

AN11073

Using LPC11Axx EEPROM (with IAP)

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Application note

Document information

| Info | Content |
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| Abstract | This application note will detail how to use IAP commands to access and modify the internal non-volatile EEPROM of the LPC11Axx device family. |



Revision history

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| 1 | 20120501 | Initial version. |

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1. Introduction

The LPC11Axx devices can be equipped with up to 4 kB¹ of Electrically Erasable Programmable Read-Only Memory (EEPROM). Unlike the flash memory typically used to store a program image, the EEPROM can be modified in more discrete sizes – down to single byte operations.

EEPROM is commonly used for storing small amounts of data that are used by an application. This can include:

- Calibration information
- A device's hardware configuration settings
- Operating lifetime of a device
- Error logging information
- Service history
- Serial numbers

By integrating EEPROM memory into the LPC11Axx, two major benefits are achieved: reduced BOM on PCBs, and a radically simplified interface for software. A secondary benefit of having a reduced BOM is that designs which use the LPC11Axx can also meet more strenuous size constraints.

To simplify the use of the EEPROM, the LPC11Axx devices feature functionality stored in ROM to enable users to quickly and easily integrate EEPROM into their applications. By using IAP routines, users aren't forced to learn the details of the EEPROM peripheral, and can implement their design requirements in near record time.

2. In-Application Programming – EEPROM functions

The LPC11Axx User manual (UM10527) