4 peripheral base address.
- `procNum` – Current processor number.

Returns

OR'ed value of the gate index, for example: $(1 \ll 0) \mid (1 \ll 1)$ means gate 0 and gate 1 flags are pending.

`status_t SEMA4_ResetGateNotify(SEMA4_Type *base, uint8_t gateNum)`

Resets the SEMA4 gate IRQ notification.

This function resets a SEMA4 gate IRQ notification.

Parameters

- `base` – SEMA4 peripheral base address.
- `gateNum` – Gate number.

Return values

- `kStatus_Success` – Reset successfully.
- `kStatus_Fail` – Some other reset process is ongoing.

`static inline status_t SEMA4_ResetAllGateNotify(SEMA4_Type *base)`

Resets all SEMA4 gates IRQ notification.

This function resets all SEMA4 gate IRQ notifications.

Parameters

- `base` – SEMA4 peripheral base address.

Return values

- `kStatus_Success` – Reset successfully.
- `kStatus_Fail` – Some other reset process is ongoing.

`SEMA4_GATE_NUM_RESET_ALL`

The number to reset all SEMA4 gates.

`SEMA4_GATEn(base, n)`

SEMA4 gate `n` register address.

`SEMA4_BUSY_POLL_COUNT`

Maximum polling iterations for SEMA4 waiting loops.

This parameter defines the maximum number of iterations for any polling loop in the SEMA4 driver code before timing out and returning an error.

It applies to all waiting loops in SEMA4 driver, such as waiting for a gate to be unlocked, waiting for a reset to complete, or waiting for a resource to become available.

This is a count of loop iterations, not a time-based value.

If defined as 0, polling loops will continue indefinitely until their exit condition is met, which could potentially cause the system to hang if hardware doesn't respond or if a resource is never released.

2.31 SNVS: Secure Non-Volatile Storage

2.32 Secure Non-Volatile Storage High-Power

`void SNVS_HP_Init(SNVS_Type *base)`

Initialize the SNVS.

Note: This API should be called at the beginning of the application using the SNVS driver.

Parameters

- `base` – SNVS peripheral base address

`void SNVS_HP_Deinit(SNVS_Type *base)`

Deinitialize the SNVS.

Parameters

- `base` – SNVS peripheral base address

`void SNVS_HP_RTC_Init(SNVS_Type *base, const snvs_hp_rtc_config_t *config)`

Ungates the SNVS clock and configures the peripheral for basic operation.

Note: This API should be called at the beginning of the application using the SNVS driver.

Parameters

- `base` – SNVS peripheral base address
- `config` – Pointer to the user's SNVS configuration structure.

`void SNVS_HP_RTC_Deinit(SNVS_Type *base)`

Stops the RTC and SRTC timers.

Parameters

- `base` – SNVS peripheral base address

`void SNVS_HP_RTC_GetDefaultConfig(snvs_hp_rtc_config_t *config)`

Fills in the SNVS config struct with the default settings.

The default values are as follows.

```
config->rtccalenable = false;
config->rtccalvalue = 0U;
config->PIFreq = 0U;
```

Parameters

- `config` – Pointer to the user's SNVS configuration structure.

`status_t SNVS_HP_RTC_SetDatetime(SNVS_Type *base, const snvs_hp_rtc_datetime_t *datetime)`

Sets the SNVS RTC date and time according to the given time structure.

Parameters

- `base` – SNVS 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 SNVS RTC
kStatus_InvalidArgument: Error because the datetime format is incorrect

void SNVS_HP_RTC_GetDatetime(SNVS_Type *base, snvs_hp_rtc_datetime_t *datetime)

Gets the SNVS RTC time and stores it in the given time structure.

Parameters

- base – SNVS peripheral base address
- datetime – Pointer to the structure where the date and time details are stored.

status_t SNVS_HP_RTC_SetAlarm(SNVS_Type *base, const snvs_hp_rtc_datetime_t *alarmTime)

Sets the SNVS RTC alarm time.

The function sets the RTC alarm. It also 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 – SNVS peripheral base address
- alarmTime – Pointer to the structure where the alarm time is stored.

Returns

kStatus_Success: success in setting the SNVS RTC alarm
kStatus_InvalidArgument: Error because the alarm datetime format is incorrect
kStatus_Fail: Error because the alarm time has already passed

void SNVS_HP_RTC_GetAlarm(SNVS_Type *base, snvs_hp_rtc_datetime_t *datetime)

Returns the SNVS RTC alarm time.

Parameters

- base – SNVS peripheral base address
- datetime – Pointer to the structure where the alarm date and time details are stored.

static inline void SNVS_HP_RTC_EnableInterrupts(SNVS_Type *base, uint32_t mask)

Enables the selected SNVS interrupts.

Parameters

- base – SNVS peripheral base address
- mask – The interrupts to enable. This is a logical OR of members of the enumeration :: _snvs_hp_interrupts_t

static inline void SNVS_HP_RTC_DisableInterrupts(SNVS_Type *base, uint32_t mask)

Disables the selected SNVS interrupts.

Parameters

- base – SNVS peripheral base address
- mask – The interrupts to disable. This is a logical OR of members of the enumeration :: _snvs_hp_interrupts_t

uint32_t SNVS_HP_RTC_GetEnabledInterrupts(SNVS_Type *base)

Gets the enabled SNVS interrupts.

Parameters

- base – SNVS peripheral base address

Returns

The enabled interrupts. This is the logical OR of members of the enumeration
:: `_snvs_hp_interrupts_t`

```
uint32_t SNVS_HP_RTC_GetStatusFlags(SNVS_Type *base)
```

Gets the SNVS status flags.

Parameters

- `base` – SNVS peripheral base address

Returns

The status flags. This is the logical OR of members of the enumeration ::
`_snvs_hp_status_flags_t`

```
static inline void SNVS_HP_RTC_ClearStatusFlags(SNVS_Type *base, uint32_t mask)
```

Clears the SNVS status flags.

Parameters

- `base` – SNVS peripheral base address
- `mask` – The status flags to clear. This is a logical OR of members of the enumeration :: `_snvs_hp_status_flags_t`

```
static inline void SNVS_HP_RTC_StartTimer(SNVS_Type *base)
```

Starts the SNVS RTC time counter.

Parameters

- `base` – SNVS peripheral base address

```
static inline void SNVS_HP_RTC_StopTimer(SNVS_Type *base)
```

Stops the SNVS RTC time counter.

Parameters

- `base` – SNVS peripheral base address

```
static inline void SNVS_HP_EnableHighAssuranceCounter(SNVS_Type *base, bool enable)
```

Enable or disable the High Assurance Counter (HAC)

Parameters

- `base` – SNVS peripheral base address
- `enable` – Pass true to enable, false to disable.

```
static inline void SNVS_HP_StartHighAssuranceCounter(SNVS_Type *base, bool start)
```

Start or stop the High Assurance Counter (HAC)

Parameters

- `base` – SNVS peripheral base address
- `start` – Pass true to start, false to stop.

```
static inline void SNVS_HP_SetHighAssuranceCounterInitialValue(SNVS_Type *base, uint32_t  
value)
```

Set the High Assurance Counter (HAC) initialize value.

Parameters

- `base` – SNVS peripheral base address
- `value` – The initial value to set.

static inline void SNVS_HP_LoadHighAssuranceCounter(SNVS_Type *base)

Load the High Assurance Counter (HAC)

This function loads the HAC initialize value to counter register.

Parameters

- base – SNVS peripheral base address

static inline uint32_t SNVS_HP_GetHighAssuranceCounter(SNVS_Type *base)

Get the current High Assurance Counter (HAC) value.

Parameters

- base – SNVS peripheral base address

Returns

HAC current value.

static inline void SNVS_HP_ClearHighAssuranceCounter(SNVS_Type *base)

Clear the High Assurance Counter (HAC)

This function can be called in a functional or soft fail state. When the HAC is enabled:

- If the HAC is cleared in the soft fail state, the SSM transitions to the hard fail state immediately;
- If the HAC is cleared in functional state, the SSM will transition to hard fail immediately after transitioning to soft fail.

Parameters

- base – SNVS peripheral base address

static inline void SNVS_HP_LockHighAssuranceCounter(SNVS_Type *base)

Lock the High Assurance Counter (HAC)

Once locked, the HAC initialize value could not be changed, the HAC enable status could not be changed. This could only be unlocked by system reset.

Parameters

- base – SNVS peripheral base address

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enum _snvs_hp_interrupts

List of SNVS interrupts.

Values:

enumerator kSNVS_RTC_AlarmInterrupt

RTC time alarm

enumerator kSNVS_RTC_PeriodicInterrupt

RTC periodic interrupt

enum _snvs_hp_status_flags

List of SNVS flags.

Values:

enumerator kSNVS_RTC_AlarmInterruptFlag

RTC time alarm flag

enumerator kSNVS_RTC_PeriodicInterruptFlag

RTC periodic interrupt flag

enumerator kSNVS_ZMK_ZeroFlag

The ZMK is zero

enumerator kSNVS_OTPMK_ZeroFlag

The OTPMK is zero

enum _snvs_hp_sv_status_flags

List of SNVS security violation flags.

Values:

enumerator kSNVS_LP_ViolationFlag

Low Power section Security Violation

enumerator kSNVS_ZMK_EccFailFlag

Zeroizable Master Key Error Correcting Code Check Failure

enumerator kSNVS_LP_SoftwareViolationFlag

LP Software Security Violation

enumerator kSNVS_FatalSoftwareViolationFlag

Software Fatal Security Violation

enumerator kSNVS_SoftwareViolationFlag

Software Security Violation

enumerator kSNVS_Violation0Flag

Security Violation 0

enumerator kSNVS_Violation1Flag

Security Violation 1

enumerator kSNVS_Violation2Flag

Security Violation 2

enumerator kSNVS_Violation4Flag

Security Violation 4

enumerator kSNVS_Violation5Flag

Security Violation 5

enum _snvs_hp_ssm_state

List of SNVS Security State Machine State.

Values:

enumerator kSNVS_SSMInit

Init

enumerator kSNVS_SSMHardFail

Hard Fail

enumerator kSNVS_SSMSoftFail

Soft Fail

enumerator kSNVS_SSMInitInter

Init Intermediate (transition state between Init and Check)

enumerator kSNVS_SSMCheck

Check

enumerator kSNVS_SSMNonSecure
Non-Secure

enumerator kSNVS_SSMTrusted
Trusted

enumerator kSNVS_SSMSecure
Secure

typedef enum *_snvs_hp_interrupts* snvs_hp_interrupts_t
List of SNVS interrupts.

typedef enum *_snvs_hp_status_flags* snvs_hp_status_flags_t
List of SNVS flags.

typedef enum *_snvs_hp_sv_status_flags* snvs_hp_sv_status_flags_t
List of SNVS security violation flags.

typedef struct *_snvs_hp_rtc_datetime* snvs_hp_rtc_datetime_t
Structure is used to hold the date and time.

typedef struct *_snvs_hp_rtc_config* snvs_hp_rtc_config_t
SNVS config structure.

This structure holds the configuration settings for the SNVS peripheral. To initialize this structure to reasonable defaults, call the SNVS_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 *_snvs_hp_ssm_state* snvs_hp_ssm_state_t
List of SNVS Security State Machine State.

static inline void SNVS_HP_EnableMasterKeySelection(SNVS_Type *base, bool enable)
Enable or disable master key selection.

Parameters

- base – SNVS peripheral base address
- enable – Pass true to enable, false to disable.

static inline void SNVS_HP_ProgramZeroizableMasterKey(SNVS_Type *base)
Trigger to program Zeroizable Master Key.

Parameters

- base – SNVS peripheral base address

static inline void SNVS_HP_ChangeSSMState(SNVS_Type *base)
Trigger SSM State Transition.

Trigger state transition of the system security monitor (SSM). It results only the following transitions of the SSM:

- Check State -> Non-Secure (when Non-Secure Boot and not in Fab Configuration)
- Check State -> Trusted (when Secure Boot or in Fab Configuration)
- Trusted State -> Secure
- Secure State -> Trusted
- Soft Fail -> Non-Secure

Parameters

- base – SNVS peripheral base address

static inline void SNVS_HP_SetSoftwareFatalSecurityViolation(SNVS_Type *base)

Trigger Software Fatal Security Violation.

The result SSM state transition is:

- Check State -> Soft Fail
- Non-Secure State -> Soft Fail
- Trusted State -> Soft Fail
- Secure State -> Soft Fail

Parameters

- base – SNVS peripheral base address

static inline void SNVS_HP_SetSoftwareSecurityViolation(SNVS_Type *base)

Trigger Software Security Violation.

The result SSM state transition is:

- Check -> Non-Secure
- Trusted -> Soft Fail
- Secure -> Soft Fail

Parameters

- base – SNVS peripheral base address

static inline snvs_hp_ssm_state_t SNVS_HP_GetSSMState(SNVS_Type *base)

Get current SSM State.

Parameters

- base – SNVS peripheral base address

Returns

Current SSM state

static inline void SNVS_HP_ResetLP(SNVS_Type *base)

Reset the SNVS LP section.

Reset the LP section except SRTC and Time alarm.

Parameters

- base – SNVS peripheral base address

static inline uint32_t SNVS_HP_GetStatusFlags(SNVS_Type *base)

Get the SNVS HP status flags.

The flags are returned as the OR'ed value of the enumeration :: `_snvs_hp_status_flags_t`.

Parameters

- base – SNVS peripheral base address

Returns

The OR'ed value of status flags.

static inline void SNVS_HP_ClearStatusFlags(SNVS_Type *base, uint32_t mask)

Clear the SNVS HP status flags.

The flags to clear are passed in as the OR'ed value of the enumeration :: `_snvs_hp_status_flags_t`. Only these flags could be cleared using this API.

- `kSNVS_RTC_PeriodicInterruptFlag`

- kSNVS_RTC_AlarmInterruptFlag

Parameters

- base – SNVS peripheral base address
- mask – OR'ed value of the flags to clear.

static inline uint32_t SNVS_HP_GetSecurityViolationStatusFlags(SNVS_Type *base)

Get the SNVS HP security violation status flags.

The flags are returned as the OR'ed value of the enumeration :: _snvs_hp_sv_status_flags_t.

Parameters

- base – SNVS peripheral base address

Returns

The OR'ed value of security violation status flags.

static inline void SNVS_HP_ClearSecurityViolationStatusFlags(SNVS_Type *base, uint32_t mask)

Clear the SNVS HP security violation status flags.

The flags to clear are passed in as the OR'ed value of the enumeration :: _snvs_hp_sv_status_flags_t. Only these flags could be cleared using this API.

- kSNVS_ZMK_EccFailFlag
- kSNVS_Violation0Flag
- kSNVS_Violation1Flag
- kSNVS_Violation2Flag
- kSNVS_Violation3Flag
- kSNVS_Violation4Flag
- kSNVS_Violation5Flag

Parameters

- base – SNVS peripheral base address
- mask – OR'ed value of the flags to clear.

SNVS_HPSVSR_SV0_MASK

SNVS_HPSVSR_SV1_MASK

SNVS_HPSVSR_SV2_MASK

SNVS_HPSVSR_SV4_MASK

SNVS_HPSVSR_SV5_MASK

SNVS_MAKE_HP_SV_FLAG(x)

Macro to make security violation flag.

Macro help to make security violation flag kSNVS_Violation0Flag to kSNVS_Violation5Flag. For example, SNVS_MAKE_HP_SV_FLAG(0) is kSNVS_Violation0Flag.

struct _snvs_hp_rtc_datetime

#include <fsl_snvs_hp.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 _snvs_hp_rtc_config

#include <fsl_snvs_hp.h> SNVS config structure.

This structure holds the configuration settings for the SNVS peripheral. To initialize this structure to reasonable defaults, call the SNVS_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 rtcCalEnable

true: RTC calibration mechanism is enabled; false: No calibration is used

uint32_t rtcCalValue

Defines signed calibration value for nonsecure RTC; This is a 5-bit 2's complement value, range from -16 to +15

uint32_t periodicInterruptFreq

Defines frequency of the periodic interrupt; Range from 0 to 15

2.33 Secure Non-Volatile Storage Low-Power

void SNVS_LP_Init(SNVS_Type *base)

Un gates the SNVS clock and configures the peripheral for basic operation.

Note: This API should be called at the beginning of the application using the SNVS driver.

Parameters

- base – SNVS peripheral base address

void SNVS_LP_Deinit(SNVS_Type *base)

Deinit the SNVS LP section.

Parameters

- base – SNVS peripheral base address

```
status_t SNVS_LP_SRTC_SetDatetime(SNVS_Type *base, const snvs_lp_srtc_datetime_t *datetime)
```

Sets the SNVS SRTC date and time according to the given time structure.

Parameters

- base – SNVS 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 SNVS SRTC
kStatus_InvalidArgument: Error because the datetime format is incorrect

```
void SNVS_LP_SRTC_GetDatetime(SNVS_Type *base, snvs_lp_srtc_datetime_t *datetime)
```

Gets the SNVS SRTC time and stores it in the given time structure.

Parameters

- base – SNVS peripheral base address
- datetime – Pointer to the structure where the date and time details are stored.

```
status_t SNVS_LP_SRTC_SetAlarm(SNVS_Type *base, const snvs_lp_srtc_datetime_t *alarmTime)
```

Sets the SNVS SRTC alarm time.

The function sets the SRTC alarm. It also 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. Please note, that SRTC alarm has limited resolution because only 32 most significant bits of SRTC counter are compared to SRTC Alarm register. If the alarm time is beyond SRTC resolution, the function does not set the alarm and returns an error.

Parameters

- base – SNVS peripheral base address
- alarmTime – Pointer to the structure where the alarm time is stored.

Returns

kStatus_Success: success in setting the SNVS SRTC alarm
kStatus_InvalidArgument: Error because the alarm datetime format is incorrect
kStatus_Fail: Error because the alarm time has already passed or is beyond resolution

```
void SNVS_LP_SRTC_GetAlarm(SNVS_Type *base, snvs_lp_srtc_datetime_t *datetime)
```

Returns the SNVS SRTC alarm time.

Parameters

- base – SNVS peripheral base address
- datetime – Pointer to the structure where the alarm date and time details are stored.

```
static inline void SNVS_LP_SRTC_EnableInterrupts(SNVS_Type *base, uint32_t mask)
```

Enables the selected SNVS interrupts.

Parameters

- base – SNVS peripheral base address
- mask – The interrupts to enable. This is a logical OR of members of the enumeration :: *_snvs_lp_srtc_interrupts*

```
static inline void SNVS_LP_SRTC_DisableInterrupts(SNVS_Type *base, uint32_t mask)
```

Disables the selected SNVS interrupts.

Parameters

- base – SNVS peripheral base address
- mask – The interrupts to enable. This is a logical OR of members of the enumeration :: `_snvs_lp_srtc_interrupts`

```
uint32_t SNVS_LP_SRTC_GetEnabledInterrupts(SNVS_Type *base)
```

Gets the enabled SNVS interrupts.

Parameters

- base – SNVS peripheral base address

Returns

The enabled interrupts. This is the logical OR of members of the enumeration :: `_snvs_lp_srtc_interrupts`

```
uint32_t SNVS_LP_SRTC_GetStatusFlags(SNVS_Type *base)
```

Gets the SNVS status flags.

Parameters

- base – SNVS peripheral base address

Returns

The status flags. This is the logical OR of members of the enumeration :: `_snvs_lp_srtc_status_flags`

```
static inline void SNVS_LP_SRTC_ClearStatusFlags(SNVS_Type *base, uint32_t mask)
```

Clears the SNVS status flags.

Parameters

- base – SNVS peripheral base address
- mask – The status flags to clear. This is a logical OR of members of the enumeration :: `_snvs_lp_srtc_status_flags`

```
static inline void SNVS_LP_SRTC_StartTimer(SNVS_Type *base)
```

Starts the SNVS SRTC time counter.

Parameters

- base – SNVS peripheral base address

```
static inline void SNVS_LP_SRTC_StopTimer(SNVS_Type *base)
```

Stops the SNVS SRTC time counter.

Parameters

- base – SNVS peripheral base address

```
void SNVS_LP_PassiveTamperPin_GetDefaultConfig(snvs_lp_passive_tamper_t *config)
```

Fills in the SNVS tamper pin config struct with the default settings.

The default values are as follows. `code config->polarity = 0U; config->filterenable = 0U; if available on SoC config->filter = 0U; if available on SoC endcode`

Parameters

- config – Pointer to the user's SNVS configuration structure.

```
static inline void SNVS_LP_EnableMonotonicCounter(SNVS_Type *base, bool enable)
```

Enable or disable the Monotonic Counter.

Parameters

- base – SNVS peripheral base address
- enable – Pass true to enable, false to disable.

```
uint64_t SNVS_LP_GetMonotonicCounter(SNVS_Type *base)
```

Get the current Monotonic Counter.

Parameters

- base – SNVS peripheral base address

Returns

Current Monotonic Counter value.

```
static inline void SNVS_LP_IncreaseMonotonicCounter(SNVS_Type *base)
```

Increase the Monotonic Counter.

Increase the Monotonic Counter by 1.

Parameters

- base – SNVS peripheral base address

```
void SNVS_LP_WriteZeroizableMasterKey(SNVS_Type *base, uint32_t ZMKey[8U])
```

Write Zeroizable Master Key (ZMK) to the SNVS registers.

Parameters

- base – SNVS peripheral base address
- ZMKey – The ZMK write to the SNVS register.

```
static inline void SNVS_LP_SetZeroizableMasterKeyValid(SNVS_Type *base, bool valid)
```

Set Zeroizable Master Key valid.

This API could only be called when using software programming mode. After writing ZMK using SNVS_LP_WriteZeroizableMasterKey, call this API to make the ZMK valid.

Parameters

- base – SNVS peripheral base address
- valid – Pass true to set valid, false to set invalid.

```
static inline bool SNVS_LP_GetZeroizableMasterKeyValid(SNVS_Type *base)
```

Get Zeroizable Master Key valid status.

In hardware programming mode, call this API to check whether the ZMK is valid.

Parameters

- base – SNVS peripheral base address

Returns

true if valid, false if invalid.

```
static inline void SNVS_LP_SetZeroizableMasterKeyProgramMode(SNVS_Type *base,  
                                                             snvs_lp_zmk_program_mode_t  
                                                             mode)
```

Set Zeroizable Master Key programming mode.

Parameters

- base – SNVS peripheral base address
- mode – ZMK programming mode.

static inline void SNVS_LP_EnableZeroizableMasterKeyECC(SNVS_Type *base, bool enable)
Enable or disable Zeroizable Master Key ECC.

Parameters

- base – SNVS peripheral base address
- enable – Pass true to enable, false to disable.

static inline void SNVS_LP_SetMasterKeyMode(SNVS_Type *base, snvs_lp_master_key_mode_t mode)

Set SNVS Master Key mode.

Note: When kSNVS_ZMK or kSNVS_CMK used, the SNVS_HP must be configured to enable the master key selection.

Parameters

- base – SNVS peripheral base address
- mode – Master Key mode.

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enum _snvs_lp_srtc_interrupts
List of SNVS_LP interrupts.

Values:

enumerator kSNVS_SRTC_AlarmInterrupt
SRTC time alarm.

enum _snvs_lp_srtc_status_flags
List of SNVS_LP flags.

Values:

enumerator kSNVS_SRTC_AlarmInterruptFlag
SRTC time alarm flag

enum _snvs_lp_external_tamper_status
List of SNVS_LP external tampers status.

Values:

enumerator kSNVS_TamperNotDetected

enumerator kSNVS_TamperDetected

enum _snvs_lp_external_tamper_polarity
SNVS_LP external tamper polarity.

Values:

enumerator kSNVS_ExternalTamperActiveLow

enumerator kSNVS_ExternalTamperActiveHigh

enum _snvs_lp_zmk_program_mode
SNVS_LP Zeroizable Master Key programming mode.

Values:

enumerator kSNVS_ZMKSoftwareProgram
Software programming mode.

enumerator kSNVS_ZMKHardwareProgram
Hardware programming mode.

enum _snvs_lp_master_key_mode
SNVS_LP Master Key mode.

Values:

enumerator kSNVS_OTPMK
One Time Programmable Master Key.

enumerator kSNVS_ZMK
Zeroizable Master Key.

enumerator kSNVS_CMK
Combined Master Key, it is XOR of OPTMK and ZMK.

typedef enum _snvs_lp_srtc_interrupts snvs_lp_srtc_interrupts_t
List of SNVS_LP interrupts.

typedef enum _snvs_lp_srtc_status_flags snvs_lp_srtc_status_flags_t
List of SNVS_LP flags.

typedef enum _snvs_lp_external_tamper_status snvs_lp_external_tamper_status_t
List of SNVS_LP external tamper status.

typedef enum _snvs_lp_external_tamper_polarity snvs_lp_external_tamper_polarity_t
SNVS_LP external tamper polarity.

typedef struct _snvs_lp_srtc_datetime snvs_lp_srtc_datetime_t
Structure is used to hold the date and time.

typedef struct _snvs_lp_srtc_config snvs_lp_srtc_config_t
SNVS_LP config structure.

This structure holds the configuration settings for the SNVS_LP peripheral. To initialize this structure to reasonable defaults, call the SNVS_LP_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 _snvs_lp_zmk_program_mode snvs_lp_zmk_program_mode_t
SNVS_LP Zeroizable Master Key programming mode.

typedef enum _snvs_lp_master_key_mode snvs_lp_master_key_mode_t
SNVS_LP Master Key mode.

void SNVS_LP_SRTC_Init(SNVS_Type *base, const snvs_lp_srtc_config_t *config)
Ungates the SNVS clock and configures the peripheral for basic operation.

Note: This API should be called at the beginning of the application using the SNVS driver.

Parameters

- base – SNVS peripheral base address
- config – Pointer to the user's SNVS configuration structure.

void SNVS_LP_SRTC_Deinit(SNVS_Type *base)

Stops the SRTC timer.

Parameters

- base – SNVS peripheral base address

void SNVS_LP_SRTC_GetDefaultConfig(*snvs_lp_srtc_config_t* *config)

Fills in the SNVS_LP config struct with the default settings.

The default values are as follows.

```
config->srtccalenable = false;
config->srtccalvalue = 0U;
```

Parameters

- config – Pointer to the user's SNVS configuration structure.

SNVS_ZMK_REG_COUNT

Define of SNVS_LP Zeroizable Master Key registers.

SNVS_LP_MAX_TAMPER

Define of SNVS_LP Max possible tamper.

struct snvs_lp_passive_tamper_t

#include <fsl_snvs_lp.h> Structure is used to configure SNVS LP passive tamper pins.

struct __snvs_lp_srtc_datetime

#include <fsl_snvs_lp.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 __snvs_lp_srtc_config

#include <fsl_snvs_lp.h> SNVS_LP config structure.

This structure holds the configuration settings for the SNVS_LP peripheral. To initialize this structure to reasonable defaults, call the SNVS_LP_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 `srtcCalEnable`

true: SRTC calibration mechanism is enabled; false: No calibration is used

uint32_t `srtcCalValue`

Defines signed calibration value for SRTC; This is a 5-bit 2's complement value, range from -16 to +15

2.34 SPDIF: Sony/Philips Digital Interface

void `SPDIF_Init`(SPDIF_Type *base, const *spdif_config_t* *config)

Initializes the SPDIF peripheral.

Ungates the SPDIF clock, resets the module, and configures SPDIF with a configuration structure. The configuration structure can be custom filled or set with default values by `SPDIF_GetDefaultConfig()`.

Note: This API should be called at the beginning of the application to use the SPDIF driver. Otherwise, accessing the SPDIF module can cause a hard fault because the clock is not enabled.

Parameters

- base – SPDIF base pointer
- config – SPDIF configuration structure.

void `SPDIF_GetDefaultConfig`(*spdif_config_t* *config)

Sets the SPDIF configuration structure to default values.

This API initializes the configuration structure for use in `SPDIF_Init`. The initialized structure can remain unchanged in `SPDIF_Init`, or it can be modified before calling `SPDIF_Init`. This is an example.

```

spdif_config_t config;
SPDIF_GetDefaultConfig(&config);

```

Parameters

- config – pointer to master configuration structure

void `SPDIF_Deinit`(SPDIF_Type *base)

De-initializes the SPDIF peripheral.

This API gates the SPDIF clock. The SPDIF module can't operate unless `SPDIF_Init` is called to enable the clock.

Parameters

- base – SPDIF base pointer

uint32_t `SPDIF_GetInstance`(SPDIF_Type *base)

Get the instance number for SPDIF.

Parameters

- base – SPDIF base pointer.

```
static inline void SPDIF_TxFIFOReset(SPDIF_Type *base)
```

Resets the SPDIF Tx.

This function makes Tx FIFO in reset mode.

Parameters

- base – SPDIF base pointer

```
static inline void SPDIF_RxFIFOReset(SPDIF_Type *base)
```

Resets the SPDIF Rx.

This function enables the software reset and FIFO reset of SPDIF Rx. After reset, clear the reset bit.

Parameters

- base – SPDIF base pointer

```
void SPDIF_TxEnable(SPDIF_Type *base, bool enable)
```

Enables/disables the SPDIF Tx.

Parameters

- base – SPDIF base pointer
- enable – True means enable SPDIF Tx, false means disable.

```
static inline void SPDIF_RxEnable(SPDIF_Type *base, bool enable)
```

Enables/disables the SPDIF Rx.

Parameters

- base – SPDIF base pointer
- enable – True means enable SPDIF Rx, false means disable.

```
static inline uint32_t SPDIF_GetStatusFlag(SPDIF_Type *base)
```

Gets the SPDIF status flag state.

Parameters

- base – SPDIF base pointer

Returns

SPDIF status flag value. Use the `_spdif_interrupt_enable_t` to get the status value needed.

```
static inline void SPDIF_ClearStatusFlags(SPDIF_Type *base, uint32_t mask)
```

Clears the SPDIF status flag state.

Parameters

- base – SPDIF base pointer
- mask – State mask. It can be a combination of the `_spdif_interrupt_enable_t` member. Notice these members cannot be included, as these flags cannot be cleared by writing 1 to these bits:
 - `kSPDIF_UChannelReceiveRegisterFull`
 - `kSPDIF_QChannelReceiveRegisterFull`
 - `kSPDIF_TxFIFOEmpty`
 - `kSPDIF_RxFIFOFull`

```
static inline void SPDIF__EnableInterrupts(SPDIF_Type *base, uint32_t mask)
```

Enables the SPDIF Tx interrupt requests.

Parameters

- base – SPDIF base pointer
- mask – interrupt source The parameter can be a combination of the following sources if defined.
 - kSPDIF_WordStartInterruptEnable
 - kSPDIF_SyncErrorInterruptEnable
 - kSPDIF_FIFOWarningInterruptEnable
 - kSPDIF_FIFORequestInterruptEnable
 - kSPDIF_FIFOErrorInterruptEnable

```
static inline void SPDIF__DisableInterrupts(SPDIF_Type *base, uint32_t mask)
```

Disables the SPDIF Tx interrupt requests.

Parameters

- base – SPDIF base pointer
- mask – interrupt source The parameter can be a combination of the following sources if defined.
 - kSPDIF_WordStartInterruptEnable
 - kSPDIF_SyncErrorInterruptEnable
 - kSPDIF_FIFOWarningInterruptEnable
 - kSPDIF_FIFORequestInterruptEnable
 - kSPDIF_FIFOErrorInterruptEnable

```
static inline void SPDIF__EnableDMA(SPDIF_Type *base, uint32_t mask, bool enable)
```

Enables/disables the SPDIF DMA requests.

Parameters

- base – SPDIF base pointer
- mask – SPDIF DMA enable mask, The parameter can be a combination of the following sources if defined
 - kSPDIF_RxDMAEnable
 - kSPDIF_TxDMAEnable
- enable – True means enable DMA, false means disable DMA.

```
static inline uint32_t SPDIF__TxGetLeftDataRegisterAddress(SPDIF_Type *base)
```

Gets the SPDIF Tx left data register address.

This API is used to provide a transfer address for the SPDIF DMA transfer configuration.

Parameters

- base – SPDIF base pointer.

Returns

data register address.

```
static inline uint32_t SPDIF__TxGetRightDataRegisterAddress(SPDIF_Type *base)
```

Gets the SPDIF Tx right data register address.

This API is used to provide a transfer address for the SPDIF DMA transfer configuration.

Parameters

- base – SPDIF base pointer.

Returns

data register address.

```
static inline uint32_t SPDIF_RxGetLeftDataRegisterAddress(SPDIF_Type *base)
```

Gets the SPDIF Rx left data register address.

This API is used to provide a transfer address for the SPDIF DMA transfer configuration.

Parameters

- base – SPDIF base pointer.

Returns

data register address.

```
static inline uint32_t SPDIF_RxGetRightDataRegisterAddress(SPDIF_Type *base)
```

Gets the SPDIF Rx right data register address.

This API is used to provide a transfer address for the SPDIF DMA transfer configuration.

Parameters

- base – SPDIF base pointer.

Returns

data register address.

```
void SPDIF_TxSetSampleRate(SPDIF_Type *base, uint32_t sampleRate_Hz, uint32_t  
                           sourceClockFreq_Hz)
```

Configures the SPDIF Tx sample rate.

The audio format can be changed at run-time. This function configures the sample rate.

Parameters

- base – SPDIF base pointer.
- sampleRate_Hz – SPDIF sample rate frequency in Hz.
- sourceClockFreq_Hz – SPDIF tx clock source frequency in Hz.

```
uint32_t SPDIF_GetRxSampleRate(SPDIF_Type *base, uint32_t clockSourceFreq_Hz)
```

Configures the SPDIF Rx audio format.

The audio format can be changed at run-time. This function configures the sample rate and audio data format to be transferred.

Parameters

- base – SPDIF base pointer.
- clockSourceFreq_Hz – SPDIF system clock frequency in hz.

```
void SPDIF_WriteBlocking(SPDIF_Type *base, uint8_t *buffer, uint32_t size)
```

Sends data using a blocking method.

Note: This function blocks by polling until data is ready to be sent.

Parameters

- base – SPDIF base pointer.
- buffer – Pointer to the data to be written.
- size – Bytes to be written.

static inline void SPDIF_WriteLeftData(SPDIF_Type *base, uint32_t data)

Writes data into SPDIF FIFO.

Parameters

- base – SPDIF base pointer.
- data – Data needs to be written.

static inline void SPDIF_WriteRightData(SPDIF_Type *base, uint32_t data)

Writes data into SPDIF FIFO.

Parameters

- base – SPDIF base pointer.
- data – Data needs to be written.

static inline void SPDIF_WriteChannelStatusHigh(SPDIF_Type *base, uint32_t data)

Writes data into SPDIF FIFO.

Parameters

- base – SPDIF base pointer.
- data – Data needs to be written.

static inline void SPDIF_WriteChannelStatusLow(SPDIF_Type *base, uint32_t data)

Writes data into SPDIF FIFO.

Parameters

- base – SPDIF base pointer.
- data – Data needs to be written.

void SPDIF_ReadBlocking(SPDIF_Type *base, uint8_t *buffer, uint32_t size)

Receives data using a blocking method.

Note: This function blocks by polling until data is ready to be sent.

Parameters

- base – SPDIF base pointer.
- buffer – Pointer to the data to be read.
- size – Bytes to be read.

static inline uint32_t SPDIF_ReadLeftData(SPDIF_Type *base)

Reads data from the SPDIF FIFO.

Parameters

- base – SPDIF base pointer.

Returns

Data in SPDIF FIFO.

static inline uint32_t SPDIF_ReadRightData(SPDIF_Type *base)

Reads data from the SPDIF FIFO.

Parameters

- base – SPDIF base pointer.

Returns

Data in SPDIF FIFO.

```
static inline uint32_t SPDIF_ReadChannelStatusHigh(SPDIF_Type *base)
```

Reads data from the SPDIF FIFO.

Parameters

- base – SPDIF base pointer.

Returns

Data in SPDIF FIFO.

```
static inline uint32_t SPDIF_ReadChannelStatusLow(SPDIF_Type *base)
```

Reads data from the SPDIF FIFO.

Parameters

- base – SPDIF base pointer.

Returns

Data in SPDIF FIFO.

```
static inline uint32_t SPDIF_ReadQChannel(SPDIF_Type *base)
```

Reads data from the SPDIF FIFO.

Parameters

- base – SPDIF base pointer.

Returns

Data in SPDIF FIFO.

```
static inline uint32_t SPDIF_ReadUChannel(SPDIF_Type *base)
```

Reads data from the SPDIF FIFO.

Parameters

- base – SPDIF base pointer.

Returns

Data in SPDIF FIFO.

```
void SPDIF_TransferTxCreateHandle(SPDIF_Type *base, spdif_handle_t *handle,  
                                spdif_transfer_callback_t callback, void *userData)
```

Initializes the SPDIF Tx handle.

This function initializes the Tx handle for the SPDIF Tx transactional APIs. Call this function once to get the handle initialized.

Parameters

- base – SPDIF base pointer
- handle – SPDIF handle pointer.
- callback – Pointer to the user callback function.
- userData – User parameter passed to the callback function

```
void SPDIF_TransferRxCreateHandle(SPDIF_Type *base, spdif_handle_t *handle,  
                                spdif_transfer_callback_t callback, void *userData)
```

Initializes the SPDIF Rx handle.

This function initializes the Rx handle for the SPDIF Rx transactional APIs. Call this function once to get the handle initialized.

Parameters

- base – SPDIF base pointer.
- handle – SPDIF handle pointer.
- callback – Pointer to the user callback function.

- `userData` – User parameter passed to the callback function.

`status_t SPDIF_TransferSendNonBlocking(SPDIF_Type *base, spdif_handle_t *handle, spdif_transfer_t *xfer)`

Performs an interrupt non-blocking send transfer on SPDIF.

Note: This API returns immediately after the transfer initiates. Call the `SPDIF_TxGetTransferStatusIRQ` to poll the transfer status and check whether the transfer is finished. If the return status is not `kStatus_SPDIF_Busy`, the transfer is finished.

Parameters

- `base` – SPDIF base pointer.
- `handle` – Pointer to the `spdif_handle_t` structure which stores the transfer state.
- `xfer` – Pointer to the `spdif_transfer_t` structure.

Return values

- `kStatus_Success` – Successfully started the data receive.
- `kStatus_SPDIF_TxBusy` – Previous receive still not finished.
- `kStatus_InvalidArgument` – The input parameter is invalid.

`status_t SPDIF_TransferReceiveNonBlocking(SPDIF_Type *base, spdif_handle_t *handle, spdif_transfer_t *xfer)`

Performs an interrupt non-blocking receive transfer on SPDIF.

Note: This API returns immediately after the transfer initiates. Call the `SPDIF_RxGetTransferStatusIRQ` to poll the transfer status and check whether the transfer is finished. If the return status is not `kStatus_SPDIF_Busy`, the transfer is finished.

Parameters

- `base` – SPDIF base pointer
- `handle` – Pointer to the `spdif_handle_t` structure which stores the transfer state.
- `xfer` – Pointer to the `spdif_transfer_t` structure.

Return values

- `kStatus_Success` – Successfully started the data receive.
- `kStatus_SPDIF_RxBusy` – Previous receive still not finished.
- `kStatus_InvalidArgument` – The input parameter is invalid.

`status_t SPDIF_TransferGetSendCount(SPDIF_Type *base, spdif_handle_t *handle, size_t *count)`

Gets a set byte count.

Parameters

- `base` – SPDIF base pointer.
- `handle` – Pointer to the `spdif_handle_t` structure which stores the transfer state.
- `count` – Bytes count sent.

Return values

- `kStatus_Success` – Succeed get the transfer count.
- `kStatus_NoTransferInProgress` – There is not a non-blocking transaction currently in progress.

`status_t SPDIF__TransferGetReceiveCount(SPDIF_Type *base, spdif_handle_t *handle, size_t *count)`

Gets a received byte count.

Parameters

- `base` – SPDIF base pointer.
- `handle` – Pointer to the `spdif_handle_t` structure which stores the transfer state.
- `count` – Bytes count received.

Return values

- `kStatus_Success` – Succeed get the transfer count.
- `kStatus_NoTransferInProgress` – There is not a non-blocking transaction currently in progress.

`void SPDIF__TransferAbortSend(SPDIF_Type *base, spdif_handle_t *handle)`

Aborts the current send.

Note: This API can be called any time when an interrupt non-blocking transfer initiates to abort the transfer early.

Parameters

- `base` – SPDIF base pointer.
- `handle` – Pointer to the `spdif_handle_t` structure which stores the transfer state.

`void SPDIF__TransferAbortReceive(SPDIF_Type *base, spdif_handle_t *handle)`

Aborts the current IRQ receive.

Note: This API can be called when an interrupt non-blocking transfer initiates to abort the transfer early.

Parameters

- `base` – SPDIF base pointer
- `handle` – Pointer to the `spdif_handle_t` structure which stores the transfer state.

`void SPDIF__TransferTxHandleIRQ(SPDIF_Type *base, spdif_handle_t *handle)`

Tx interrupt handler.

Parameters

- `base` – SPDIF base pointer.
- `handle` – Pointer to the `spdif_handle_t` structure.

`void SPDIF__TransferRxHandleIRQ(SPDIF_Type *base, spdif_handle_t *handle)`

Rx interrupt handler.

Parameters

- base – SPDIF base pointer.
- handle – Pointer to the `spdif_handle_t` structure.

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SPDIF return status.

Values:

enumerator `kStatus_SPDIF_RxDPLLLocked`
SPDIF Rx PLL locked.

enumerator `kStatus_SPDIF_TxFIFOError`
SPDIF Tx FIFO error.

enumerator `kStatus_SPDIF_TxFIFOResync`
SPDIF Tx left and right FIFO resync.

enumerator `kStatus_SPDIF_RxCnew`
SPDIF Rx status channel value updated.

enumerator `kStatus_SPDIF_ValidatyNoGood`
SPDIF validaty flag not good.

enumerator `kStatus_SPDIF_RxIllegalSymbol`
SPDIF Rx receive illegal symbol.

enumerator `kStatus_SPDIF_RxParityBitError`
SPDIF Rx parity bit error.

enumerator `kStatus_SPDIF_UChannelOverrun`
SPDIF receive U channel overrun.

enumerator `kStatus_SPDIF_QChannelOverrun`
SPDIF receive Q channel overrun.

enumerator `kStatus_SPDIF_UQChannelSync`
SPDIF U/Q channel sync found.

enumerator `kStatus_SPDIF_UQChannelFrameError`
SPDIF U/Q channel frame error.

enumerator `kStatus_SPDIF_RxFIFOError`
SPDIF Rx FIFO error.

enumerator `kStatus_SPDIF_RxFIFOResync`
SPDIF Rx left and right FIFO resync.

enumerator `kStatus_SPDIF_LockLoss`
SPDIF Rx PLL clock lock loss.

enumerator `kStatus_SPDIF_TxIdle`
SPDIF Tx is idle

enumerator `kStatus_SPDIF_RxIdle`
SPDIF Rx is idle

enumerator `kStatus_SPDIF_QueueFull`
SPDIF queue full

enum _spdif_rxfull_select

SPDIF Rx FIFO full falg select, it decides when assert the rx full flag.

Values:

enumerator kSPDIF_RxFull1Sample

Rx full at least 1 sample in left and right FIFO

enumerator kSPDIF_RxFull4Samples

Rx full at least 4 sample in left and right FIFO

enumerator kSPDIF_RxFull8Samples

Rx full at least 8 sample in left and right FIFO

enumerator kSPDIF_RxFull16Samples

Rx full at least 16 sample in left and right FIFO

enum _spdif_txempty_select

SPDIF tx FIFO EMPTY falg select, it decides when assert the tx empty flag.

Values:

enumerator kSPDIF_TxEmpty0Sample

Tx empty at most 0 sample in left and right FIFO

enumerator kSPDIF_TxEmpty4Samples

Tx empty at most 4 sample in left and right FIFO

enumerator kSPDIF_TxEmpty8Samples

Tx empty at most 8 sample in left and right FIFO

enumerator kSPDIF_TxEmpty12Samples

Tx empty at most 12 sample in left and right FIFO

enum _spdif_uchannel_source

SPDIF U channel source.

Values:

enumerator kSPDIF_NoUChannel

No embedded U channel

enumerator kSPDIF_UChannelFromRx

U channel from receiver, it is CD mode

enumerator kSPDIF_UChannelFromTx

U channel from on chip tx

enum _spdif_gain_select

SPDIF clock gain.

Values:

enumerator kSPDIF_GAIN_24

Gain select is 24

enumerator kSPDIF_GAIN_16

Gain select is 16

enumerator kSPDIF_GAIN_12

Gain select is 12

enumerator kSPDIF_GAIN_8

Gain select is 8

enumerator kSPDIF_GAIN_6

Gain select is 6

enumerator kSPDIF_GAIN_4

Gain select is 4

enumerator kSPDIF_GAIN_3

Gain select is 3

enum __spdif_tx_source

SPDIF tx data source.

Values:

enumerator kSPDIF_txFromReceiver

Tx data directly through SPDIF receiver

enumerator kSPDIF_txNormal

Normal operation, data from processor

enum __spdif_validity_config

SPDIF tx data source.

Values:

enumerator kSPDIF_validityFlagAlwaysSet

Outgoing validity flags always set

enumerator kSPDIF_validityFlagAlwaysClear

Outgoing validity flags always clear

The SPDIF interrupt enable flag.

Values:

enumerator kSPDIF_RxDPLLLocked

SPDIF DPLL locked

enumerator kSPDIF_TxFIFOError

Tx FIFO underrun or overrun

enumerator kSPDIF_TxFIFOResync

Tx FIFO left and right channel resync

enumerator kSPDIF_RxControlChannelChange

SPDIF Rx control channel value changed

enumerator kSPDIF_VValidityFlagNoGood

SPDIF validity flag no good

enumerator kSPDIF_RxIllegalSymbol

SPDIF receiver found illegal symbol

enumerator kSPDIF_RxParityBitError

SPDIF receiver found parity bit error

enumerator kSPDIF_UChannelReceiveRegisterFull

SPDIF U channel receive register full

enumerator kSPDIF_UChannelReceiveRegisterOverrun

SPDIF U channel receive register overrun

enumerator kSPDIF_QChannelReceiveRegisterFull
SPDIF Q channel receive register full

enumerator kSPDIF_QChannelReceiveRegisterOverflow
SPDIF Q channel receive register overflow

enumerator kSPDIF_UQChannelSyncFound
SPDIF U/Q channel sync found

enumerator kSPDIF_UQChannelFrameError
SPDIF U/Q channel frame error

enumerator kSPDIF_RxFIFOError
SPDIF Rx FIFO underrun/overflow

enumerator kSPDIF_RxFIFOResync
SPDIF Rx left and right FIFO resync

enumerator kSPDIF_LockLoss
SPDIF receiver loss of lock

enumerator kSPDIF_TxFIFOEmpty
SPDIF Tx FIFO empty

enumerator kSPDIF_RxFIFOFull
SPDIF Rx FIFO full

enumerator kSPDIF_AllInterrupt
all interrupt

The DMA request sources.

Values:

enumerator kSPDIF_RxDMAEnable
Rx FIFO full

enumerator kSPDIF_TxDMAEnable
Tx FIFO empty

typedef enum *_spdif_rxfull_select* spdif_rxfull_select_t
SPDIF Rx FIFO full flag select, it decides when assert the rx full flag.

typedef enum *_spdif_txempty_select* spdif_txempty_select_t
SPDIF tx FIFO EMPTY flag select, it decides when assert the tx empty flag.

typedef enum *_spdif_uchannel_source* spdif_uchannel_source_t
SPDIF U channel source.

typedef enum *_spdif_gain_select* spdif_gain_select_t
SPDIF clock gain.

typedef enum *_spdif_tx_source* spdif_tx_source_t
SPDIF tx data source.

typedef enum *_spdif_validity_config* spdif_validity_config_t
SPDIF tx data source.

typedef struct *_spdif_config* spdif_config_t
SPDIF user configuration structure.

```
typedef struct _spdif_transfer spdif_transfer_t
```

SPDIF transfer structure.

```
typedef struct _spdif_handle spdif_handle_t
```

```
typedef void (*spdif_transfer_callback_t)(SPDIF_Type *base, spdif_handle_t *handle, status_t status, void *userData)
```

SPDIF transfer callback prototype.

```
SPDIF_XFER_QUEUE_SIZE
```

SPDIF transfer queue size, user can refine it according to use case.

```
struct _spdif_config
```

#include <fsl_spdif.h> SPDIF user configuration structure.

Public Members

```
bool isTxAutoSync
```

If auto sync mechanism open

```
bool isRxAutoSync
```

If auto sync mechanism open

```
uint8_t DPLLClkSource
```

SPDIF DPLL clock source, range from 0~15, meaning is chip-specific

```
uint8_t txClkSource
```

SPDIF tx clock source, range from 0~7, meaning is chip-specific

```
spdif_rxfull_select_t rxFullSelect
```

SPDIF rx buffer full select

```
spdif_txempty_select_t txFullSelect
```

SPDIF tx buffer empty select

```
spdif_uchannel_source_t uChannelSrc
```

U channel source

```
spdif_tx_source_t txSource
```

SPDIF tx data source

```
spdif_validity_config_t validityConfig
```

Validity flag config

```
spdif_gain_select_t gain
```

Rx receive clock measure gain parameter.

```
struct _spdif_transfer
```

#include <fsl_spdif.h> SPDIF transfer structure.

Public Members

```
uint8_t *data
```

Data start address to transfer.

```
uint8_t *qdata
```

Data buffer for Q channel

```
uint8_t *udata
```

Data buffer for C channel

size_t dataSize
Transfer size.

struct _spdif_handle
#include <fsl_spdif.h> SPDIF handle structure.

Public Members

uint32_t state
Transfer status

spdif_transfer_callback_t callback
Callback function called at transfer event

void *userData
Callback parameter passed to callback function

spdif_transfer_t spdifQueue[(4U)]
Transfer queue storing queued transfer

size_t transferSize[(4U)]
Data bytes need to transfer

volatile uint8_t queueUser
Index for user to queue transfer

volatile uint8_t queueDriver
Index for driver to get the transfer data and size

uint8_t watermark
Watermark value

2.35 SRC: System Reset Controller Driver

FSL_SRC_DRIVER_VERSION
SRC driver version 2.0.1.

enum _src_reset_status_flags
SRC reset status flags.

Values:

enumerator kSRC_WarmBootIndicationFlag
WARM boot indication shows that WARM boot was initiated by software.

enumerator kSRC_TemperatureSensorResetFlag
Indicates whether the reset was the result of software reset from on-chip Temperature Sensor. Temperature Sensor Interrupt needs to be served before this bit can be cleaned.

enumerator kSRC_JTAGSoftwareResetFlag
Indicates whether the reset was the result of setting SJC_GPCCR bit 31.

enumerator kSRC_JTAGGeneratedResetFlag
Indicates a reset has been caused by JTAG selection of certain IR codes: EXTEST or HIGHZ.

enumerator kSRC_WatchdogResetFlag
Indicates a reset has been caused by the watchdog timer timing out. This reset source can be blocked by disabling the watchdog.

`enum _src_warm_reset_bypass_count`

Selection of WARM reset bypass count.

This type defines the 32KHz clock cycles to count before bypassing the MMDC acknowledge for WARM reset. If the MMDC acknowledge is not asserted before this counter is elapsed, a COLD reset will be initiated.

Values:

enumerator `kSRC_WarmResetWaitAlways`

System will wait until MMDC acknowledge is asserted.

enumerator `kSRC_WarmResetWaitClk16`

Wait 16 32KHz clock cycles before switching the reset.

enumerator `kSRC_WarmResetWaitClk32`

Wait 32 32KHz clock cycles before switching the reset.

enumerator `kSRC_WarmResetWaitClk64`

Wait 64 32KHz clock cycles before switching the reset.

`typedef enum _src_warm_reset_bypass_count src_warm_reset_bypass_count_t`

Selection of WARM reset bypass count.

This type defines the 32KHz clock cycles to count before bypassing the MMDC acknowledge for WARM reset. If the MMDC acknowledge is not asserted before this counter is elapsed, a COLD reset will be initiated.

`static inline void SRC_EnableWDOGReset(SRC_Type *base, bool enable)`

Enable the WDOG Reset in SRC.

WDOG Reset is enabled in SRC by default. If the WDOG event to SRC is masked, it would not create a reset to the chip. During the time the WDOG event is masked, when the WDOG event flag is asserted, it would remain asserted regardless of servicing the WDOG module. The only way to clear that bit is the hardware reset.

Parameters

- `base` – SRC peripheral base address.
- `enable` – Enable the reset or not.

`static inline void SRC_SetWarmResetBypassCount(SRC_Type *base, src_warm_reset_bypass_count_t option)`

Set the delay count of waiting MMDC's acknowledge.

This function would define the 32KHz clock cycles to count before bypassing the MMDC acknowledge for WARM reset. If the MMDC acknowledge is not asserted before this counter is elapsed, a COLD reset will be initiated.

Parameters

- `base` – SRC peripheral base address.
- `option` – The option of setting mode, see to `src_warm_reset_bypass_count_t`.

`static inline void SRC_EnableWarmReset(SRC_Type *base, bool enable)`

Enable the WARM reset.

Only when the WARM reset is enabled, the WARM reset requests would be served by WARM reset. Otherwise, all the WARM reset sources would generate COLD reset.

Parameters

- `base` – SRC peripheral base address.
- `enable` – Enable the WARM reset or not.

static inline uint32_t SRC_GetBootModeWord1(SRC_Type *base)

Get the boot mode register 1 value.

The Boot Mode register contains bits that reflect the status of BOOT_CFGx pins of the chip. See to chip-specific document for detail information about value.

Parameters

- base – SRC peripheral base address.

Returns

status of BOOT_CFGx pins of the chip.

static inline uint32_t SRC_GetBootModeWord2(SRC_Type *base)

Get the boot mode register 2 value.

The Boot Mode register contains bits that reflect the status of BOOT_MODEx Pins and fuse values that controls boot of the chip. See to chip-specific document for detail information about value.

Parameters

- base – SRC peripheral base address.

Returns

status of BOOT_MODEx Pins and fuse values that controls boot of the chip.

static inline void SRC_SetWarmBootIndication(SRC_Type *base, bool enable)

Set the warm boot indication flag.

WARM boot indication shows that WARM boot was initiated by software. This indicates to the software that it saved the needed information in the memory before initiating the WARM reset. In this case, software will set this bit to '1', before initiating the WARM reset. The warm_boot bit should be used as indication only after a warm_reset sequence. Software should clear this bit after warm_reset to indicate that the next warm_reset is not performed with warm_boot.

Parameters

- base – SRC peripheral base address.
- enable – Assert the flag or not.

static inline uint32_t SRC_GetResetStatusFlags(SRC_Type *base)

Get the status flags of SRC.

Parameters

- base – SRC peripheral base address.

Returns

Mask value of status flags, see to _src_reset_status_flags.

void SRC_ClearResetStatusFlags(SRC_Type *base, uint32_t flags)

Clear the status flags of SRC.

Parameters

- base – SRC peripheral base address.
- flags – value of status flags to be cleared, see to _src_reset_status_flags.

static inline void SRC_SetGeneralPurposeRegister(SRC_Type *base, uint32_t index, uint32_t value)

Set value to general purpose registers.

General purpose registers (GPRx) would hold the value during reset process. Wakeup function could be kept in these register. For example, the GPR1 holds the entry function for

waking-up from Partial SLEEP mode while the GPR2 holds the argument. Other GPRx register would store the arbitray values.

Parameters

- base – SRC peripheral base address.
- index – The index of GPRx register array. Note index 0 reponses the GPR1 register.
- value – Setting value for GPRx register.

```
static inline uint32_t SRC_GetGeneralPurposeRegister(SRC_Type *base, uint32_t index)
```

Get the value from general purpose registers.

Parameters

- base – SRC peripheral base address.
- index – The index of GPRx register array. Note index 0 reponses the GPR1 register.

Returns

The setting value for GPRx register.

2.36 TMU: Thermal Management Unit Driver

```
enum __tmu_monitor_site
```

Values:

```
enumerator kTMU_MonitorSite0
```

```
enumerator kTMU_MonitorSite1
```

```
enumerator kTMU_MonitorSite2
```

```
enumerator kTMU_MonitorSite3
```

```
enumerator kTMU_MonitorSite4
```

```
enumerator kTMU_MonitorSite5
```

```
enumerator kTMU_MonitorSite6
```

```
enumerator kTMU_MonitorSite7
```

```
enumerator kTMU_MonitorSite8
```

```
enumerator kTMU_MonitorSite9
```

```
enumerator kTMU_MonitorSite10
```

```
enumerator kTMU_MonitorSite11
```

```
enumerator kTMU_MonitorSite12
```

```
enumerator kTMU_MonitorSite13
```

```
enumerator kTMU_MonitorSite14
```

```
enumerator kTMU_MonitorSite15
```

enum `_tmu_interrupt_enable`

TMU interrupt enable.

Values:

enumerator `kTMU_ImmediateTemperatureInterruptEnable`

Immediate temperature threshold exceeded interrupt enable.

enumerator `kTMU_AverageTemperatureInterruptEnable`

Average temperature threshold exceeded interrupt enable.

enumerator `kTMU_AverageTemperatureCriticalInterruptEnable`

Average temperature critical threshold exceeded interrupt enable. >

enum `_tmu_interrupt_status_flags`

TMU interrupt status flags.

Values:

enumerator `kTMU_ImmediateTemperatureStatusFlags`

Immediate temperature threshold exceeded(ITTE).

enumerator `kTMU_AverageTemperatureStatusFlags`

Average temperature threshold exceeded(ATTE).

enumerator `kTMU_AverageTemperatureCriticalStatusFlags`

Average temperature critical threshold exceeded.(ATCTE)

enum `_tmu_status_flags`

TMU status flags.

Values:

enumerator `kTMU_IntervalExceededStatusFlags`

Monitoring interval exceeded. The time required to perform measurement of all monitored sites has exceeded the monitoring interval as defined by TMTMIR.

enumerator `kTMU_OutOfLowRangeStatusFlags`

Out-of-range low temperature measurement detected. A temperature sensor detected a temperature reading below the lowest measurable temperature of 0 °C.

enumerator `kTMU_OutOfHighRangeStatusFlags`

Out-of-range high temperature measurement detected. A temperature sensor detected a temperature reading above the highest measurable temperature of 125 °C.

enum `_tmu_average_low_pass_filter`

Average low pass filter setting.

Values:

enumerator `kTMU_AverageLowPassFilter1_0`

Average low pass filter = 1.

enumerator `kTMU_AverageLowPassFilter0_5`

Average low pass filter = 0.5.

enumerator `kTMU_AverageLowPassFilter0_25`

Average low pass filter = 0.25.

enumerator `kTMU_AverageLowPassFilter0_125`

Average low pass filter = 0.125.

typedef struct `_tmu_threshold_config` `tmu_threshold_config_t`

configuration for TMU threshold.

```
typedef struct _tmu_interrupt_status tmu_interrupt_status_t
```

TMU interrupt status.

```
typedef enum _tmu_average_low_pass_filter tmu_average_low_pass_filter_t
```

Average low pass filter setting.

```
typedef struct _tmu_config tmu_config_t
```

Configuration for TMU module.

```
void TMU_Init(TMU_Type *base, const tmu_config_t *config)
```

Enable the access to TMU registers and Initialize TMU module.

Parameters

- base – TMU peripheral base address.
- config – Pointer to configuration structure. Refer to “*tmu_config_t*” structure.

```
void TMU_Deinit(TMU_Type *base)
```

De-initialize TMU module and Disable the access to DCDC registers.

Parameters

- base – TMU peripheral base address.

```
void TMU_GetDefaultConfig(tmu_config_t *config)
```

Gets the default configuration for TMU.

This function initializes the user configuration structure to default value. The default value are:

Example:

```
config->monitorInterval = 0U;  
config->monitorSiteSelection = 0U;  
config->averageLPF = kTMU_AverageLowPassFilter1_0;
```

Parameters

- config – Pointer to TMU configuration structure.

```
static inline void TMU_Enable(TMU_Type *base, bool enable)
```

Enable/Disable the TMU module.

Parameters

- base – TMU peripheral base address.
- enable – Switcher to enable/disable TMU.

```
static inline void TMU_EnableInterrupts(TMU_Type *base, uint32_t mask)
```

Enable the TMU interrupts.

Parameters

- base – TMU peripheral base address.
- mask – The interrupt mask. Refer to “*_tmu_interrupt_enable*” enumeration.

```
static inline void TMU_DisableInterrupts(TMU_Type *base, uint32_t mask)
```

Disable the TMU interrupts.

Parameters

- base – TMU peripheral base address.

- **mask** – The interrupt mask. Refer to “_tmu_interrupt_enable” enumeration.

`void TMU_GetInterruptStatusFlags(TMU_Type *base, tmu_interrupt_status_t *status)`

Get interrupt status flags.

Parameters

- **base** – TMU peripheral base address.
- **status** – The pointer to interrupt status structure. Record the current interrupt status. Please refer to “_tmu_interrupt_status_t” structure.

`void TMU_ClearInterruptStatusFlags(TMU_Type *base, uint32_t mask)`

Clear interrupt status flags and corresponding interrupt critical site capture register.

Parameters

- **base** – TMU peripheral base address.
- **mask** – The mask of interrupt status flags. Refer to “_tmu_interrupt_status_flags” enumeration.

`static inline uint32_t TMU_GetStatusFlags(TMU_Type *base)`

Get TMU status flags.

Parameters

- **base** – TMU peripheral base address.

Returns

The mask of status flags. Refer to “_tmu_status_flags” enumeration.

`status_t TMU_GetHighestTemperature(TMU_Type *base, uint32_t *temperature)`

Get the highest temperature reached for any enabled monitored site within the temperature sensor range.

Parameters

- **base** – TMU peripheral base address.
- **temperature** – Highest temperature recorded in degrees Celsius by any enabled monitored site.

Return values

- **kStatus_Success** – Temperature reading is valid.
- **kStatus_Fail** – Temperature reading is not valid due to no measured temperature within the sensor range of 0-125 °C for an enabled monitored site.

Returns

Execution status.

`status_t TMU_GetLowestTemperature(TMU_Type *base, uint32_t *temperature)`

Get the lowest temperature reached for any enabled monitored site within the temperature sensor range.

Parameters

- **base** – TMU peripheral base address.
- **temperature** – Lowest temperature recorded in degrees Celsius by any enabled monitored site.

Return values

- **kStatus_Success** – Temperature reading is valid.

- `kStatus_Fail` – Temperature reading is not valid due to no measured temperature within the sensor range of 0-125 °C for an enabled monitored site.

Returns

Execution status.

`status_t` `TMU_GetImmediateTemperature(TMU_Type *base, uint32_t siteIndex, uint32_t *temperature)`

Get the last immediate temperature at site n. The site must be part of the list of enabled monitored sites as defined by `monitorSiteSelection` in “`tmu_config_t`” structure.

Parameters

- `base` – TMU peripheral base address.
- `siteIndex` – The index of the site user want to read. 0U: site0 ~ 15U: site15.
- `temperature` – Last immediate temperature reading at site n .

Return values

- `kStatus_Success` – Temperature reading is valid.
- `kStatus_Fail` – Temperature reading is not valid because temperature out of sensor range or first measurement still pending.

Returns

Execution status.

`status_t` `TMU_GetAverageTemperature(TMU_Type *base, uint32_t siteIndex, uint32_t *temperature)`

Get the last average temperature at site n. The site must be part of the list of enabled monitored sites as defined by `monitorSiteSelection` in “`tmu_config_t`” structure.

Parameters

- `base` – TMU peripheral base address.
- `siteIndex` – The index of the site user want to read. 0U: site0 ~ 15U: site15.
- `temperature` – Last average temperature reading at site n .

Return values

- `kStatus_Success` – Temperature reading is valid.
- `kStatus_Fail` – Temperature reading is not valid because temperature out of sensor range or first measurement still pending.

Returns

Execution status.

`void` `TMU_SetHighTemperatureThresold(TMU_Type *base, const tmu_thresold_config_t *config)`

Configure the high temperature thresold value and enable/disable relevant thresold.

Parameters

- `base` – TMU peripheral base address.
- `config` – Pointer to configuration structure. Refer to “`tmu_thresold_config_t`” structure.

`FSL_TMU_DRIVER_VERSION`

TMU driver version.

Version 2.0.3.

`struct` `_tmu_thresold_config`

`#include <fsl_tmu.h>` configuration for TMU thresold.

Public Members

bool immediateThresoldEnable

Enable high temperature immediate threshold.

bool AverageThresoldEnable

Enable high temperature average threshold.

bool AverageCriticalThresoldEnable

Enable high temperature average critical threshold.

uint8_t immediateThresoldValue

Range:0U-125U. Valid when corresponding thresold is enabled. High temperature immediate threshold value. Determines the current upper temperature threshold, for anyenabled monitored site.

uint8_t averageThresoldValue

Range:0U-125U. Valid when corresponding thresold is enabled. High temperature average threshold value. Determines the average upper temperature threshold, for any enabled monitored site.

uint8_t averageCriticalThresoldValue

Range:0U-125U. Valid when corresponding thresold is enabled. High temperature average critical threshold value. Determines the average upper critical temperature threshold, for any enabled monitored site.

struct _tmu_interrupt_status

#include <fsl_tmu.h> TMU interrupt status.

Public Members

uint32_t interruptDetectMask

The mask of interrupt status flags. Refer to “_tmu_interrupt_status_flags” enumeration.

uint16_t immediateInterruptsSiteMask

The mask of the temperature sensor site associated with a detected ITTE event. Please refer to “_tmu_monitor_site” enumeration.

uint16_t AverageInterruptsSiteMask

The mask of the temperature sensor site associated with a detected ATTE event. Please refer to “_tmu_monitor_site” enumeration.

uint16_t AverageCriticalInterruptsSiteMask

The mask of the temperature sensor site associated with a detected ATCTE event. Please refer to “_tmu_monitor_site” enumeration.

struct _tmu_config

#include <fsl_tmu.h> Configuration for TMU module.

Public Members

uint8_t monitorInterval

Temperature monitoring interval in seconds. Please refer to specific table in RM.

uint16_t monitorSiteSelection

By setting the select bit for a temperature sensor site, it is enabled and included in all monitoring functions. If no site is selected, site 0 is monitored by default. Refer to “_tmu_monitor_site” enumeration. Please look up relevant table in reference manual.

tmu_average_low_pass_filter_t averageLPF

The average temperature is calculated as: $ALPF \times \text{Current\_Temp} + (1 - ALPF) \times \text{Average\_Temp}$. For proper operation, this field should only change when monitoring is disabled.

2.37 UART: Universal Asynchronous Receiver/Transmitter Driver

2.38 UART Driver

`static inline void UART_SoftwareReset(UART_Type *base)`

Resets the UART using software.

This function resets the transmit and receive state machines, all FIFOs and register USR1, USR2, UBIR, UBMIR, UBRC, URXD, UTXD and UTS[6-3]

Parameters

- `base` – UART peripheral base address.

`status_t UART_Init(UART_Type *base, const uart_config_t *config, uint32_t srcClock_Hz)`

Initializes an UART instance with the user configuration structure and the peripheral clock.

This function configures the UART module with user-defined settings. Call the `UART_GetDefaultConfig()` function to configure the configuration structure and get the default configuration. The example below shows how to use this API to configure the UART.

```
uart_config_t uartConfig;
uartConfig.baudRate_Bps = 115200U;
uartConfig.parityMode = kUART_ParityDisabled;
uartConfig.dataBitsCount = kUART_EightDataBits;
uartConfig.stopBitCount = kUART_OneStopBit;
uartConfig.txFifoWatermark = 2;
uartConfig.rxFifoWatermark = 1;
uartConfig.enableAutoBaudrate = false;
uartConfig.enableTx = true;
uartConfig.enableRx = true;
UART_Init(UART1, &uartConfig, 24000000U);
```

Parameters

- `base` – UART peripheral base address.
- `config` – Pointer to a user-defined configuration structure.
- `srcClock_Hz` – UART clock source frequency in HZ.

Return values

`kStatus_Success` – UART initialize succeed

`void UART_Deinit(UART_Type *base)`

Deinitializes a UART instance.

This function waits for transmit to complete, disables TX and RX, and disables the UART clock.

Parameters

- `base` – UART peripheral base address.

`void UART_GetDefaultConfig(uart_config_t *config)`

Gets the default configuration structure.

1

This function initializes the UART configuration structure to a default value. The default values are: `uartConfig->baudRate_Bps = 115200U`; `uartConfig->parityMode = kUART_ParityDisabled`; `uartConfig->dataBitsCount = kUART_EightDataBits`; `uartConfig->stopBitCount = kUART_OneStopBit`; `uartConfig->txFifoWatermark = 2`; `uartConfig->rxFifoWatermark = 1`; `uartConfig->enableAutoBaudrate = false`; `uartConfig->enableTx = false`; `uartConfig->enableRx = false`;

Parameters

- `config` – Pointer to a configuration structure.

`status_t UART_SetBaudRate(UART_Type *base, uint32_t baudRate_Bps, uint32_t srcClock_Hz)`

Sets the UART instance baud rate.

This function configures the UART module baud rate. This function is used to update the UART module baud rate after the UART module is initialized by the `UART_Init`.

```
UART_SetBaudRate(UART1, 115200U, 20000000U);
```

Parameters

- `base` – UART peripheral base address.
- `baudRate_Bps` – UART baudrate to be set.
- `srcClock_Hz` – UART clock source frequency in Hz.

Return values

- `kStatus_UART_BaudrateNotSupport` – Baudrate is not support in the current clock source.
- `kStatus_Success` – Set baudrate succeeded.

`static inline void UART_Enable(UART_Type *base)`

This function is used to Enable the UART Module.

Parameters

- `base` – UART base pointer.

`static inline void UART_SetIdleCondition(UART_Type *base, uart_idle_condition_t condition)`

This function is used to configure the IDLE line condition.

Parameters

- `base` – UART base pointer.
- `condition` – IDLE line detect condition of the enumerators in `uart_idle_condition_t`.

`static inline void UART_Disable(UART_Type *base)`

This function is used to Disable the UART Module.

Parameters

- `base` – UART base pointer.

`bool UART_GetStatusFlag(UART_Type *base, uint32_t flag)`

This function is used to get the current status of specific UART status flag(including interrupt flag). The available status flag can be select from `uart_status_flag_t` enumeration.

Parameters

- base – UART base pointer.
- flag – Status flag to check.

Return values

current – state of corresponding status flag.

void UART_ClearStatusFlag(UART_Type *base, uint32_t flag)

This function is used to clear the current status of specific UART status flag. The available status flag can be select from `uart_status_flag_t` enumeration.

Parameters

- base – UART base pointer.
- flag – Status flag to clear.

void UART_EnableInterrupts(UART_Type *base, uint32_t mask)

Enables UART interrupts according to the provided mask.

This function enables the UART interrupts according to the provided mask. The mask is a logical OR of enumeration members. See `_uart_interrupt_enable`. For example, to enable TX empty interrupt and RX data ready interrupt, do the following.

```
UART_EnableInterrupts(UART1, kUART_TxEmptyEnable | kUART_RxDataReadyEnable);
```

Parameters

- base – UART peripheral base address.
- mask – The interrupts to enable. Logical OR of `_uart_interrupt_enable`.

void UART_DisableInterrupts(UART_Type *base, uint32_t mask)

Disables the UART interrupts according to the provided mask.

This function disables the UART interrupts according to the provided mask. The mask is a logical OR of enumeration members. See `_uart_interrupt_enable`. For example, to disable TX empty interrupt and RX data ready interrupt do the following.

```
UART_EnableInterrupts(UART1, kUART_TxEmptyEnable | kUART_RxDataReadyEnable);
```

Parameters

- base – UART peripheral base address.
- mask – The interrupts to disable. Logical OR of `_uart_interrupt_enable`.

uint32_t UART_GetEnabledInterrupts(UART_Type *base)

Gets enabled UART interrupts.

This function gets the enabled UART interrupts. The enabled interrupts are returned as the logical OR value of the enumerators `_uart_interrupt_enable`. To check a specific interrupt enable status, compare the return value with enumerators in `_uart_interrupt_enable`. For example, to check whether the TX empty interrupt is enabled:

```
uint32_t enabledInterrupts = UART_GetEnabledInterrupts(UART1);

if (kUART_TxEmptyEnable & enabledInterrupts)
{
    ...
}
```

Parameters

- base – UART peripheral base address.

Returns

UART interrupt flags which are logical OR of the enumerators in `_uart_interrupt_enable`.

`static inline void UART__EnableTx(UART_Type *base, bool enable)`

Enables or disables the UART transmitter.

This function enables or disables the UART transmitter.

Parameters

- `base` – UART peripheral base address.
- `enable` – True to enable, false to disable.

`static inline void UART__EnableRx(UART_Type *base, bool enable)`

Enables or disables the UART receiver.

This function enables or disables the UART receiver.

Parameters

- `base` – UART peripheral base address.
- `enable` – True to enable, false to disable.

`static inline void UART__WriteByte(UART_Type *base, uint8_t data)`

Writes to the transmitter register.

This function is used to write data to transmitter register. The upper layer must ensure that the TX register is empty or that the TX FIFO has room before calling this function.

Parameters

- `base` – UART peripheral base address.
- `data` – Data write to the TX register.

`static inline uint8_t UART__ReadByte(UART_Type *base)`

Reads the receiver register.

This function is used to read data from receiver register. The upper layer must ensure that the receiver register is full or that the RX FIFO has data before calling this function.

Parameters

- `base` – UART peripheral base address.

Returns

Data read from data register.

`status_t UART__WriteBlocking(UART_Type *base, const uint8_t *data, size_t length)`

Writes to the TX register using a blocking method.

This function polls the TX register, waits for the TX register to be empty or for the TX FIFO to have room and writes data to the TX buffer.

Parameters

- `base` – UART peripheral base address.
- `data` – Start address of the data to write.
- `length` – Size of the data to write.

Return values

- `kStatus_UART_Timeout` – Transmission timed out and was aborted.
- `kStatus_Success` – Successfully wrote all data.

status_t UART_ReadBlocking(UART_Type *base, uint8_t *data, size_t length)

Read RX data register using a blocking method.

This function polls the RX register, waits for the RX register to be full or for RX FIFO to have data, and reads data from the TX register.

Parameters

- base – UART peripheral base address.
- data – Start address of the buffer to store the received data.
- length – Size of the buffer.

Return values

- kStatus_UART_RxHardwareOverrun – Receiver overrun occurred while receiving data.
- kStatus_UART_NoiseError – A noise error occurred while receiving data.
- kStatus_UART_FramingError – A framing error occurred while receiving data.
- kStatus_UART_ParityError – A parity error occurred while receiving data.
- kStatus_UART_Timeout – Transmission timed out and was aborted.
- kStatus_Success – Successfully received all data.

void UART_TransferCreateHandle(UART_Type *base, *uart_handle_t* *handle,
 uart_transfer_callback_t callback, void *userData)

Initializes the UART handle.

This function initializes the UART handle which can be used for other UART transactional APIs. Usually, for a specified UART instance, call this API once to get the initialized handle.

Parameters

- base – UART peripheral base address.
- handle – UART handle pointer.
- callback – The callback function.
- userData – The parameter of the callback function.

void UART_TransferStartRingBuffer(UART_Type *base, *uart_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 are stored into the ring buffer even when the user doesn't call the UART_TransferReceiveNonBlocking() API. If data is already received in the ring buffer, the user can get the received data from the ring buffer directly.

Note: When using the RX ring buffer, one byte is reserved for internal use. In other words, if ringBufferSize is 32, only 31 bytes are used for saving data.

Parameters

- base – UART peripheral base address.
- handle – UART handle pointer.
- ringBuffer – Start address of the ring buffer for background receiving. Pass NULL to disable the ring buffer.

- ringBufferSize – Size of the ring buffer.

void UART_TransferStopRingBuffer(UART_Type *base, *uart_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 – UART peripheral base address.
- handle – UART handle pointer.

size_t UART_TransferGetRxRingBufferLength(*uart_handle_t* *handle)

Get the length of received data in RX ring buffer.

Parameters

- handle – UART handle pointer.

Returns

Length of received data in RX ring buffer.

status_t UART_TransferSendNonBlocking(UART_Type *base, *uart_handle_t* *handle,
uart_transfer_t *xfer)

Transmits a buffer of data using the interrupt method.

This function sends data using an interrupt method. This is a non-blocking function, which returns directly without waiting for all data to be written to the TX register. When all data is written to the TX register in the ISR, the UART driver calls the callback function and passes the kStatus_UART_TxIdle as status parameter.

Note: The kStatus_UART_TxIdle is passed to the upper layer when all data is written to the TX register. However, it does not ensure that all data is sent out. Before disabling the TX, check the kUART_TransmissionCompleteFlag to ensure that the TX is finished.

Parameters

- base – UART peripheral base address.
- handle – UART handle pointer.
- xfer – UART transfer structure. See *uart_transfer_t*.

Return values

- kStatus_Success – Successfully start the data transmission.
- kStatus_UART_TxBusy – Previous transmission still not finished; data not all written to TX register yet.
- kStatus_InvalidArgument – Invalid argument.

void UART_TransferAbortSend(UART_Type *base, *uart_handle_t* *handle)

Aborts the interrupt-driven data transmit.

This function aborts the interrupt-driven data sending. The user can get the remainBytes to find out how many bytes are not sent out.

Parameters

- base – UART peripheral base address.
- handle – UART handle pointer.

```
status_t UART_TransferGetSendCount(UART_Type *base, uart_handle_t *handle, uint32_t *count)
```

Gets the number of bytes written to the UART TX register.

This function gets the number of bytes written to the UART TX register by using the interrupt method.

Parameters

- base – UART peripheral base address.
- handle – UART handle pointer.
- count – Send bytes count.

Return values

- kStatus_NoTransferInProgress – No send in progress.
- kStatus_InvalidArgument – The parameter is invalid.
- kStatus_Success – Get successfully through the parameter count;

```
status_t UART_TransferReceiveNonBlocking(UART_Type *base, uart_handle_t *handle, uart_transfer_t *xfer, size_t *receivedBytes)
```

Receives a buffer of data using an interrupt method.

This function receives data using an interrupt method. This is a non-blocking function, which returns without waiting for all data to be 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 to read, the receive request is saved by the UART driver. When the new data arrives, the receive request is serviced first. When all data is received, the UART driver notifies the upper layer through a callback function and passes the status parameter `kStatus_UART_RxIdle`. For example, the upper layer needs 10 bytes but there are only 5 bytes in the ring buffer. The 5 bytes are copied to the `xfer->data` and this function returns with the parameter `receivedBytes` set to 5. For the left 5 bytes, newly arrived data is saved from the `xfer->data[5]`. When 5 bytes are received, the UART 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 the `xfer->data`. When all data is received, the upper layer is notified.

Parameters

- base – UART peripheral base address.
- handle – UART handle pointer.
- xfer – UART transfer structure, see `uart_transfer_t`.
- receivedBytes – Bytes received from the ring buffer directly.

Return values

- kStatus_Success – Successfully queue the transfer into transmit queue.
- kStatus_UART_RxBusy – Previous receive request is not finished.
- kStatus_InvalidArgument – Invalid argument.

```
void UART_TransferAbortReceive(UART_Type *base, uart_handle_t *handle)
```

Aborts the interrupt-driven data receiving.

This function aborts the interrupt-driven data receiving. The user can get the `remainBytes` to know how many bytes are not received yet.

Parameters

- base – UART peripheral base address.
- handle – UART handle pointer.

```
status_t UART_TransferGetReceiveCount(UART_Type *base, uart_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 – UART peripheral base address.
- handle – UART 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 UART_TransferHandleIRQ(UART_Type *base, void *irqHandle)
```

UART IRQ handle function.

This function handles the UART transmit and receive IRQ request.

Parameters

- base – UART peripheral base address.
- irqHandle – UART handle pointer.

```
static inline void UART_EnableTxDMA(UART_Type *base, bool enable)
```

Enables or disables the UART transmitter DMA request.

This function enables or disables the transmit request when the transmitter has one or more slots available in the TxFIFO. The fill level in the TxFIFO that generates the DMA request is controlled by the TXTL bits.

Parameters

- base – UART peripheral base address.
- enable – True to enable, false to disable.

```
static inline void UART_EnableRxDMA(UART_Type *base, bool enable)
```

Enables or disables the UART receiver DMA request.

This function enables or disables the receive request when the receiver has data in the RxFIFO. The fill level in the RxFIFO at which a DMA request is generated is controlled by the RXTL bits.

Parameters

- base – UART peripheral base address.
- enable – True to enable, false to disable.

```
static inline void UART_SetTxFifoWatermark(UART_Type *base, uint8_t watermark)
```

This function is used to set the watermark of UART Tx FIFO. A maskable interrupt is generated whenever the data level in the TxFIFO falls below the Tx FIFO watermark.

Parameters

- base – UART base pointer.
- watermark – The Tx FIFO watermark.

static inline void UART_SetRtswatermark(UART_Type *base, uint8_t watermark)

This function is used to set the watermark of UART RTS deassertion.

The RTS signal deasserts whenever the data count in Rx FIFO reaches the Rx RTS watermark.

Parameters

- base – UART base pointer.
- watermark – The Rx RTS watermark.

static inline void UART_SetRxFifoWatermark(UART_Type *base, uint8_t watermark)

This function is used to set the watermark of UART Rx FIFO. A maskable interrupt is generated whenever the data level in the Rx FIFO reaches the Rx FIFO watermark.

Parameters

- base – UART base pointer.
- watermark – The Rx FIFO watermark.

static inline void UART_EnableAutoBaudRate(UART_Type *base, bool enable)

This function is used to set the enable condition of Automatic Baud Rate Detection feature.

Parameters

- base – UART base pointer.
- enable – Enable/Disable Automatic Baud Rate Detection feature.
 - true: Enable Automatic Baud Rate Detection feature.
 - false: Disable Automatic Baud Rate Detection feature.

static inline bool UART_IsAutoBaudRateComplete(UART_Type *base)

This function is used to read if the automatic baud rate detection has finished.

Parameters

- base – UART base pointer.

Returns

- true: Automatic baud rate detection has finished.
- false: Automatic baud rate detection has not finished.

FSL_UART_DRIVER_VERSION

UART driver version.

Error codes for the UART driver.

Values:

enumerator kStatus_UART_TxBusy

Transmitter is busy.

enumerator kStatus_UART_RxBusy

Receiver is busy.

enumerator kStatus_UART_TxIdle

UART transmitter is idle.

enumerator kStatus_UART_RxIdle

UART receiver is idle.

enumerator kStatus_UART_TxWatermarkTooLarge

TX FIFO watermark too large

enumerator kStatus_UART_RxWatermarkTooLarge
RX FIFO watermark too large

enumerator kStatus_UART_FlagCannotClearManually
UART flag can't be manually cleared.

enumerator kStatus_UART_Error
Error happens on UART.

enumerator kStatus_UART_RxRingBufferOverrun
UART RX software ring buffer overrun.

enumerator kStatus_UART_RxHardwareOverrun
UART RX receiver overrun.

enumerator kStatus_UART_NoiseError
UART noise error.

enumerator kStatus_UART_FramingError
UART framing error.

enumerator kStatus_UART_ParityError
UART parity error.

enumerator kStatus_UART_BaudrateNotSupport
Baudrate is not support in current clock source

enumerator kStatus_UART_BreakDetect
Receiver detect BREAK signal

enumerator kStatus_UART_Timeout
UART times out.

enum _uart_data_bits
UART data bits count.

Values:

enumerator kUART_SevenDataBits
Seven data bit

enumerator kUART_EightDataBits
Eight data bit

enum _uart_parity_mode
UART parity mode.

Values:

enumerator kUART_ParityDisabled
Parity disabled

enumerator kUART_ParityEven
Even error check is selected

enumerator kUART_ParityOdd
Odd error check is selected

enum _uart_stop_bit_count
UART stop bit count.

Values:

enumerator kUART_OneStopBit

One stop bit

enumerator kUART_TwoStopBit

Two stop bits

enum __uart_idle_condition

UART idle condition detect.

Values:

enumerator kUART_IdleFor4Frames

Idle for more than 4 frames

enumerator kUART_IdleFor8Frames

Idle for more than 8 frames

enumerator kUART_IdleFor16Frames

Idle for more than 16 frames

enumerator kUART_IdleFor32Frames

Idle for more than 32 frames

enum __uart_interrupt_enable

This structure contains the settings for all of the UART interrupt configurations.

Values:

enumerator kUART_AutoBaudEnable

enumerator kUART_TxReadyEnable

enumerator kUART_IdleEnable

enumerator kUART_RxReadyEnable

enumerator kUART_TxEmptyEnable

enumerator kUART_RtsDeltaEnable

enumerator kUART_EscapeEnable

enumerator kUART_RtsEnable

enumerator kUART_AgingTimerEnable

enumerator kUART_DtrEnable

enumerator kUART_ParityErrorEnable

enumerator kUART_FrameErrorEnable

enumerator kUART_DcdEnable

enumerator kUART_RiEnable

enumerator kUART_RxDsEnable

enumerator kUART_tAirWakeEnable

enumerator kUART_AwakeEnable

enumerator kUART_DtrDeltaEnable

enumerator kUART_AutoBaudCntEnable

enumerator kUART_IrEnable
enumerator kUART_WakeEnable
enumerator kUART_TxCompleteEnable
enumerator kUART_BreakDetectEnable
enumerator kUART_RxOverrunEnable
enumerator kUART_RxDataReadyEnable
enumerator kUART_RxDmaIdleEnable
enumerator kUART_AllInterruptsEnable

UART status flags.

This provides constants for the UART status flags for use in the UART functions.

Values:

enumerator kUART_RxCharReadyFlag
Rx Character Ready Flag.
enumerator kUART_RxErrorFlag
Rx Error Detect Flag.
enumerator kUART_RxOverrunErrorFlag
Rx Overrun Flag.
enumerator kUART_RxFrameErrorFlag
Rx Frame Error Flag.
enumerator kUART_RxBreakDetectFlag
Rx Break Detect Flag.
enumerator kUART_RxParityErrorFlag
Rx Parity Error Flag.
enumerator kUART_ParityErrorFlag
Parity Error Interrupt Flag.
enumerator kUART_RtsStatusFlag
RTS_B Pin Status Flag.
enumerator kUART_TxReadyFlag
Transmitter Ready Interrupt/DMA Flag.
enumerator kUART_RtsDeltaFlag
RTS Delta Flag.
enumerator kUART_EscapeFlag
Escape Sequence Interrupt Flag.
enumerator kUART_FrameErrorFlag
Frame Error Interrupt Flag.
enumerator kUART_RxReadyFlag
Receiver Ready Interrupt/DMA Flag.
enumerator kUART_AgingTimerFlag
Aging Timer Interrupt Flag.

enumerator kUART_DtrDeltaFlag
DTR Delta Flag.

enumerator kUART_RxDsFlag
Receiver IDLE Interrupt Flag.

enumerator kUART_tAirWakeFlag
Asynchronous IR WAKE Interrupt Flag.

enumerator kUART_AwakeFlag
Asynchronous WAKE Interrupt Flag.

enumerator kUART_Rs485SlaveAddrMatchFlag
RS-485 Slave Address Detected Interrupt Flag.

enumerator kUART_AutoBaudFlag
Automatic Baud Rate Detect Complete Flag.

enumerator kUART_TxEmptyFlag
Transmit Buffer FIFO Empty.

enumerator kUART_DtrFlag
DTR edge triggered interrupt flag.

enumerator kUART_IdleFlag
Idle Condition Flag.

enumerator kUART_AutoBaudCntStopFlag
Auto-baud Counter Stopped Flag.

enumerator kUART_RiDeltaFlag
Ring Indicator Delta Flag.

enumerator kUART_RiFlag
Ring Indicator Input Flag.

enumerator kUART_IrFlag
Serial Infrared Interrupt Flag.

enumerator kUART_WakeFlag
Wake Flag.

enumerator kUART_DcdDeltaFlag
Data Carrier Detect Delta Flag.

enumerator kUART_DcdFlag
Data Carrier Detect Input Flag.

enumerator kUART_RtsFlag
RTS Edge Triggered Interrupt Flag.

enumerator kUART_TxCompleteFlag
Transmitter Complete Flag.

enumerator kUART_BreakDetectFlag
BREAK Condition Detected Flag.

enumerator kUART_RxOverrunFlag
Overrun Error Flag.

enumerator kUART_RxDataReadyFlag
Receive Data Ready Flag.

`typedef enum _uart_data_bits` `uart_data_bits_t`
UART data bits count.

`typedef enum _uart_parity_mode` `uart_parity_mode_t`
UART parity mode.

`typedef enum _uart_stop_bit_count` `uart_stop_bit_count_t`
UART stop bit count.

`typedef enum _uart_idle_condition` `uart_idle_condition_t`
UART idle condition detect.

`typedef struct _uart_config` `uart_config_t`
UART configuration structure.

`typedef struct _uart_transfer` `uart_transfer_t`
UART transfer structure.

`typedef struct _uart_handle` `uart_handle_t`
Forward declaration of the handle typedef.

`typedef void (*uart_transfer_callback_t)(UART_Type *base, uart_handle_t *handle, status_t status, void *userData)`
UART transfer callback function.

`typedef void (*uart_isr_t)(UART_Type *base, void *handle)`

`const IRQn_Type s_uartIRQ[]`

`uart_isr_t s_uartIsr`

`void *s_uartHandle[]`
Pointers to uart handles for each instance.

`uint32_t UART_GetInstance(UART_Type *base)`
Get the UART instance from peripheral base address.

Parameters

- `base` – UART peripheral base address.

Returns

UART instance.

`UART_RETRY_TIMES`

Retry times for waiting flag.

`struct _uart_config`

`#include <fsl_uart.h>` UART configuration structure.

Public Members

`uint32_t baudRate_Bps`

UART baud rate.

`uart_parity_mode_t parityMode`

Parity error check mode of this module.

`uart_data_bits_t dataBitsCount`

Data bits count, eight (default), seven

`uart_stop_bit_count_t stopBitCount`

Number of stop bits in one frame.

`uint8_t txFifoWatermark`
TX FIFO watermark

`uint8_t rxFifoWatermark`
RX FIFO watermark

`uint8_t rxRTSWatermark`
RX RTS watermark, RX FIFO data count being larger than this triggers RTS deassertion

`bool enableAutoBaudRate`
Enable automatic baud rate detection

`bool enableTx`
Enable TX

`bool enableRx`
Enable RX

`bool enableRxRTS`
RX RTS enable

`bool enableTxCTS`
TX CTS enable

`struct __uart__transfer`
#include <fsl_uart.h> UART transfer structure.

Public Members

`size_t dataSize`
The byte count to be transfer.

`struct __uart__handle`
#include <fsl_uart.h> UART handle structure.

Public Members

`const uint8_t *volatile txData`
Address of remaining data to send.

`volatile size_t txDataSize`
Size of the remaining data to send.

`size_t txDataSizeAll`
Size of the data to send out.

`uint8_t *volatile rxData`
Address of remaining data to receive.

`volatile size_t rxDataSize`
Size of the remaining data to receive.

`size_t rxDataSizeAll`
Size of the data to receive.

`uint8_t *rxRingBuffer`
Start address of the receiver ring buffer.

`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.

uart_transfer_callback_t callback

Callback function.

void *userData

UART callback function parameter.

volatile uint8_t txState

TX transfer state.

volatile uint8_t rxState

RX transfer state

union ____unnamed9____

Public Members

uint8_t *data

The buffer of data to be transfer.

uint8_t *rxData

The buffer to receive data.

const uint8_t *txData

The buffer of data to be sent.

2.39 UART FreeRTOS Driver

2.40 UART SDMA Driver

```
void UART_TransferCreateHandleSDMA(UART_Type *base, uart_sdma_handle_t *handle,  
                                   uart_sdma_transfer_callback_t callback, void  
                                   *userData, sdma_handle_t *txSdmaHandle,  
                                   sdma_handle_t *rxSdmaHandle, uint32_t  
                                   eventSourceTx, uint32_t eventSourceRx)
```

Initializes the UART handle which is used in transactional functions.

Parameters

- base – UART peripheral base address.
- handle – Pointer to the *uart_sdma_handle_t* structure.
- callback – UART callback, NULL means no callback.
- userData – User callback function data.
- rxSdmaHandle – User-requested DMA handle for RX DMA transfer.
- txSdmaHandle – User-requested DMA handle for TX DMA transfer.
- eventSourceTx – Eventsource for TX DMA transfer.
- eventSourceRx – Eventsource for RX DMA transfer.

```
status_t UART_SendSDMA(UART_Type *base, uart_sdma_handle_t *handle, uart_transfer_t *xfer)
```

Sends data using sDMA.

This function sends data using sDMA. This is a non-blocking function, which returns right away. When all data is sent, the send callback function is called.

Parameters

- base – UART peripheral base address.
- handle – UART handle pointer.
- xfer – UART sDMA transfer structure. See `uart_transfer_t`.

Return values

- `kStatus_Success` – if succeeded; otherwise failed.
- `kStatus_UART_TxBusy` – Previous transfer ongoing.
- `kStatus_InvalidArgument` – Invalid argument.

```
status_t UART_ReceiveSDMA(UART_Type *base, uart_sdma_handle_t *handle, uart_transfer_t *xfer)
```

Receives data using sDMA.

This function receives data using sDMA. This is a non-blocking function, which returns right away. When all data is received, the receive callback function is called.

Parameters

- base – UART peripheral base address.
- handle – Pointer to the `uart_sdma_handle_t` structure.
- xfer – UART sDMA transfer structure. See `uart_transfer_t`.

Return values

- `kStatus_Success` – if succeeded; otherwise failed.
- `kStatus_UART_RxBusy` – Previous transfer ongoing.
- `kStatus_InvalidArgument` – Invalid argument.

```
void UART_TransferAbortSendSDMA(UART_Type *base, uart_sdma_handle_t *handle)
```

Aborts the sent data using sDMA.

This function aborts sent data using sDMA.

Parameters

- base – UART peripheral base address.
- handle – Pointer to the `uart_sdma_handle_t` structure.

```
void UART_TransferAbortReceiveSDMA(UART_Type *base, uart_sdma_handle_t *handle)
```

Aborts the receive data using sDMA.

This function aborts receive data using sDMA.

Parameters

- base – UART peripheral base address.
- handle – Pointer to the `uart_sdma_handle_t` structure.

```
void UART_TransferSdmaHandleIRQ(UART_Type *base, void *uartSdmaHandle)
```

UART IRQ handle function.

This function handles the UART transmit complete IRQ request and invoke user callback.

Parameters

- base – UART peripheral base address.
- uartSdmaHandle – UART handle pointer.

FSL_UART_SDMA_DRIVER_VERSION

UART SDMA driver version.

```
typedef struct _uart_sdma_handle uart_sdma_handle_t
```

```
typedef void (*uart_sdma_transfer_callback_t)(UART_Type *base, uart_sdma_handle_t *handle,  
status_t status, void *userData)
```

UART transfer callback function.

```
struct _uart_sdma_handle
```

```
#include <fsl_uart_sdma.h> UART sDMA handle.
```

Public Members

uart_sdma_transfer_callback_t callback

Callback function.

void *userData

UART callback function parameter.

size_t rxDataSizeAll

Size of the data to receive.

size_t txDataSizeAll

Size of the data to send out.

sdma_handle_t *txSdmaHandle

The sDMA TX channel used.

sdma_handle_t *rxSdmaHandle

The sDMA RX channel used.

volatile uint8_t txState

TX transfer state.

volatile uint8_t rxState

RX transfer state

2.41 USDHC: Ultra Secured Digital Host Controller Driver

```
void USDHC_Init(USDHC_Type *base, const usdhc_config_t *config)
```

USDHC module initialization function.

Configures the USDHC according to the user configuration.

Example:

```
usdhc_config_t config;  
config.cardDetectDat3 = false;  
config.endianMode = kUSDHC_EndianModeLittle;  
config.dmaMode = kUSDHC_DmaModeAdma2;  
config.readWatermarkLevel = 128U;  
config.writeWatermarkLevel = 128U;  
USDHC_Init(USDHC, &config);
```


Parameters

- base – USDHC peripheral base address.
- config – USDHC configuration information.

Return values

kStatus_Success – Operate successfully.

void USDHC_Deinit(USDHC_Type *base)
Deinitializes the USDHC.

Parameters

- base – USDHC peripheral base address.

bool USDHC_Reset(USDHC_Type *base, uint32_t mask, uint32_t timeout)
Resets the USDHC.

Parameters

- base – USDHC peripheral base address.
- mask – The reset type mask(_usdhc_reset).
- timeout – Timeout for reset.

Return values

- true – Reset successfully.
- false – Reset failed.

status_t USDHC_SetAdmaTableConfig(USDHC_Type *base, usdhc_adma_config_t *dmaConfig,
usdhc_data_t *dataConfig, uint32_t flags)

Sets the DMA descriptor table configuration. A high level DMA descriptor configuration function.

Parameters

- base – USDHC peripheral base address.
- dmaConfig – ADMA configuration
- dataConfig – Data descriptor
- flags – ADAM descriptor flag, used to indicate to create multiple or single descriptor, please refer to enum _usdhc_adma_flag.

Return values

- kStatus_OutOfRange – ADMA descriptor table length isn't enough to describe data.
- kStatus_Success – Operate successfully.

status_t USDHC_SetInternalDmaConfig(USDHC_Type *base, usdhc_adma_config_t *dmaConfig,
const uint32_t *dataAddr, bool enAutoCmd23)

Internal DMA configuration. This function is used to config the USDHC DMA related registers.

Parameters

- base – USDHC peripheral base address.
- dmaConfig – ADMA configuration.
- dataAddr – Transfer data address, a simple DMA parameter, if ADMA is used, leave it to NULL.
- enAutoCmd23 – Flag to indicate Auto CMD23 is enable or not, a simple DMA parameter, if ADMA is used, leave it to false.

Return values

- `kStatus_OutOfRange` – ADMA descriptor table length isn't enough to describe data.
- `kStatus_Success` – Operate successfully.

`status_t` `USDHC_SetADMA2Descriptor(uint32_t *admaTable, uint32_t admaTableWords, const uint32_t *dataBufferAddr, uint32_t dataBytes, uint32_t flags)`

Sets the ADMA2 descriptor table configuration.

Parameters

- `admaTable` – ADMA table address.
- `admaTableWords` – ADMA table length.
- `dataBufferAddr` – Data buffer address.
- `dataBytes` – Data Data length.
- `flags` – ADAM descriptor flag, used to indicate to create multiple or single descriptor, please refer to `enum _usdhc_adma_flag`.

Return values

- `kStatus_OutOfRange` – ADMA descriptor table length isn't enough to describe data.
- `kStatus_Success` – Operate successfully.

`status_t` `USDHC_SetADMA1Descriptor(uint32_t *admaTable, uint32_t admaTableWords, const uint32_t *dataBufferAddr, uint32_t dataBytes, uint32_t flags)`

Sets the ADMA1 descriptor table configuration.

Parameters

- `admaTable` – ADMA table address.
- `admaTableWords` – ADMA table length.
- `dataBufferAddr` – Data buffer address.
- `dataBytes` – Data length.
- `flags` – ADAM descriptor flag, used to indicate to create multiple or single descriptor, please refer to `enum _usdhc_adma_flag`.

Return values

- `kStatus_OutOfRange` – ADMA descriptor table length isn't enough to describe data.
- `kStatus_Success` – Operate successfully.

`static inline void` `USDHC_EnableInternalDMA(USDHC_Type *base, bool enable)`

Enables internal DMA.

Parameters

- `base` – USDHC peripheral base address.
- `enable` – enable or disable flag

`static inline void` `USDHC_EnableInterruptStatus(USDHC_Type *base, uint32_t mask)`

Enables the interrupt status.

Parameters

- base – USDHC peripheral base address.
- mask – Interrupt status flags mask(_usdhc_interrupt_status_flag).

static inline void USDHC_DisableInterruptStatus(USDHC_Type *base, uint32_t mask)
Disables the interrupt status.

Parameters

- base – USDHC peripheral base address.
- mask – The interrupt status flags mask(_usdhc_interrupt_status_flag).

static inline void USDHC_EnableInterruptSignal(USDHC_Type *base, uint32_t mask)
Enables the interrupt signal corresponding to the interrupt status flag.

Parameters

- base – USDHC peripheral base address.
- mask – The interrupt status flags mask(_usdhc_interrupt_status_flag).

static inline void USDHC_DisableInterruptSignal(USDHC_Type *base, uint32_t mask)
Disables the interrupt signal corresponding to the interrupt status flag.

Parameters

- base – USDHC peripheral base address.
- mask – The interrupt status flags mask(_usdhc_interrupt_status_flag).

static inline uint32_t USDHC_GetEnabledInterruptStatusFlags(USDHC_Type *base)
Gets the enabled interrupt status.

Parameters

- base – USDHC peripheral base address.

Returns

Current interrupt status flags mask(_usdhc_interrupt_status_flag).

static inline uint32_t USDHC_GetInterruptStatusFlags(USDHC_Type *base)
Gets the current interrupt status.

Parameters

- base – USDHC peripheral base address.

Returns

Current interrupt status flags mask(_usdhc_interrupt_status_flag).

static inline void USDHC_ClearInterruptStatusFlags(USDHC_Type *base, uint32_t mask)
Clears a specified interrupt status. write 1 clears.

Parameters

- base – USDHC peripheral base address.
- mask – The interrupt status flags mask(_usdhc_interrupt_status_flag).

static inline uint32_t USDHC_GetAutoCommand12ErrorStatusFlags(USDHC_Type *base)
Gets the status of auto command 12 error.

Parameters

- base – USDHC peripheral base address.

Returns

Auto command 12 error status flags mask(_usdhc_auto_command12_error_status_flag).

```
static inline uint32_t USDHC_GetAdmaErrorStatusFlags(USDHC_Type *base)
```

Gets the status of the ADMA error.

Parameters

- base – USDHC peripheral base address.

Returns

ADMA error status flags mask(_usdhc_adma_error_status_flag).

```
static inline uint32_t USDHC_GetPresentStatusFlags(USDHC_Type *base)
```

Gets a present status.

This function gets the present USDHC's status except for an interrupt status and an error status.

Parameters

- base – USDHC peripheral base address.

Returns

Present USDHC's status flags mask(_usdhc_present_status_flag).

```
void USDHC_GetCapability(USDHC_Type *base, usdhc_capability_t *capability)
```

Gets the capability information.

Parameters

- base – USDHC peripheral base address.
- capability – Structure to save capability information.

```
static inline void USDHC_ForceClockOn(USDHC_Type *base, bool enable)
```

Forces the card clock on.

Parameters

- base – USDHC peripheral base address.
- enable – enable/disable flag

```
uint32_t USDHC_SetSdClock(USDHC_Type *base, uint32_t srcClock_Hz, uint32_t busClock_Hz)
```

Sets the SD bus clock frequency.

Parameters

- base – USDHC peripheral base address.
- srcClock_Hz – USDHC source clock frequency united in Hz.
- busClock_Hz – SD bus clock frequency united in Hz.

Returns

The nearest frequency of busClock_Hz configured for SD bus.

```
bool USDHC_SetCardActive(USDHC_Type *base, uint32_t timeout)
```

Sends 80 clocks to the card to set it to the active state.

This function must be called each time the card is inserted to ensure that the card can receive the command correctly.

Parameters

- base – USDHC peripheral base address.
- timeout – Timeout to initialize card.

Return values

- true – Set card active successfully.
- false – Set card active failed.

static inline void USDHC_AssertHardwareReset(USDHC_Type *base, bool high)

Triggers a hardware reset.

Parameters

- base – USDHC peripheral base address.
- high – 1 or 0 level

static inline void USDHC_SetDataBusWidth(USDHC_Type *base, *usdhc_data_bus_width_t* width)

Sets the data transfer width.

Parameters

- base – USDHC peripheral base address.
- width – Data transfer width.

static inline void USDHC_WriteData(USDHC_Type *base, uint32_t data)

Fills the data port.

This function is used to implement the data transfer by Data Port instead of DMA.

Parameters

- base – USDHC peripheral base address.
- data – The data about to be sent.

static inline uint32_t USDHC_ReadData(USDHC_Type *base)

Retrieves the data from the data port.

This function is used to implement the data transfer by Data Port instead of DMA.

Parameters

- base – USDHC peripheral base address.

Returns

The data has been read.

void USDHC_SendCommand(USDHC_Type *base, *usdhc_command_t* *command)

Sends command function.

Parameters

- base – USDHC peripheral base address.
- command – configuration

static inline void USDHC_EnableWakeupEvent(USDHC_Type *base, uint32_t mask, bool enable)

Enables or disables a wakeup event in low-power mode.

Parameters

- base – USDHC peripheral base address.
- mask – Wakeup events mask(*_usdhc_wakeup_event*).
- enable – True to enable, false to disable.

static inline void USDHC_CardDetectByData3(USDHC_Type *base, bool enable)

Detects card insert status.

Parameters

- base – USDHC peripheral base address.
- enable – enable/disable flag

static inline bool USDHC_DetectCardInsert(USDHC_Type *base)

Detects card insert status.

Parameters

- base – USDHC peripheral base address.

static inline void USDHC_EnableSdioControl(USDHC_Type *base, uint32_t mask, bool enable)

Enables or disables the SDIO card control.

Parameters

- base – USDHC peripheral base address.
- mask – SDIO card control flags mask(`_usdhc_sdio_control_flag`).
- enable – True to enable, false to disable.

static inline void USDHC_SetContinueRequest(USDHC_Type *base)

Restarts a transaction which has stopped at the block GAP for the SDIO card.

Parameters

- base – USDHC peripheral base address.

static inline void USDHC_RequestStopAtBlockGap(USDHC_Type *base, bool enable)

Request stop at block gap function.

Parameters

- base – USDHC peripheral base address.
- enable – True to stop at block gap, false to normal transfer.

void USDHC_SetMmcBootConfig(USDHC_Type *base, const *usdhc_boot_config_t* *config)

Configures the MMC boot feature.

Example:

```
usdhc_boot_config_t config;
config.ackTimeoutCount = 4;
config.bootMode = kUSDHC_BootModeNormal;
config.blockCount = 5;
config.enableBootAck = true;
config.enableBoot = true;
config.enableAutoStopAtBlockGap = true;
USDHC_SetMmcBootConfig(USDHC, &config);
```

Parameters

- base – USDHC peripheral base address.
- config – The MMC boot configuration information.

static inline void USDHC_EnableMmcBoot(USDHC_Type *base, bool enable)

Enables or disables the mmc boot mode.

Parameters

- base – USDHC peripheral base address.
- enable – True to enable, false to disable.

static inline void USDHC_SetForceEvent(USDHC_Type *base, uint32_t mask)

Forces generating events according to the given mask.

Parameters

- base – USDHC peripheral base address.

- mask – The force events bit position (`_usdhc_force_event`).

`static inline void UDSHC_SelectVoltage(USDHC_Type *base, bool en18v)`

Selects the USDHC output voltage.

Parameters

- base – USDHC peripheral base address.
- en18v – True means 1.8V, false means 3.0V.

`void USDHC_EnableDDRMMode(USDHC_Type *base, bool enable, uint32_t nibblePos)`

The enable/disable DDR mode.

Parameters

- base – USDHC peripheral base address.
- enable – enable/disable flag
- nibblePos – nibble position

`void USDHC_SetDataConfig(USDHC_Type *base, usdhc_transfer_direction_t dataDirection, uint32_t blockCount, uint32_t blockSize)`

USDHC data configuration.

Parameters

- base – USDHC peripheral base address.
- dataDirection – Data direction, tx or rx.
- blockCount – Data block count.
- blockSize – Data block size.

`void USDHC_TransferCreateHandle(USDHC_Type *base, usdhc_handle_t *handle, const usdhc_transfer_callback_t *callback, void *userData)`

Creates the USDHC handle.

Parameters

- base – USDHC peripheral base address.
- handle – USDHC handle pointer.
- callback – Structure pointer to contain all callback functions.
- userData – Callback function parameter.

`status_t USDHC_TransferNonBlocking(USDHC_Type *base, usdhc_handle_t *handle, usdhc_adma_config_t *dmaConfig, usdhc_transfer_t *transfer)`

Transfers the command/data using an interrupt and an asynchronous method.

This function sends a command and data and returns immediately. It doesn't wait for the transfer to complete or to encounter an error. The application must not call this API in multiple threads at the same time. Because of that this API doesn't support the re-entry mechanism.

Note: Call API `USDHC_TransferCreateHandle` when calling this API.

Parameters

- base – USDHC peripheral base address.
- handle – USDHC handle.

- dmaConfig – ADMA configuration.
- transfer – Transfer content.

Return values

- kStatus_InvalidArgument – Argument is invalid.
- kStatus_USDHC_BusyTransferring – Busy transferring.
- kStatus_USDHC_PrepareAdmaDescriptorFailed – Prepare ADMA descriptor failed.
- kStatus_Success – Operate successfully.

status_t USDHC_TransferBlocking(USDHC_Type *base, *usdhc_adma_config_t* *dmaConfig, *usdhc_transfer_t* *transfer)

Transfers the command/data using a blocking method.

This function waits until the command response/data is received or the USDHC encounters an error by polling the status flag.

The application must not call this API in multiple threads at the same time. Because this API doesn't support the re-entry mechanism.

Note: There is no need to call API USDHC_TransferCreateHandle when calling this API.

Parameters

- base – USDHC peripheral base address.
- dmaConfig – adma configuration
- transfer – Transfer content.

Return values

- kStatus_InvalidArgument – Argument is invalid.
- kStatus_USDHC_PrepareAdmaDescriptorFailed – Prepare ADMA descriptor failed.
- kStatus_USDHC_SendCommandFailed – Send command failed.
- kStatus_USDHC_TransferDataFailed – Transfer data failed.
- kStatus_Success – Operate successfully.

void USDHC_TransferHandleIRQ(USDHC_Type *base, *usdhc_handle_t* *handle)

IRQ handler for the USDHC.

This function deals with the IRQs on the given host controller.

Parameters

- base – USDHC peripheral base address.
- handle – USDHC handle.

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Enum_usdhc_status. USDHC status.

Values:

enumerator kStatus_USDHC_BusyTransferring

Transfer is on-going.

enumerator kStatus_USDHC_PrepareAdmaDescriptorFailed

Set DMA descriptor failed.

enumerator kStatus_USDHC_SendCommandFailed

Send command failed.

enumerator kStatus_USDHC_TransferDataFailed

Transfer data failed.

enumerator kStatus_USDHC_DMADDataAddrNotAlign

Data address not aligned.

enumerator kStatus_USDHC_ReTuningRequest

Re-tuning request.

enumerator kStatus_USDHC_TuningError

Tuning error.

enumerator kStatus_USDHC_NotSupport

Not support.

enumerator kStatus_USDHC_TransferDataComplete

Transfer data complete.

enumerator kStatus_USDHC_SendCommandSuccess

Transfer command complete.

enumerator kStatus_USDHC_TransferDMAComplete

Transfer DMA complete.

Enum _usdhc_capability_flag. Host controller capabilities flag mask. .

Values:

enumerator kUSDHC_SupportAdmaFlag

Support ADMA.

enumerator kUSDHC_SupportHighSpeedFlag

Support high-speed.

enumerator kUSDHC_SupportDmaFlag

Support DMA.

enumerator kUSDHC_SupportSuspendResumeFlag

Support suspend/resume.

enumerator kUSDHC_SupportV330Flag

Support voltage 3.3V.

enumerator kUSDHC_SupportV300Flag

Support voltage 3.0V.

enumerator kUSDHC_SupportV180Flag

Support voltage 1.8V.

enumerator kUSDHC_Support4BitFlag

Flag in HTCAPBLT_MBL's position, supporting 4-bit mode.

enumerator kUSDHC_Support8BitFlag

Flag in HTCAPBLT_MBL's position, supporting 8-bit mode.

enumerator kUSDHC_SupportDDR50Flag

SD version 3.0 new feature, supporting DDR50 mode.

enumerator kUSDHC_SupportSDR104Flag

Support SDR104 mode.

enumerator kUSDHC_SupportSDR50Flag

Support SDR50 mode.

Enum _usdhc_wakeup_event. Wakeup event mask. .

Values:

enumerator kUSDHC_WakeupEventOnCardInt

Wakeup on card interrupt.

enumerator kUSDHC_WakeupEventOnCardInsert

Wakeup on card insertion.

enumerator kUSDHC_WakeupEventOnCardRemove

Wakeup on card removal.

enumerator kUSDHC_WakeupEventsAll

All wakeup events

Enum _usdhc_reset. Reset type mask. .

Values:

enumerator kUSDHC_ResetAll

Reset all except card detection.

enumerator kUSDHC_ResetCommand

Reset command line.

enumerator kUSDHC_ResetData

Reset data line.

enumerator kUSDHC_ResetTuning

Reset tuning circuit.

enumerator kUSDHC_ResetsAll

All reset types

Enum _usdhc_transfer_flag. Transfer flag mask.

Values:

enumerator kUSDHC_EnableDmaFlag

Enable DMA.

enumerator kUSDHC_CommandTypeSuspendFlag

Suspend command.

enumerator kUSDHC_CommandTypeResumeFlag

Resume command.

enumerator kUSDHC_CommandTypeAbortFlag

Abort command.

enumerator kUSDHC_EnableBlockCountFlag

Enable block count.

enumerator kUSDHC_EnableAutoCommand12Flag

Enable auto CMD12.

enumerator kUSDHC_DataReadFlag

Enable data read.

enumerator kUSDHC_MultipleBlockFlag

Multiple block data read/write.

enumerator kUSDHC_EnableAutoCommand23Flag

Enable auto CMD23.

enumerator kUSDHC_ResponseLength136Flag

136-bit response length.

enumerator kUSDHC_ResponseLength48Flag

48-bit response length.

enumerator kUSDHC_ResponseLength48BusyFlag

48-bit response length with busy status.

enumerator kUSDHC_EnableCrcCheckFlag

Enable CRC check.

enumerator kUSDHC_EnableIndexCheckFlag

Enable index check.

enumerator kUSDHC_DataPresentFlag

Data present flag.

Enum _usdhc_present_status_flag. Present status flag mask. .

Values:

enumerator kUSDHC_CommandInhibitFlag

Command inhibit.

enumerator kUSDHC_DataInhibitFlag

Data inhibit.

enumerator kUSDHC_DataLineActiveFlag

Data line active.

enumerator kUSDHC_SdClockStableFlag

SD bus clock stable.

enumerator kUSDHC_WriteTransferActiveFlag

Write transfer active.

enumerator kUSDHC_ReadTransferActiveFlag

Read transfer active.

enumerator kUSDHC_BufferWriteEnableFlag

Buffer write enable.

enumerator kUSDHC_BufferReadEnableFlag

Buffer read enable.

enumerator kUSDHC_ReTuningRequestFlag

Re-tuning request flag, only used for SDR104 mode.

enumerator kUSDHC_DelaySettingFinishedFlag

Delay setting finished flag.

enumerator kUSDHC_CardInsertedFlag

Card inserted.

enumerator kUSDHC_CommandLineLevelFlag

Command line signal level.

enumerator kUSDHC_Data0LineLevelFlag

Data0 line signal level.

enumerator kUSDHC_Data1LineLevelFlag

Data1 line signal level.

enumerator kUSDHC_Data2LineLevelFlag

Data2 line signal level.

enumerator kUSDHC_Data3LineLevelFlag

Data3 line signal level.

enumerator kUSDHC_Data4LineLevelFlag

Data4 line signal level.

enumerator kUSDHC_Data5LineLevelFlag

Data5 line signal level.

enumerator kUSDHC_Data6LineLevelFlag

Data6 line signal level.

enumerator kUSDHC_Data7LineLevelFlag

Data7 line signal level.

Enum _usdhc_interrupt_status_flag. Interrupt status flag mask. .

Values:

enumerator kUSDHC_CommandCompleteFlag

Command complete.

enumerator kUSDHC_DataCompleteFlag

Data complete.

enumerator kUSDHC_BlockGapEventFlag

Block gap event.

enumerator kUSDHC_DmaCompleteFlag

DMA interrupt.

enumerator kUSDHC_BufferWriteReadyFlag

Buffer write ready.

enumerator kUSDHC_BufferReadReadyFlag

Buffer read ready.

enumerator kUSDHC_CardInsertionFlag
Card inserted.

enumerator kUSDHC_CardRemovalFlag
Card removed.

enumerator kUSDHC_CardInterruptFlag
Card interrupt.

enumerator kUSDHC_ReTuningEventFlag
Re-Tuning event, only for SD3.0 SDR104 mode.

enumerator kUSDHC_TuningPassFlag
SDR104 mode tuning pass flag.

enumerator kUSDHC_TuningErrorFlag
SDR104 tuning error flag.

enumerator kUSDHC_CommandTimeoutFlag
Command timeout error.

enumerator kUSDHC_CommandCrcErrorFlag
Command CRC error.

enumerator kUSDHC_CommandEndBitErrorFlag
Command end bit error.

enumerator kUSDHC_CommandIndexErrorFlag
Command index error.

enumerator kUSDHC_DataTimeoutFlag
Data timeout error.

enumerator kUSDHC_DataCrcErrorFlag
Data CRC error.

enumerator kUSDHC_DataEndBitErrorFlag
Data end bit error.

enumerator kUSDHC_AutoCommand12ErrorFlag
Auto CMD12 error.

enumerator kUSDHC_DmaErrorFlag
DMA error.

enumerator kUSDHC_CommandErrorFlag
Command error

enumerator kUSDHC_DataErrorFlag
Data error

enumerator kUSDHC_ErrorFlag
All error

enumerator kUSDHC_DataFlag
Data interrupts

enumerator kUSDHC_DataDMAFlag
Data interrupts

enumerator kUSDHC_CommandFlag
Command interrupts

enumerator kUSDHC_CardDetectFlag

Card detection interrupts

enumerator kUSDHC_SDR104TuningFlag

SDR104 tuning flag.

enumerator kUSDHC_AllInterruptFlags

All flags mask

Enum _usdhc_auto_command12_error_status_flag. Auto CMD12 error status flag mask. .

Values:

enumerator kUSDHC_AutoCommand12NotExecutedFlag

Not executed error.

enumerator kUSDHC_AutoCommand12TimeoutFlag

Timeout error.

enumerator kUSDHC_AutoCommand12EndBitErrorFlag

End bit error.

enumerator kUSDHC_AutoCommand12CrcErrorFlag

CRC error.

enumerator kUSDHC_AutoCommand12IndexErrorFlag

Index error.

enumerator kUSDHC_AutoCommand12NotIssuedFlag

Not issued error.

Enum _usdhc_standard_tuning. Standard tuning flag.

Values:

enumerator kUSDHC_ExecuteTuning

Used to start tuning procedure.

enumerator kUSDHC_TuningSampleClockSel

When **std_tuning_en** bit is set, this bit is used to select sampling clock.

Enum _usdhc_adma_error_status_flag. ADMA error status flag mask. .

Values:

enumerator kUSDHC_AdmaLenghMismatchFlag

Length mismatch error.

enumerator kUSDHC_AdmaDescriptorErrorFlag

Descriptor error.

Enum _usdhc_adma_error_state. ADMA error state.

This state is the detail state when ADMA error has occurred.

Values:

enumerator kUSDHC_AdmaErrorStateStopDma

Stop DMA, previous location set in the ADMA system address is errored address.

enumerator kUSDHC_AdmaErrorStateFetchDescriptor

Fetch descriptor, current location set in the ADMA system address is errored address.

enumerator kUSDHC_AdmaErrorStateChangeAddress

Change address, no DMA error has occurred.

enumerator kUSDHC_AdmaErrorStateTransferData

Transfer data, previous location set in the ADMA system address is errored address.

enumerator kUSDHC_AdmaErrorStateInvalidLength

Invalid length in ADMA descriptor.

enumerator kUSDHC_AdmaErrorStateInvalidDescriptor

Invalid descriptor fetched by ADMA.

enumerator kUSDHC_AdmaErrorState

ADMA error state

Enum _usdhc_force_event. Force event bit position. .

Values:

enumerator kUSDHC_ForceEventAutoCommand12NotExecuted

Auto CMD12 not executed error.

enumerator kUSDHC_ForceEventAutoCommand12Timeout

Auto CMD12 timeout error.

enumerator kUSDHC_ForceEventAutoCommand12CrcError

Auto CMD12 CRC error.

enumerator kUSDHC_ForceEventEndBitError

Auto CMD12 end bit error.

enumerator kUSDHC_ForceEventAutoCommand12IndexError

Auto CMD12 index error.

enumerator kUSDHC_ForceEventAutoCommand12NotIssued

Auto CMD12 not issued error.

enumerator kUSDHC_ForceEventCommandTimeout

Command timeout error.

enumerator kUSDHC_ForceEventCommandCrcError

Command CRC error.

enumerator kUSDHC_ForceEventCommandEndBitError

Command end bit error.

enumerator kUSDHC_ForceEventCommandIndexError

Command index error.

enumerator kUSDHC_ForceEventDataTimeout

Data timeout error.

enumerator kUSDHC_ForceEventDataCrcError

Data CRC error.

enumerator kUSDHC_ForceEventDataEndBitError

Data end bit error.

enumerator kUSDHC_ForceEventAutoCommand12Error
Auto CMD12 error.

enumerator kUSDHC_ForceEventCardInt
Card interrupt.

enumerator kUSDHC_ForceEventDmaError
Dma error.

enumerator kUSDHC_ForceEventTuningError
Tuning error.

enumerator kUSDHC_ForceEventsAll
All force event flags mask.

enum __usdhc_transfer_direction
Data transfer direction.

Values:

enumerator kUSDHC_TransferDirectionReceive
USDHC transfer direction receive.

enumerator kUSDHC_TransferDirectionSend
USDHC transfer direction send.

enum __usdhc_data_bus_width
Data transfer width.

Values:

enumerator kUSDHC_DataBusWidth1Bit
1-bit mode

enumerator kUSDHC_DataBusWidth4Bit
4-bit mode

enumerator kUSDHC_DataBusWidth8Bit
8-bit mode

enum __usdhc_endian_mode
Endian mode.

Values:

enumerator kUSDHC_EndianModeBig
Big endian mode.

enumerator kUSDHC_EndianModeHalfWordBig
Half word big endian mode.

enumerator kUSDHC_EndianModeLittle
Little endian mode.

enum __usdhc_dma_mode
DMA mode.

Values:

enumerator kUSDHC_DmaModeSimple
External DMA.

enumerator kUSDHC_DmaModeAdma1
ADMA1 is selected.

enumerator kUSDHC_DmaModeAdma2

ADMA2 is selected.

enumerator kUSDHC_ExternalDMA

External DMA mode selected.

Enum _usdhc_sdio_control_flag. SDIO control flag mask. .

Values:

enumerator kUSDHC_StopAtBlockGapFlag

Stop at block gap.

enumerator kUSDHC_ReadWaitControlFlag

Read wait control.

enumerator kUSDHC_InterruptAtBlockGapFlag

Interrupt at block gap.

enumerator kUSDHC_ReadDoneNo8CLK

Read done without 8 clk for block gap.

enumerator kUSDHC_ExactBlockNumberReadFlag

Exact block number read.

enum _usdhc_boot_mode

MMC card boot mode.

Values:

enumerator kUSDHC_BootModeNormal

Normal boot

enumerator kUSDHC_BootModeAlternative

Alternative boot

enum _usdhc_card_command_type

The command type.

Values:

enumerator kCARD_CommandTypeNormal

Normal command

enumerator kCARD_CommandTypeSuspend

Suspend command

enumerator kCARD_CommandTypeResume

Resume command

enumerator kCARD_CommandTypeAbort

Abort command

enumerator kCARD_CommandTypeEmpty

Empty command

enum _usdhc_card_response_type

The command response type.

Defines the command response type from card to host controller.

Values:

enumerator kCARD_ResponseTypeNone

Response type: none

enumerator kCARD_ResponseTypeR1

Response type: R1

enumerator kCARD_ResponseTypeR1b

Response type: R1b

enumerator kCARD_ResponseTypeR2

Response type: R2

enumerator kCARD_ResponseTypeR3

Response type: R3

enumerator kCARD_ResponseTypeR4

Response type: R4

enumerator kCARD_ResponseTypeR5

Response type: R5

enumerator kCARD_ResponseTypeR5b

Response type: R5b

enumerator kCARD_ResponseTypeR6

Response type: R6

enumerator kCARD_ResponseTypeR7

Response type: R7

Enum `_usdhc_adma1_descriptor_flag`. The mask for the control/status field in ADMA1 descriptor.

Values:

enumerator kUSDHC_Adma1DescriptorValidFlag

Valid flag.

enumerator kUSDHC_Adma1DescriptorEndFlag

End flag.

enumerator kUSDHC_Adma1DescriptorInterruptFlag

Interrupt flag.

enumerator kUSDHC_Adma1DescriptorActivity1Flag

Activity 1 flag.

enumerator kUSDHC_Adma1DescriptorActivity2Flag

Activity 2 flag.

enumerator kUSDHC_Adma1DescriptorTypeNop

No operation.

enumerator kUSDHC_Adma1DescriptorTypeTransfer

Transfer data.

enumerator kUSDHC_Adma1DescriptorTypeLink

Link descriptor.

enumerator kUSDHC_Adma1DescriptorTypeSetLength

Set data length.

Enum _usdhc_adma2_descriptor_flag. ADMA1 descriptor control and status mask.

Values:

enumerator kUSDHC__Adma2DescriptorValidFlag

Valid flag.

enumerator kUSDHC__Adma2DescriptorEndFlag

End flag.

enumerator kUSDHC__Adma2DescriptorInterruptFlag

Interrupt flag.

enumerator kUSDHC__Adma2DescriptorActivity1Flag

Activity 1 mask.

enumerator kUSDHC__Adma2DescriptorActivity2Flag

Activity 2 mask.

enumerator kUSDHC__Adma2DescriptorTypeNop

No operation.

enumerator kUSDHC__Adma2DescriptorTypeReserved

Reserved.

enumerator kUSDHC__Adma2DescriptorTypeTransfer

Transfer type.

enumerator kUSDHC__Adma2DescriptorTypeLink

Link type.

Enum _usdhc_adma_flag. ADMA descriptor configuration flag. .

Values:

enumerator kUSDHC__AdmaDescriptorSingleFlag

Try to finish the transfer in a single ADMA descriptor. If transfer size is bigger than one ADMA descriptor's ability, new another descriptor for data transfer.

enumerator kUSDHC__AdmaDescriptorMultipleFlag

Create multiple ADMA descriptors within the ADMA table, this is used for mmc boot mode specifically, which need to modify the ADMA descriptor on the fly, so the flag should be used combining with stop at block gap feature.

enum _usdhc_burst_len

DMA transfer burst len config.

Values:

enumerator kUSDHC__EnBurstLenForINCR

Enable burst len for INCR.

enumerator kUSDHC__EnBurstLenForINCR4816

Enable burst len for INCR4/INCR8/INCR16.

enumerator kUSDHC__EnBurstLenForINCR4816WRAP

Enable burst len for INCR4/8/16 WRAP.

Enum _usdhc_transfer_data_type. Transfer data type definition.

Values:

enumerator `kUSDHC_TransferDataNormal`
Transfer normal read/write data.

enumerator `kUSDHC_TransferDataTuning`
Transfer tuning data.

enumerator `kUSDHC_TransferDataBoot`
Transfer boot data.

enumerator `kUSDHC_TransferDataBootcontinuous`
Transfer boot data continuously.

typedef enum `_usdhc_transfer_direction` `usdhc_transfer_direction_t`
Data transfer direction.

typedef enum `_usdhc_data_bus_width` `usdhc_data_bus_width_t`
Data transfer width.

typedef enum `_usdhc_endian_mode` `usdhc_endian_mode_t`
Endian mode.

typedef enum `_usdhc_dma_mode` `usdhc_dma_mode_t`
DMA mode.

typedef enum `_usdhc_boot_mode` `usdhc_boot_mode_t`
MMC card boot mode.

typedef enum `_usdhc_card_command_type` `usdhc_card_command_type_t`
The command type.

typedef enum `_usdhc_card_response_type` `usdhc_card_response_type_t`
The command response type.
Defines the command response type from card to host controller.

typedef enum `_usdhc_burst_len` `usdhc_burst_len_t`
DMA transfer burst len config.

typedef uint32_t `usdhc_adma1_descriptor_t`
Defines the ADMA1 descriptor structure.

typedef struct `_usdhc_adma2_descriptor` `usdhc_adma2_descriptor_t`
Defines the ADMA2 descriptor structure.

typedef struct `_usdhc_capability` `usdhc_capability_t`
USDHC capability information.
Defines a structure to save the capability information of USDHC.

typedef struct `_usdhc_boot_config` `usdhc_boot_config_t`
Data structure to configure the MMC boot feature.

typedef struct `_usdhc_config` `usdhc_config_t`
Data structure to initialize the USDHC.

typedef struct `_usdhc_command` `usdhc_command_t`
Card command descriptor.
Defines card command-related attribute.

typedef struct `_usdhc_adma_config` `usdhc_adma_config_t`
ADMA configuration.

`typedef struct _usdhc_scatter_gather_data_list usdhc_scatter_gather_data_list_t`

Card scatter gather data list.

Allow application register uncontinuous data buffer for data transfer.

`typedef struct _usdhc_scatter_gather_data usdhc_scatter_gather_data_t`

Card scatter gather data descriptor.

Defines a structure to contain data-related attribute. The 'enableIgnoreError' is used when upper card driver wants to ignore the error event to read/write all the data and not to stop read/write immediately when an error event happens. For example, bus testing procedure for MMC card.

`typedef struct _usdhc_scatter_gather_transfer usdhc_scatter_gather_transfer_t`

usdhc scatter gather transfer.

`typedef struct _usdhc_data usdhc_data_t`

Card data descriptor.

Defines a structure to contain data-related attribute. The 'enableIgnoreError' is used when upper card driver wants to ignore the error event to read/write all the data and not to stop read/write immediately when an error event happens. For example, bus testing procedure for MMC card.

`typedef struct _usdhc_transfer usdhc_transfer_t`

Transfer state.

`typedef struct _usdhc_handle usdhc_handle_t`

USDHC handle typedef.

`typedef struct _usdhc_transfer_callback usdhc_transfer_callback_t`

USDHC callback functions.

`typedef status_t (*usdhc_transfer_function_t)(USDHC_Type *base, usdhc_transfer_t *content)`

USDHC transfer function.

`typedef struct _usdhc_host usdhc_host_t`

USDHC host descriptor.

`USDHC_MAX_BLOCK_COUNT`

Maximum block count can be set one time.

`FSL_USDHC_ENABLE_SCATTER_GATHER_TRANSFER`

USDHC scatter gather feature control macro.

`USDHC_ADMA1_ADDRESS_ALIGN`

The alignment size for ADDRESS filed in ADMA1's descriptor.

`USDHC_ADMA1_LENGTH_ALIGN`

The alignment size for LENGTH field in ADMA1's descriptor.

`USDHC_ADMA2_ADDRESS_ALIGN`

The alignment size for ADDRESS field in ADMA2's descriptor.

`USDHC_ADMA2_LENGTH_ALIGN`

The alignment size for LENGTH filed in ADMA2's descriptor.

`USDHC_ADMA1_DESCRIPTOR_ADDRESS_SHIFT`

The bit shift for ADDRESS filed in ADMA1's descriptor.

Address/page field	Reserved	Attribute					
31 12	11 6	05	04	03	02	01	00
address or data length	000000	Act2	Act1	0	Int	End	Valid

Act2	Act1	Comment	31-28	27-12
0	0	No op	Don't care	
0	1	Set data length	0000	Data Length
1	0	Transfer data	Data address	
1	1	Link descriptor	Descriptor address	

USDHC_ADMA1_DESCRIPTOR_ADDRESS_MASK

The bit mask for ADDRESS field in ADMA1's descriptor.

USDHC_ADMA1_DESCRIPTOR_LENGTH_SHIFT

The bit shift for LENGTH field in ADMA1's descriptor.

USDHC_ADMA1_DESCRIPTOR_LENGTH_MASK

The mask for LENGTH field in ADMA1's descriptor.

USDHC_ADMA1_DESCRIPTOR_MAX_LENGTH_PER_ENTRY

The maximum value of LENGTH field in ADMA1's descriptor. Since the max transfer size ADMA1 support is 65535 which is indivisible by 4096, so to make sure a large data load transfer (>64KB) continuously (require the data address be always align with 4096), software will set the maximum data length for ADMA1 to (64 - 4)KB.

USDHC_ADMA2_DESCRIPTOR_LENGTH_SHIFT

The bit shift for LENGTH field in ADMA2's descriptor.

Address field	Length	Reserved	Attribute					
63 32	31 16	15 06	05	04	03	02	01	00
32-bit address	16-bit length	0000000000	Act2	Act1	0	Int	End	Valid

Act2	Act1	Comment	Operation
0	0	No op	Don't care
0	1	Reserved	Read this line and go to next one
1	0	Transfer data	Transfer data with address and length set in this descriptor line
1	1	Link descriptor	Link to another descriptor

USDHC_ADMA2_DESCRIPTOR_LENGTH_MASK

The bit mask for LENGTH field in ADMA2's descriptor.

USDHC_ADMA2_DESCRIPTOR_MAX_LENGTH_PER_ENTRY

The maximum value of LENGTH field in ADMA2's descriptor.

struct _usdhc_adma2_descriptor

#include <fsl_usdhc.h> Defines the ADMA2 descriptor structure.

Public Members

uint32_t attribute
The control and status field.

uint32_t address
The address field.

struct __usdhc__capability
#include <fsl_usdhc.h> USDHC capability information.
Defines a structure to save the capability information of USDHC.

Public Members

uint32_t sdVersion
Support SD card/sdio version.

uint32_t mmcVersion
Support EMMC card version.

uint32_t maxBlockLength
Maximum block length united as byte.

uint32_t maxBlockCount
Maximum block count can be set one time.

uint32_t flags
Capability flags to indicate the support information(__usdhc__capability_flag).

struct __usdhc__boot__config
#include <fsl_usdhc.h> Data structure to configure the MMC boot feature.

Public Members

uint32_t ackTimeoutCount
Timeout value for the boot ACK. The available range is 0 ~ 15.

usdhc_boot_mode_t bootMode
Boot mode selection.

uint32_t blockCount
Stop at block gap value of automatic mode. Available range is 0 ~ 65535.

size_t blockSize
Block size.

bool enableBootAck
Enable or disable boot ACK.

bool enableAutoStopAtBlockGap
Enable or disable auto stop at block gap function in boot period.

struct __usdhc__config
#include <fsl_usdhc.h> Data structure to initialize the USDHC.

Public Members

uint32_t dataTimeout

Data timeout value.

usdhc_endian_mode_t endianMode

Endian mode.

uint8_t readWatermarkLevel

Watermark level for DMA read operation. Available range is 1 ~ 128.

uint8_t writeWatermarkLevel

Watermark level for DMA write operation. Available range is 1 ~ 128.

uint8_t readBurstLen

Read burst len.

uint8_t writeBurstLen

Write burst len.

struct __usdhc_command

#include <fsl_usdhc.h> Card command descriptor.

Defines card command-related attribute.

Public Members

uint32_t index

Command index.

uint32_t argument

Command argument.

usdhc_card_command_type_t type

Command type.

usdhc_card_response_type_t responseType

Command response type.

uint32_t response[4U]

Response for this command.

uint32_t responseErrorFlags

Response error flag, which need to check the command reponse.

uint32_t flags

Cmd flags.

struct __usdhc_adma_config

#include <fsl_usdhc.h> ADMA configuration.

Public Members

usdhc_dma_mode_t dmaMode

DMA mode.

usdhc_burst_len_t burstLen

Burst len config.

uint32_t *admaTable

ADMA table address, can't be null if transfer way is ADMA1/ADMA2.

uint32_t admaTableWords

ADMA table length united as words, can't be 0 if transfer way is ADMA1/ADMA2.

struct __usdhc_scatter_gather_data_list

#include <fsl_usdhc.h> Card scatter gather data list.

Allow application register uncontinuous data buffer for data transfer.

struct __usdhc_scatter_gather_data

#include <fsl_usdhc.h> Card scatter gather data descriptor.

Defines a structure to contain data-related attribute. The 'enableIgnoreError' is used when upper card driver wants to ignore the error event to read/write all the data and not to stop read/write immediately when an error event happens. For example, bus testing procedure for MMC card.

Public Members

bool enableAutoCommand12

Enable auto CMD12.

bool enableAutoCommand23

Enable auto CMD23.

bool enableIgnoreError

Enable to ignore error event to read/write all the data.

usdhc_transfer_direction_t dataDirection

data direction

uint8_t dataType

this is used to distinguish the normal/tuning/boot data.

size_t blockSize

Block size.

usdhc_scatter_gather_data_list_t sgData

scatter gather data

struct __usdhc_scatter_gather_transfer

#include <fsl_usdhc.h> usdhc scatter gather transfer.

Public Members

usdhc_scatter_gather_data_t *data

Data to transfer.

usdhc_command_t *command

Command to send.

struct __usdhc_data

#include <fsl_usdhc.h> Card data descriptor.

Defines a structure to contain data-related attribute. The 'enableIgnoreError' is used when upper card driver wants to ignore the error event to read/write all the data and not to stop read/write immediately when an error event happens. For example, bus testing procedure for MMC card.

Public Members

`bool enableAutoCommand12`
Enable auto CMD12.

`bool enableAutoCommand23`
Enable auto CMD23.

`bool enableIgnoreError`
Enable to ignore error event to read/write all the data.

`uint8_t dataType`
this is used to distinguish the normal/tuning/boot data.

`size_t blockSize`
Block size.

`uint32_t blockCount`
Block count.

`uint32_t *rxData`
Buffer to save data read.

`const uint32_t *txData`
Data buffer to write.

`struct __usdhc__transfer`
#include <fsl_usdhc.h> Transfer state.

Public Members

`usdhc_data_t *data`
Data to transfer.

`usdhc_command_t *command`
Command to send.

`struct __usdhc__transfer__callback`
#include <fsl_usdhc.h> USDHC callback functions.

Public Members

`void (*CardInserted)(USDHC_Type *base, void *userData)`
Card inserted occurs when DAT3/CD pin is for card detect

`void (*CardRemoved)(USDHC_Type *base, void *userData)`
Card removed occurs

`void (*SdioInterrupt)(USDHC_Type *base, void *userData)`
SDIO card interrupt occurs

`void (*BlockGap)(USDHC_Type *base, void *userData)`
stopped at block gap event

`void (*TransferComplete)(USDHC_Type *base, usdhc_handle_t *handle, status_t status, void *userData)`
Transfer complete callback.

`void (*ReTuning)(USDHC_Type *base, void *userData)`
Handle the re-tuning.

struct __usdhc_handle

#include <fsl_usdhc.h> USDHC handle.

Defines the structure to save the USDHC state information and callback function.

Note: All the fields except interruptFlags and transferredWords must be allocated by the user.

Public Members

usdhc_data_t *volatile data

Transfer parameter. Data to transfer.

usdhc_command_t *volatile command

Transfer parameter. Command to send.

volatile uint32_t transferredWords

Transfer status. Words transferred by DATAPORT way.

usdhc_transfer_callback_t callback

Callback function.

void *userData

Parameter for transfer complete callback.

struct __usdhc_host

#include <fsl_usdhc.h> USDHC host descriptor.

Public Members

USDHC_Type *base

USDHC peripheral base address.

uint32_t sourceClock_Hz

USDHC source clock frequency united in Hz.

usdhc_config_t config

USDHC configuration.

usdhc_capability_t capability

USDHC capability information.

usdhc_transfer_function_t transfer

USDHC transfer function.

2.42 WDOG: Watchdog Timer Driver

void WDOG_GetDefaultConfig(*wdog_config_t* *config)

Initializes the WDOG configuration structure.

This function initializes the WDOG configuration structure to default values. The default values are as follows.

```
wdogConfig->enableWdog = true;
wdogConfig->workMode.enableWait = true;
wdogConfig->workMode.enableStop = true;
wdogConfig->workMode.enableDebug = true;
wdogConfig->enableInterrupt = false;
wdogConfig->enablePowerdown = false;
wdogConfig->resetExtension = false;
wdogConfig->timeoutValue = 0xFFU;
wdogConfig->interruptTimeValue = 0x04u;
```

See also:

`wdog_config_t`

Parameters

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

`void WDOG_Init(WDOG_Type *base, const wdog_config_t *config)`

Initializes the WDOG.

This function initializes the WDOG. When called, the WDOG runs according to the configuration.

This is an example.

```
wdog_config_t config;
WDOG_GetDefaultConfig(&config);
config.timeoutValue = 0xFFU;
config->interruptTimeValue = 0x04u;
WDOG_Init(wdog_base,&config);
```

Parameters

- `base` – WDOG peripheral base address
- `config` – The configuration of WDOG

`void WDOG_Deinit(WDOG_Type *base)`

Shuts down the WDOG.

This function shuts down the WDOG. Watchdog Enable bit is a write one once only bit. It is not possible to clear this bit by a software write, once the bit is set. This bit(WDE) can be set/reset only in debug mode(exception).

`static inline void WDOG_Enable(WDOG_Type *base)`

Enables the WDOG module.

This function writes a value into the WDOG_WCR register to enable the WDOG. This is a write one once only bit. It is not possible to clear this bit by a software write, once the bit is set. only debug mode exception.

Parameters

- `base` – WDOG peripheral base address

`static inline void WDOG_Disable(WDOG_Type *base)`

Disables the WDOG module.

This function writes a value into the WDOG_WCR register to disable the WDOG. This is a write one once only bit. It is not possible to clear this bit by a software write,once the bit is set. only debug mode exception

Parameters

- base – WDOG peripheral base address

static inline void WDOG_TriggerSystemSoftwareReset(WDOG_Type *base)

Trigger the system software reset.

This function will write to the WCR[SRS] bit to trigger a software system reset. This bit will automatically resets to “1” after it has been asserted to “0”. Note: Calling this API will reset the system right now, please using it with more attention.

Parameters

- base – WDOG peripheral base address

static inline void WDOG_TriggerSoftwareSignal(WDOG_Type *base)

Trigger an output assertion.

This function will write to the WCR[WDA] bit to trigger WDOG_B signal assertion. The WDOG_B signal can be routed to external pin of the chip, the output pin will turn to assertion along with WDOG_B signal. Note: The WDOG_B signal will remain assert until a power on reset occurred, so, please take more attention while calling it.

Parameters

- base – WDOG peripheral base address

static inline void WDOG_EnableInterrupts(WDOG_Type *base, uint16_t mask)

Enables the WDOG interrupt.

This bit is a write once only bit. Once the software does a write access to this bit, it will get locked and cannot be reprogrammed until the next system reset assertion

Parameters

- base – WDOG peripheral base address
- mask – The interrupts to enable The parameter can be combination of the following source if defined.
 - kWDOG_InterruptEnable

uint16_t WDOG_GetStatusFlags(WDOG_Type *base)

Gets the WDOG all reset status flags.

This function gets all reset status flags.

```
uint16_t status;
status = WDOG_GetStatusFlags (wdog_base);
```

See also:

_wdog_status_flags

- true: a related status flag has been set.
- false: a related status flag is not set.

Parameters

- base – WDOG peripheral base address

Returns

State of the status flag: asserted (true) or not-asserted (false).

```
void WDOG_ClearInterruptStatus(WDOG_Type *base, uint16_t mask)
```

Clears the WDOG flag.

This function clears the WDOG status flag.

This is an example for clearing the interrupt flag.

```
WDOG_ClearStatusFlags(wdog_base, KWDOG_InterruptFlag);
```

Parameters

- base – WDOG peripheral base address
- mask – The status flags to clear. The parameter could be any combination of the following values. KWDOG_TimeoutFlag

```
static inline void WDOG_SetTimeoutValue(WDOG_Type *base, uint16_t timeoutCount)
```

Sets the WDOG timeout value.

This function sets the timeout value. This function writes a value into WCR registers. The time-out value can be written at any point of time but it is loaded to the counter at the time when WDOG is enabled or after the service routine has been performed.

Parameters

- base – WDOG peripheral base address
- timeoutCount – WDOG timeout value; count of WDOG clock tick.

```
static inline void WDOG_SetInterruptTimeoutValue(WDOG_Type *base, uint16_t timeoutCount)
```

Sets the WDOG interrupt count timeout value.

This function sets the interrupt count timeout value. This function writes a value into WIC registers which are write-once. This field is write once only. Once the software does a write access to this field, it will get locked and cannot be reprogrammed until the next system reset assertion.

Parameters

- base – WDOG peripheral base address
- timeoutCount – WDOG timeout value; count of WDOG clock tick.

```
static inline void WDOG_DisablePowerDownEnable(WDOG_Type *base)
```

Disable the WDOG power down enable bit.

This function disable the WDOG power down enable(PDE). This function writes a value into WMCR registers which are write-once. This field is write once only. Once software sets this bit it cannot be reset until the next system reset.

Parameters

- base – WDOG peripheral base address

```
void WDOG_Refresh(WDOG_Type *base)
```

Refreshes the WDOG timer.

This function feeds the WDOG. This function should be called before the WDOG timer is in timeout. Otherwise, a reset is asserted.

Parameters

- base – WDOG peripheral base address

```
FSL_WDOG_DRIVER_VERSION
```

Defines WDOG driver version.

```
WDOG_REFRESH_KEY
```

enum `_wdog_interrupt_enable`

WDOG interrupt configuration structure, default settings all disabled.

This structure contains the settings for all of the WDOG interrupt configurations.

Values:

enumerator `kWDOG__InterruptEnable`

WDOG timeout generates an interrupt before reset

enum `_wdog_status_flags`

WDOG status flags.

This structure contains the WDOG status flags for use in the WDOG functions.

Values:

enumerator `kWDOG__RunningFlag`

Running flag, set when WDOG is enabled

enumerator `kWDOG__PowerOnResetFlag`

Power On flag, set when reset is the result of a powerOnReset

enumerator `kWDOG__TimeoutResetFlag`

Timeout flag, set when reset is the result of a timeout

enumerator `kWDOG__SoftwareResetFlag`

Software flag, set when reset is the result of a software

enumerator `kWDOG__InterruptFlag`

interrupt flag, whether interrupt has occurred or not

typedef struct `_wdog_work_mode` `wdog_work_mode_t`

Defines WDOG work mode.

typedef struct `_wdog_config` `wdog_config_t`

Describes WDOG configuration structure.

struct `_wdog_work_mode`

#include <fsl_wdog.h> Defines WDOG work mode.

Public Members

bool `enableWait`

If set to true, WDOG continues in wait mode

bool `enableStop`

If set to true, WDOG continues in stop mode

bool `enableDebug`

If set to true, WDOG continues in debug mode

struct `_wdog_config`

#include <fsl_wdog.h> Describes WDOG configuration structure.

Public Members

bool `enableWdog`

Enables or disables WDOG

wdog_work_mode_t workMode
Configures WDOG work mode in debug stop and wait mode

bool enableInterrupt
Enables or disables WDOG interrupt

uint16_t timeoutValue
Timeout value

uint16_t interruptTimeValue
Interrupt count timeout value

bool softwareResetExtension
software reset extension

bool enablePowerDown
power down enable bit

bool enableTimeOutAssert
Enable WDOG_B timeout assertion.

Chapter 3

Middleware

3.1 Motor Control

3.1.1 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.

3.2 MultiCore

3.2.1 Multicore SDK

Multicore Software Development Kit (MCSDK) is a Software Development Kit that provides comprehensive software support for NXP dual/multicore devices. The MCSDK is combined with the MCUXpresso SDK to make the software framework for easy development of multicore applications.

Multicore SDK (MCSDK) Release Notes

Overview These are the release notes for the NXP Multicore Software Development Kit (MCSDK) version 25.06.00.

This software package contains components for efficient work with multicore devices as well as for the multiprocessor communication.

What is new

- eRPC [CHANGELOG](#)
- RPPMsg-Lite [CHANGELOG](#)
- MCMgr [CHANGELOG](#)
- Supported evaluation boards (multicore examples):
 - LPCXpresso55S69
 - FRDM-K32L3A6
 - MIMXRT1170-EVKB
 - MIMXRT1160-EVK
 - MIMXRT1180-EVK
 - MCX-N5XX-EVK
 - MCX-N9XX-EVK
 - FRDM-MCXN947
 - MIMXRT700-EVK
 - KW47-EVK
 - KW47-LOC
 - FRDM-MCXW72
 - MCX-W72-EVK
- Supported evaluation boards (multiprocessor examples):
 - LPCXpresso55S36
 - FRDM-K22F
 - FRDM-K32L2B
 - MIMXRT685-EVK
 - MIMXRT1170-EVKB
 - MIMXRT1180
 - FRDM-MCXN236
 - FRDM-MCXC242
 - FRDM-MCXC444
 - MCX-N9XX-EVK
 - FRDM-MCXN947
 - MIMXRT700-EVK

Development tools The Multicore SDK (MCSDK) was compiled and tested with development tools referred in: [Development tools](#)

Release contents This table describes the release contents. Not all MCUXpresso SDK packages contain the whole set of these components.

Deliverable	Location
Multicore SDK location	<MCUXpressoSDK_install_dir>/middleware/multicore/
Documentation	<MCSDK_dir>/mcuxsdk-doc/
Embedded Remote Procedure Call component	<MCSDK_dir>/erpc/
Multicore Manager component	<MCSDK_dir>/mcmgr/
RPMsg-Lite	<MCSDK_dir>/rpmsg_lite/
Multicore demo applications	<MCUXpressoSDK_install_dir>/examples/multicore_examples/
Multiprocessor demo applications	<MCUXpressoSDK_install_dir>/examples/multiprocessor_examples/

Multicore SDK release overview Together, the Multicore SDK (MCSDK) and the MCUXpresso SDK (SDK) form a framework for the development of software for NXP multicore devices. The MCSDK release consists of the following elementary software components for multicore:

- Embedded Remote Procedure Call (eRPC)
- Multicore Manager (MCMGR) - included just in SDK for multicore devices
- Remote Processor Messaging - Lite (RPMsg-Lite) - included just in SDK for multicore devices

The MCSDK is also accompanied with documentation and several multicore and multiprocessor demo applications.

Demo applications The multicore demo applications demonstrate the usage of the MCSDK software components on supported multicore development boards.

The following multicore demo applications are located together with other MCUXpresso SDK examples in

the <MCUXpressoSDK_install_dir>/examples/multicore_examples subdirectories.

- erpc_matrix_multiply_mu
- erpc_matrix_multiply_mu_rtos
- erpc_matrix_multiply_rpmsg
- erpc_matrix_multiply_rpmsg_rtos
- erpc_two_way_rpc_rpmsg_rtos
- freertos_message_buffers
- hello_world
- multicore_manager
- rpmsg_lite_pingpong
- rpmsg_lite_pingpong_rtos
- rpmsg_lite_pingpong_tzm

The eRPC multicore component can be leveraged for inter-processor communication and remote procedure calls between SoCs / development boards.

The following multiprocessor demo applications are located together with other MCUXpresso SDK examples in

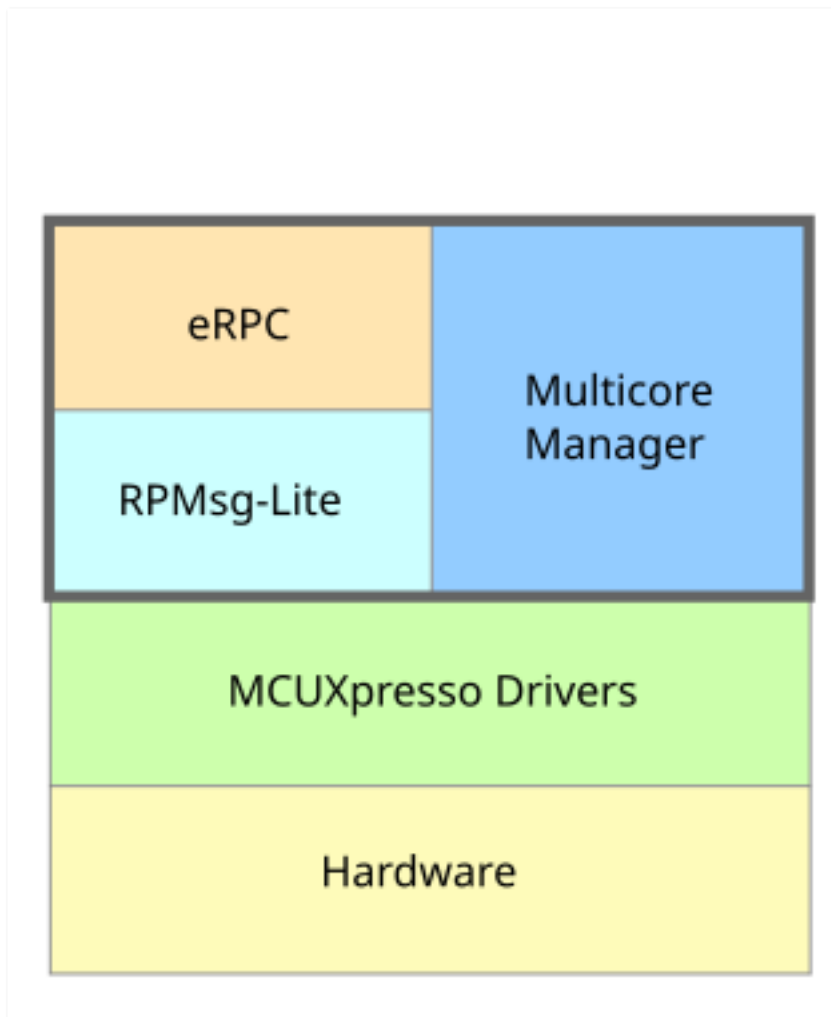
the <MCUXpressoSDK_install_dir>/examples/multiprocessor_examples subdirectories.

- erpc_client_matrix_multiply_spi
- erpc_server_matrix_multiply_spi
- erpc_client_matrix_multiply_uart
- erpc_server_matrix_multiply_uart
- erpc_server_dac_adc
- erpc_remote_control

Getting Started with Multicore SDK (MCSDK)

Overview Multicore Software Development Kit (MCSDK) is a Software Development Kit that provides comprehensive software support for NXP dual/multicore devices. The MCSDK is combined with the MCUXpresso SDK to make the software framework for easy development of multicore applications.

The following figure highlights the layers and main software components of the MCSDK.

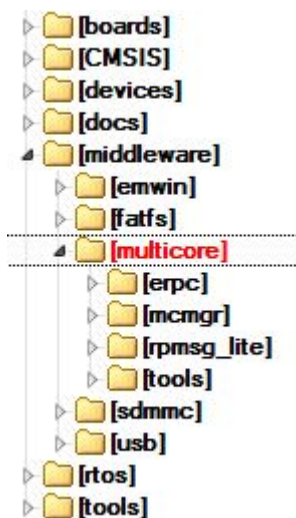


All the MCSDK-related files are located in `<MCUXpressoSDK_install_dir>/middleware/multicore` folder.

For supported toolchain versions, see the *Multicore SDK v25.06.00 Release Notes* (document MCS-DKRN). For the latest version of this and other MCSDK documents, visit www.nxp.com.

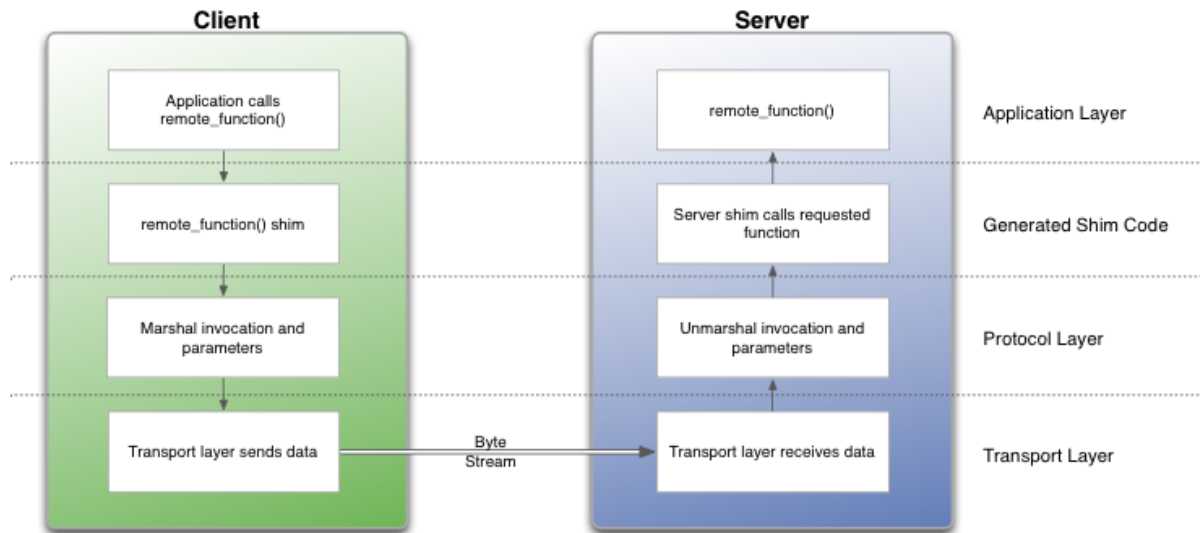
Multicore SDK (MCSDK) components The MCSDK consists of the following software components:

- **Embedded Remote Procedure Call (eRPC):** This component is a combination of a library and code generator tool that implements a transparent function call interface to remote services (running on a different core).
- **Multicore Manager (MCMGR):** This library maintains information about all cores and starts up secondary/auxiliary cores.
- **Remote Processor Messaging - Lite (RPMsg-Lite):** Inter-Processor Communication library.



Embedded Remote Procedure Call (eRPC) The Embedded Remote Procedure Call (eRPC) is the RPC system created by NXP. The RPC is a mechanism used to invoke a software routine on a remote system via a simple local function call.

When a remote function is called by the client, the function's parameters and an identifier for the called routine are marshaled (or serialized) into a stream of bytes. This byte stream is transported to the server through a communications channel (IPC, TPC/IP, UART, and so on). The server unmarshals the parameters, determines which function was invoked, and calls it. If the function returns a value, it is marshaled and sent back to the client.



RPC implementations typically use a combination of a tool (erpcgen) and IDL (interface definition language) file to generate source code to handle the details of marshaling a function's parameters and building the data stream.

Main eRPC features:

- Scalable from BareMetal to Linux OS - configurable memory and threading policies.
- Focus on embedded systems - intrinsic support for C, modular, and lightweight implementation.
- Abstracted transport interface - RPMsg is the primary transport for multicore, UART, or SPI-based solutions can be used for multichip.

The eRPC library is located in the `<MCUXpressoSDK_install_dir>/middleware/multicore/erpc` folder. For detailed information about the eRPC, see the documentation available in the `<MCUXpressoSDK_install_dir>/middleware/multicore/erpc/doc` folder.

Multicore Manager (MCMGR) The Multicore Manager (MCMGR) software library provides a number of services for multicore systems.

The main MCMGR features:

- Maintains information about all cores in system.
- Secondary/auxiliary cores startup and shutdown.
- Remote core monitoring and event handling.

The MCMGR library is located in the `<MCUXpressoSDK_install_dir>/middleware/multicore/mcmgr` folder. For detailed information about the MCMGR library, see the documentation available in the `<MCUXpressoSDK_install_dir>/middleware/multicore/mcmgr/doc` folder.

Remote Processor Messaging Lite (RPMsg-Lite) RPMsg-Lite is a lightweight implementation of the RPMsg protocol. The RPMsg protocol defines a standardized binary interface used to communicate between multiple cores in a heterogeneous multicore system. Compared to the legacy OpenAMP implementation, RPMsg-Lite offers a code size reduction, API simplification, and improved modularity.

The main RPMsg protocol features:

- Shared memory interprocessor communication.
- Virtio-based messaging bus.
- Application-defined messages sent between endpoints.

- Portable to different environments/platforms.
- Available in upstream Linux OS.

The RPMsg-Lite library is located in the `<MCUXpressoSDK_install_dir>/middleware/multicore/rpmsg-lite` folder. For detailed information about the RPMsg-Lite, see the RPMsg-Lite User's Guide located in the `<MCUXpressoSDK_install_dir>/middleware/multicore/rpmsg_lite/doc` folder.

MCSDK demo applications Multicore and multiprocessor example applications are stored together with other MCUXpresso SDK examples, in the dedicated multicore subfolder.

Location		Folder
Multicore projects	example	<code><MCUXpressoSDK_install_dir>/examples/multicore_examples/<application_name>/</code>
Multiprocessor projects	example	<code><MCUXpressoSDK_install_dir>/examples/multiprocessor_examples/<application_name>/</code>

See the *Getting Started with MCUXpresso SDK* (document MCUXSDKGSUG) and *Getting Started with MCUXpresso SDK for XXX Derivatives* documents for more information about the MCUXpresso SDK example folder structure and the location of individual files that form the example application projects. These documents also contain information about building, running, and debugging multicore demo applications in individual supported IDEs. Each example application also contains a readme file that describes the operation of the example and required setup steps.

Inter-Processor Communication (IPC) levels The MCSDK provides several mechanisms for Inter-Processor Communication (IPC). Particular ways and levels of IPC are described in this chapter.

IPC using low-level drivers

The NXP multicore SoCs are equipped with peripheral modules dedicated for data exchange between individual cores. They deal with the Mailbox peripheral for LPC parts and the Messaging Unit (MU) peripheral for Kinetis and i.MX parts. The common attribute of both modules is the ability to provide a means of IPC, allowing multiple CPUs to share resources and communicate with each other in a simple manner.

The most lightweight method of IPC uses the MCUXpresso SDK low-level drivers for these peripherals. Using the Mailbox/MU driver API functions, it is possible to pass a value from core to core via the dedicated registers (could be a scalar or a pointer to shared memory) and also to trigger inter-core interrupts for notifications.

For details about individual driver API functions, see the MCUXpresso SDK API Reference Manual of the specific multicore device. The MCUXpresso SDK is accompanied with the RPMsg-Lite documentation that shows how to use this API in multicore applications.

Messaging mechanism

On top of Mailbox/MU drivers, a messaging system can be implemented, allowing messages to send between multiple endpoints created on each of the CPUs. The RPMsg-Lite library of the MCSDK provides this ability and serves as the preferred MCUXpresso SDK messaging library. It implements ring buffers in shared memory for messages exchange without the need of a locking mechanism.

The RPMsg-Lite provides the abstraction layer and can be easily ported to different multicore platforms and environments (Operating Systems). The advantages of such a messaging system are ease of use (there is no need to study behavior of the used underlying hardware) and smooth application code portability between platforms due to unified messaging API.

However, this costs several kB of code and data memory. The MCUXpresso SDK is accompanied by the RPMsg-Lite documentation and several multicore examples. You can also obtain the latest RPMsg-Lite code from the GitHub account github.com/nxp-mcuxpresso/rpmsg-lite.

Remote procedure calls

To facilitate the IPC even more and to allow the remote functions invocation, the remote procedure call mechanism can be implemented. The eRPC of the MCSDK serves for these purposes and allows the ability to invoke a software routine on a remote system via a simple local function call. Utilizing different transport layers, it is possible to communicate between individual cores of multicore SoCs (via RPMsg-Lite) or between separate processors (via SPI, UART, or TCP/IP). The eRPC is mostly applicable to the MPU parts with enough of memory resources like i.MX parts.

The eRPC library allows you to export existing C functions without having to change their prototypes (in most cases). It is accompanied by the code generator tool that generates the shim code for serialization and invocation based on the IDL file with definitions of data types and remote interfaces (API).

If the communicating peer is running as a Linux OS user-space application, the generated code can be either in C/C++ or Python.

Using the eRPC simplifies the access to services implemented on individual cores. This way, the following types of applications running on dedicated cores can be easily interfaced:

- Communication stacks (USB, Thread, Bluetooth Low Energy, Zigbee)
- Sensor aggregation/fusion applications
- Encryption algorithms
- Virtual peripherals

The eRPC is publicly available from the following GitHub account: github.com/EmbeddedRPC/erpc. Also, the MCUXpresso SDK is accompanied by the eRPC code and several multicore and multiprocessor eRPC examples.

The mentioned IPC levels demonstrate the scalability of the Multicore SDK library. Based on application needs, different IPC techniques can be used. It depends on the complexity, required speed, memory resources, system design, and so on. The MCSDK brings users the possibility for quick and easy development of multicore and multiprocessor applications.

Changelog Multicore 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](#).

[25.06.00]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.14.0
 - eRPC generator (erpcgen) v1.14.0
 - Multicore Manager (MCMgr) v5.0.0
 - RPMsg-Lite v5.2.0

[25.03.00]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.13.0

- eRPC generator (erpcgen) v1.13.0
- Multicore Manager (MCMgr) v4.1.7
- RPMMsg-Lite v5.1.4

[24.12.00]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.13.0
 - eRPC generator (erpcgen) v1.13.0
 - Multicore Manager (MCMgr) v4.1.6
 - RPMMsg-Lite v5.1.3

[2.16.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.13.0
 - eRPC generator (erpcgen) v1.13.0
 - Multicore Manager (MCMgr) v4.1.5
 - RPMMsg-Lite v5.1.2

[2.15.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.12.0
 - eRPC generator (erpcgen) v1.12.0
 - Multicore Manager (MCMgr) v4.1.5
 - RPMMsg-Lite v5.1.1

[2.14.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.11.0
 - eRPC generator (erpcgen) v1.11.0
 - Multicore Manager (MCMgr) v4.1.4
 - RPMMsg-Lite v5.1.0

[2.13.0_imxrt1180a0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.10.0
 - eRPC generator (erpcgen) v1.10.0
 - Multicore Manager (MCMgr) v4.1.3
 - RPMMsg-Lite v5.0.0

[2.13.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.10.0
 - eRPC generator (erpcgen) v1.10.0
 - Multicore Manager (MCMgr) v4.1.3
 - RPSMsg-Lite v5.0.0

[2.12.0_imx93]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.9.1
 - eRPC generator (erpcgen) v1.9.1
 - Multicore Manager (MCMgr) v4.1.2
 - RPSMsg-Lite v4.0.1

[2.12.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.9.1
 - eRPC generator (erpcgen) v1.9.1
 - Multicore Manager (MCMgr) v4.1.2
 - RPSMsg-Lite v4.0.0

[2.11.1]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.9.0
 - eRPC generator (erpcgen) v1.9.0
 - Multicore Manager (MCMgr) v4.1.1
 - RPSMsg-Lite v3.2.1

[2.11.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.9.0
 - eRPC generator (erpcgen) v1.9.0
 - Multicore Manager (MCMgr) v4.1.1
 - RPSMsg-Lite v3.2.0

[2.10.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.8.1
 - eRPC generator (erpcgen) v1.8.1
 - Multicore Manager (MCMgr) v4.1.1
 - RPSMsg-Lite v3.1.2

[2.9.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.8.0
 - eRPC generator (erpcgen) v1.8.0
 - Multicore Manager (MCMgr) v4.1.1
 - RPSMsg-Lite v3.1.1

[2.8.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.7.4
 - eRPC generator (erpcgen) v1.7.4
 - Multicore Manager (MCMgr) v4.1.0
 - RPSMsg-Lite v3.1.0

[2.7.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.7.3
 - eRPC generator (erpcgen) v1.7.3
 - Multicore Manager (MCMgr) v4.1.0
 - RPSMsg-Lite v3.0.0

[2.6.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.7.2
 - eRPC generator (erpcgen) v1.7.2
 - Multicore Manager (MCMgr) v4.0.3
 - RPSMsg-Lite v2.2.0

[2.5.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.7.1
 - eRPC generator (erpcgen) v1.7.1
 - Multicore Manager (MCMgr) v4.0.2
 - RPMsg-Lite v2.0.2

[2.4.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.7.0
 - eRPC generator (erpcgen) v1.7.0
 - Multicore Manager (MCMgr) v4.0.1
 - RPMsg-Lite v2.0.1

[2.3.1]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.6.0
 - eRPC generator (erpcgen) v1.6.0
 - Multicore Manager (MCMgr) v4.0.0
 - RPMsg-Lite v1.2.0

[2.3.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.5.0
 - eRPC generator (erpcgen) v1.5.0
 - Multicore Manager (MCMgr) v3.0.0
 - RPMsg-Lite v1.2.0

[2.2.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.4.0
 - eRPC generator (erpcgen) v1.4.0
 - Multicore Manager (MCMgr) v2.0.1
 - RPMsg-Lite v1.1.0

[2.1.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.3.0
 - eRPC generator (erpcgen) v1.3.0

[2.0.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.2.0
 - eRPC generator (erpcgen) v1.2.0
 - Multicore Manager (MCMgr) v2.0.0
 - RPMMsg-Lite v1.0.0

[1.1.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.1.0
 - Multicore Manager (MCMgr) v1.1.0
 - Open-AMP / RPMMsg based on SHA1 ID 44b5f3c0a6458f3cf80 rev01

[1.0.0]

- Multicore SDK component versions:
 - embedded Remote Procedure Call (eRPC) v1.0.0
 - Multicore Manager (MCMgr) v1.0.0
 - Open-AMP / RPMMsg based on SHA1 ID 44b5f3c0a6458f3cf80 rev00

Multicore SDK Components

RPMSG-Lite

MCUXpresso SDK : mcuxsdk-middleware-rpmsg-lite

Overview This repository is for MCUXpresso SDK RPMSG-Lite middleware delivery and it contains RPMSG-Lite component 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](#) for the complete delivery of MCUXpresso SDK to be able to build and run RPMSG-Lite examples that are based on mcux-sdk-middleware-rpmsg-lite component.

Documentation Overall details can be reviewed here: [MCUXpresso SDK Online Documentation](#)

Visit [RPMSG-Lite - 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 We welcome and encourage the community to submit patches directly to the rpmsg-lite project placed on github. Contributing can be managed via pull-requests. Before a pull-request is created the code should be tested and properly formatted.

RPMMSG-Lite This documentation describes the RPMMsg-Lite component, which is a lightweight implementation of the Remote Processor Messaging (RPMMsg) protocol. The RPMMsg protocol defines a standardized binary interface used to communicate between multiple cores in a heterogeneous multicore system.

Compared to the RPMMsg implementation of the Open Asymmetric Multi Processing (OpenAMP) framework (<https://github.com/OpenAMP/open-amp>), the RPMMsg-Lite offers a code size reduction, API simplification, and improved modularity. On smaller Cortex-M0+ based systems, it is recommended to use RPMMsg-Lite.

The RPMMsg-Lite is an open-source component developed by NXP Semiconductors and released under the BSD-compatible license.

For Further documentation, please look at doxygen documentation at: <https://nxp-mcuxpresso.github.io/rpmsg-lite/>

Motivation to create RPMMsg-Lite There are multiple reasons why RPMMsg-Lite was developed. One reason is the need for the small footprint of the RPMMsg protocol-compatible communication component, another reason is the simplification of extensive API of OpenAMP RPMMsg implementation.

RPMMsg protocol was not documented, and its only definition was given by the Linux Kernel and legacy OpenAMP implementations. This has changed with [1] which is a standardization protocol allowing multiple different implementations to coexist and still be mutually compatible.

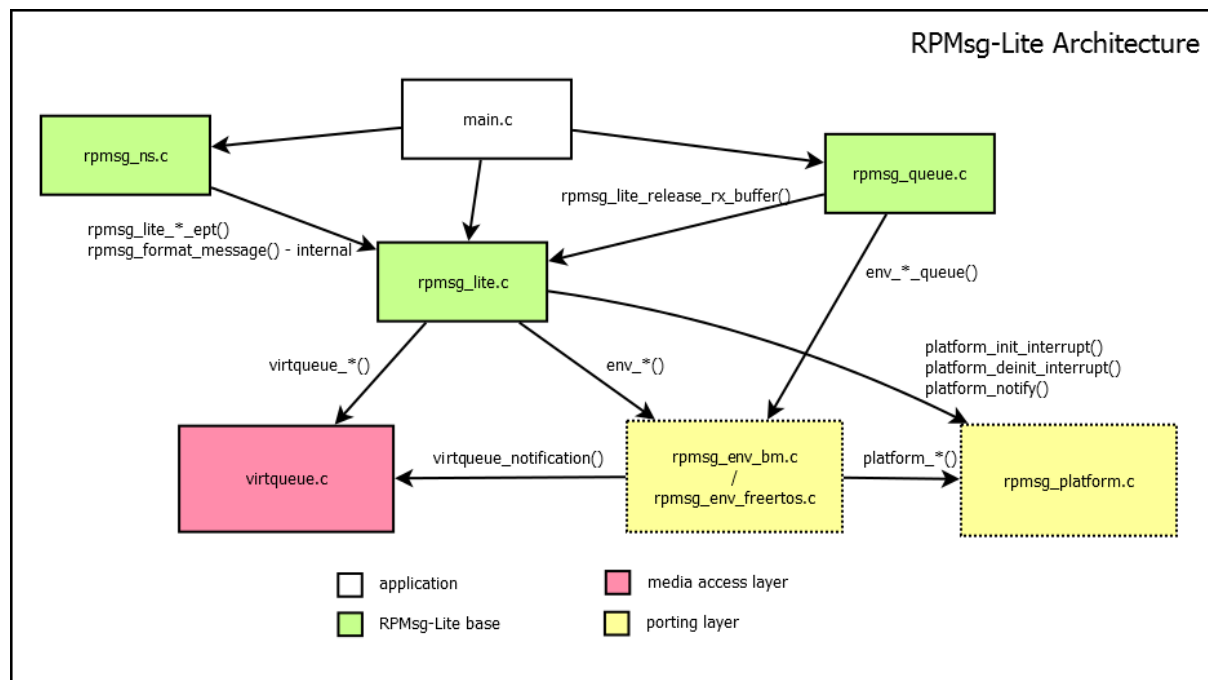
Small MCU-based systems often do not implement dynamic memory allocation. The creation of static API in RPMMsg-Lite enables another reduction of resource usage. Not only does the dynamic allocation adds another 5 KB of code size, but also communication is slower and less deterministic, which is a property introduced by dynamic memory. The following table shows some rough comparison data between the OpenAMP RPMMsg implementation and new RPMMsg-Lite implementation:

Component / Configuration	Flash [B]	RAM [B]
OpenAMP RPMMsg / Release (reference)	5547	456 + dynamic
RPMMsg-Lite / Dynamic API, Release	3462	56 + dynamic
Relative Difference [%]	~62.4%	~12.3%
RPMMsg-Lite / Static API (no malloc), Release	2926	352
Relative Difference [%]	~52.7%	~77.2%

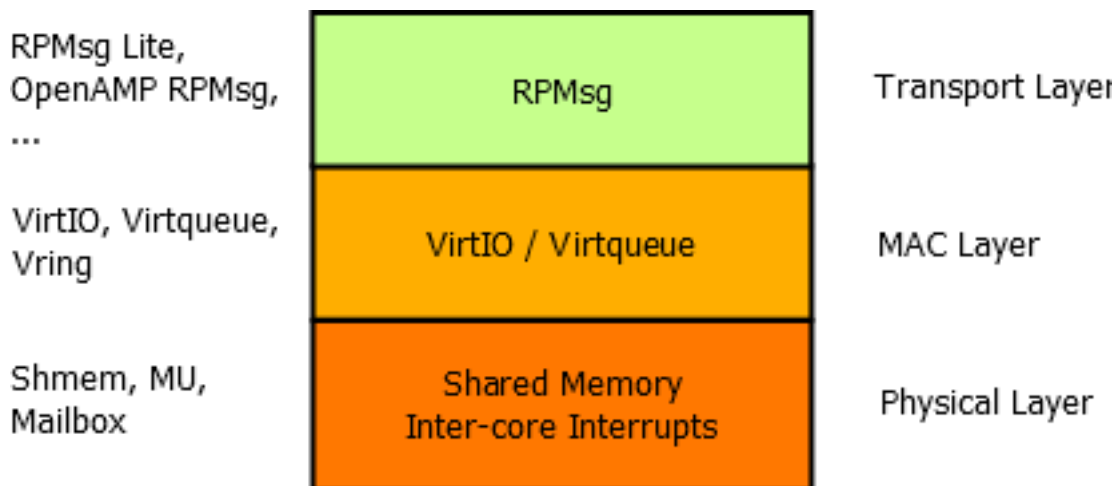
Implementation The implementation of RPMMsg-Lite can be divided into three sub-components, from which two are optional. The core component is situated in `rpmsg_lite.c`. Two optional components are used to implement a blocking receive API (in `rpmsg_queue.c`) and dynamic “named” endpoint creation and deletion announcement service (in `rpmsg_ns.c`).

The actual “media access” layer is implemented in `virtqueue.c`, which is one of the few files shared with the OpenAMP implementation. This layer mainly defines the shared memory model, and internally defines used components such as `vring` or `virtqueue`.

The porting layer is split into two sub-layers: the environment layer and the platform layer. The first sublayer is to be implemented separately for each environment. (The bare metal environment already exists and is implemented in `rpmsg_env_bm.c`, and the FreeRTOS environment is implemented in `rpmsg_env_freertos.c` etc.) Only the source file, which matches the used environment, is included in the target application project. The second sublayer is implemented in `rpmsg_platform.c` and defines low-level functions for interrupt enabling, disabling, and triggering mainly. The situation is described in the following figure:



RPMsg-Lite core sub-component This subcomponent implements a blocking send API and callback-based receive API. The RPMsg protocol is part of the transport layer. This is realized by using so-called endpoints. Each endpoint can be assigned a different receive callback function. However, it is important to notice that the callback is executed in an interrupt environment in current design. Therefore, certain actions like memory allocation are discouraged to execute in the callback. The following figure shows the role of RPMsg in an ISO/OSI-like layered model:



Queue sub-component (optional) This subcomponent is optional and requires implementation of the `env_*_queue()` functions in the environment porting layer. It uses a blocking receive API, which is common in RTOS-environments. It supports both copy and nocopy blocking receive functions.

Name Service sub-component (optional) This subcomponent is a minimum implementation of the name service which is present in the Linux Kernel implementation of RPMsg. It allows the communicating node both to send announcements about “named” endpoint (in other words, channel) creation or deletion and to receive these announcement taking any user-defined action

in an application callback. The endpoint address used to receive name service announcements is arbitrarily fixed to be 53 (0x35).

Usage The application should put the `/rpmmsg_lite/lib/include` directory to the include path and in the application, include either the `rpmmsg_lite.h` header file, or optionally also include the `rpmmsg_queue.h` and/or `rpmmsg_ns.h` files. Both porting sublayers should be provided for you by NXP, but if you plan to use your own RTOS, all you need to do is to implement your own environment layer (in other words, `rpmmsg_env_myrtos.c`) and to include it in the project build.

The initialization of the stack is done by calling the `rpmmsg_lite_master_init()` on the master side and the `rpmmsg_lite_remote_init()` on the remote side. This initialization function must be called prior to any RPMMsg-Lite API call. After the init, it is wise to create a communication endpoint, otherwise communication is not possible. This can be done by calling the `rpmmsg_lite_create_ept()` function. It optionally accepts a last argument, where an internal context of the endpoint is created, just in case the `RL_USE_STATIC_API` option is set to 1. If not, the stack internally calls `env_alloc()` to allocate dynamic memory for it. In case a callback-based receiving is to be used, an ISR-callback is registered to each new endpoint with user-defined callback data pointer. If a blocking receive is desired (in case of RTOS environment), the `rpmmsg_queue_create()` function must be called before calling `rpmmsg_lite_create_ept()`. The queue handle is passed to the endpoint creation function as a callback data argument and the callback function is set to `rpmmsg_queue_rx_cb()`. Then, it is possible to use `rpmmsg_queue_receive()` function to listen on a queue object for incoming messages. The `rpmmsg_lite_send()` function is used to send messages to the other side.

The RPMMsg-Lite also implements no-copy mechanisms for both sending and receiving operations. These methods require specifics that have to be considered when used in an application.

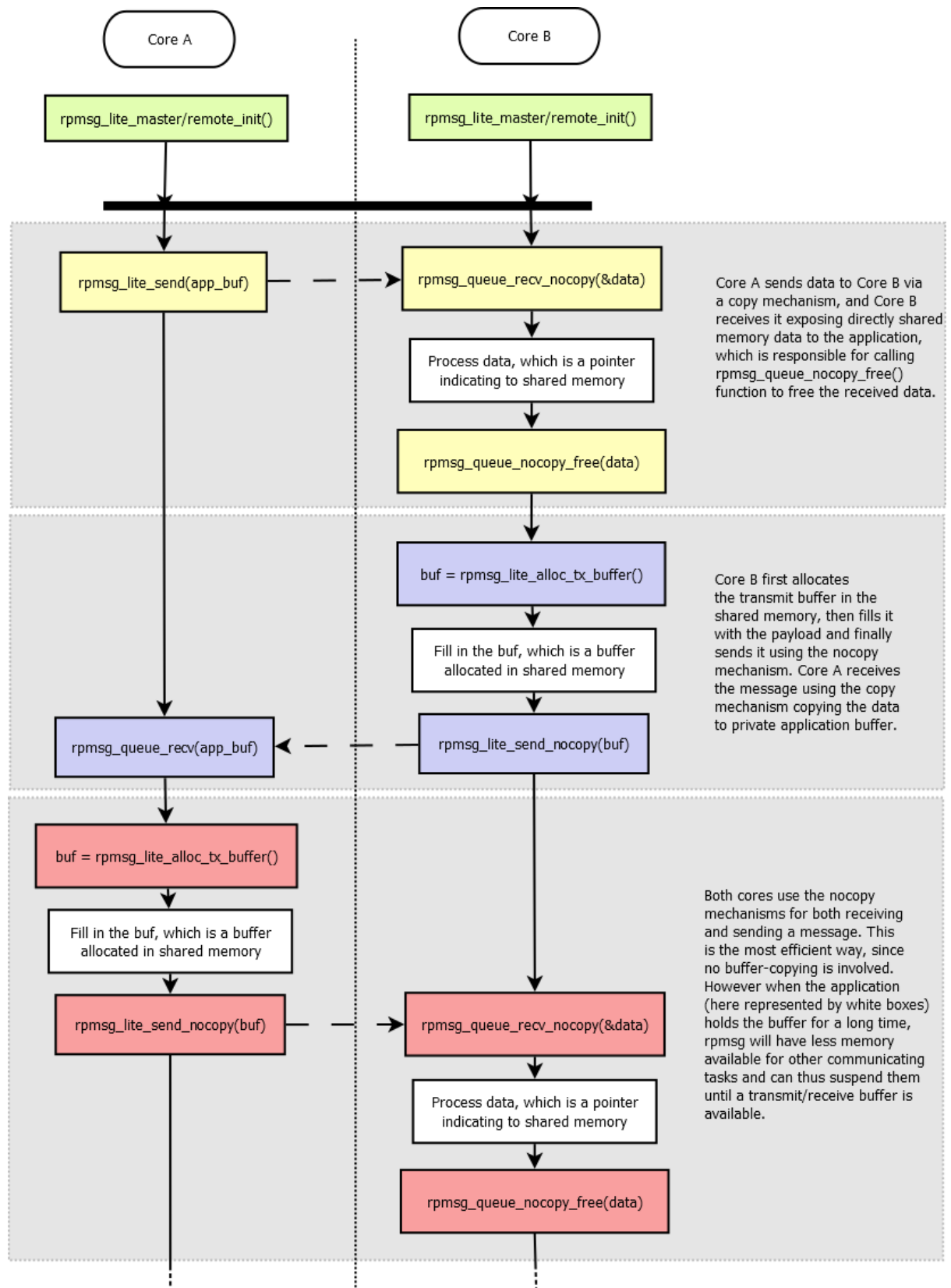
no-copy-send mechanism: This mechanism allows sending messages without the cost for copying data from the application buffer to the RPMMsg/virtio buffer in the shared memory. The sequence of no-copy sending steps to be performed is as follows:

- Call the `rpmmsg_lite_alloc_tx_buffer()` function to get the virtio buffer and provide the buffer pointer to the application.
- Fill the data to be sent into the pre-allocated virtio buffer. Ensure that the filled data does not exceed the buffer size (provided as the `rpmmsg_lite_alloc_tx_buffer()` size output parameter).
- Call the `rpmmsg_lite_send_nocopy()` function to send the message to the destination endpoint. Consider the cache functionality and the virtio buffer alignment. See the `rpmmsg_lite_send_nocopy()` function description below.

no-copy-receive mechanism: This mechanism allows reading messages without the cost for copying data from the virtio buffer in the shared memory to the application buffer. The sequence of no-copy receiving steps to be performed is as follows:

- Call the `rpmmsg_queue_rcv_nocopy()` function to get the virtio buffer pointer to the received data.
- Read received data directly from the shared memory.
- Call the `rpmmsg_queue_nocopy_free()` function to release the virtio buffer and to make it available for the next data transfer.

The user is responsible for destroying any RPMMsg-Lite objects he has created in case of deinitialization. In order to do this, the function `rpmmsg_queue_destroy()` is used to destroy a queue, `rpmmsg_lite_destroy_ept()` is used to destroy an endpoint and finally, `rpmmsg_lite_deinit()` is used to deinitialize the RPMMsg-Lite intercore communication stack. Deinitialize all endpoints using a queue before deinitializing the queue. Otherwise, you are actively invalidating the used queue handle, which is not allowed. RPMMsg-Lite does not check this internally, since its main aim is to be lightweight.



Examples RPMsg_Lite multicore examples are part of NXP MCUXpressoSDK packages. Visit <https://mcuxpresso.nxp.com> to configure, build and download these packages. To get the board list with multicore support (RPMsg_Lite included) use filtering based on Middleware and search for 'multicore' string. Once the selected package with the multicore middleware is downloaded,

see

<MCUXpressoSDK_install_dir>/boards/<board_name>/multicore_examples for RPMMsg_Lite multicore examples with 'rpmmsg_lite_' name prefix.

Another way of getting NXP MCUXpressoSDK RPMMsg_Lite multicore examples is using the [mcuxsdk-manifests](#) Github repo. Follow the description how to use the West tool to clone and update the mcuxsdk-manifests repo in [readme section](#). Once done the armgcc rpmmsg_lite examples can be found in

mcuxsdk/examples/_<board_name>/multicore_examples

You can use the evkmimxrt1170 as the board_name for instance. Similar to MCUXpressoSDK packages the RPMMsg_Lite examples use the 'rpmmsg_lite_' name prefix.

Notes

Environment layers implementation Several environment layers are provided in lib/rpmmsg_lite/porting/environment folder. Not all of them are fully tested however. Here is the list of environment layers that passed testing:

- rpmmsg_env_bm.c
- rpmmsg_env_freertos.c
- rpmmsg_env_xos.c
- rpmmsg_env_threadx.c

The rest of environment layers has been created and used in some experimental projects, it has been running well at the time of creation but due to the lack of unit testing there is no guarantee it is still fully functional.

Shared memory configuration It is important to correctly initialize/configure the shared memory for data exchange in the application. The shared memory must be accessible from both the master and the remote core and it needs to be configured as Non-Cacheable memory. Dedicated shared memory section in linker file is also a good practise, it is recommended to use linker files from MCUXpressoSDK packages for NXP devices based applications. It needs to be ensured no other application part/component is unintentionally accessing this part of memory.

Configuration options The RPMMsg-Lite can be configured at the compile time. The default configuration is defined in the rpmmsg_default_config.h header file. This configuration can be customized by the user by including rpmmsg_config.h file with custom settings. The following table summarizes all possible RPMMsg-Lite configuration options.

Config- uration option	De- fault value	Usage
RL_MS_PE (1)		Delay in milliseconds used in non-blocking API functions for polling.
RL_BUFEE (496)		Size of the buffer payload, it must be equal to (240, 496, 1008, ...) $[2^n - 16]$
RL_BUFEE (2)		Number of the buffers, it must be power of two (2, 4, ...)
RL_API_H (1)		Zero-copy API functions enabled/disabled.
RL_USE_S' (0)		Static API functions (no dynamic allocation) enabled/disabled.
RL_USE_D (0)		Memory cache management of shared memory. Use in case of data cache is enabled for shared memory.
RL_CLEAF (0)		Clearing used buffers before returning back to the pool of free buffers enabled/disabled.
RL_USE_M (0)		When enabled IPC interrupts are managed by the Multicore Manager (IPC interrupts router), when disabled RPMsg-Lite manages IPC interrupts by itself.
RL_USE_E (0)		When enabled the environment layer uses its own context. Required for some environments (QNX). The default value is 0 (no context, saves some RAM).
RL_DEBU (0)		When enabled buffer pointers passed to <code>rpmsg_lite_send_nocopy()</code> and <code>rpmsg_lite_release_rx_buffer()</code> functions (enabled by <code>RL_API_HAS_ZEROCOPY</code> config) are checked to avoid passing invalid buffer pointer. The default value is 0 (disabled). Do not use in RPMsg-Lite to Linux configuration.
RL_ALLO (0)		When enabled the opposite side is notified each time received buffers are consumed and put into the queue of available buffers. Enable this option in RPMsg-Lite to Linux configuration to allow unblocking of the Linux blocking send. The default value is 0 (RPMsg-Lite to RPMsg-Lite communication).
RL_ALLO (0)		It allows to define custom shared memory configuration and replacing the shared memory related global settings from <code>rpmsg_config.h</code> . This is useful when multiple instances are running in parallel but different shared memory arrangement (vring size & alignment, buffers size & count) is required. The default value is 0 (all RPMsg-Lite instances use the same shared memory arrangement as defined by common config macros).
RL_ASSERT	see <code>rpmsg</code>	Assert implementation.

How to format rpmsg-lite code To format code, use the application developed by Google, named *clang-format*. This tool is part of the [llvm](#) project. Currently, the clang-format 10.0.0 version is used for rpmsg-lite. The set of style settings used for clang-format is defined in the `.clang-format` file, placed in a root of the rpmsg-lite directory where Python script `run_clang_format.py` can be executed. This script executes the application named *clang-format.exe*. You need to have the path of this application in the OS's environment path, or you need to change the script.

References

[1] M. Novak, M. Cingel, **Lockless Shared Memory Based Multicore Communication Protocol**
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Changelog RPMSG-Lite 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

Fixed

- Fixed CERT-C INT31-C violation in platform_notify function in rpmsg_platform.c for imxrt700_m33, imxrt700_hifi4, imxrt700_hifi1 platforms

v5.2.0

Added

- Add MCXL20 porting layer and unit testing
- New utility macro RL_CALCULATE_BUFFER_COUNT_DOWN_SAFE to safely determine maximum buffer count within shared memory while preventing integer underflow.
- RT700 platform add support for MCMGR in DSPs

Changed

- Change rpmsg_platform.c to support new MCMGR API
- Improved input validation in initialization functions to properly handle insufficient memory size conditions.
- Refactored repeated buffer count calculation pattern for better code maintainability.
- To make sure that remote has already registered IRQ there is required App level IPC mechanism to notify master about it

Fixed

- Fixed env_wait_for_link_up function to handle timeout in link state checks for baremetal and qnx environment, RL_BLOCK mode can be used to wait indefinitely.
- Fixed CERT-C INT31-C violation by adding compile-time check to ensure RL_PLATFORM_HIGHEST_LINK_ID remains within safe range for 16-bit casting in virtqueue ID creation.
- Fixed CERT-C INT30-C violations by adding protection against unsigned integer underflow in shared memory calculations, specifically in shmem_length - (uint32_t)RL_VRING_OVERHEAD and shmem_length - 2U * shmem_config.vring_size expressions.
- Fixed CERT INT31-C violation in platform_interrupt_disable() and similar functions by replacing unsafe cast from uint32_t to int32_t with a return of 0 constant.
- Fixed unsigned integer underflow in rpmsg_lite_alloc_tx_buffer() where subtracting header size from buffer size could wrap around if buffer was too small, potentially leading to incorrect buffer sizing.
- Fixed CERT-C INT31-C violation in rpmsg_lite.c where size parameter was cast from uint32_t to uint16_t without proper validation.
 - Applied consistent masking approach to both size and flags parameters: (uint16_t)(value & 0xFFFFU).
 - This fix prevents potential data loss when size values exceed 65535.

- Fixed CERT INT31-C violation in `env_memset` functions by explicitly converting `int32_t` values to unsigned char using bit masking. This prevents potential data loss or misinterpretation when passing values outside the unsigned char range (0-255) to the standard `memset()` function.
- Fixed CERT-C INT31-C violations in RPMsg-Lite environment porting: Added validation checks for signed-to-unsigned integer conversions to prevent data loss and misinterpretation.
 - `rpmsg_env_freertos.c`: Added validation before converting `int32_t` to `UBaseType_t`.
 - `rpmsg_env_qnx.c`: Fixed format string and added validation before assigning to `mqstat` fields.
 - `rpmsg_env_threadx.c`: Added validation to prevent integer overflow and negative values.
 - `rpmsg_env_xos.c`: Added range checking before casting to `uint16_t`.
 - `rpmsg_env_zephyr.c`: Added validation before passing values to `k_msgq_init`.
- Fixed a CERT INT31-C compliance issue in `env_get_current_queue_size()` function where an unsigned queue count was cast to a signed `int32_t` without proper validation, which could lead to lost or misinterpreted data if queue size exceeded `INT32_MAX`.
- Fixed CERT INT31-C violation in `rpmsg_platform.c` where `memcmp()` return value (signed int) was compared with unsigned constant without proper type handling.
- Fixed CERT INT31-C violation in `rpmsg_platform.c` where casting from `uint32_t` to `uint16_t` could potentially result in data loss. Changed length variable type from `uint16_t` to `uint32_t` to properly handle memory address differences without truncation.
- Fixed potential integer overflow in `env_sleep_msec()` function in ThreadX environment implementation by rearranging calculation order in the sleep duration formula.
- Fixed CERT-C INT31-C violation in RPMsg-Lite where bitwise NOT operations on integer constants were performed in signed integer context before being cast to unsigned. This could potentially lead to misinterpreted data on `imx943` platform.
- Added `RL_MAX_BUFFER_COUNT` (32768U) and `RL_MAX_VRING_ALIGN` (65536U) limit to ensure alignment values cannot contribute to integer overflow
- Fixed CERT INT31-C violation in `vring_need_event()`, added cast to `uint16_t` for each operand.

v5.1.4 - 27-Mar-2025

Added

- Add KW43B43 porting layer

Changed

- Doxygen bump to version 1.9.6

v5.1.3 - 13-Jan-2025

Added

- Memory cache management of shared memory. Enable with `#define RL_USE_DCACHE (1)` in `rpmsg_config.h` in case of data cache is used.
- Cmake/Kconfig support added.
- Porting layers for imx95, imxrt700, mcmxw71x, mcmxw72x, kw47b42 added.

v5.1.2 - 08-Jul-2024

Changed

- Zephyr-related changes.
- Minor Misra corrections.

v5.1.1 - 19-Jan-2024

Added

- Test suite provided.
- Zephyr support added.

Changed

- Minor changes in platform and env. layers, minor test code updates.

v5.1.0 - 02-Aug-2023

Added

- RPMsg-Lite: Added aarch64 support.

Changed

- RPMsg-Lite: Increased the queue size to $(2 * RL\_BUFFER\_COUNT)$ to cover zero copy cases.
- Code formatting using LLVM16.

Fixed

- Resolved issues in ThreadX env. layer implementation.

v5.0.0 - 19-Jan-2023

Added

- Timeout parameter added to `rpmsg_lite_wait_for_link_up` API function.

Changed

- Improved debug check buffers implementation - instead of checking the pointer fits into shared memory check the presence in the VirtIO ring descriptors list.
- VRING_SIZE is set based on number of used buffers now (as calculated in vring_init) - updated for all platforms that are not communicating to Linux rpmsg counterpart.

Fixed

- Fixed wrong RL_VRING_OVERHEAD macro comment in platform.h files
- Misra corrections.

v4.0.0 - 20-Jun-2022

Added

- Added support for custom shared memory arrangement per the RPMsg_Lite instance.
- Introduced new rpmsg_lite_wait_for_link_up() API function - this allows to avoid using busy loops in rtos environments, GitHub PR [#21](#).

Changed

- Adjusted rpmsg_lite_is_link_up() to return RL_TRUE/RL_FALSE.

v3.2.0 - 17-Jan-2022

Added

- Added support for i.MX8 MP multicore platform.

Changed

- Improved static allocations - allow OS-specific objects being allocated statically, GitHub PR [#14](#).
- Aligned rpmsg_env_xos.c and some platform layers to latest static allocation support.

Fixed

- Minor Misra and typo corrections, GitHub PR [#19](#), [#20](#).

v3.1.2 - 16-Jul-2021

Added

- Addressed MISRA 21.6 rule violation in rpmsg_env.h (use SDK's PRINTF in MCUXpressoSDK examples, otherwise stdio printf is used).
- Added environment layers for XOS.
- Added support for i.MX RT500, i.MX RT1160 and i.MX RT1170 multicore platforms.

Fixed

- Fixed incorrect description of the `rpmsg_lite_get_endpoint_from_addr` function.

Changed

- Updated `RL_BUFFER_COUNT` documentation (issue [#10](#)).
- Updated `imxrt600_hifi4` platform layer.

v3.1.1 - 15-Jan-2021**Added**

- Introduced `RL_ALLOW_CONSUMED_BUFFERS_NOTIFICATION` config option to allow opposite side notification sending each time received buffers are consumed and put into the queue of available buffers.
- Added environment layers for Threadx.
- Added support for i.MX8QM multicore platform.

Changed

- Several MISRA C-2012 violations addressed.

v3.1.0 - 22-Jul-2020**Added**

- Added support for several new multicore platforms.

Fixed

- MISRA C-2012 violations fixed (7.4).
- Fixed missing lock in `rpmsg_lite_rx_callback()` for QNX env.
- Correction of `rpmsg_lite_instance` structure members description.
- Address -Waddress-of-packed-member warnings in GCC9.

Changed

- Clang update to v10.0.0, code re-formatted.

v3.0.0 - 20-Dec-2019**Added**

- Added support for several new multicore platforms.

Fixed

- MISRA C-2012 violations fixed, incl. data types consolidation.
- Code formatted.

v2.2.0 - 20-Mar-2019

Added

- Added configuration macro `RL_DEBUG_CHECK_BUFFERS`.
- Several MISRA violations fixed.
- Added environment layers for QNX and Zephyr.
- Allow environment context required for some environment (controlled by the `RL_USE_ENVIRONMENT_CONTEXT` configuration macro).
- Data types consolidation.

v1.1.0 - 28-Apr-2017

Added

- Supporting i.MX6SX and i.MX7D MPU platforms.
- Supporting LPC5411x MCU platform.
- Baremetal and FreeRTOS support.
- Support of copy and zero-copy transfer.
- Support of static API (without dynamic allocations).

Multicore Manager

MCUXpresso SDK : `mcuxsdk-middleware-mcmgr` (Multicore Manager)

Overview This repository is for MCUXpresso SDK Multicore Manager middleware delivery and it contains Multicore Manager component 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](#) for the complete delivery of MCUXpresso SDK to be able to build and run Multicore Manager examples that are based on `mcux-sdk-middleware-mcmgr` component.

Documentation Overall details can be reviewed here: [MCUXpresso SDK Online Documentation](#)

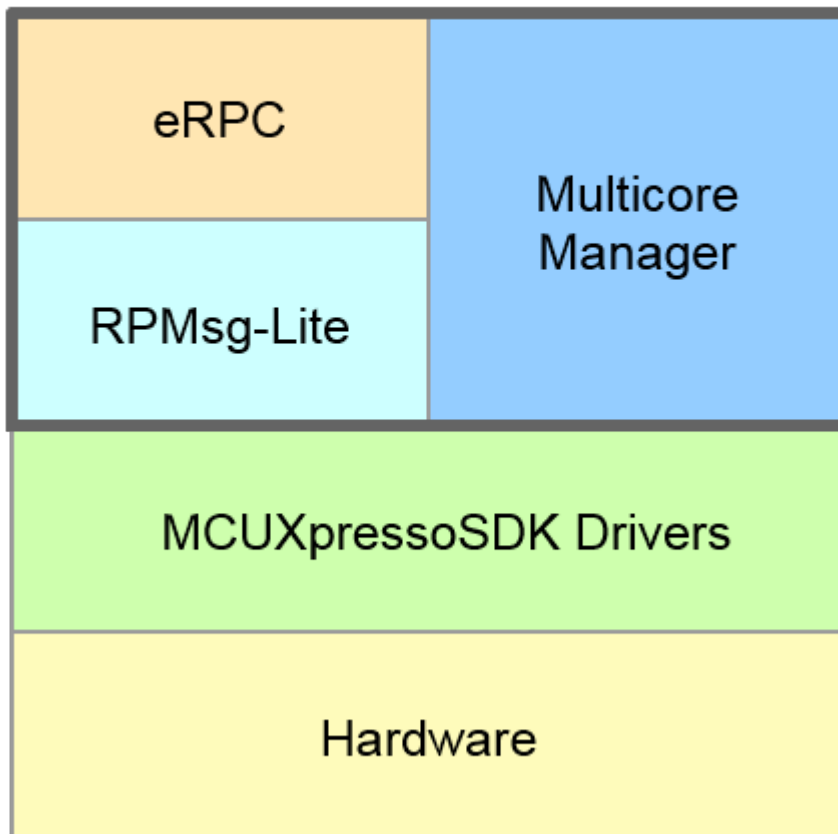
Visit [Multicore Manager - Documentation](#) to review details on the contents in this sub-repo.

Setup Instructions on how to install the MCUXpresso SDK provided from GitHub via west manifest [Getting Started with SDK - Detailed Installation Instructions](#)

Contribution We welcome and encourage the community to submit patches directly to the mcmgr project placed on github. Contributing can be managed via pull-requests. Before a pull-request is created the code should be tested and properly formatted.

Multicore Manager (MCMGR) The Multicore Manager (MCMGR) software library provides a number of services for multicore systems. This library is distributed as a part of the Multicore SDK (MCSDK). Together, the MCSDK and the MCUXpresso SDK (SDK) form a framework for development of software for NXP multicore devices.

The MCMGR component is located in the <MCUXpressoSDK_install_dir>/middleware/multicore/mcmgr directory.



The Multicore Manager provides the following major functions:

- Maintains information about all cores in system.
- Secondary/auxiliary core(s) startup and shutdown.
- Remote core monitoring and event handling.

Usage of the MCMGR software component The main use case of MCMGR is the secondary/auxiliary core start. This functionality is performed by the public API function.

Example of MCMGR usage to start secondary core:

```
#include "mcmgr.h"

void main()
{
    /* Initialize MCMGR - low level multicore management library.
       Call this function as close to the reset entry as possible,
       (into the startup sequence) to allow CoreUp event triggering. */
    MCMGR_EarlyInit();

    /* Initialize MCMGR, install generic event handlers */
    MCMGR_Init();

    /* Boot secondary core application from the CORE1_BOOT_ADDRESS, pass "1" as startup data,
    ↪ starting synchronously. */
    MCMGR_StartCore(kMCMGR_Core1, CORE1_BOOT_ADDRESS, 1, kMCMGR_Start_Synchronous);
    .
    .
    .
    /* Stop secondary core execution. */
    MCMGR_StopCore(kMCMGR_Core1);
}
```

Some platforms allow stopping and re-starting the secondary core application again, using the MCMGR_StopCore / MCMGR_StartCore API calls. It is necessary to ensure the initially loaded image is not corrupted before re-starting, especially if it deals with the RAM target. Cache coherence has to be considered/ensured as well.

Another important MCMGR feature is the ability for remote core monitoring and handling of events such as reset, exception, and application events. Application-specific callback functions for events are registered by the MCMGR_RegisterEvent() API. Triggering these events is done using the MCMGR_TriggerEvent() API. mcmgr_event_type_t enums all possible event types.

An example of MCMGR usage for remote core monitoring and event handling. Code for the primary side:

```
#include "mcmgr.h"

#define APP_RPMSG_READY_EVENT_DATA (1)
#define APP_NUMBER_OF_CORES (2)
#define APP_SECONDARY_CORE kMCMGR_Core1

/* Callback function registered via the MCMGR_RegisterEvent() and triggered by MCMGR_TriggerEvent()
↪ called on the secondary core side */
void RPMsgRemoteReadyEventHandler(mcmgr_core_t coreNum, uint16_t eventData, void *context)
{
    uint16_t *data = &((uint16_t *)context)[coreNum];

    *data = eventData;
}

void main()
{
    uint16_t RPMsgRemoteReadyEventData[NUMBER_OF_CORES] = {0};

    /* Initialize MCMGR - low level multicore management library.
       Call this function as close to the reset entry as possible,
       (into the startup sequence) to allow CoreUp event triggering. */
    MCMGR_EarlyInit();

    /* Initialize MCMGR, install generic event handlers */
    MCMGR_Init();
```

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```

/* Register the application event before starting the secondary core */
MCMGR_RegisterEvent(kMCMGR_RemoteApplicationEvent, RPSMsgRemoteReadyEventHandler, (void_)
↳)RPSMsgRemoteReadyEventData);

/* Boot secondary core application from the CORE1_BOOT_ADDRESS, pass rpsmsg_lite_base address_
↳as startup data, starting synchronously. */
MCMGR_StartCore(APP_SECONDARY_CORE, CORE1_BOOT_ADDRESS, (uint32_t)rpsmsg_lite_
↳base, kMCMGR_Start_Synchronous);

/* Wait until the secondary core application signals the rpsmsg remote has been initialized and is ready to_
↳communicate. */
while(APP_RPSMSG_READY_EVENT_DATA != RPSMsgRemoteReadyEventData[APP_SECONDARY_
↳CORE]) {};
.
.
.
}

```

Code for the secondary side:

```

#include "mcmgr.h"

#define APP_RPSMSG_READY_EVENT_DATA (1)

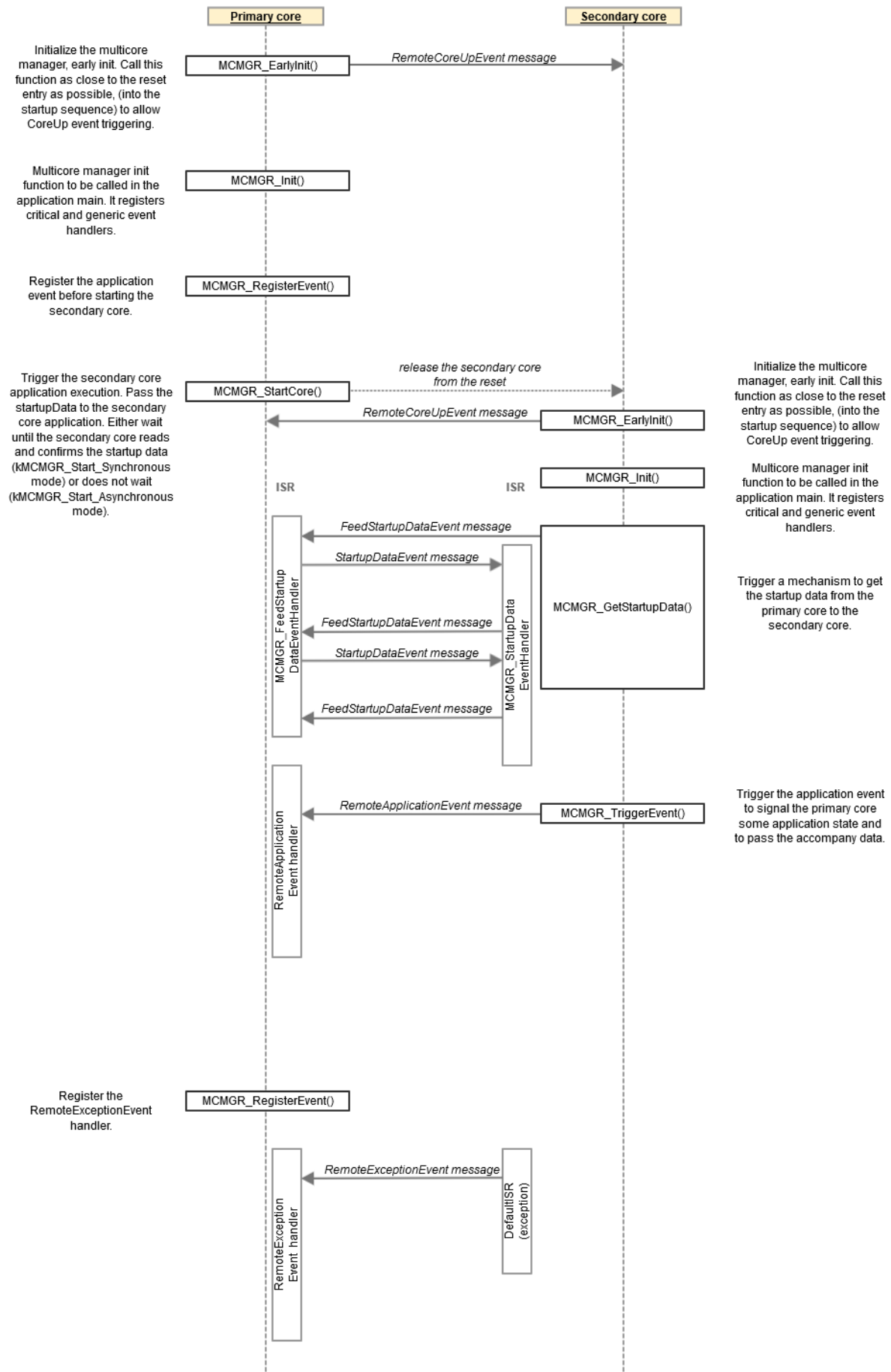
void main()
{
    /* Initialize MCMGR - low level multicore management library.
       Call this function as close to the reset entry as possible,
       (into the startup sequence) to allow CoreUp event triggering. */
    MCMGR_EarlyInit();

    /* Initialize MCMGR, install generic event handlers */
    MCMGR_Init();
    .
    .
    .

    /* Signal the to other core that we are ready by triggering the event and passing the APP_RPSMSG_
    ↳READY_EVENT_DATA */
    MCMGR_TriggerEvent(kMCMGR_Core0, kMCMGR_RemoteApplicationEvent, APP_RPSMSG_
    ↳READY_EVENT_DATA);
    .
    .
    .
}

```

MCMGR Data Exchange Diagram The following picture shows how the handshakes are supposed to work between the two cores in the MCMGR software.



Changelog Multicore Manager 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

Fixed

- Added CX flag into CMakeLists.txt to allow c++ build compatibility.

v5.0.0

Added

- Added MCMGR_BUSY_POLL_COUNT macro to prevent infinite polling loops in MCMGR operations.
- Implemented timeout mechanism for all polling loops in MCMGR code.
- Added support to handle more than two cores. Breaking API change by adding parameter `coreNum` specifying core number in functions below.
 - MCMGR_GetStartupData(uint32_t *startupData, mcmgr_core_t coreNum)
 - MCMGR_TriggerEvent(mcmgr_event_type_t type, uint16_t eventData, mcmgr_core_t coreNum)
 - MCMGR_TriggerEventForce(mcmgr_event_type_t type, uint16_t eventData, mcmgr_core_t coreNum)
 - typedef void (*mcmgr_event_callback_t)(uint16_t data, void *context, mcmgr_core_t coreNum);

When registering the event with function MCMGR_RegisterEvent() user now needs to provide `callbackData` pointer to array of elements per every core in system (see README.md for example). In case of systems with only two cores the `coreNum` in callback can be ignored as events can arrive only from one core. Please see Porting guide for more details: Porting-GuideTo_v5.md

- Updated all porting files to support new MCMGR API.
- Added new platform specific include file `mcmgr_platform.h`. It will contain common platform specific macros that can be then used in `mcmgr` and application. e.g. platform core count MCMGR_CORECOUNT 4.
- Move all header files to new `inc` directory.
- Added new platform-specific include files `inc/platform/<platform_name>/mcmgr_platform.h`.

Added

- Add MCXL20 porting layer and unit testing

v4.1.7

Fixed

- `mcmgr_stop_core_internal()` function now returns `kStatus_MCMGR_NotImplemented` status code instead of `kStatus_MCMGR_Success` when device does not support stop of secondary core. Ports affected: kw32w1, kw45b41, kw45b42, mcxw716, mcxw727.

[v4.1.6]

Added

- Multicore Manager moved to standalone repository.
- Add porting layers for imxrt700, mcmxw727, kw47b42.
- New `MCMGR_ProcessDeferredRxIsr()` API added.

[v4.1.5]

Added

- Add notification into `MCMGR_EarlyInit` and `mcmgr_early_init_internal` functions to avoid using uninitialized data in their implementations.

[v4.1.4]

Fixed

- Avoid calling tx isr callbacks when respective Messaging Unit Transmit Interrupt Enable flag is not set in the CR/TCR register.
- Messaging Unit RX and status registers are cleared after the initialization.

[v4.1.3]

Added

- Add porting layers for imxrt1180.

Fixed

- `mu_isr()` updated to avoid calling tx isr callbacks when respective Transmit Interrupt Enable flag is not set in the CR/TCR register.
- `mcmgr_mu_internal.c` code adaptation to new supported SoCs.

[v4.1.2]

Fixed

- Update `mcmgr_stop_core_internal()` implementations to set core state to `kMCMGR_ResetCoreState`.

[v4.1.0]

Fixed

- Code adjustments to address MISRA C-2012 Rules

[v4.0.3]

Fixed

- Documentation updated to describe handshaking in a graphic form.
- Minor code adjustments based on static analysis tool findings

[v4.0.2]

Fixed

- Align porting layers to the updated MCUXpressoSDK feature files.

[v4.0.1]

Fixed

- Code formatting, removed unused code

[v4.0.0]

Added

- Add new MCMGR_TriggerEventForce() API.

[v3.0.0]

Removed

- Removed MCMGR_LoadApp(), MCMGR_MapAddress() and MCMGR_SignalReady()

Modified

- Modified MCMGR_GetStartupData()

Added

- Added MCMGR_EarlyInit(), MCMGR_RegisterEvent() and MCMGR_TriggerEvent()
- Added the ability for remote core monitoring and event handling

[v2.0.1]

Fixed

- Updated to be Misra compliant.

[v2.0.0]

Added

- Support for lpcxpresso54114 board.

[v1.1.0]

Fixed

- Ported to KSDK 2.0.0.

[v1.0.0]

Added

- Initial release.

eRPC

MCUXpresso SDK : mcuxsdk-middleware-erpc

Overview This repository is for MCUXpresso SDK eRPC middleware delivery and it contains eRPC component 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](#) for the complete delivery of MCUXpresso SDK to be able to build and run eRPC examples that are based on mcux-sdk-middleware-erpc component.

Documentation Overall details can be reviewed here: [MCUXpresso SDK Online Documentation](#)

Visit [eRPC - 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 We welcome and encourage the community to submit patches directly to the eRPC project placed on github. Contributing can be managed via pull-requests. Before a pull-request is created the code should be tested and properly formatted.

eRPC

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 - * [Building](#)
 - [CMake and KConfig](#)
 - [Make](#)
 - * [Installing for Python](#)
- [Known issues and limitations](#)
- [Code providing](#)

About

eRPC (Embedded RPC) is an open source Remote Procedure Call (RPC) system for multichip embedded systems and heterogeneous multicore SoCs.

Unlike other modern RPC systems, such as the excellent [Apache Thrift](#), eRPC distinguishes itself by being designed for tightly coupled systems, using plain C for remote functions, and having a small code size (<5kB). It is not intended for high performance distributed systems over a network.

eRPC does not force upon you any particular API style. It allows you to export existing C functions, without having to change their prototypes. (There are limits, of course.) And although the

internal infrastructure is written in C++, most users will be able to use only the simple C setup APIs shown in the examples below.

A code generator tool called `erpcgen` is included. It accepts input IDL files, having an `.erpc` extension, that have definitions of your data types and remote interfaces, and generates the shim code that handles serialization and invocation. `erpcgen` can generate either C/C++ or Python code.

Example `.erpc` file:

```
// Define a data type.
enum LEDName { kRed, kGreen, kBlue }

// An interface is a logical grouping of functions.
interface IO {
    // Simple function declaration with an empty reply.
    set_led(LEDName whichLed, bool onOrOff) -> void
}
```

Client side usage:

```
void example_client(void) {
    erpc_transport_t transport;
    erpc_mbf_t message_buffer_factory;
    erpc_client_t client_manager;

    /* Init eRPC client infrastructure */
    transport = erpc_transport_cmsis_uart_init(Driver_USART0);
    message_buffer_factory = erpc_mbf_dynamic_init();
    client_manager = erpc_client_init(transport, message_buffer_factory);

    /* init eRPC client IO service */
    initIO_client(client_manager);

    // Now we can call the remote function to turn on the green LED.
    set_led(kGreen, true);

    /* deinit objects */
    deinitIO_client();
    erpc_client_deinit(client_manager);
    erpc_mbf_dynamic_deinit(message_buffer_factory);
    erpc_transport_tcp_deinit(transport);
}
```

```
void example_client(void) {
    erpc_transport_t transport;
    erpc_mbf_t message_buffer_factory;
    erpc_client_t client_manager;

    /* Init eRPC client infrastructure */
    transport = erpc_transport_cmsis_uart_init(Driver_USART0);
    message_buffer_factory = erpc_mbf_dynamic_init();
    client_manager = erpc_client_init(transport, message_buffer_factory);

    /* scope for client service */
    {
        /* init eRPC client IO service */
        IO_client client(client_manager);

        // Now we can call the remote function to turn on the green LED.
        client.set_led(kGreen, true);
    }

    /* deinit objects */
```

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```

    erpc_client_deinit(client_manager);
    erpc_mbf_dynamic_deinit(message_buffer_factory);
    erpc_transport_tcp_deinit(transport);
}

```

Server side usage:

```

// Implement the remote function.
void set_led(LEDName whichLed, bool onOrOff) {
    // implementation goes here
}

void example_server(void) {
    erpc_transport_t transport;
    erpc_mbf_t message_buffer_factory;
    erpc_server_t server;
    erpc_service_t service = create_IO_service();

    /* Init eRPC server infrastructure */
    transport = erpc_transport_cmsis_uart_init(Driver_USART0);
    message_buffer_factory = erpc_mbf_dynamic_init();
    server = erpc_server_init(transport, message_buffer_factory);

    /* add custom service implementation to the server */
    erpc_add_service_to_server(server, service);

    // Run the server.
    erpc_server_run();

    /* deinit objects */
    destroy_IO_service(service);
    erpc_server_deinit(server);
    erpc_mbf_dynamic_deinit(message_buffer_factory);
    erpc_transport_tcp_deinit(transport);
}

```

```

// Implement the remote function.
class IO : public IO_interface
{
    /* eRPC call definition */
    void set_led(LEDName whichLed, bool onOrOff) override {
        // implementation goes here
    }
}

void example_server(void) {
    erpc_transport_t transport;
    erpc_mbf_t message_buffer_factory;
    erpc_server_t server;
    IO IOImpl;
    IO_service io(&IOImpl);

    /* Init eRPC server infrastructure */
    transport = erpc_transport_cmsis_uart_init(Driver_USART0);
    message_buffer_factory = erpc_mbf_dynamic_init();
    server = erpc_server_init(transport, message_buffer_factory);

    /* add custom service implementation to the server */
    erpc_add_service_to_server(server, &io);

    /* poll for requests */
}

```

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```
erpc_status_t err = server.run();

/* deinit objects */
erpc_server_deinit(server);
erpc_mbf_dynamic_deinit(message_buffer_factory);
erpc_transport_tcp_deinit(transport);
}
```

A number of transports are supported, and new transport classes are easy to write.

Supported transports can be found in *erpc/erpc_c/transport* folder. E.g:

- CMSIS UART
- NXP Kinetis SPI and DSPI
- POSIX and Windows serial port
- TCP/IP (mostly for testing)
- [NXP RPMsg-Lite / RPMsg TTY](#)
- SPIdev Linux
- USB CDC
- NXP Messaging Unit

eRPC is available with an unrestrictive BSD 3-clause license. See the [LICENSE file](#) for the full license text.

Releases [eRPC releases](#)

Edge releases Edge releases can be found on [eRPC CircleCI](#) webpage. Choose build of interest, then platform target and choose ARTIFACTS tab. Here you can find binary application from chosen build.

Documentation [Documentation](#) is in the wiki section.

[eRPC Infrastructure documentation](#)

Examples *Example IDL* is available in the *examples/* folder.

Plenty of eRPC multicore and multiprocessor examples can be also found in NXP MCUXpressoSDK packages. Visit <https://mcuxpresso.nxp.com> to configure, build and download these packages.

To get the board list with multicore support (eRPC included) use filtering based on Middleware and search for 'multicore' string. Once the selected package with the multicore middleware is downloaded, see

<MCUXpressoSDK_install_dir>/boards/<board_name>/multicore_examples for eRPC multicore examples (RPMsg_Lite or Messaging Unit transports used) or

<MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples for eRPC multiprocessor examples (UART or SPI transports used).

eRPC examples use the 'erpc_' name prefix.

Another way of getting NXP MCUXpressoSDK eRPC multicore and multiprocessor examples is using the [mcux-sdk](#) Github repo. Follow the description how to use the West tool to clone and

update the mcuxsdk repo in [readme Overview section](#). Once done the armgcc eRPC examples can be found in

mcuxsdk/examples/<board_name>/multicore_examples or in

mcuxsdk/examples/<board_name>/multiprocessor_examples folders.

You can use the evkmimxrt1170 as the board_name for instance. Similar to MCUXpressoSDK packages the eRPC examples use the 'erpc_' name prefix.

References This section provides links to interesting erpc-based projects, articles, blogs or guides:

- [erpc \(EmbeddedRPC\) getting started notes](#)
- [ERPC Linux Local Environment Construction and Use](#)
- [The New Wio Terminal eRPC Firmware](#)

Directories *doc* - Documentation.

doxygen - Configuration and support files for running Doxygen over the eRPC C++ infrastructure and erpcgen code.

erpc_c - Holds C/C++ infrastructure for eRPC. This is the code you will include in your application.

erpc_python - Holds Python version of the eRPC infrastructure.

erpcgen - Holds source code for erpcgen and makefiles or project files to build erpcgen on Windows, Linux, and OS X.

erpcsniffer - Holds source code for erpcsniffer application.

examples - Several example IDL files.

mk - Contains common makefiles for building eRPC components.

test - Client/server tests. These tests verify the entire communications path from client to server and back.

utilities - Holds utilities which bring additional benefit to eRPC apps developers.

Building and installing These build instructions apply to host PCs and embedded Linux. For bare metal or RTOS embedded environments, you should copy the *erpc_c* directory into your application sources.

CMake and KConfig build:

It builds a static library of the eRPC C/C++ infrastructure, the *erpcgen* executable, and optionally the unit tests and examples.

CMake is compatible with gcc and clang. On Windows local MingGW downloaded by *script* can be used.

Make build:

It builds a static library of the eRPC C/C++ infrastructure, the *erpcgen* executable, and optionally the unit tests.

The makefiles are compatible with gcc or clang on Linux, OS X, and Cygwin. A Windows build of *erpcgen* using Visual Studio is also available in the *erpcgen/VisualStudio_v14* directory. There is also an Xcode project file in the *erpcgen* directory, which can be used to build *erpcgen* for OS X.

Requirements erPC now support building **erpcgen**, **erpc_lib**, **tests** and **C examples** using CMake.

Requirements when using CMake:

- **CMake** (minimal version 3.20.0)
- Generator - **Make, Ninja, ...**
- **C/C++ compiler** - **GCC, CLANG, ...**
- **Bison** - <https://www.gnu.org/software/bison/>
- **Flex** - <https://github.com/westes/flex/>

Requirements when using Make:

- **Make**
- **C/C++ compiler - GCC, CLANG, ...**
- **Bison** - <https://www.gnu.org/software/bison/>
- **Flex** - <https://github.com/westes/flex/>

Windows Related steps to build **erpcgen** using **Visual Studio** are described in `erpcgen/VisualStudio_v14/readme_erpcgen.txt`.

To install MinGW, Bison, Flex locally on Windows:

```
./install_dependencies.ps1
* \ \ \

#### Linux

\ \ \ bash
./install_dependencies.sh
```

Mandatory for case, when build for different architecture is needed

- gcc-multilib, g++-multilib

Mac OS X

```
./install_dependencies.sh
```

Building

CMake and KConfig eRPC use CMake and KConfig to configurate and build eRPC related targets. KConfig can be edited by *prj.conf* or *menuconfig* when building.

Generate project, config and build. In *erpc/* execute:

```
cmake -B ./build # in erpc/build generate cmake project
cmake --build ./build --target menuconfig # Build menuconfig and configure erpcgen, erpc_lib, tests and examples
cmake --build ./build # Build all selected target from prj.conf/menuconfig
```

****CMake will use the system's default compilers and generator**

If you want to use Windows and locally installed MinGW, use *CMake preset* :

```
cmake --preset mingw64 # Generate project in ./build using mingw64's make and compilers
cmake --build ./build --target menuconfig # Build menuconfig and configure erpcgen, erpc_lib, tests and ↵
↵examples
cmake --build ./build # Build all selected target from prj.conf/menuconfig
```

Make To build the library and erpcgen, run from the repo root directory:

```
make
```

To install the library, erpcgen, and include files, run:

```
make install
```

You may need to `sudo` the `make install`.

By default this will install into `/usr/local`. If you want to install elsewhere, set the `PREFIX` environment variable. Example for installing into `/opt`:

```
make install PREFIX=/opt
```

List of top level Makefile targets:

- `erpc`: build the `liberpc.a` static library
- `erpcgen`: build the `erpcgen` tool
- `erpcsniffer`: build the sniffer tool
- `test`: build the unit tests under the `test` directory
- `all`: build all of the above
- `install`: install `liberpc.a`, `erpcgen`, and include files

eRPC code is validated with respect to the C++ 11 standard.

Installing for Python To install the Python infrastructure for eRPC see instructions in the *erpc python readme*.

Known issues and limitations

- Static allocations controlled by the `ERPC_ALLOCATION_POLICY` config macro are not fully supported yet, i.e. not all erpc objects can be allocated statically now. It deals with the ongoing process and the full static allocations support will be added in the future.

Code providing Repository on Github contains two main branches: **main** and **develop**. Code is developed on **develop** branch. Release version is created via merging **develop** branch into **main** branch.

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eRPC Getting Started

Overview This *Getting Started User Guide* shows software developers how to use Remote Procedure Calls (RPC) in embedded multicore microcontrollers (eRPC).

The eRPC documentation is located in the `<MCUXpressoSDK_install_dir>/middleware/multicore/erpc/doc` folder.

Create an eRPC application This section describes a generic way to create a client/server eRPC application:

1. **Design the eRPC application:** Decide which data types are sent between applications, and define functions that send/receive this data.
2. **Create the IDL file:** The IDL file contains information about data types and functions used in an eRPC application, and is written in the IDL language.
3. **Use the eRPC generator tool:** This tool takes an IDL file and generates the shim code for the client and the server-side applications.
4. **Create an eRPC application:**
 1. Create two projects, where one project is for the client side (primary core) and the other project is for the server side (secondary core).
 2. Add generated files for the client application to the client project, and add generated files for the server application to the server project.
 3. Add infrastructure files.
 4. Add user code for client and server applications.
 5. Set the client and server project options.
5. **Run the eRPC application:** Run both the server and the client applications. Make sure that the server has been run before the client request was sent.

A specific example follows in the next section.

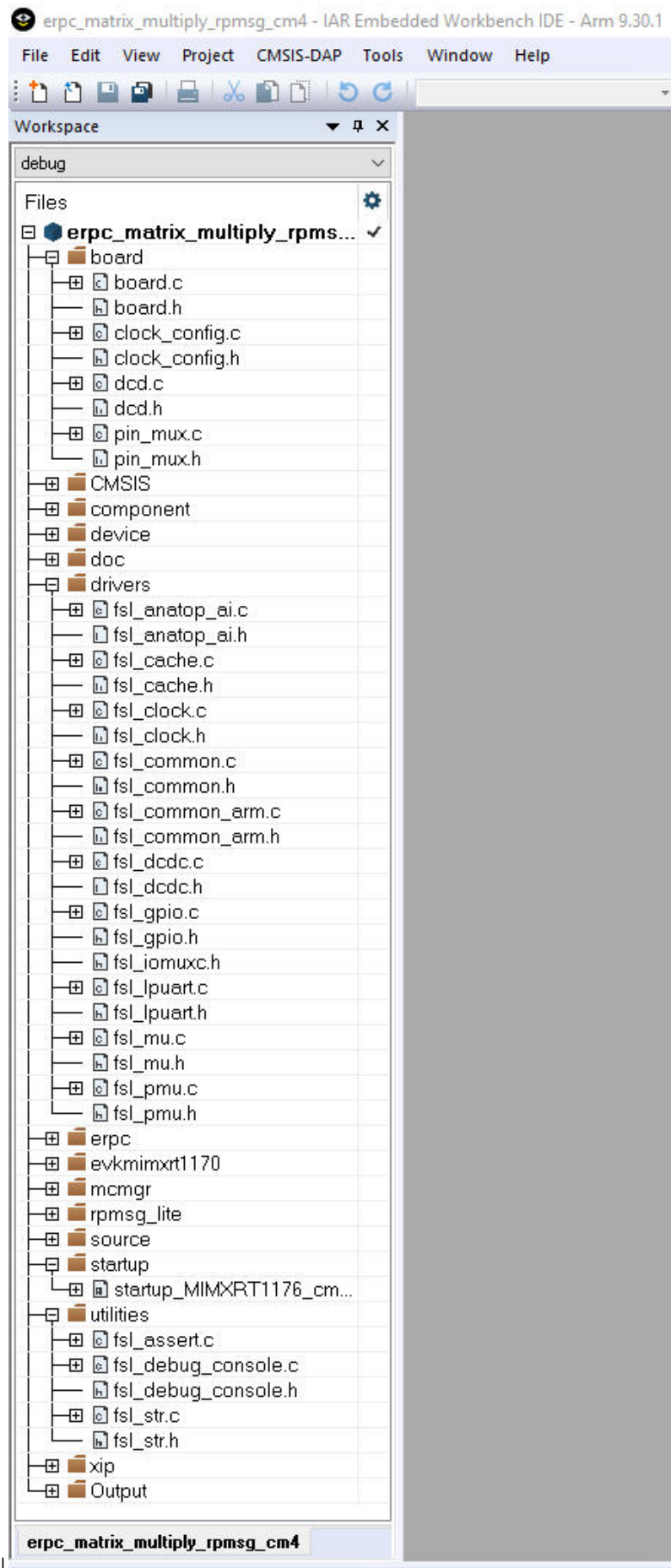
Multicore server application The “Matrix multiply” eRPC server project is located in the following folder:

`<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_matrix_multiply_rpmsg/cm4/iar/`

The project files for the eRPC server have the `_cm4` suffix.

Server project basic source files The startup files, board-related settings, peripheral drivers, and utilities belong to the basic project source files and form the skeleton of all MCUXpresso SDK applications. These source files are located in:

- `<MCUXpressoSDK_install_dir>/devices/<device>`
- `<MCUXpressoSDK_install_dir>/boards/<board_name>/multicore_examples/<example_name>/`



|

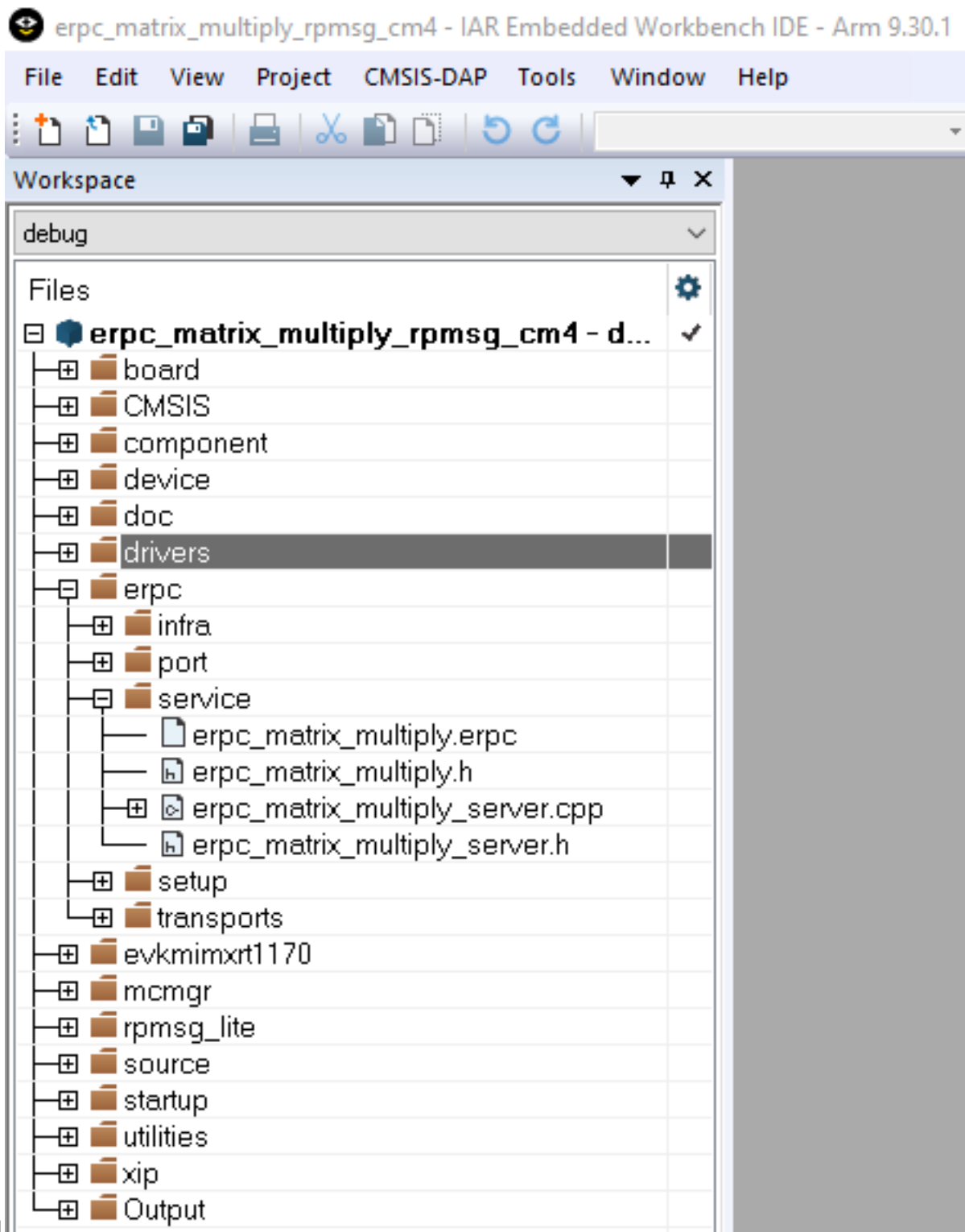
Parent topic:Multicore server application

Server related generated files The server-related generated files are:

- erpc__matric__multiply.h
- erpc__matrix__multiply__server.h
- erpc__matrix__multiply__server.cpp

The server-related generated files contain the shim code for functions and data types declared in the IDL file. These files also contain functions for the identification of client requested functions, data deserialization, calling requested function's implementations, and data serialization and return, if requested by the client. These shim code files can be found in the following folder:

<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_common/erpc_matrix_multiply/



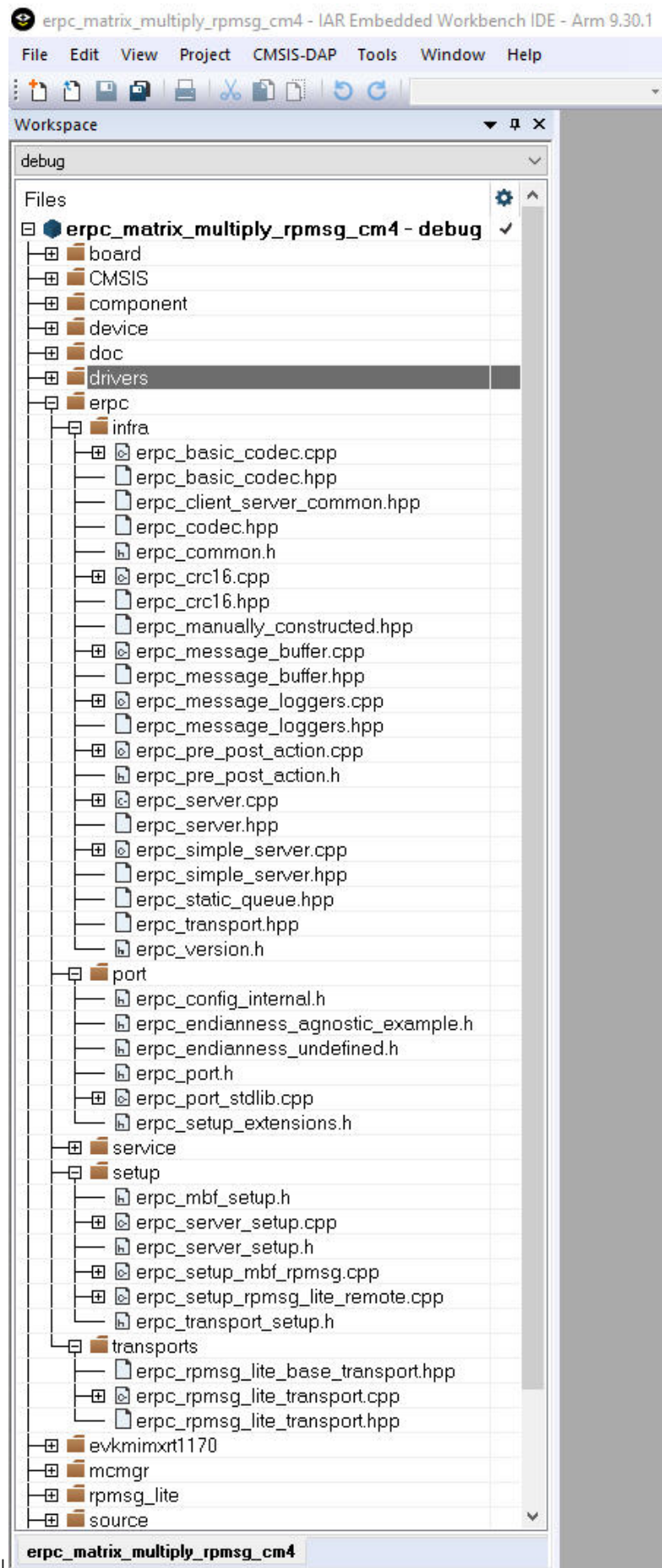
Parent topic: Multicore server application

Server infrastructure files The eRPC infrastructure files are located in the following folder:

`<MCUXpressoSDK_install_dir>/middleware/multicore/erpc/erpc_c`

The **erpc_c** folder contains files for creating eRPC client and server applications in the C/C++ language. These files are distributed into subfolders.

- The **infra** subfolder contains C++ infrastructure code used to build server and client applications.
 - Four files, `erpc_server.hpp`, `erpc_server.cpp`, `erpc_simple_server.hpp`, and `erpc_simple_server.cpp`, are used for running the eRPC server on the server-side applications. The simple server is currently the only implementation of the server, and its role is to catch client requests, identify and call requested functions, and send data back when requested.
 - Three files (`erpc_codec.hpp`, `erpc_basic_codec.hpp`, and `erpc_basic_codec.cpp`) are used for codecs. Currently, the basic codec is the initial and only implementation of the codecs.
 - The `erpc_common.hpp` file is used for common eRPC definitions, typedefs, and enums.
 - The `erpc_manually_constructed.hpp` file is used for allocating static storage for the used objects.
 - Message buffer files are used for storing serialized data: `erpc_message_buffer.h` and `erpc_message_buffer.cpp`.
 - The `erpc_transport.h` file defines the abstract interface for transport layer.
- The **port** subfolder contains the eRPC porting layer to adapt to different environments.
 - `erpc_port.h` file contains definition of `erpc_malloc()` and `erpc_free()` functions.
 - `erpc_port_stdlib.cpp` file ensures adaptation to `stdlib`.
 - `erpc_config_internal.h` internal erpc configuration file.
- The **setup** subfolder contains a set of plain C APIs that wrap the C++ infrastructure, providing client and server init and deinit routines that greatly simplify eRPC usage in C-based projects. No knowledge of C++ is required to use these APIs.
 - The `erpc_server_setup.h` and `erpc_server_setup.cpp` files need to be added into the “Matrix multiply” example project to demonstrate the use of C-wrapped functions in this example.
 - The `erpc_transport_setup.h` and `erpc_setup_rpmsg_lite_remote.cpp` files need to be added into the project in order to allow the C-wrapped function for transport layer setup.
 - The `erpc_mbf_setup.h` and `erpc_setup_mbf_rpmsg.cpp` files need to be added into the project in order to allow message buffer factory usage.
- The **transports** subfolder contains transport classes for the different methods of communication supported by eRPC. Some transports are applicable only to host PCs, while others are applicable only to embedded or multicore systems. Most transports have corresponding client and server setup functions in the setup folder.
 - RPMsg-Lite is used as the transport layer for the communication between cores, `erpc_rpmsg_lite_base_transport.hpp`, `erpc_rpmsg_lite_transport.hpp`, and `erpc_rpmsg_lite_transport.cpp` files need to be added into the server project.



|

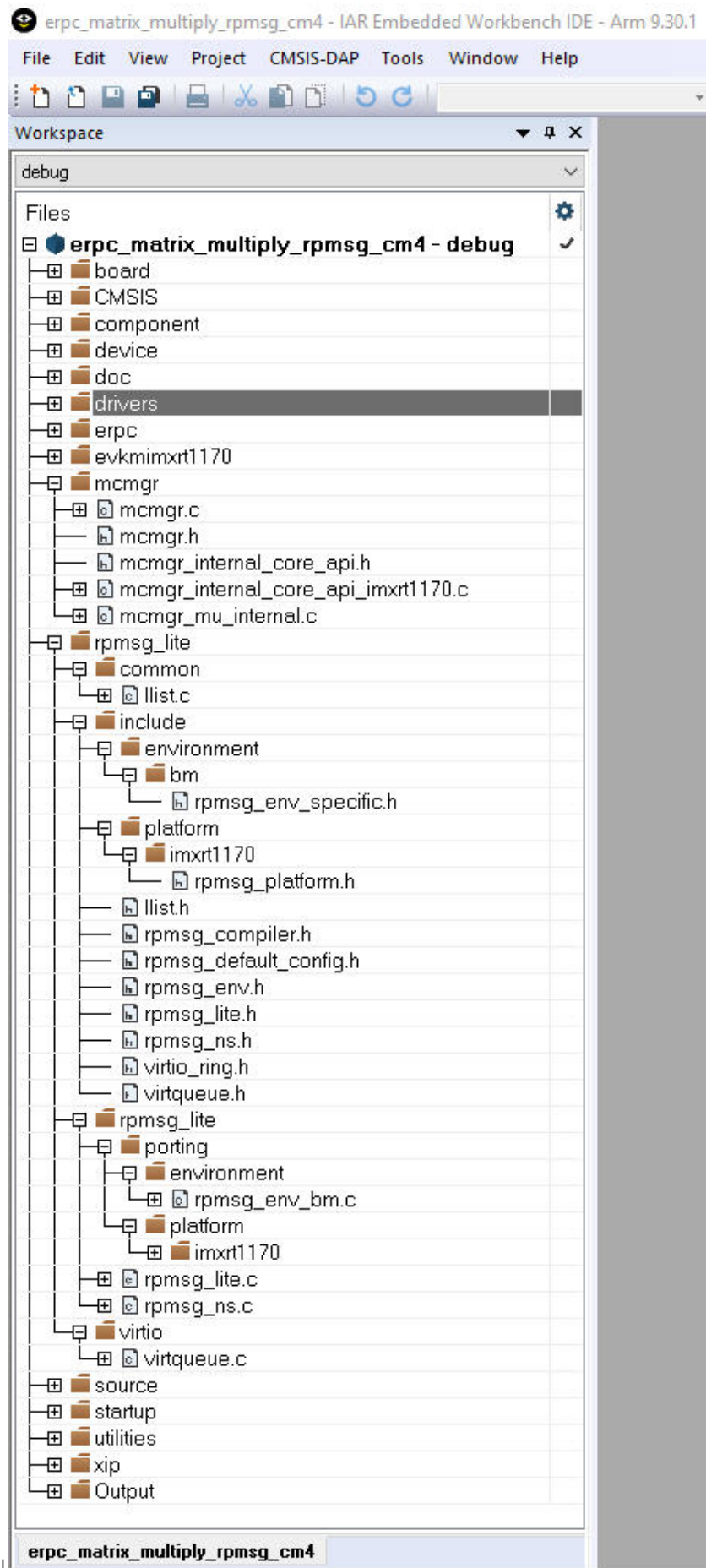
Parent topic: Multicore server application

Server multicore infrastructure files Because of the RPMsg-Lite (transport layer), it is also necessary to include RPMsg-Lite related files, which are in the following folder:

`<MCUXpressoSDK_install_dir>/middleware/multicore/rpmsg_lite/`

The multicore example applications also use the Multicore Manager software library to control the secondary core startup and shutdown. These source files are located in the following folder:

`<MCUXpressoSDK_install_dir>/middleware/multicore/mcmgr/`



|

Parent topic: Multicore server application

Server user code The server's user code is stored in the `main_core1.c` file, located in the following folder:

`<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_matrix_multiply_rpmsg/cm4`

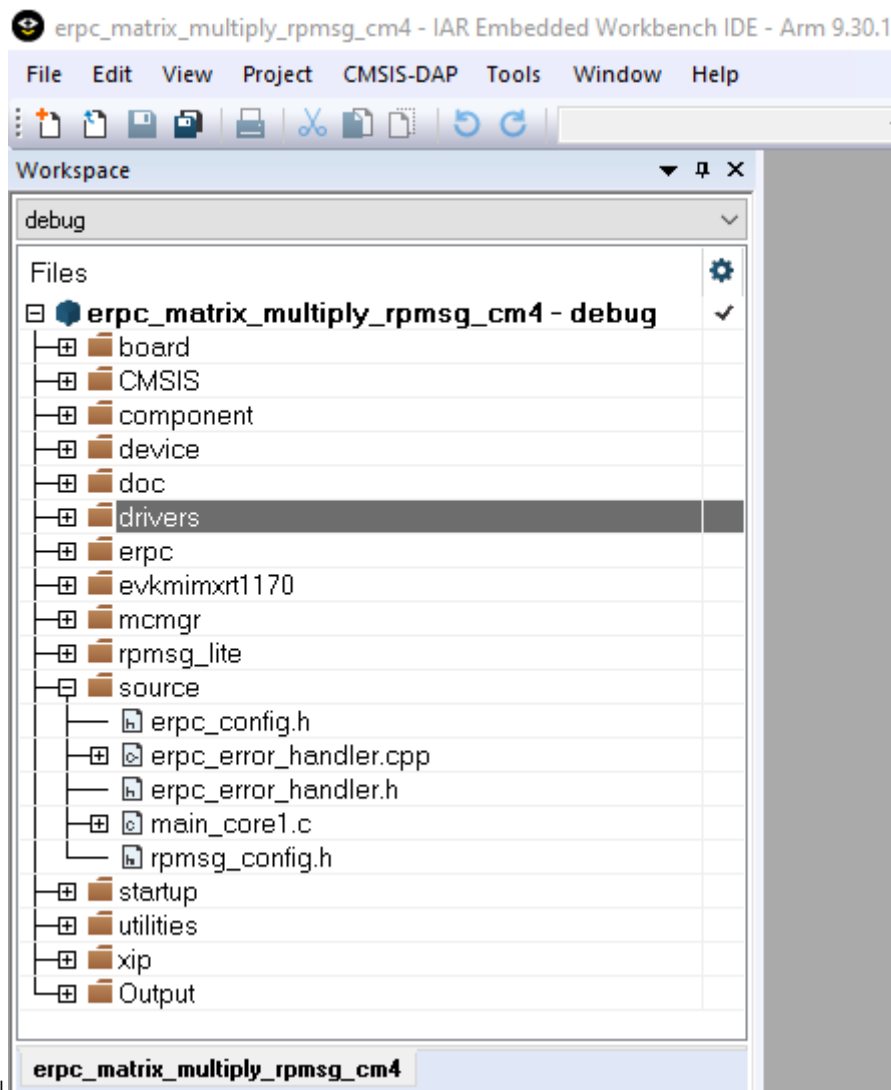
The `main_core1.c` file contains two functions:

- The **main()** function contains the code for the target board and eRPC server initialization. After the initialization, the matrix multiply service is added and the eRPC server waits for client's requests in the while loop.
- The **erpcMatrixMultiply()** function is the user implementation of the eRPC function defined in the IDL file.
- There is the possibility to write the application-specific eRPC error handler. The eRPC error handler of the matrix multiply application is implemented in the `erpc_error_handler.h` and `erpc_error_handler.cpp` files.

The eRPC-relevant code is captured in the following code snippet:

```
/* erpcMatrixMultiply function user implementation */
void erpcMatrixMultiply(const Matrix *matrix1, const Matrix *matrix2, Matrix *result_matrix)
{
    ...
}
int main()
{
    ...
    /* RPSMsg-Lite transport layer initialization */
    erpc_transport_t transport;
    transport = erpc_transport_rpmsg_lite_remote_init(src, dst, (void*)startupData,
    ERPC_TRANSPORT_RPMSG_LITE_LINK_ID, SignalReady, NULL);
    ...
    /* MessageBufferFactory initialization */
    erpc_mbf_t message_buffer_factory;
    message_buffer_factory = erpc_mbf_rpmsg_init(transport);
    ...
    /* eRPC server side initialization */
    erpc_server_t server;
    server = erpc_server_init(transport, message_buffer_factory);
    ...
    /* Adding the service to the server */
    erpc_service_t service = create_MatrixMultiplyService_service();
    erpc_add_service_to_server(server, service);
    ...
    while (1)
    {
        /* Process eRPC requests */
        erpc_status_t status = erpc_server_poll(server);
        /* handle error status */
        if (status != kErpcStatus_Success)
        {
            /* print error description */
            erpc_error_handler(status, 0);
            ...
        }
        ...
    }
}
```

Except for the application main file, there are configuration files for the RPMsg-Lite (rpmsg_config.h) and eRPC (erpc_config.h), located in the `<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_matrix_multiply_rpmsg` folder.



Parent topic:Multicore server application

Parent topic:[Create an eRPC application](#)

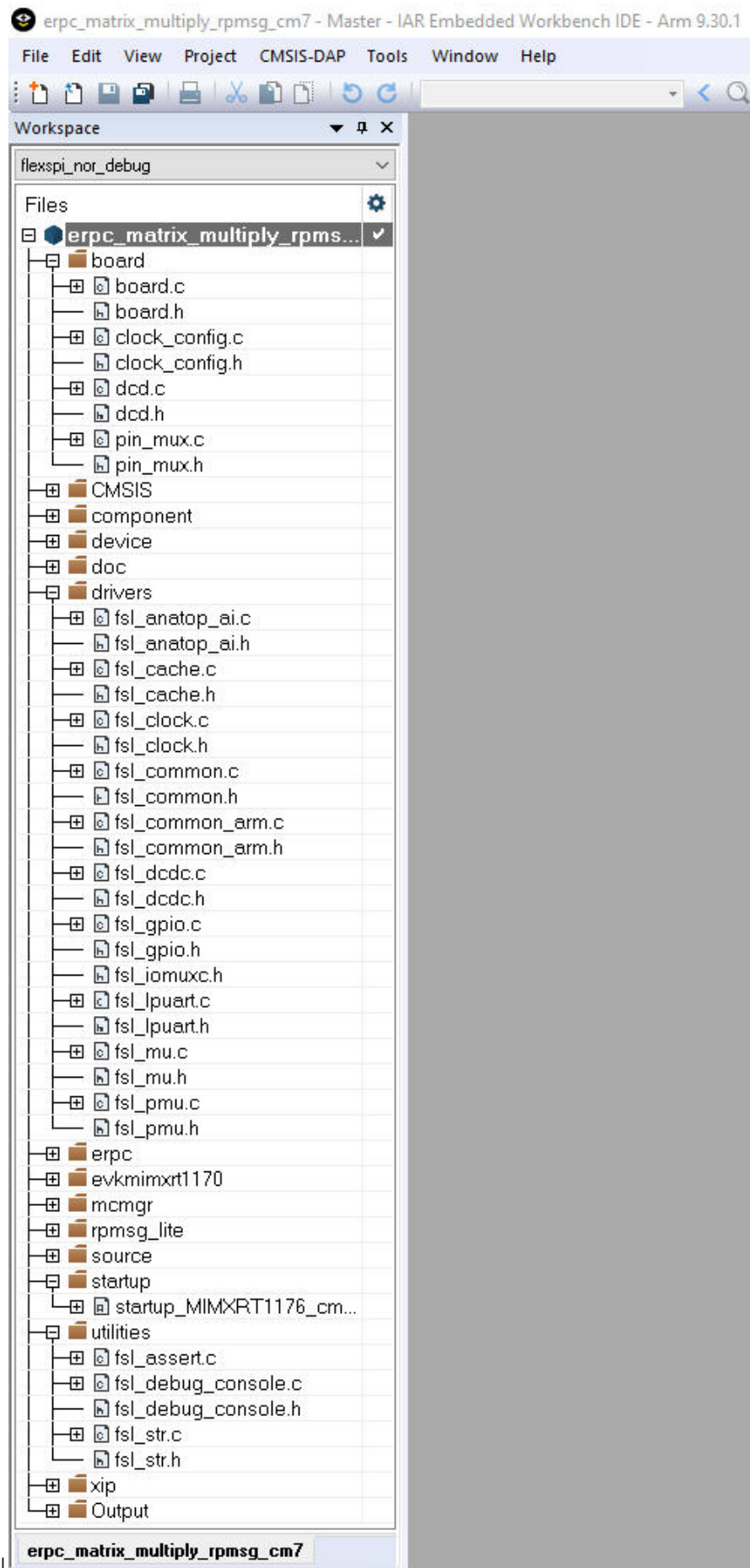
Multicore client application The “Matrix multiply” eRPC client project is located in the following folder:

`<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_matrix_multiply_rpmsg/cm7/iar`

Project files for the eRPC client have the `_cm7` suffix.

Client project basic source files The startup files, board-related settings, peripheral drivers, and utilities belong to the basic project source files and form the skeleton of all MCUXpresso SDK applications. These source files are located in the following folders:

- `<MCUXpressoSDK_install_dir>/devices/<device>`
- `<MCUXpressoSDK_install_dir>/boards/<board_name>/multicore_examples/<example_name>/`



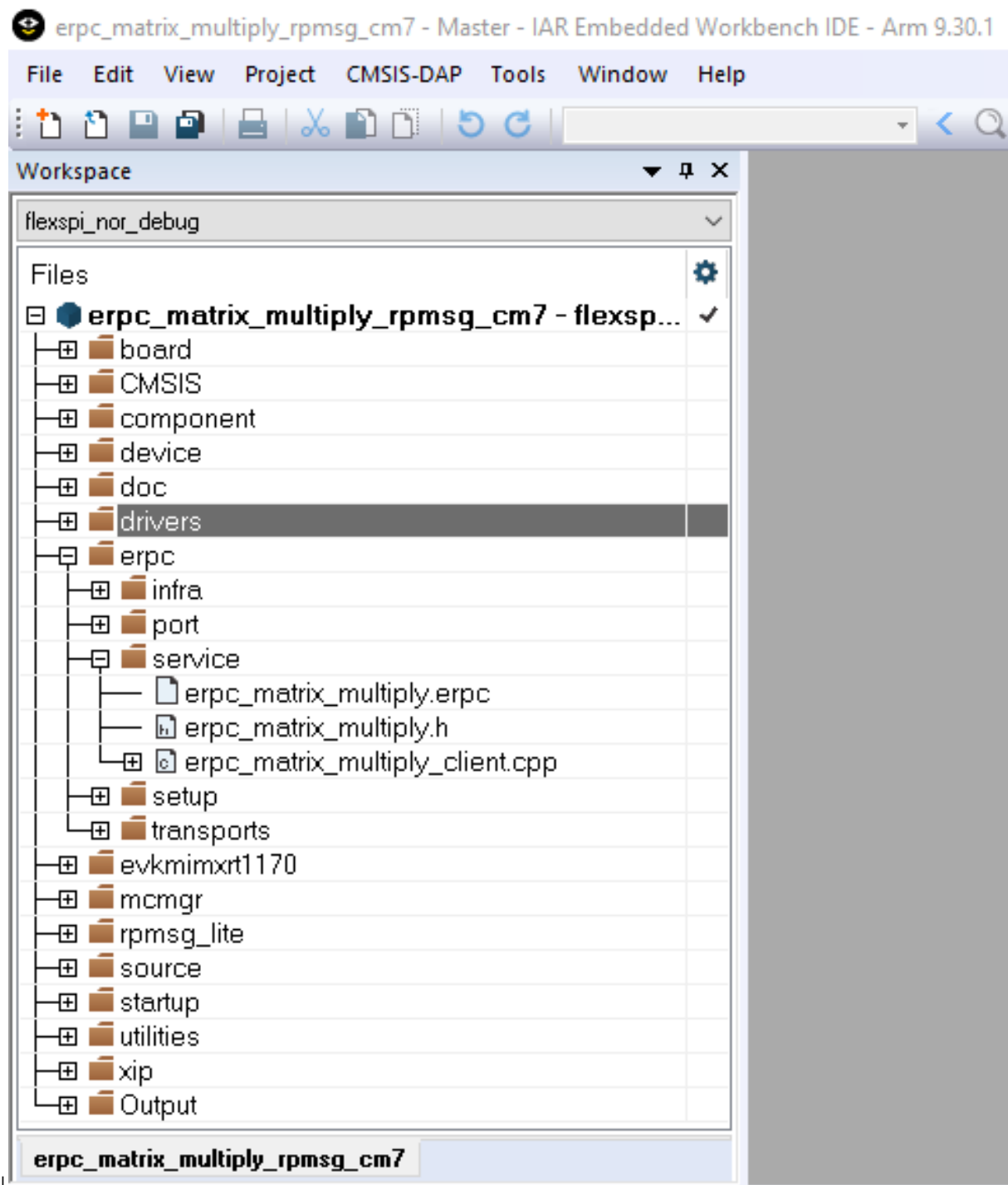
|

Parent topic:Multicore client application

Client-related generated files The client-related generated files are:

- erpc__matric__multiply.h
- erpc__matrix__multiply__client.cpp

These files contain the shim code for the functions and data types declared in the IDL file. These functions also call methods for codec initialization, data serialization, performing eRPC requests, and de-serializing outputs into expected data structures (if return values are expected). These shim code files can be found in the <MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_common/erpc_matrix_multiply/service/ folder.



Parent topic: Multicore client application

Client infrastructure files The eRPC infrastructure files are located in the following folder:

`<MCUXpressoSDK_install_dir>/middleware/multicore/erpc/erpc_c`

The **erpc_c** folder contains files for creating eRPC client and server applications in the C/C++ language. These files are distributed into subfolders.

- The **infra** subfolder contains C++ infrastructure code used to build server and client applications.

- Two files, `erpc_client_manager.h` and `erpc_client_manager.cpp`, are used for managing the client-side application. The main purpose of the client files is to create, perform, and release eRPC requests.
- Three files (`erpc_codec.hpp`, `erpc_basic_codec.hpp`, and `erpc_basic_codec.cpp`) are used for codecs. Currently, the basic codec is the initial and only implementation of the codecs.
- `erpc_common.h` file is used for common eRPC definitions, typedefs, and enums.
- `erpc_manually_constructed.hpp` file is used for allocating static storage for the used objects.
- Message buffer files are used for storing serialized data: `erpc_message_buffer.hpp` and `erpc_message_buffer.cpp`.
- `erpc_transport.hpp` file defines the abstract interface for transport layer.

The **port** subfolder contains the eRPC porting layer to adapt to different environments.

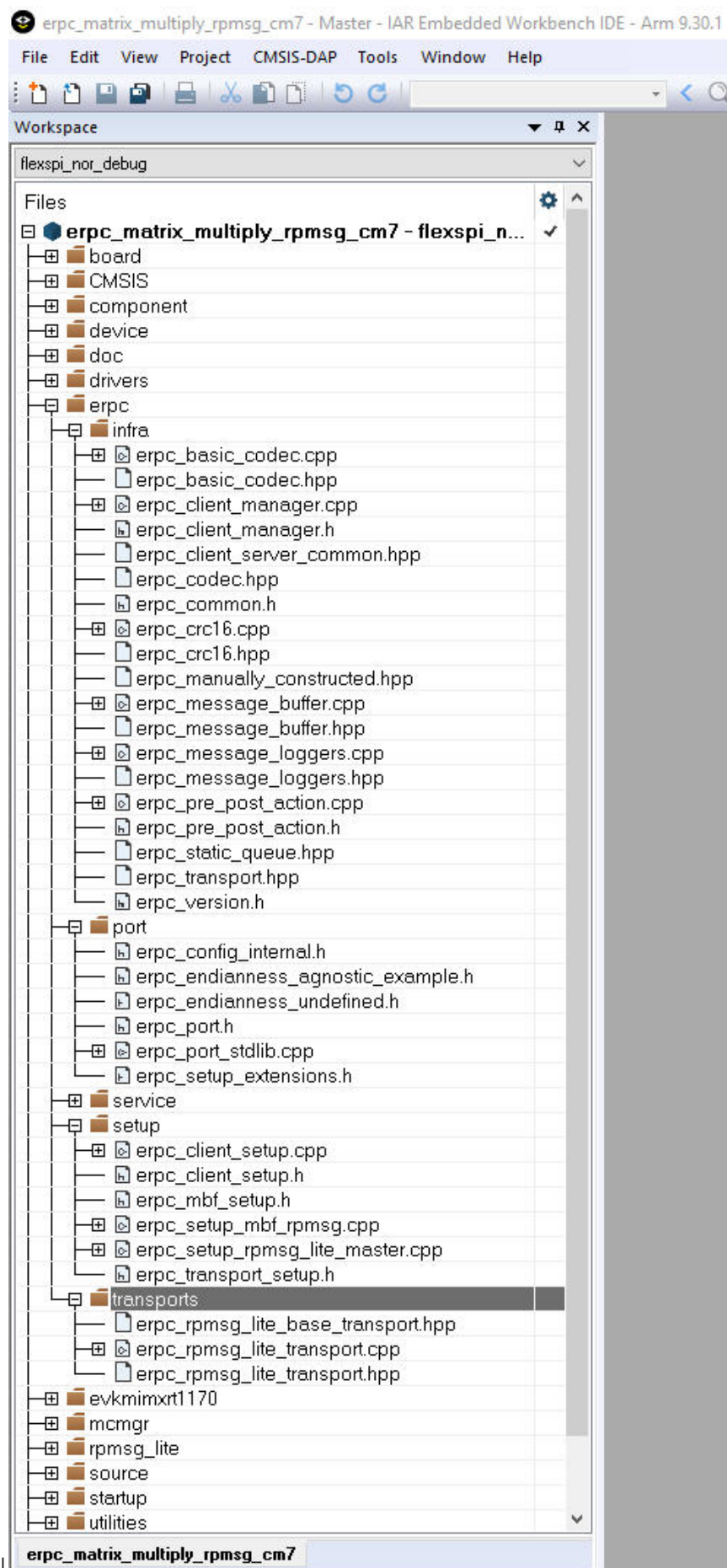
- `erpc_port.h` file contains definition of `erpc_malloc()` and `erpc_free()` functions.
- `erpc_port_stdlib.cpp` file ensures adaptation to `stdlib`.
- `erpc_config_internal.h` internal eRPC configuration file.

The **setup** subfolder contains a set of plain C APIs that wrap the C++ infrastructure, providing client and server init and deinit routines that greatly simplify eRPC usage in C-based projects. No knowledge of C++ is required to use these APIs.

- `erpc_client_setup.h` and `erpc_client_setup.cpp` files needs to be added into the “Matrix multiply” example project to demonstrate the use of C-wrapped functions in this example.
- `erpc_transport_setup.h` and `erpc_setup_rpmsg_lite_master.cpp` files needs to be added into the project in order to allow C-wrapped function for transport layer setup.
- `erpc_mbf_setup.h` and `erpc_setup_mbf_rpmsg.cpp` files needs to be added into the project in order to allow message buffer factory usage.

The **transports** subfolder contains transport classes for the different methods of communication supported by eRPC. Some transports are applicable only to host PCs, while others are applicable only to embedded or multicore systems. Most transports have corresponding client and server setup functions, in the setup folder.

- RPMsg-Lite is used as the transport layer for the communication between cores, `erpc_rpmsg_lite_base_transport.hpp`, `erpc_rpmsg_lite_transport.hpp`, and `erpc_rpmsg_lite_transport.cpp` files needs to be added into the client project.



|

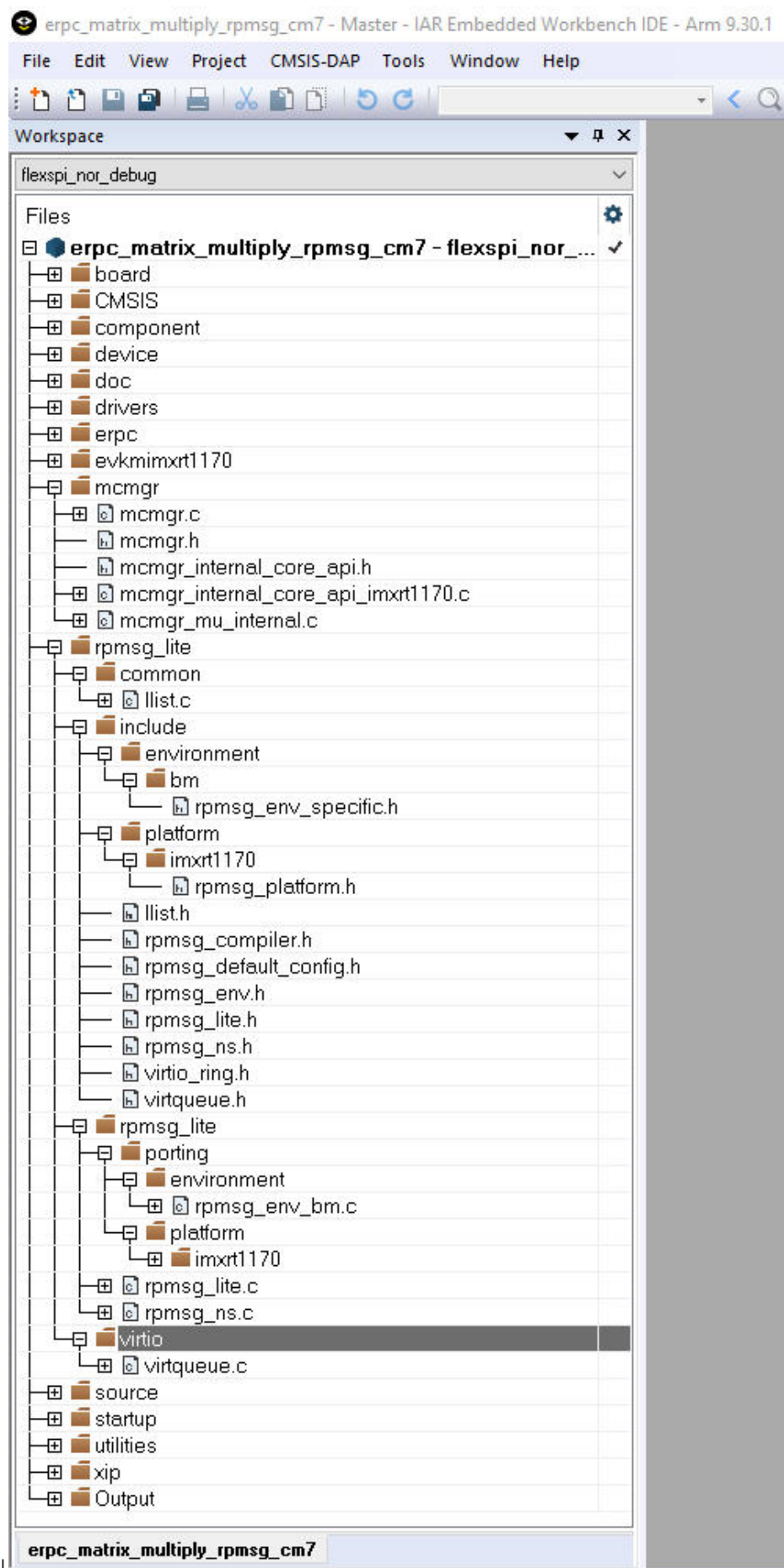
Parent topic: Multicore client application

Client multicore infrastructure files Because of the RPMsg-Lite (transport layer), it is also necessary to include RPMsg-Lite related files, which are in the following folder:

<MCUXpressoSDK_install_dir>/middleware/multicore/rpmsg_lite/

The multicore example applications also use the Multicore Manager software library to control the secondary core startup and shutdown. These source files are located in the following folder:

<MCUXpressoSDK_install_dir>/middleware/multicore/mcmgr/



Parent topic:Multicore client application

Client user code The client's user code is stored in the main_core0.c file, located in the following folder:

<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_example/erpc_matrix_multiply_rpmsg/cm7

The main_core0.c file contains the code for target board and eRPC initialization.

- After initialization, the secondary core is released from reset.
- When the secondary core is ready, the primary core initializes two matrix variables.
- The erpcMatrixMultiply eRPC function is called to issue the eRPC request and get the result.

It is possible to write the application-specific eRPC error handler. The eRPC error handler of the matrix multiply application is implemented in erpc_error_handler.h and erpc_error_handler.cpp files.

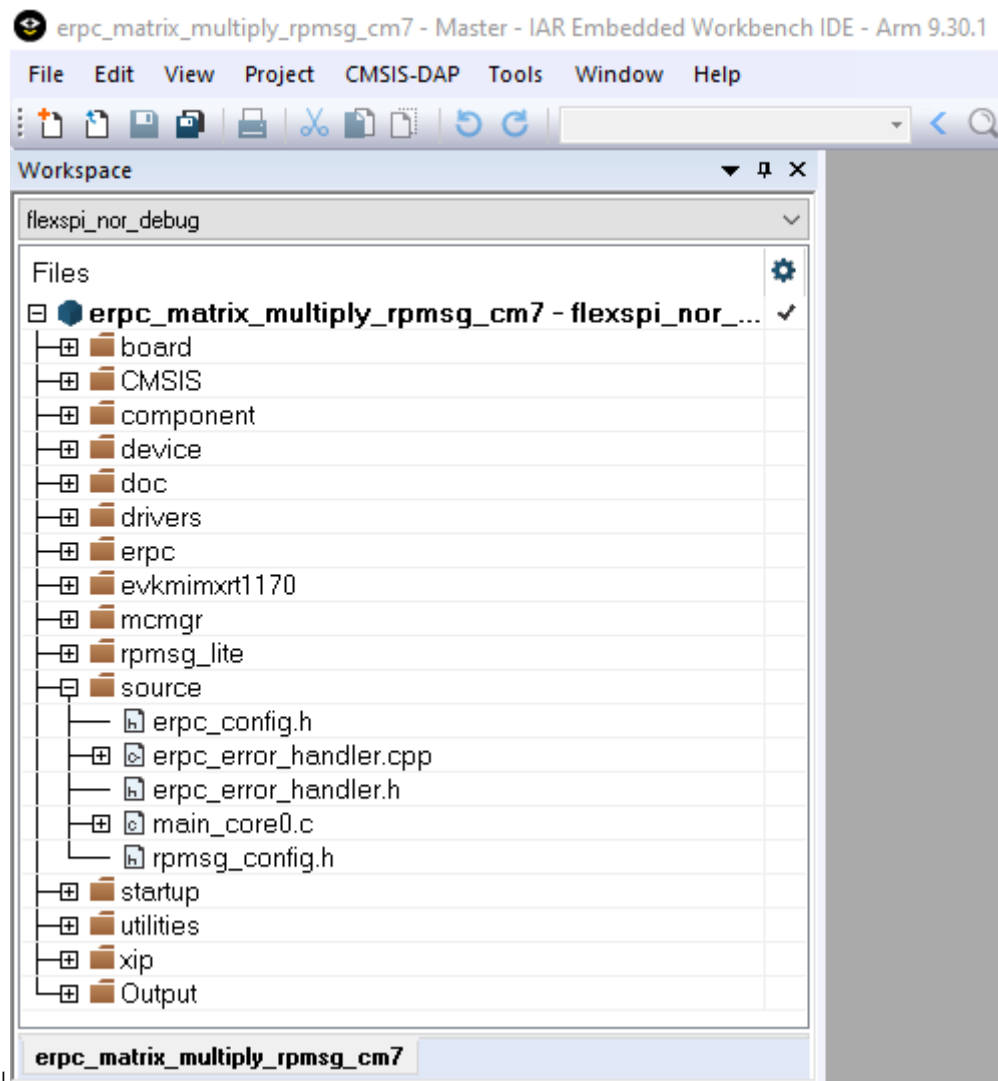
The matrix multiplication can be issued repeatedly, when pressing a software board button.

The eRPC-relevant code is captured in the following code snippet:

```
...
extern bool g_erpc_error_occurred;
...
/* Declare matrix arrays */
Matrix matrix1 = {0}, matrix2 = {0}, result_matrix = {0};
...
/* RPSMsg-Lite transport layer initialization */
erpc_transport_t transport;
transport = erpc_transport_rpmsg_lite_master_init(src, dst,
ERPC_TRANSPORT_RPMSG_LITE_LINK_ID);
...
/* MessageBufferFactory initialization */
erpc_mbf_t message_buffer_factory;
message_buffer_factory = erpc_mbf_rpmsg_init(transport);
...
/* eRPC client side initialization */
erpc_client_t client;
client = erpc_client_init(transport, message_buffer_factory);
...
/* Set default error handler */
erpc_client_set_error_handler(client, erpc_error_handler);
...
while (1)
{
    /* Invoke the erpcMatrixMultiply function */
    erpcMatrixMultiply(matrix1, matrix2, result_matrix);
    ...
    /* Check if some error occurred in eRPC */
    if (g_erpc_error_occurred)
    {
        /* Exit program loop */
        break;
    }
    ...
}
```

Except for the application main file, there are configuration files for the RPSMsg-Lite (rpmsg_config.h) and eRPC (erpc_config.h), located in the following folder:

<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_matrix_multiply_rpmsg



Parent topic:Multicore client application

Parent topic:[Create an eRPC application](#)

Multiprocessor server application The “Matrix multiply” eRPC server project for multiprocessor applications is located in the `<MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples/erpc_server_matrix_multiply_<transport_layer>` folder.

Most of the multiprocessor application setup is the same as for the multicore application. The multiprocessor server application requires server-related generated files (server shim code), server infrastructure files, and the server user code. There is no need for server multicore infrastructure files (MCMGR and RPMs-Lite). The RPMs-Lite transport layer is replaced either by SPI or UART transports. The following table shows the required transport-related files per each transport type.

SPI	<eRPC base directory>/erpc_c/setup/erpc_setup_(d)spi_slave.cpp
	<eRPC base directory>/erpc_c/transports/erpc_(d)spi_slave_transport.hpp
	<eRPC base directory>/erpc_c/transports/erpc_(d)spi_slave_transport.cpp
UART	<eRPC base directory>/erpc_c/setup/erpc_setup_uart_cmsis.cpp

<eRPC base directory>/erpc_c/transport/erpc_uart_cmsis_transport.hpp

<eRPC base directory>/erpc_c/transport/erpc_uart_cmsis_transport.cpp

|

Server user code The server's user code is stored in the main_server.c file, located in the <MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples/erpc_server_matrix_multiply_<transport_layer>/ folder.

The eRPC-relevant code with UART as a transport is captured in the following code snippet:

```
/* erpcMatrixMultiply function user implementation */
void erpcMatrixMultiply(Matrix matrix1, Matrix matrix2, Matrix result_matrix)
{
    ...
}
int main()
{
    ...
    /* UART transport layer initialization, ERPC_DEMO_UART is the structure of CMSIS UART driver
    ↪operations */
    erpc_transport_t transport;
    transport = erpc_transport_cmsis_uart_init((void *)&ERPC_DEMO_UART);
    ...
    /* MessageBufferFactory initialization */
    erpc_mbf_t message_buffer_factory;
    message_buffer_factory = erpc_mbf_dynamic_init();
    ...
    /* eRPC server side initialization */
    erpc_server_t server;
    server = erpc_server_init(transport, message_buffer_factory);
    ...
    /* Adding the service to the server */
    erpc_service_t service = create_MatrixMultiplyService_service();
    erpc_add_service_to_server(server, service);
    ...
    while (1)
    {
        /* Process eRPC requests */
        erpc_status_t status = erpc_server_poll(server)
        /* handle error status */
        if (status != kErpcStatus_Success)
        {
            /* print error description */
            erpc_error_handler(status, 0);
            ...
        }
        ...
    }
}
```

Parent topic:Multiprocessor server application

Multiprocessor client application The “Matrix multiply” eRPC client project for multiprocessor applications is located in the <MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples/erpc_client_matrix_multiply_<transport_layer>/iar/ folder.

Most of the multiprocessor application setup is the same as for the multicore application. The multiprocessor server application requires client-related generated files (server shim code),

client infrastructure files, and the client user code. There is no need for client multicore infrastructure files (MCMGR and RPSMsg-Lite). The RPSMsg-Lite transport layer is replaced either by SPI or UART transports. The following table shows the required transport-related files per each transport type.

SPI	<eRPC base directory>/erpc_c/setup/erpc_setup_(d)spi_master.cpp
<eRPC base directory>/erpc_c/transports/	erpc_(d)spi_master_transport.hpp
<eRPC base directory>/erpc_c/transports/	erpc_(d)spi_master_transport.cpp
UART	<eRPC base directory>/erpc_c/setup/erpc_setup_uart_cmsis.cpp
<eRPC base directory>/erpc_c/transports/	erpc_uart_cmsis_transport.hpp
<eRPC base directory>/erpc_c/transports/	erpc_uart_cmsis_transport.cpp

Client user code The client's user code is stored in the `main_client.c` file, located in the `<MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples/erpc_client_matrix_multiply_<transport_layer>/` folder.

The eRPC-relevant code with UART as a transport is captured in the following code snippet:

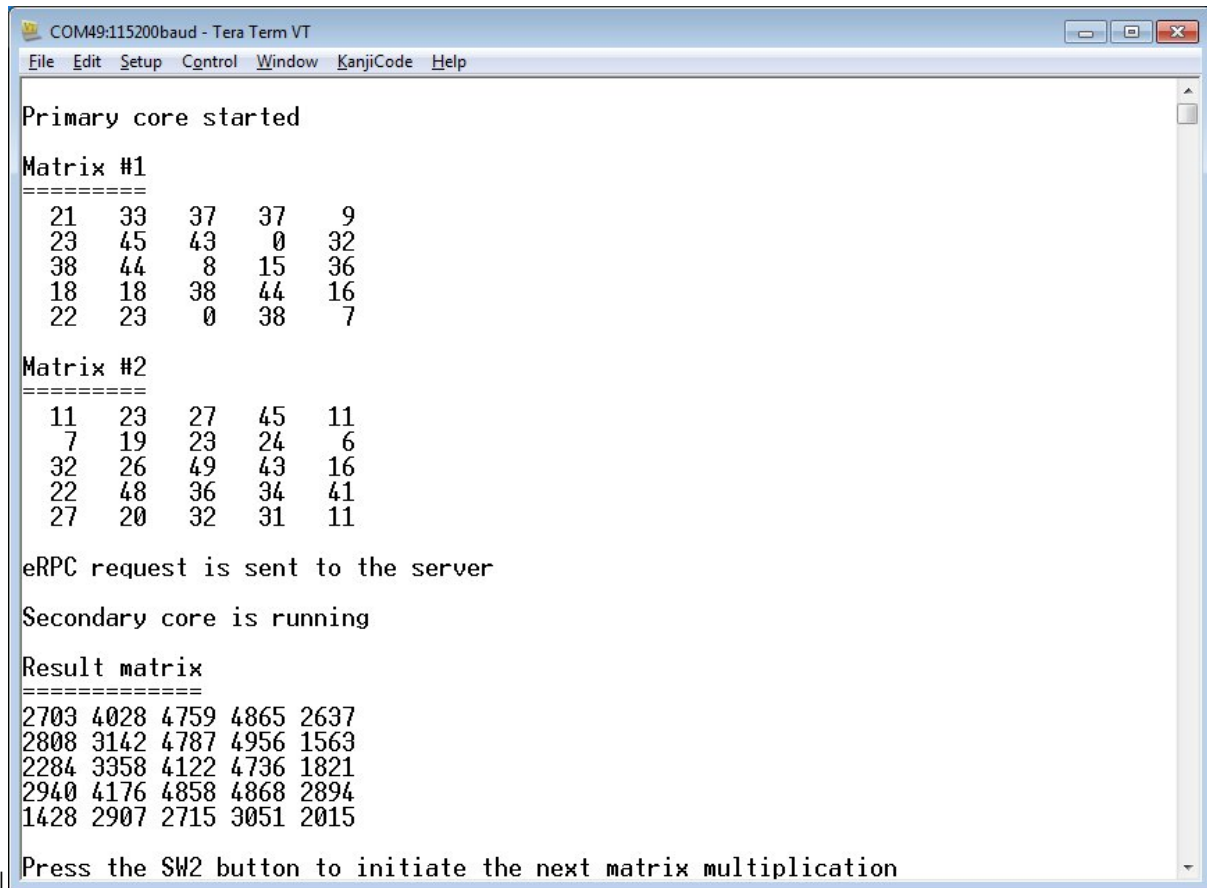
```
...
extern bool g_erpc_error_occurred;
...
/* Declare matrix arrays */
Matrix matrix1 = {0}, matrix2 = {0}, result_matrix = {0};
...
/* UART transport layer initialization, ERPC_DEMO_UART is the structure of CMSIS UART driver
↳operations */
erpc_transport_t transport;
transport = erpc_transport_cmsis_uart_init((void *)&ERPC_DEMO_UART);
...
/* MessageBufferFactory initialization */
erpc_mbf_t message_buffer_factory;
message_buffer_factory = erpc_mbf_dynamic_init();
...
/* eRPC client side initialization */
erpc_client_t client;
client = erpc_client_init(transport,message_buffer_factory);
...
/* Set default error handler */
erpc_client_set_error_handler(client, erpc_error_handler);
...
while (1)
{
    /* Invoke the erpcMatrixMultiply function */
    erpcMatrixMultiply(matrix1, matrix2, result_matrix);
    ...
    /* Check if some error occurred in eRPC */
    if (g_erpc_error_occurred)
    {
        /* Exit program loop */
        break;
    }
    ...
}
```

Parent topic:Multiprocessor client application

Parent topic:Multiprocessor server application

Parent topic:[Create an eRPC application](#)

Running the eRPC application Follow the instructions in *Getting Started with MCUXpresso SDK* (document MCUXSDKGSUG) (located in the <MCUXpressoSDK_install_dir>/docs folder), to load both the primary and the secondary core images into the on-chip memory, and then effectively debug the dual-core application. After the application is running, the serial console should look like:



```

COM49:115200baud - Tera Term VT
File Edit Setup Control Window KanjiCode Help

Primary core started

Matrix #1
=====
 21  33  37  37   9
 23  45  43   0  32
 38  44   8  15  36
 18  18  38  44  16
 22  23   0  38   7

Matrix #2
=====
 11  23  27  45  11
  7  19  23  24   6
 32  26  49  43  16
 22  48  36  34  41
 27  20  32  31  11

eRPC request is sent to the server

Secondary core is running

Result matrix
=====
2703 4028 4759 4865 2637
2808 3142 4787 4956 1563
2284 3358 4122 4736 1821
2940 4176 4858 4868 2894
1428 2907 2715 3051 2015

Press the SW2 button to initiate the next matrix multiplication

```

For multiprocessor applications that are running between PC and the target evaluation board or between two boards, follow the instructions in the accompanied example readme files that provide details about the proper board setup and the PC side setup (Python).

Parent topic:[Create an eRPC application](#)

Parent topic:[eRPC example](#)

eRPC example This section shows how to create an example eRPC application called “Matrix multiply”, which implements one eRPC function (matrix multiply) with two function parameters (two matrices). The client-side application calls this eRPC function, and the server side performs the multiplication of received matrices. The server side then returns the result.

For example, use the NXP MIMXRT1170-EVK board as the target dual-core platform, and the IAR Embedded Workbench for ARM (EWARM) as the target IDE for developing the eRPC example.

- The primary core (CM7) runs the eRPC client.
- The secondary core (CM4) runs the eRPC server.
- RPMsg-Lite (Remote Processor Messaging Lite) is used as the eRPC transport layer.

The “Matrix multiply” application can be also run in the multi-processor setup. In other words, the eRPC client running on one SoC communicates with the eRPC server that runs on another SoC, utilizing different transport channels. It is possible to run the board-to-PC example (PC as the eRPC server and a board as the eRPC client, and vice versa) and also the board-to-board example. These multiprocessor examples are prepared for selected boards only.

| Multicore application source and project files | `<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore/`
| Multiprocessor application source and project files | `<MCUXpressoSDK_install_dir>/boards/<board_name>/multi`
`<MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples/erpc_server_matrix_multiply_<tr`
| | eRPC source files | `<MCUXpressoSDK_install_dir>/middleware/multicore/erpc/` | | RPLite
source files | `<MCUXpressoSDK_install_dir>/middleware/multicore/rplite/`

Designing the eRPC application The matrix multiply application is based on calling single eRPC function that takes 2 two-dimensional arrays as input and returns matrix multiplication results as another 2 two-dimensional array. The IDL file syntax supports arrays with the dimension length set by the number only (in the current eRPC implementation). Because of this, a variable is declared in the IDL dedicated to store information about matrix dimension length, and to allow easy maintenance of the user and server code.

For a simple use of the two-dimensional array, the alias name (new type definition) for this data type has been declared in the IDL. Declaring this alias name ensures that the same data type can be used across the client and server applications.

Parent topic: [eRPC example](#)

Creating the IDL file The created IDL file is located in the following folder:

`<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_common/erpc_matrix_multiply/`

The created IDL file contains the following code:

```
program erpc_matrix_multiply
/*! This const defines the matrix size. The value has to be the same as the
Matrix array dimension. Do not forget to re-generate the erpc code once the
matrix size is changed in the erpc file */
const int32 matrix_size = 5;
/*! This is the matrix array type. The dimension has to be the same as the
matrix size const. Do not forget to re-generate the erpc code once the
matrix size is changed in the erpc file */
type Matrix = int32[matrix_size][matrix_size];
interface MatrixMultiplyService {
erpcMatrixMultiply(in Matrix matrix1, in Matrix matrix2, out Matrix result_matrix) ->
void
}
```

Details:

- The IDL file starts with the program name (*erpc_matrix_multiply*), and this program name is used in the naming of all generated outputs.
- The declaration and definition of the constant variable named *matrix_size* follows next. The *matrix_size* variable is used for passing information about the length of matrix dimensions to the client/server user code.
- The alias name for the two-dimensional array type (*Matrix*) is declared.
- The interface group *MatrixMultiplyService* is located at the end of the IDL file. This interface group contains only one function declaration *erpcMatrixMultiply*.
- As shown above, the function’s declaration contains three parameters of *Matrix* type: *matrix1* and *matrix2* are input parameters, while *result_matrix* is the output parameter. Additionally, the returned data type is declared as *void*.

When writing the IDL file, the following order of items is recommended:

1. Program name at the top of the IDL file.
2. New data types and constants declarations.
3. Declarations of interfaces and functions at the end of the IDL file.

Parent topic: [eRPC example](#)

Using the eRPC generator tool | Windows OS | `<MCUXpressoSDK_install_dir>/middleware/multicore/tools/erpcgen/Linux_x64`
 | Linux OS | `<MCUXpressoSDK_install_dir>/middleware/multicore/tools/erpcgen/Linux_x86`
 | `<MCUXpressoSDK_install_dir>/middleware/multicore/tools/erpcgen/Linux_x86`
 | | Mac OS | `<MCUXpressoSDK_install_dir>/middleware/multicore/tools/erpcgen/Mac`

The files for the “Matrix multiply” example are pre-generated and already a part of the application projects. The following section describes how they have been created.

- The easiest way to create the shim code is to copy the erpcgen application to the same folder where the IDL file (*.erpc) is located; then run the following command:

```
erpcgen <IDL_file>.erpc
```

- In the “Matrix multiply” example, the command should look like:

```
erpcgen erpc_matrix_multiply.erpc
```

Additionally, another method to create the shim code is to execute the eRPC application using input commands:

- “-?”/”—help” – Shows supported commands.
- “-o <filePath>”/”—output<filePath>” – Sets the output directory.

For example,

```
<path_to_erpcgen>/erpcgen -o <path_to_output>  
<path_to_IDL>/<IDL_file_name>.erpc
```

For the “Matrix multiply” example, when the command is executed from the default erpcgen location, it looks like:

```
erpcgen -o
```

```
../../../../../boards/evkmimxrt1170/multicore_examples/erpc_common/erpc_matrix_multiply/service  
../../../../../boards/evkmimxrt1170/multicore_examples/erpc_common/erpc_matrix_multiply/service/erpc_matrix_mu
```

In both cases, the following four files are generated into the `<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_common/erpc_matrix_multiply/service` folder:

- erpc_matrix_multiply.h
- erpc_matrix_multiply_client.cpp
- erpc_matrix_multiply_server.h
- erpc_matrix_multiply_server.cpp

For multiprocessor examples, the eRPC file and pre-generated files can be found in the `<MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples/erpc_common/erpc_matrix_multiply/service` folder.

For Linux OS users:

- Do not forget to set the permissions for the eRPC generator application.
- Run the application as `./erpcgen...` instead of as `erpcgen ....`

Parent topic: [eRPC example](#)

Create an eRPC application This section describes a generic way to create a client/server eRPC application:

1. **Design the eRPC application:** Decide which data types are sent between applications, and define functions that send/receive this data.
2. **Create the IDL file:** The IDL file contains information about data types and functions used in an eRPC application, and is written in the IDL language.
3. **Use the eRPC generator tool:** This tool takes an IDL file and generates the shim code for the client and the server-side applications.
4. **Create an eRPC application:**
 1. Create two projects, where one project is for the client side (primary core) and the other project is for the server side (secondary core).
 2. Add generated files for the client application to the client project, and add generated files for the server application to the server project.
 3. Add infrastructure files.
 4. Add user code for client and server applications.
 5. Set the client and server project options.
5. **Run the eRPC application:** Run both the server and the client applications. Make sure that the server has been run before the client request was sent.

A specific example follows in the next section.

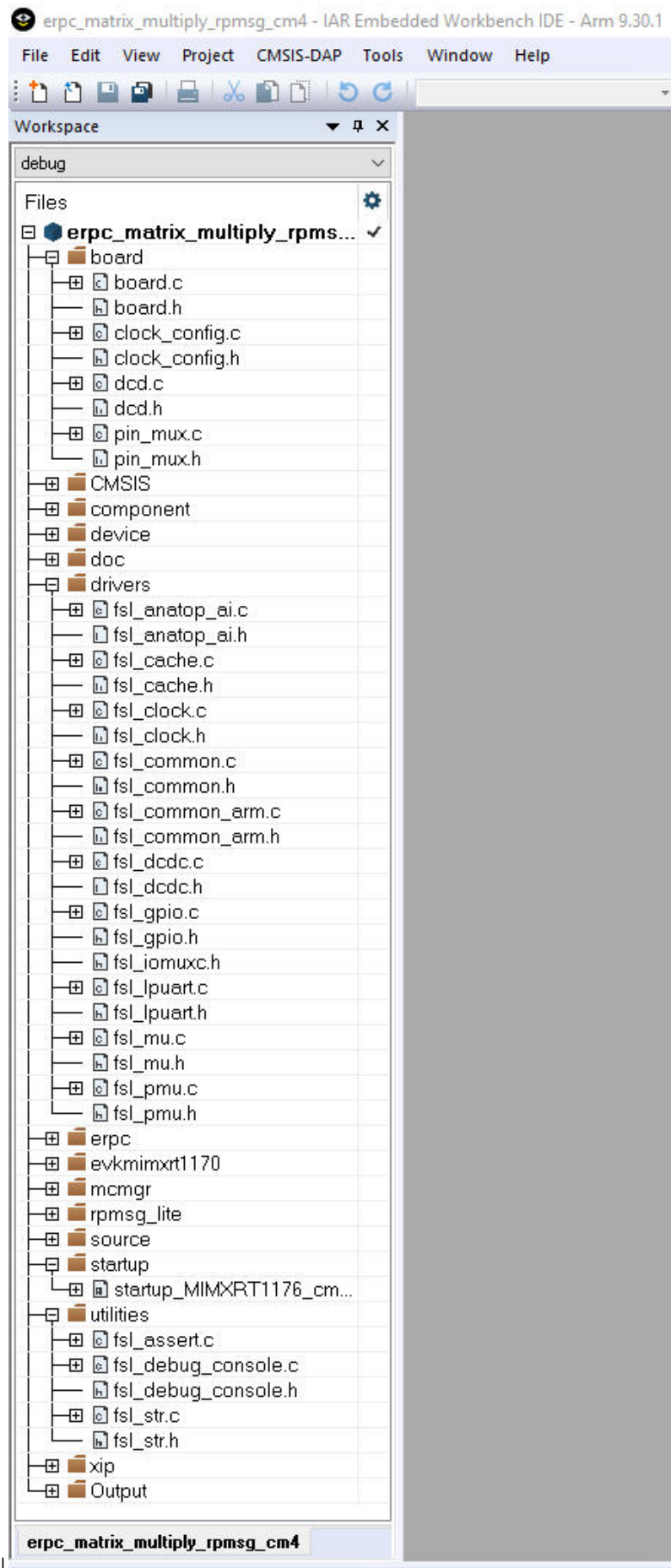
Multicore server application The “Matrix multiply” eRPC server project is located in the following folder:

`<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_matrix_multiply_rpmmsg/cm4/iar/`

The project files for the eRPC server have the `_cm4` suffix.

Server project basic source files The startup files, board-related settings, peripheral drivers, and utilities belong to the basic project source files and form the skeleton of all MCUXpresso SDK applications. These source files are located in:

- `<MCUXpressoSDK_install_dir>/devices/<device>`
- `<MCUXpressoSDK_install_dir>/boards/<board_name>/multicore_examples/<example_name>/`



|

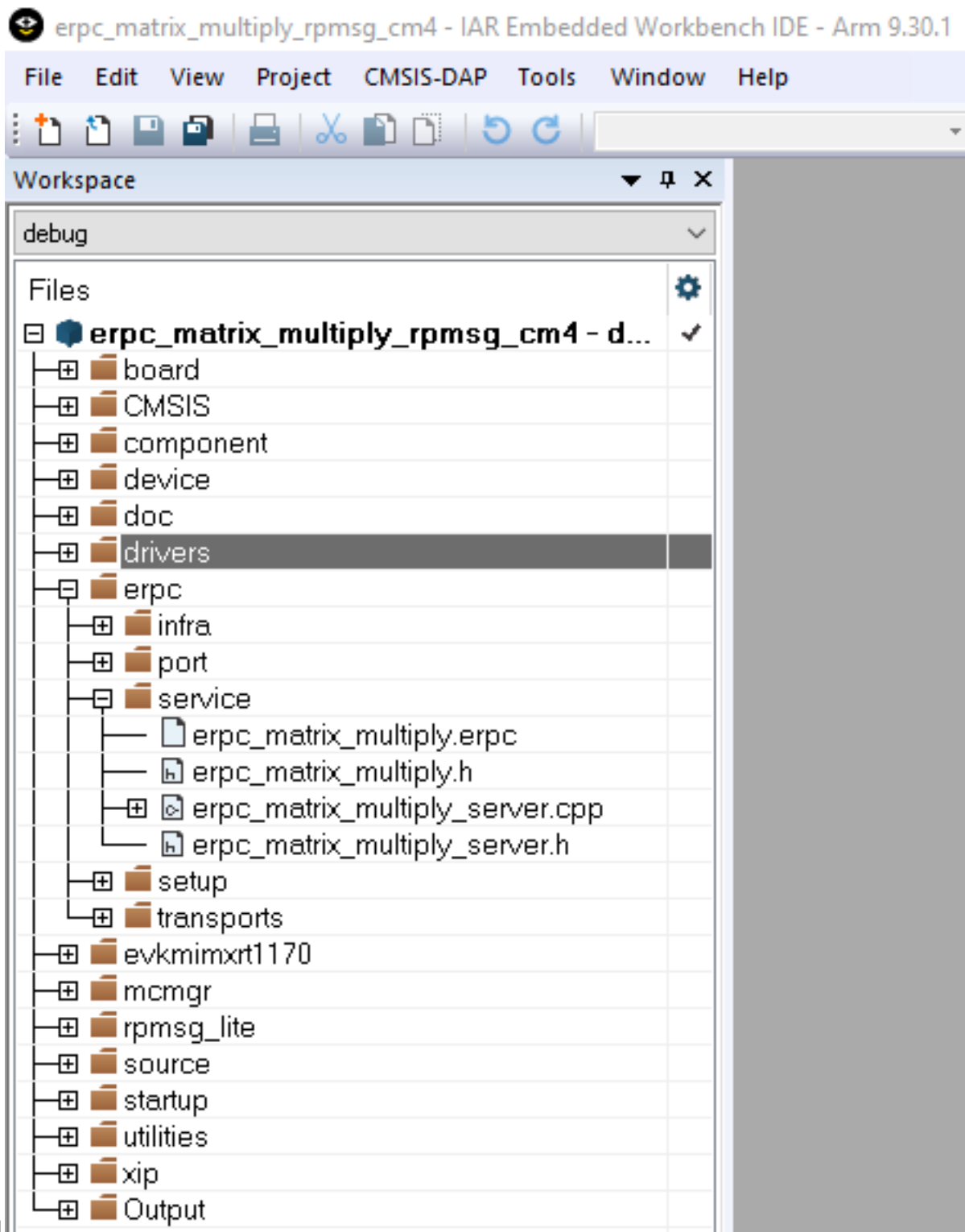
Parent topic:Multicore server application

Server related generated files The server-related generated files are:

- erpc__matric__multiply.h
- erpc__matrix__multiply__server.h
- erpc__matrix__multiply__server.cpp

The server-related generated files contain the shim code for functions and data types declared in the IDL file. These files also contain functions for the identification of client requested functions, data deserialization, calling requested function's implementations, and data serialization and return, if requested by the client. These shim code files can be found in the following folder:

<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_common/erpc_matrix_multiply/



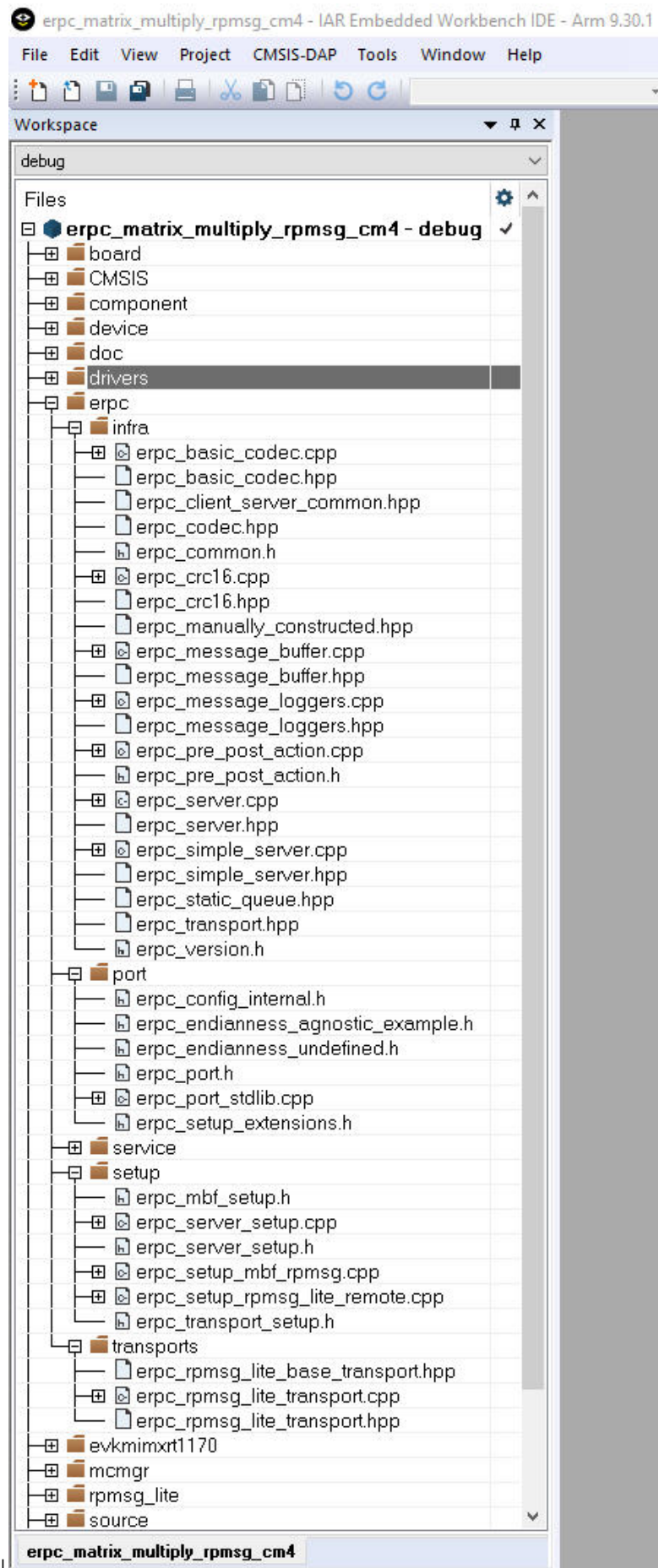
Parent topic: Multicore server application

Server infrastructure files The eRPC infrastructure files are located in the following folder:

`<MCUXpressoSDK_install_dir>/middleware/multicore/erpc/erpc_c`

The **erpc_c** folder contains files for creating eRPC client and server applications in the C/C++ language. These files are distributed into subfolders.

- The **infra** subfolder contains C++ infrastructure code used to build server and client applications.
 - Four files, `erpc_server.hpp`, `erpc_server.cpp`, `erpc_simple_server.hpp`, and `erpc_simple_server.cpp`, are used for running the eRPC server on the server-side applications. The simple server is currently the only implementation of the server, and its role is to catch client requests, identify and call requested functions, and send data back when requested.
 - Three files (`erpc_codec.hpp`, `erpc_basic_codec.hpp`, and `erpc_basic_codec.cpp`) are used for codecs. Currently, the basic codec is the initial and only implementation of the codecs.
 - The `erpc_common.hpp` file is used for common eRPC definitions, typedefs, and enums.
 - The `erpc_manually_constructed.hpp` file is used for allocating static storage for the used objects.
 - Message buffer files are used for storing serialized data: `erpc_message_buffer.h` and `erpc_message_buffer.cpp`.
 - The `erpc_transport.h` file defines the abstract interface for transport layer.
- The **port** subfolder contains the eRPC porting layer to adapt to different environments.
 - `erpc_port.h` file contains definition of `erpc_malloc()` and `erpc_free()` functions.
 - `erpc_port_stdlib.cpp` file ensures adaptation to `stdlib`.
 - `erpc_config_internal.h` internal erpc configuration file.
- The **setup** subfolder contains a set of plain C APIs that wrap the C++ infrastructure, providing client and server init and deinit routines that greatly simplify eRPC usage in C-based projects. No knowledge of C++ is required to use these APIs.
 - The `erpc_server_setup.h` and `erpc_server_setup.cpp` files need to be added into the “Matrix multiply” example project to demonstrate the use of C-wrapped functions in this example.
 - The `erpc_transport_setup.h` and `erpc_setup_rpmsg_lite_remote.cpp` files need to be added into the project in order to allow the C-wrapped function for transport layer setup.
 - The `erpc_mbf_setup.h` and `erpc_setup_mbf_rpmsg.cpp` files need to be added into the project in order to allow message buffer factory usage.
- The **transports** subfolder contains transport classes for the different methods of communication supported by eRPC. Some transports are applicable only to host PCs, while others are applicable only to embedded or multicore systems. Most transports have corresponding client and server setup functions in the setup folder.
 - RPMsg-Lite is used as the transport layer for the communication between cores, `erpc_rpmsg_lite_base_transport.hpp`, `erpc_rpmsg_lite_transport.hpp`, and `erpc_rpmsg_lite_transport.cpp` files need to be added into the server project.



|

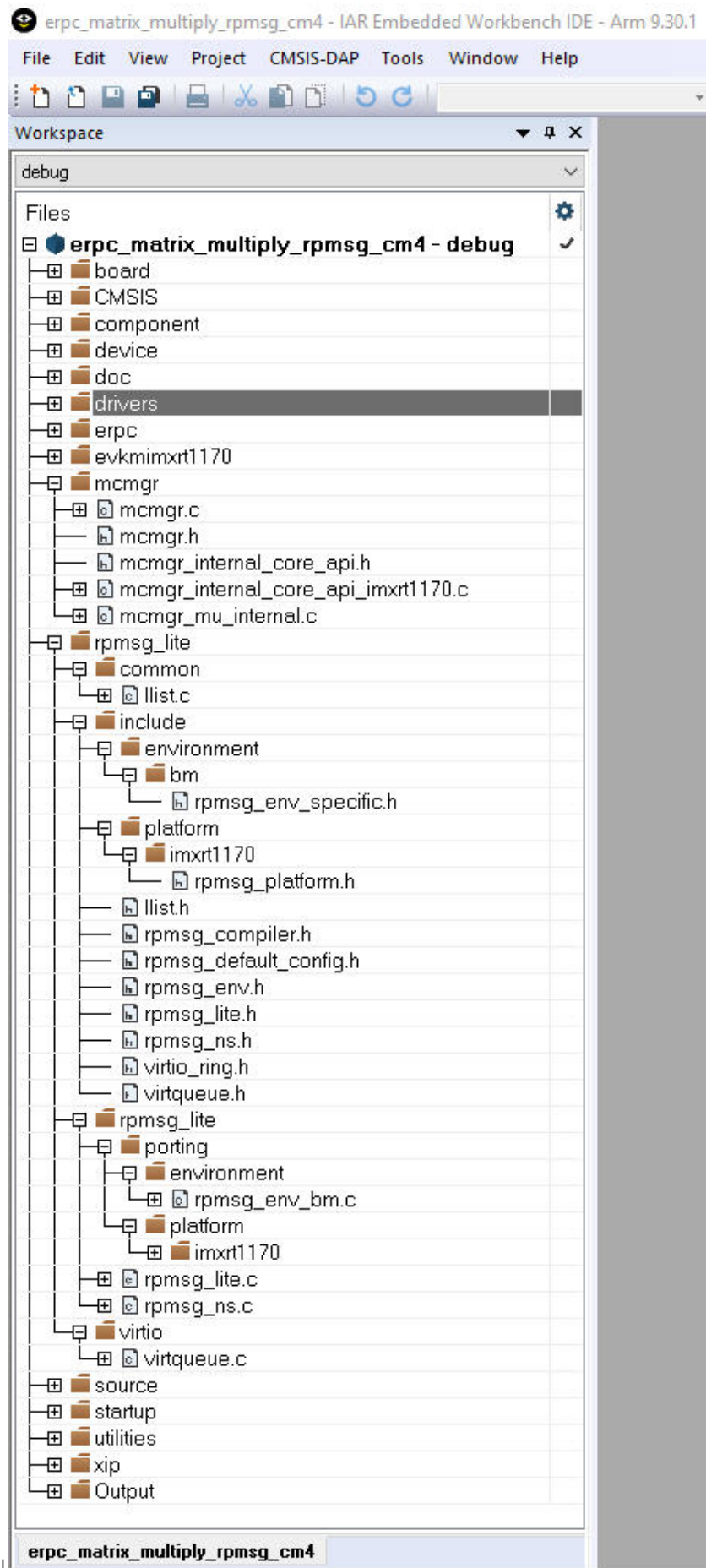
Parent topic: Multicore server application

Server multicore infrastructure files Because of the RPMsg-Lite (transport layer), it is also necessary to include RPMsg-Lite related files, which are in the following folder:

`<MCUXpressoSDK_install_dir>/middleware/multicore/rpmsg_lite/`

The multicore example applications also use the Multicore Manager software library to control the secondary core startup and shutdown. These source files are located in the following folder:

`<MCUXpressoSDK_install_dir>/middleware/multicore/mcmgr/`



|

Parent topic: Multicore server application

Server user code The server's user code is stored in the `main_core1.c` file, located in the following folder:

`<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_matrix_multiply_rpmsg/cm4`

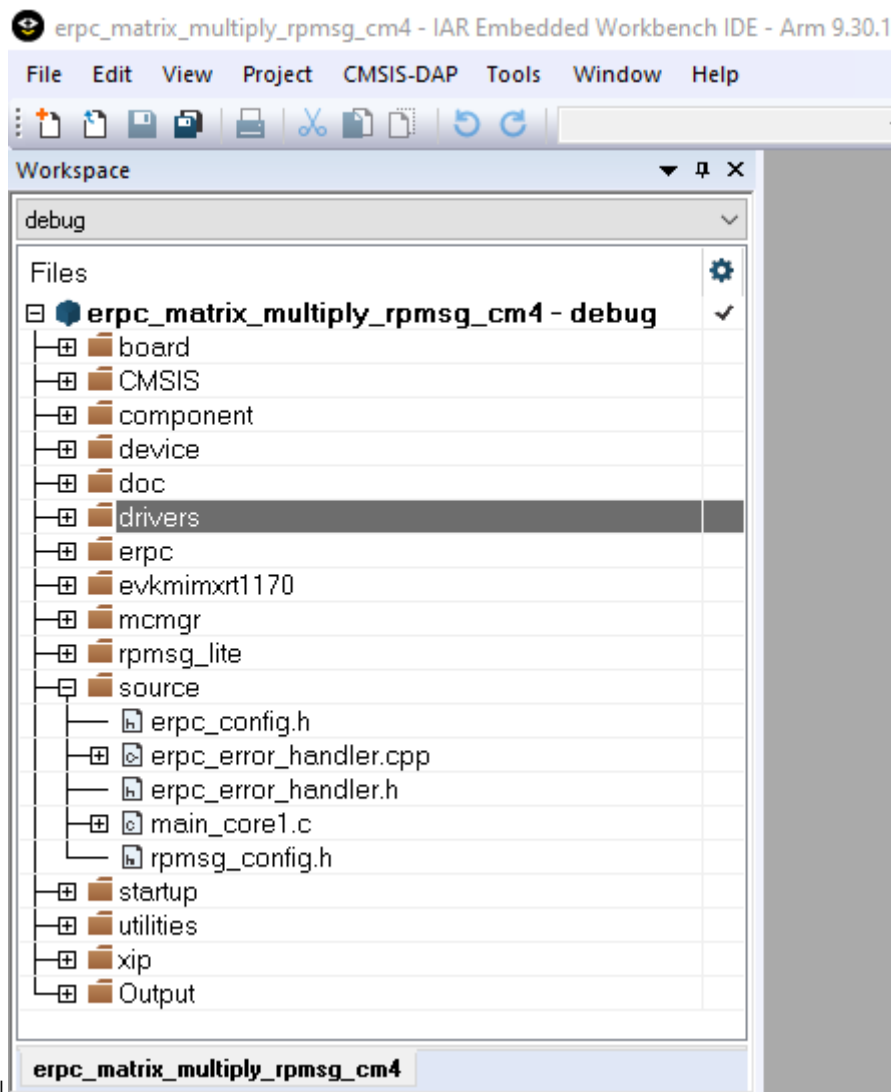
The `main_core1.c` file contains two functions:

- The **main()** function contains the code for the target board and eRPC server initialization. After the initialization, the matrix multiply service is added and the eRPC server waits for client's requests in the while loop.
- The **erpcMatrixMultiply()** function is the user implementation of the eRPC function defined in the IDL file.
- There is the possibility to write the application-specific eRPC error handler. The eRPC error handler of the matrix multiply application is implemented in the `erpc_error_handler.h` and `erpc_error_handler.cpp` files.

The eRPC-relevant code is captured in the following code snippet:

```
/* erpcMatrixMultiply function user implementation */
void erpcMatrixMultiply(const Matrix *matrix1, const Matrix *matrix2, Matrix *result_matrix)
{
    ...
}
int main()
{
    ...
    /* RPSMsg-Lite transport layer initialization */
    erpc_transport_t transport;
    transport = erpc_transport_rpmsg_lite_remote_init(src, dst, (void*)startupData,
    ERPC_TRANSPORT_RPMSG_LITE_LINK_ID, SignalReady, NULL);
    ...
    /* MessageBufferFactory initialization */
    erpc_mbf_t message_buffer_factory;
    message_buffer_factory = erpc_mbf_rpmsg_init(transport);
    ...
    /* eRPC server side initialization */
    erpc_server_t server;
    server = erpc_server_init(transport, message_buffer_factory);
    ...
    /* Adding the service to the server */
    erpc_service_t service = create_MatrixMultiplyService_service();
    erpc_add_service_to_server(server, service);
    ...
    while (1)
    {
        /* Process eRPC requests */
        erpc_status_t status = erpc_server_poll(server);
        /* handle error status */
        if (status != kErpcStatus_Success)
        {
            /* print error description */
            erpc_error_handler(status, 0);
            ...
        }
        ...
    }
}
```

Except for the application main file, there are configuration files for the RPMsg-Lite (rpmsg_config.h) and eRPC (erpc_config.h), located in the `<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_matrix_multiply_rpmsg` folder.



Parent topic:Multicore server application

Parent topic:[Create an eRPC application](#)

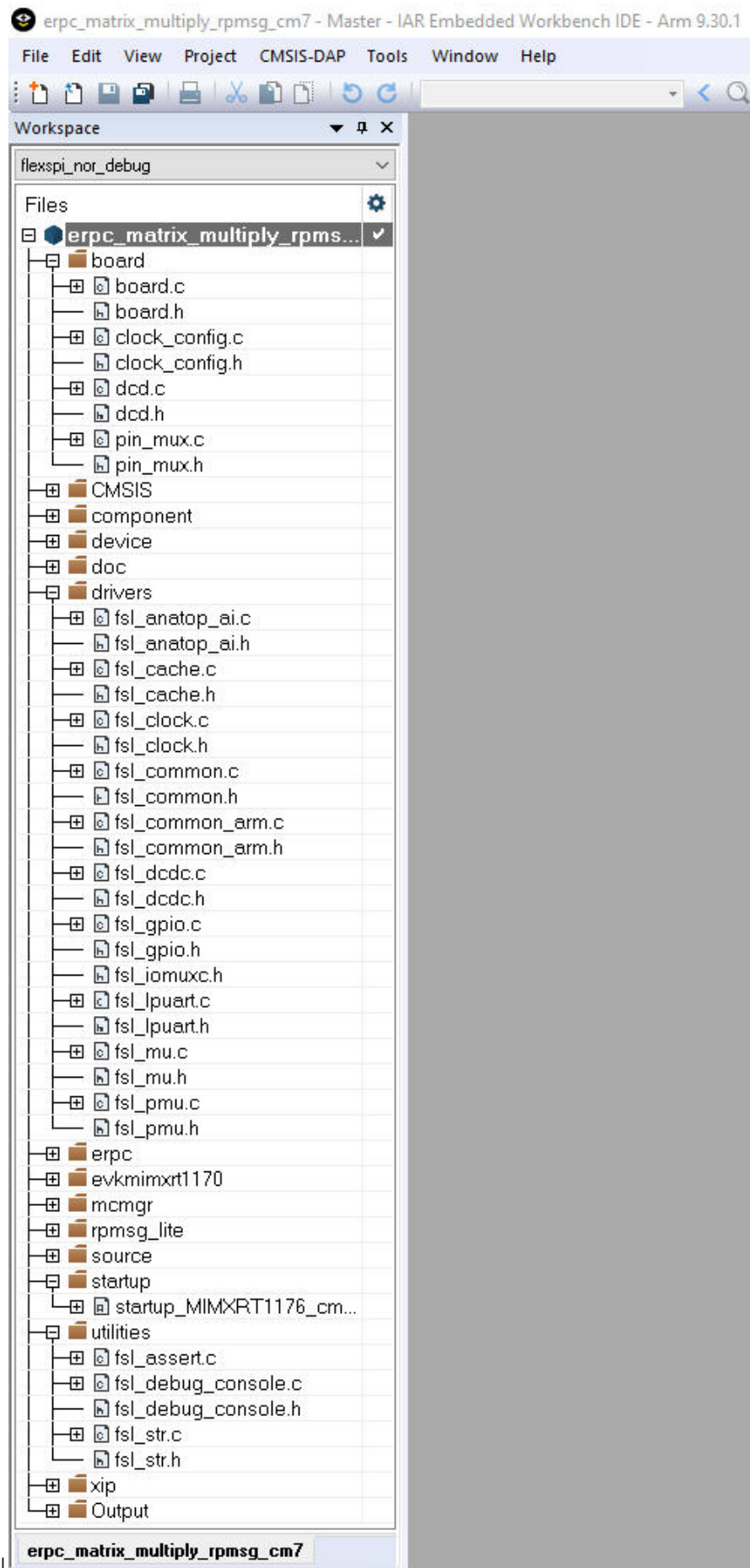
Multicore client application The “Matrix multiply” eRPC client project is located in the following folder:

`<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_matrix_multiply_rpmsg/cm7/iar`

Project files for the eRPC client have the `_cm7` suffix.

Client project basic source files The startup files, board-related settings, peripheral drivers, and utilities belong to the basic project source files and form the skeleton of all MCUXpresso SDK applications. These source files are located in the following folders:

- `<MCUXpressoSDK_install_dir>/devices/<device>`
- `<MCUXpressoSDK_install_dir>/boards/<board_name>/multicore_examples/<example_name>/`



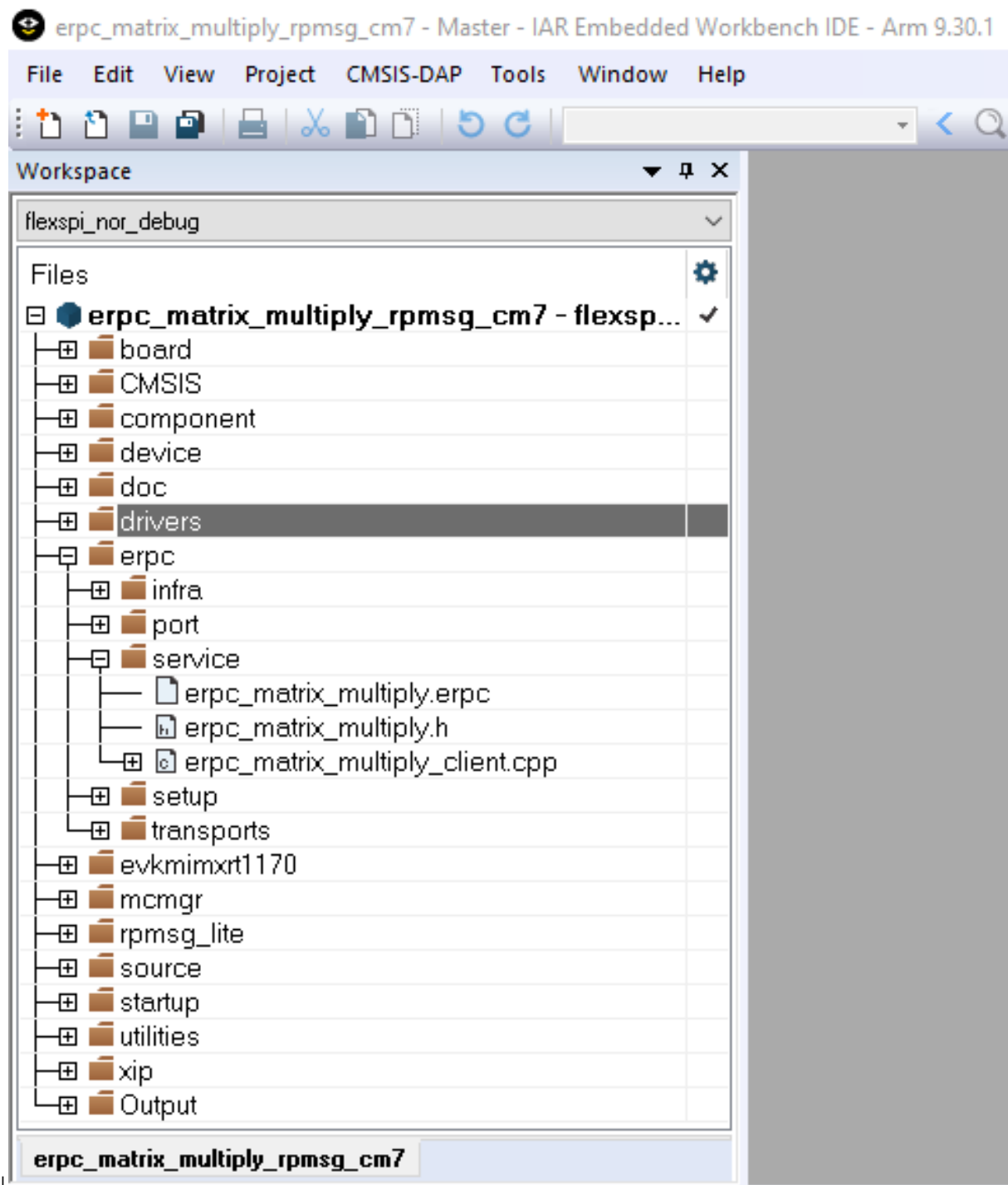
|

Parent topic:Multicore client application

Client-related generated files The client-related generated files are:

- erpc__matric__multiply.h
- erpc__matrix__multiply__client.cpp

These files contain the shim code for the functions and data types declared in the IDL file. These functions also call methods for codec initialization, data serialization, performing eRPC requests, and de-serializing outputs into expected data structures (if return values are expected). These shim code files can be found in the `<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_common/erpc_matrix_multiply/service/` folder.



Parent topic: Multicore client application

Client infrastructure files The eRPC infrastructure files are located in the following folder:

`<MCUXpressoSDK_install_dir>/middleware/multicore/erpc/erpc_c`

The **erpc_c** folder contains files for creating eRPC client and server applications in the C/C++ language. These files are distributed into subfolders.

- The **infra** subfolder contains C++ infrastructure code used to build server and client applications.

- Two files, `erpc_client_manager.h` and `erpc_client_manager.cpp`, are used for managing the client-side application. The main purpose of the client files is to create, perform, and release eRPC requests.
- Three files (`erpc_codec.hpp`, `erpc_basic_codec.hpp`, and `erpc_basic_codec.cpp`) are used for codecs. Currently, the basic codec is the initial and only implementation of the codecs.
- `erpc_common.h` file is used for common eRPC definitions, typedefs, and enums.
- `erpc_manually_constructed.hpp` file is used for allocating static storage for the used objects.
- Message buffer files are used for storing serialized data: `erpc_message_buffer.hpp` and `erpc_message_buffer.cpp`.
- `erpc_transport.hpp` file defines the abstract interface for transport layer.

The **port** subfolder contains the eRPC porting layer to adapt to different environments.

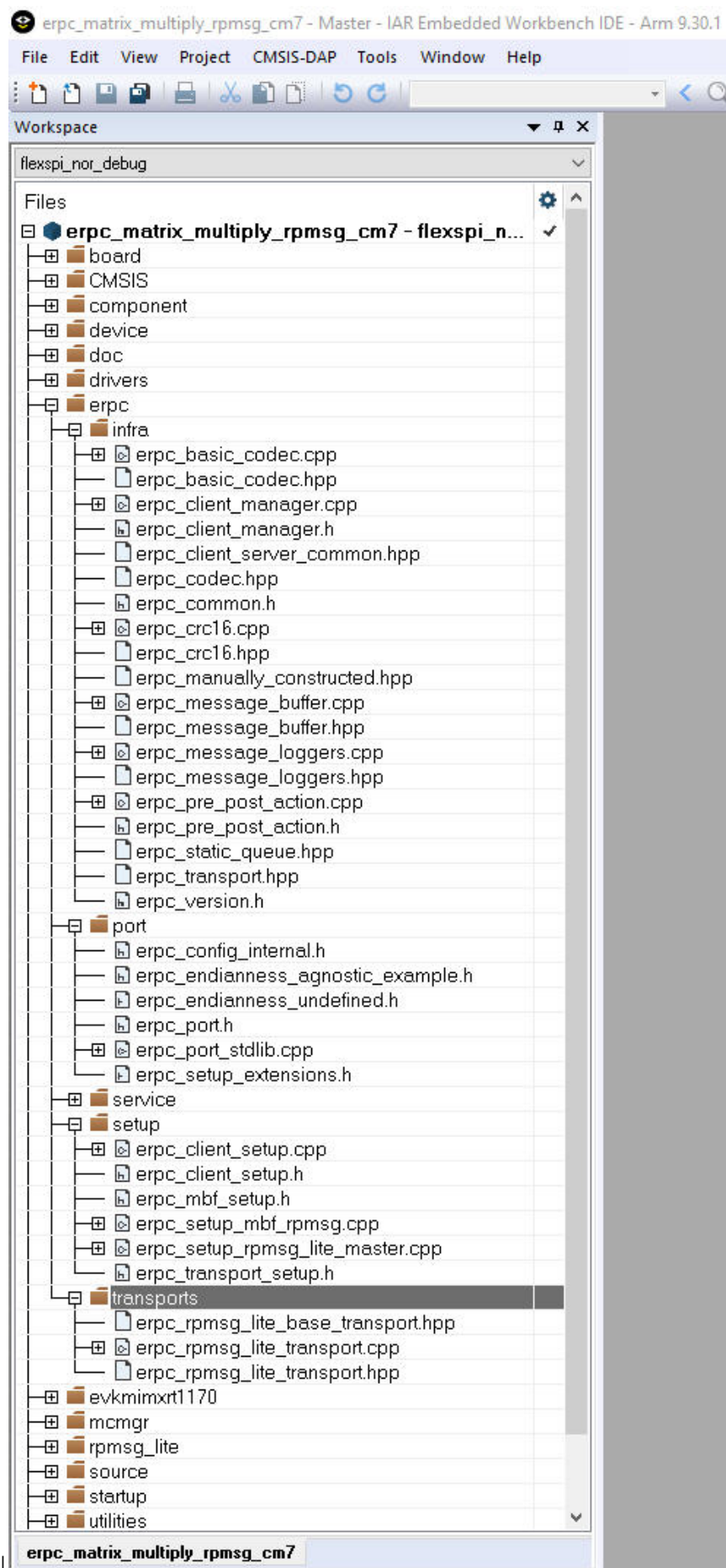
- `erpc_port.h` file contains definition of `erpc_malloc()` and `erpc_free()` functions.
- `erpc_port_stdlib.cpp` file ensures adaptation to `stdlib`.
- `erpc_config_internal.h` internal eRPC configuration file.

The **setup** subfolder contains a set of plain C APIs that wrap the C++ infrastructure, providing client and server init and deinit routines that greatly simplify eRPC usage in C-based projects. No knowledge of C++ is required to use these APIs.

- `erpc_client_setup.h` and `erpc_client_setup.cpp` files needs to be added into the “Matrix multiply” example project to demonstrate the use of C-wrapped functions in this example.
- `erpc_transport_setup.h` and `erpc_setup_rpmsg_lite_master.cpp` files needs to be added into the project in order to allow C-wrapped function for transport layer setup.
- `erpc_mbf_setup.h` and `erpc_setup_mbf_rpmsg.cpp` files needs to be added into the project in order to allow message buffer factory usage.

The **transports** subfolder contains transport classes for the different methods of communication supported by eRPC. Some transports are applicable only to host PCs, while others are applicable only to embedded or multicore systems. Most transports have corresponding client and server setup functions, in the setup folder.

- RPMsg-Lite is used as the transport layer for the communication between cores, `erpc_rpmsg_lite_base_transport.hpp`, `erpc_rpmsg_lite_transport.hpp`, and `erpc_rpmsg_lite_transport.cpp` files needs to be added into the client project.



|

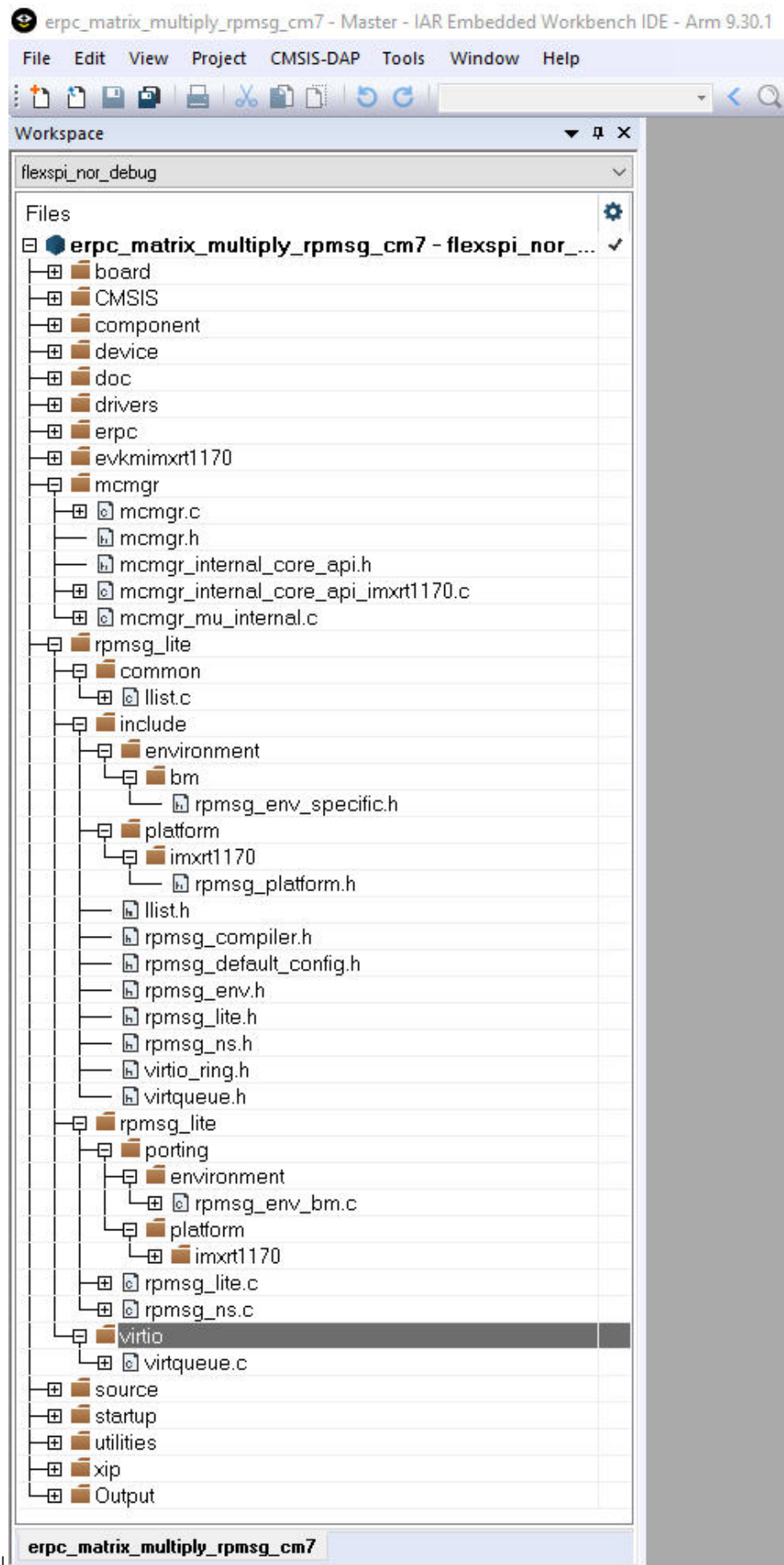
Parent topic: Multicore client application

Client multicore infrastructure files Because of the RPMsg-Lite (transport layer), it is also necessary to include RPMsg-Lite related files, which are in the following folder:

<MCUXpressoSDK_install_dir>/middleware/multicore/rpmsg_lite/

The multicore example applications also use the Multicore Manager software library to control the secondary core startup and shutdown. These source files are located in the following folder:

<MCUXpressoSDK_install_dir>/middleware/multicore/mcmgr/



Parent topic:Multicore client application

Client user code The client's user code is stored in the main_core0.c file, located in the following folder:

<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_example/erpc_matrix_multiply_rpmsg/cm7

The main_core0.c file contains the code for target board and eRPC initialization.

- After initialization, the secondary core is released from reset.
- When the secondary core is ready, the primary core initializes two matrix variables.
- The erpcMatrixMultiply eRPC function is called to issue the eRPC request and get the result.

It is possible to write the application-specific eRPC error handler. The eRPC error handler of the matrix multiply application is implemented in erpc_error_handler.h and erpc_error_handler.cpp files.

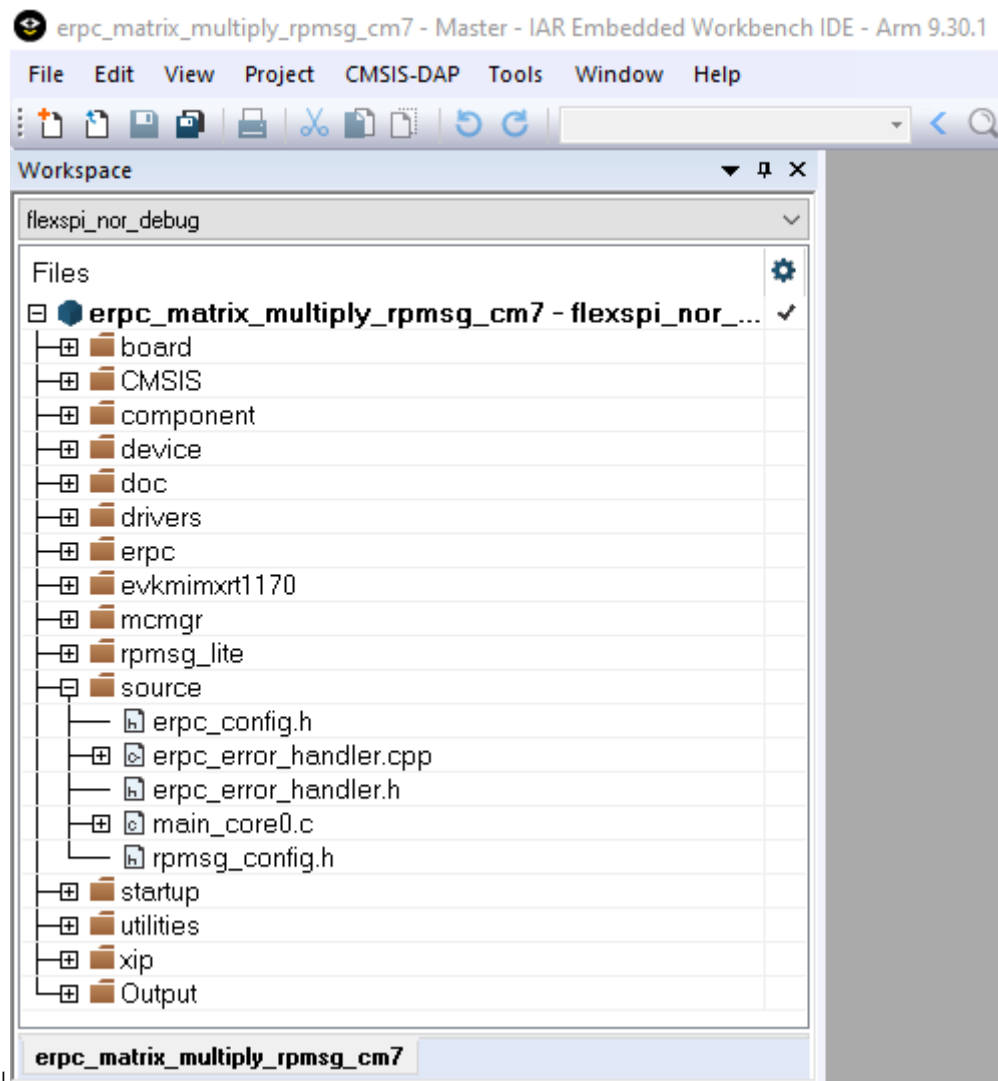
The matrix multiplication can be issued repeatedly, when pressing a software board button.

The eRPC-relevant code is captured in the following code snippet:

```
...
extern bool g_erpc_error_occurred;
...
/* Declare matrix arrays */
Matrix matrix1 = {0}, matrix2 = {0}, result_matrix = {0};
...
/* RPSMsg-Lite transport layer initialization */
erpc_transport_t transport;
transport = erpc_transport_rpmsg_lite_master_init(src, dst,
ERPC_TRANSPORT_RPMSG_LITE_LINK_ID);
...
/* MessageBufferFactory initialization */
erpc_mbf_t message_buffer_factory;
message_buffer_factory = erpc_mbf_rpmsg_init(transport);
...
/* eRPC client side initialization */
erpc_client_t client;
client = erpc_client_init(transport, message_buffer_factory);
...
/* Set default error handler */
erpc_client_set_error_handler(client, erpc_error_handler);
...
while (1)
{
    /* Invoke the erpcMatrixMultiply function */
    erpcMatrixMultiply(matrix1, matrix2, result_matrix);
    ...
    /* Check if some error occurred in eRPC */
    if (g_erpc_error_occurred)
    {
        /* Exit program loop */
        break;
    }
    ...
}
```

Except for the application main file, there are configuration files for the RPSMsg-Lite (rpmsg_config.h) and eRPC (erpc_config.h), located in the following folder:

<MCUXpressoSDK_install_dir>/boards/evkmimxrt1170/multicore_examples/erpc_matrix_multiply_rpmsg



Parent topic: Multicore client application

Parent topic: [Create an eRPC application](#)

Multiprocessor server application The “Matrix multiply” eRPC server project for multiprocessor applications is located in the `<MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples/erpc_server_matrix_multiply_<transport_layer>` folder.

Most of the multiprocessor application setup is the same as for the multicore application. The multiprocessor server application requires server-related generated files (server shim code), server infrastructure files, and the server user code. There is no need for server multicore infrastructure files (MCMGR and RPMsg-Lite). The RPMsg-Lite transport layer is replaced either by SPI or UART transports. The following table shows the required transport-related files per each transport type.

SPI	<eRPC base directory>/erpc_c/setup/erpc_setup_(d)spi_slave.cpp
	<eRPC base directory>/erpc_c/transports/erpc_(d)spi_slave_transport.hpp
	<eRPC base directory>/erpc_c/transports/erpc_(d)spi_slave_transport.cpp
UART	<eRPC base directory>/erpc_c/setup/erpc_setup_uart_cmsis.cpp

<eRPC base directory>/erpc_c/transport/erpc_uart_cmsis_transport.hpp

<eRPC base directory>/erpc_c/transport/erpc_uart_cmsis_transport.cpp

|

Server user code The server's user code is stored in the main_server.c file, located in the <MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples/erpc_server_matrix_multiply_<transport_layer>/ folder.

The eRPC-relevant code with UART as a transport is captured in the following code snippet:

```
/* erpcMatrixMultiply function user implementation */
void erpcMatrixMultiply(Matrix matrix1, Matrix matrix2, Matrix result_matrix)
{
    ...
}
int main()
{
    ...
    /* UART transport layer initialization, ERPC_DEMO_UART is the structure of CMSIS UART driver.
    ↪operations */
    erpc_transport_t transport;
    transport = erpc_transport_cmsis_uart_init((void *)&ERPC_DEMO_UART);
    ...
    /* MessageBufferFactory initialization */
    erpc_mbf_t message_buffer_factory;
    message_buffer_factory = erpc_mbf_dynamic_init();
    ...
    /* eRPC server side initialization */
    erpc_server_t server;
    server = erpc_server_init(transport, message_buffer_factory);
    ...
    /* Adding the service to the server */
    erpc_service_t service = create_MatrixMultiplyService_service();
    erpc_add_service_to_server(server, service);
    ...
    while (1)
    {
        /* Process eRPC requests */
        erpc_status_t status = erpc_server_poll(server)
        /* handle error status */
        if (status != kErpcStatus_Success)
        {
            /* print error description */
            erpc_error_handler(status, 0);
            ...
        }
        ...
    }
}
```

Parent topic:Multiprocessor server application

Multiprocessor client application The “Matrix multiply” eRPC client project for multiprocessor applications is located in the <MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples/erpc_client_matrix_multiply_<transport_layer>/iar/ folder.

Most of the multiprocessor application setup is the same as for the multicore application. The multiprocessor server application requires client-related generated files (server shim code),

client infrastructure files, and the client user code. There is no need for client multicore infrastructure files (MCMGR and RPSMsg-Lite). The RPSMsg-Lite transport layer is replaced either by SPI or UART transports. The following table shows the required transport-related files per each transport type.

SPI	<eRPC base directory>/erpc_c/setup/erpc_setup_(d)spi_master.cpp
<eRPC base directory>	/erpc_c/transports/ erpc_(d)spi_master_transport.hpp
<eRPC base directory>	/erpc_c/transports/ erpc_(d)spi_master_transport.cpp
UART	<eRPC base directory>/erpc_c/setup/erpc_setup_uart_cmsis.cpp
<eRPC base directory>	/erpc_c/transports/erpc_uart_cmsis_transport.hpp
<eRPC base directory>	/erpc_c/transports/erpc_uart_cmsis_transport.cpp

Client user code The client's user code is stored in the `main_client.c` file, located in the `<MCUXpressoSDK_install_dir>/boards/<board_name>/multiprocessor_examples/erpc_client_matrix_multiply_<transport_layer>/` folder.

The eRPC-relevant code with UART as a transport is captured in the following code snippet:

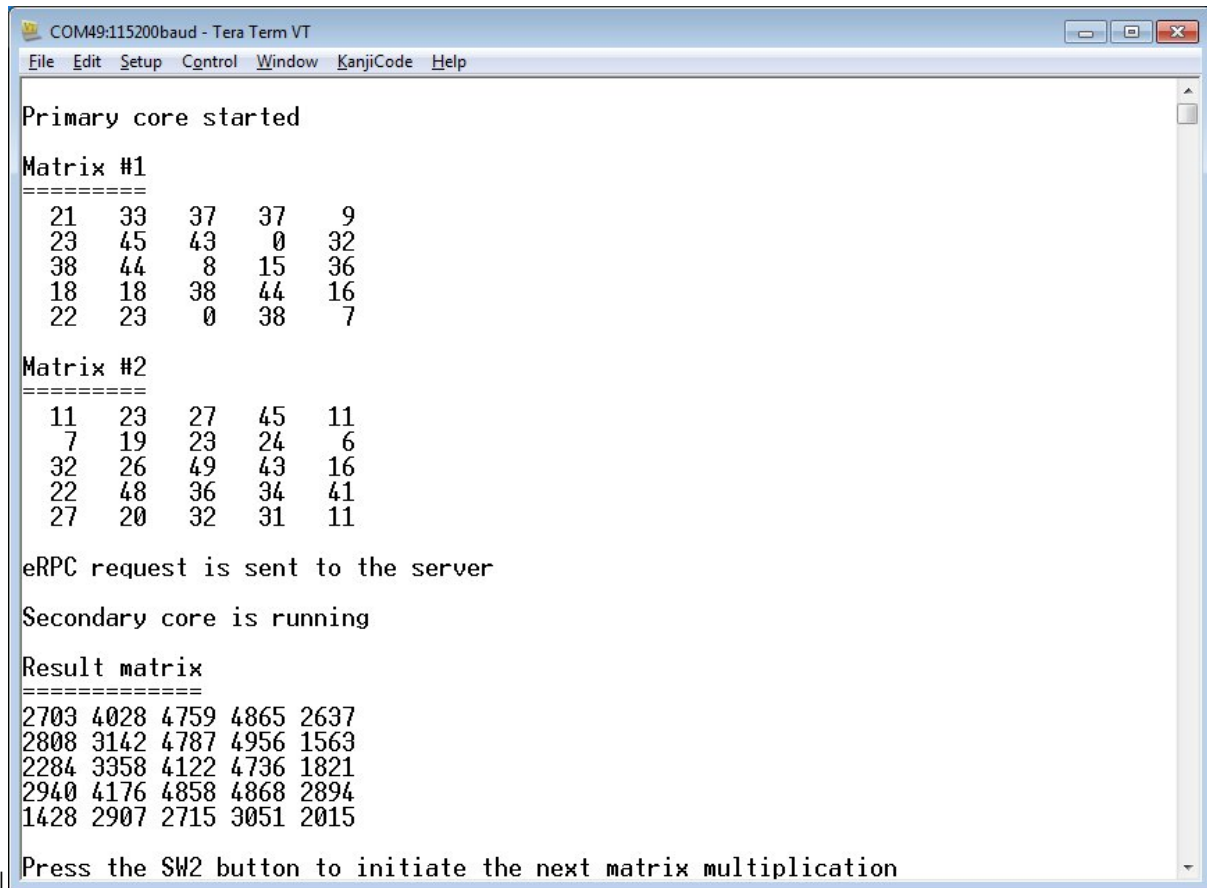
```
...
extern bool g_erpc_error_occurred;
...
/* Declare matrix arrays */
Matrix matrix1 = {0}, matrix2 = {0}, result_matrix = {0};
...
/* UART transport layer initialization, ERPC_DEMO_UART is the structure of CMSIS UART driver
↳operations */
erpc_transport_t transport;
transport = erpc_transport_cmsis_uart_init((void *)&ERPC_DEMO_UART);
...
/* MessageBufferFactory initialization */
erpc_mbf_t message_buffer_factory;
message_buffer_factory = erpc_mbf_dynamic_init();
...
/* eRPC client side initialization */
erpc_client_t client;
client = erpc_client_init(transport,message_buffer_factory);
...
/* Set default error handler */
erpc_client_set_error_handler(client, erpc_error_handler);
...
while (1)
{
    /* Invoke the erpcMatrixMultiply function */
    erpcMatrixMultiply(matrix1, matrix2, result_matrix);
    ...
    /* Check if some error occurred in eRPC */
    if (g_erpc_error_occurred)
    {
        /* Exit program loop */
        break;
    }
    ...
}
```

Parent topic:Multiprocessor client application

Parent topic:Multiprocessor server application

Parent topic:[Create an eRPC application](#)

Running the eRPC application Follow the instructions in *Getting Started with MCUXpresso SDK* (document MCUXSDKGSUG) (located in the <MCUXpressoSDK_install_dir>/docs folder), to load both the primary and the secondary core images into the on-chip memory, and then effectively debug the dual-core application. After the application is running, the serial console should look like:



```

COM49:115200baud - Tera Term VT
File Edit Setup Control Window KanjiCode Help

Primary core started

Matrix #1
=====
 21  33  37  37   9
 23  45  43   0  32
 38  44   8  15  36
 18  18  38  44  16
 22  23   0  38   7

Matrix #2
=====
 11  23  27  45  11
  7  19  23  24   6
 32  26  49  43  16
 22  48  36  34  41
 27  20  32  31  11

eRPC request is sent to the server

Secondary core is running

Result matrix
=====
2703 4028 4759 4865 2637
2808 3142 4787 4956 1563
2284 3358 4122 4736 1821
2940 4176 4858 4868 2894
1428 2907 2715 3051 2015

Press the SW2 button to initiate the next matrix multiplication

```

For multiprocessor applications that are running between PC and the target evaluation board or between two boards, follow the instructions in the accompanied example readme files that provide details about the proper board setup and the PC side setup (Python).

Parent topic:[Create an eRPC application](#)

Parent topic:[eRPC example](#)

Other uses for an eRPC implementation The eRPC implementation is generic, and its use is not limited to just embedded applications. When creating an eRPC application outside the embedded world, the same principles apply. For example, this manual can be used to create an eRPC application for a PC running the Linux operating system. Based on the used type of transport medium, existing transport layers can be used, or new transport layers can be implemented.

For more information and erpc updates see the github.com/EmbeddedRPC.

Note about the source code in the document Example code shown in this document has the following copyright and BSD-3-Clause license:

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2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. Neither the name of the copyright holder nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS “AS IS” AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Changelog eRPC 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

1.14.0

Added

- Added Cmake/Kconfig support.
- Made java code jdk11 compliant, GitHub PR #432.
- Added imxrt1186 support into mu transport layer.
- erpcgen: Added assert for listType before usage, GitHub PR #406.

Fixed

- eRPC: Sources reformatted.
- erpc: Fixed typo in semaphore get (mutex -> semaphore), and write it can fail in case of timeout, GitHub PR #446.
- erpc: Free the arbitrated client token from client manager, GitHub PR #444.
- erpc: Fixed Makefile, install the erpc_simple_server header, GitHub PR #447.
- erpc_python: Fixed possible AttributeError and OSError on calling TCPTransport.close(), GitHub PR #438.
- Examples and tests consolidated.

1.13.0

Added

- erpc: Add BSD-3 license to endianness agnostic files, GitHub PR #417.
- eRPC: Add new Zephyr-related transports (zephyr_uart, zephyr_mbox).
- eRPC: Add new Zephyr-related examples.

Fixed

- eRPC,erpcgen: Fixing/improving markdown files, GitHub PR #395.
- eRPC: Fix Python client TCPTransports not being able to close, GitHub PR #390.
- eRPC,erpcgen: Align switch brackets, GitHub PR #396.
- erpc: Fix zephyr uart transport, GitHub PR #410.
- erpc: UART ZEPHYR Transport stop to work after a few transactions when using USB-CDC resolved, GitHub PR #420.

Removed

- eRPC,erpcgen: Remove cstbool library, GitHub PR #403.

1.12.0**Added**

- eRPC: Add dynamic/static option for transport init, GitHub PR #361.
- eRPC,erpcgen: Winsock2 support, GitHub PR #365.
- eRPC,erpcgen: Feature/support multiple clients, GitHub PR #271.
- eRPC,erpcgen: Feature/buffer head - Framed transport header data stored in Message-Buffer, GitHub PR #378.
- eRPC,erpcgen: Add experimental Java support.

Fixed

- eRPC: Fix receive error value for spidev, GitHub PR #363.
- eRPC: UartTransport::init adaptation to changed driver.
- eRPC: Fix typo in assert, GitHub PR #371.
- eRPC,erpcgen: Move enums to enum classes, GitHub PR #379.
- eRPC: Fixed rpmsg tty transport to work with serial transport, GitHub PR #373.

1.11.0**Fixed**

- eRPC: Makefiles update, GitHub PR #301.
- eRPC: Resolving warnings in Python, GitHub PR #325.
- eRPC: Python3.8 is not ready for usage of typing.Any type, GitHub PR #325.
- eRPC: Improved codec function to use reference instead of address, GitHub PR #324.

- eRPC: Fix NULL check for pending client creation, GitHub PR #341.
- eRPC: Replace sprintf with snprintf, GitHub PR #343.
- eRPC: Use MU_SendMsg blocking call in MU transport.
- eRPC: New LPSPI and LPI2C transport layers.
- eRPC: Freeing static objects, GitHub PR #353.
- eRPC: Fixed casting in deinit functions, GitHub PR #354.
- eRPC: Align LIBUSBIO.GetNumPorts API use with libusb python module v. 2.1.11.
- erpcgen: Renamed temp variable to more generic one, GitHub PR #321.
- erpcgen: Add check that string read is not more than max length, GitHub PR #328.
- erpcgen: Move to g++ in pytest, GitHub PR #335.
- erpcgen: Use build=release for make, GitHub PR #334.
- erpcgen: Removed boost dependency, GitHub PR #346.
- erpcgen: Mingw support, GitHub PR #344.
- erpcgen: VS build update, GitHub PR #347.
- erpcgen: Modified name for common types macro scope, GitHub PR #337.
- erpcgen: Fixed memcpy for template, GitHub PR #352.
- eRPC,erpcgen: Change default build target to release + adding artefacts, GitHub PR #334.
- eRPC,erpcgen: Remove redundant includes, GitHub PR #338.
- eRPC,erpcgen: Many minor code improvements, GitHub PR #323.

1.10.0

Fixed

- eRPC: MU transport layer switched to blocking MU_SendMsg() API use.

1.10.0

Added

- eRPC: Add TCP_NODELAY option to python, GitHub PR #298.

Fixed

- eRPC: MUPort adaptation to new supported SoCs.
- eRPC: Simplifying CI with installing dependencies using shell script, GitHub PR #267.
- eRPC: Using event for waiting for sock connection in TCP python server, formatting python code, C specific includes, GitHub PR #269.
- eRPC: Endianness agnostic update, GitHub PR #276.
- eRPC: Assertion added for functions which are returning status on freeing memory, GitHub PR #277.
- eRPC: Fixed closing arbitrator server in unit tests, GitHub PR #293.
- eRPC: Makefile updated to reflect the correct header names, GitHub PR #295.

- eRPC: Compare value length to used length() in reading data from message buffer, GitHub PR #297.
- eRPC: Replace EXPECT_TRUE with EXPECT_EQ in unit tests, GitHub PR #318.
- eRPC: Adapt rpmsg_lite based transports to changed rpmsg_lite_wait_for_link_up() API parameters.
- eRPC, erpcgen: Better distinguish which file can and cannot be linked by C linker, GitHub PR #266.
- eRPC, erpcgen: Stop checking if pointer is NULL before sending it to the erpc_free function, GitHub PR #275.
- eRPC, erpcgen: Changed api to count with more interfaces, GitHub PR #304.
- erpcgen: Check before reading from heap the buffer boundaries, GitHub PR #287.
- erpcgen: Several fixes for tests and CI, GitHub PR #289.
- erpcgen: Refactoring erpcgen code, GitHub PR #302.
- erpcgen: Fixed assigning const value to enum, GitHub PR #309.
- erpcgen: Enable runTesttest_enumErrorCode_allDirection, serialize enums as int32 instead of uint32.

1.9.1

Fixed

- eRPC: Construct the USB CDC transport, rather than a client, GitHub PR #220.
- eRPC: Fix premature import of package, causing failure when attempting installation of Python library in a clean environment, GitHub PR #38, #226.
- eRPC: Improve python detection in make, GitHub PR #225.
- eRPC: Fix several warnings with deprecated call in pytest, GitHub PR #227.
- eRPC: Fix freeing union members when only default need be freed, GitHub PR #228.
- eRPC: Fix making test under Linux, GitHub PR #229.
- eRPC: Assert costumizing, GitHub PR #148.
- eRPC: Fix corrupt clientList bug in TransportArbitrator, GitHub PR #199.
- eRPC: Fix build issue when invoking g++ with -Wno-error=free-nonheap-object, GitHub PR #233.
- eRPC: Fix inout cases, GitHub PR #237.
- eRPC: Remove ERPC_PRE_POST_ACTION dependency on return type, GitHub PR #238.
- eRPC: Adding NULL to ptr when codec function failed, fixing memcpy when fail is present during deserialization, GitHub PR #253.
- eRPC: MessageBuffer usage improvement, GitHub PR #258.
- eRPC: Get rid of serial and enum34 dependency (enum34 is in python3 since 3.4 (from 2014)), GitHub PR #247.
- eRPC: Several MISRA violations addressed.
- eRPC: Fix timeout for Freertos semaphore, GitHub PR #251.
- eRPC: Use of rpmsg_lite_wait_for_link_up() in rpmsg_lite based transports, GitHub PR #223.
- eRPC: Fix codec nullptr dereferencing, GitHub PR #264.

- erpcgen: Fix two syntax errors in erpcgen Python output related to non-encapsulated unions, improved test for union, GitHub PR #206, #224.
- erpcgen: Fix serialization of list/binary types, GitHub PR #240.
- erpcgen: Fix empty list parsing, GitHub PR #72.
- erpcgen: Fix templates for malloc errors, GitHub PR #110.
- erpcgen: Get rid of encapsulated union declarations in global scale, improve enum usage in unions, GitHub PR #249, #250.
- erpcgen: Fix compile error:UniqueIdChecker.cpp:156:104:'sort' was not declared, GitHub PR #265.

1.9.0

Added

- eRPC: Allow used LIBUSB_SIO device index being specified from the Python command line argument.

Fixed

- eRPC: Improving template usage, GitHub PR #153.
- eRPC: run_clang_format.py cleanup, GitHub PR #177.
- eRPC: Build TCP transport setup code into liberpc, GitHub PR #179.
- eRPC: Fix multiple definitions of g_client error, GitHub PR #180.
- eRPC: Fix memset past end of buffer in erpc_setup_mbf_static.cpp, GitHub PR #184.
- eRPC: Fix deprecated error with newer pytest version, GitHub PR #203.
- eRPC, erpcgen: Static allocation support and usage of rpmsg static FreeRTOSs related API, GitHub PR #168, #169.
- erpcgen: Remove redundant module imports in erpcgen, GitHub PR #196.

1.8.1

Added

- eRPC: New i2c_slave_transport transport introduced.

Fixed

- eRPC: Fix misra erpc c, GitHub PR #158.
- eRPC: Allow conditional compilation of message_loggers and pre_post_action.
- eRPC: (D)SPI slave transports updated to avoid busy loops in rtos environments.
- erpcgen: Re-implement EnumMember::hasValue(), GitHub PR #159.
- erpcgen: Fixing several misra issues in shim code, erpcgen and unit tests updated, GitHub PR #156.
- erpcgen: Fix bison file, GitHub PR #156.

1.8.0

Added

- eRPC: Support win32 thread, GitHub PR #108.
- eRPC: Add mbed support for malloc() and free(), GitHub PR #92.
- eRPC: Introduced pre and post callbacks for eRPC call, GitHub PR #131.
- eRPC: Introduced new USB CDC transport.
- eRPC: Introduced new Linux spidev-based transport.
- eRPC: Added formatting extension for VSC, GitHub PR #134.
- erpcgen: Introduce ustring type for unsigned char and force cast to char*, GitHub PR #125.

Fixed

- eRPC: Update makefile.
- eRPC: Fixed warnings and error with using MessageLoggers, GitHub PR #127.
- eRPC: Extend error msg for python server service handle function, GitHub PR #132.
- eRPC: Update CMSIS UART transport layer to avoid busy loops in rtos environments, introduce semaphores.
- eRPC: SPI transport update to allow usage without handshaking GPIO.
- eRPC: Native _WIN32 erpc serial transport and threading.
- eRPC: Arbitrator deadlock fix, TCP transport updated, TCP setup functions introduced, GitHub PR #121.
- eRPC: Update of matrix_multiply.py example: Add -serial and -baud argument, GitHub PR #137.
- eRPC: Update of .clang-format, GitHub PR #140.
- eRPC: Update of erpc_framed_transport.cpp: return error if received message has zero length, GitHub PR #141.
- eRPC, erpcgen: Fixed error messages produced by -Wall -Wextra -Wshadow -pedantic-errors compiler flags, GitHub PR #136, #139.
- eRPC, erpcgen: Core re-formatted using Clang version 10.
- erpcgen: Enable deallocation in server shim code when callback/function pointer used as out parameter in IDL.
- erpcgen: Removed '\$' character from generated symbol name in '_\$union' suffix, GitHub PR #103.
- erpcgen: Resolved mismatch between C++ and Python for callback index type, GitHub PR #111.
- erpcgen: Python generator improvements, GitHub PR #100, #118.
- erpcgen: Fixed error messages produced by -Wall -Wextra -Wshadow -pedantic-errors compiler flags, GitHub PR #136.

1.7.4

Added

- eRPC: Support MU transport unit testing.
- eRPC: Adding mbed os support.

Fixed

- eRPC: Unit test code updated to handle service add and remove operations.
- eRPC: Several MISRA issues in rpmsg-based transports addressed.
- eRPC: Fixed Linux/TCP acceptance tests in release target.
- eRPC: Minor documentation updates, code formatting.
- erpcgen: Whitespace removed from C common header template.

1.7.3

Fixed

- eRPC: Improved the test_callbacks logic to be more understandable and to allow requested callback execution on the server side.
- eRPC: TransportArbitrator::prepareClientReceive modified to avoid incorrect return value type.
- eRPC: The ClientManager and the ArbitratedClientManager updated to avoid performing client requests when the previous serialization phase fails.
- erpcgen: Generate the shim code for destroy of statically allocated services.

1.7.2

Added

- eRPC: Add missing doxygen comments for transports.

Fixed

- eRPC: Improved support of const types.
- eRPC: Fixed Mac build.
- eRPC: Fixed serializing python list.
- eRPC: Documentation update.

1.7.1

Fixed

- eRPC: Fixed semaphore in static message buffer factory.
- erpcgen: Fixed MU received error flag.
- erpcgen: Fixed tcp transport.

1.7.0

Added

- eRPC: List names are based on their types. Names are more deterministic.
- eRPC: Service objects are as a default created as global static objects.
- eRPC: Added missing doxygen comments.
- eRPC: Added support for 64bit numbers.
- eRPC: Added support of program language specific annotations.

Fixed

- eRPC: Improved code size of generated code.
- eRPC: Generating crc value is optional.
- eRPC: Fixed CMSIS Uart driver. Removed dependency on KSDK.
- eRPC: Forbid users use reserved words.
- eRPC: Removed outByref for function parameters.
- eRPC: Optimized code style of callback functions.

1.6.0

Added

- eRPC: Added @nullable support for scalar types.

Fixed

- eRPC: Improved code size of generated code.
- eRPC: Improved eRPC nested calls.
- eRPC: Improved eRPC list length variable serialization.

1.5.0

Added

- eRPC: Added support for unions type non-wrapped by structure.
- eRPC: Added callbacks support.
- eRPC: Added support @external annotation for functions.
- eRPC: Added support @name annotation.
- eRPC: Added Messaging Unit transport layer.
- eRPC: Added RPMSG Lite RTOS TTY transport layer.
- eRPC: Added version verification and IDL version verification between eRPC code and eRPC generated shim code.
- eRPC: Added support of shared memory pointer.

- eRPC: Added annotation to forbid generating const keyword for function parameters.
- eRPC: Added python matrix multiply example.
- eRPC: Added nested call support.
- eRPC: Added struct member “byref” option support.
- eRPC: Added support of forward declarations of structures
- eRPC: Added Python RPMsg Multiendpoint kernel module support
- eRPC: Added eRPC sniffer tool

1.4.0

Added

- eRPC: New RPMsg-Lite Zero Copy (RPMsgZC) transport layer.

Fixed

- eRPC: win_flex_bison.zip for windows updated.
- eRPC: Use one codec (instead of inCodec outCodec).

[1.3.0]

Added

- eRPC: New annotation types introduced (@length, @max_length, ...).
- eRPC: Support for running both erpc client and erpc server on one side.
- eRPC: New transport layers for (LP)UART, (D)SPI.
- eRPC: Error handling support.

[1.2.0]

Added

- eRPC source directory organization changed.
- Many eRPC improvements.

[1.1.0]

Added

- Multicore SDK 1.1.0 ported to KSDK 2.0.0.

[1.0.0]

Added

- Initial Release

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.

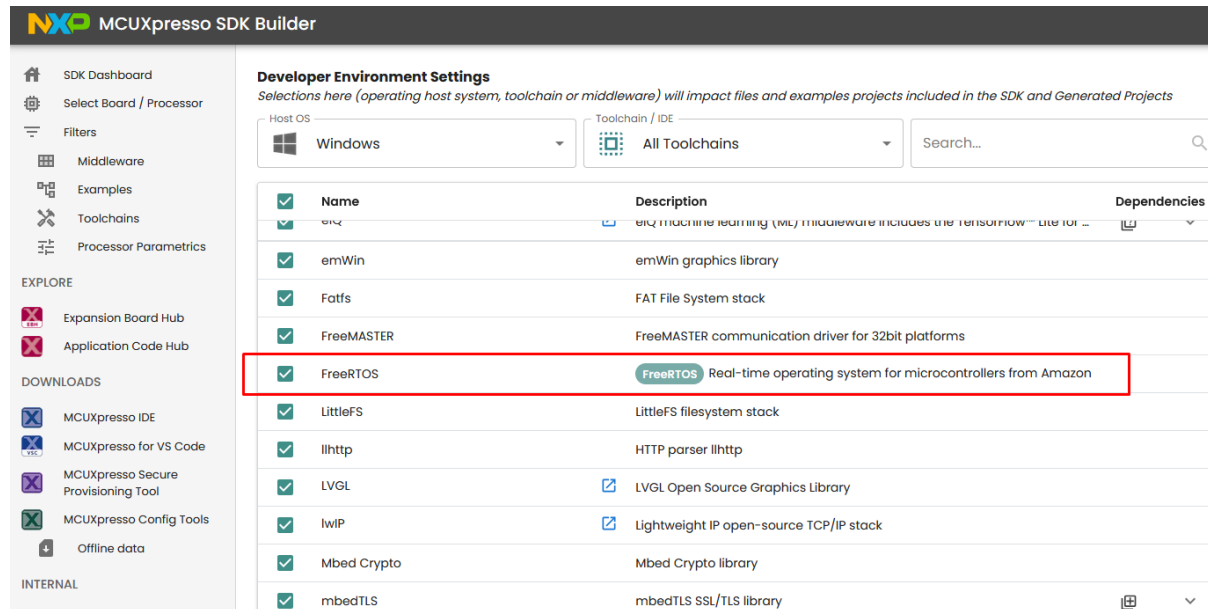
The MCUXpresso SDK framework also contains a set of FreeRTOS examples which show basic FreeRTOS OS features. This makes it easy to start a new FreeRTOS project or begin experimenting with FreeRTOS OS. Selected drivers and middleware are RTOS ready with related FreeRTOS adaptation layer.

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](#) 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)(<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 );
    }
```

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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 "&Platform=" HARDWARE_PLATFORM_NAME "&MQTTLib=" MQTT_LIB
#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](#).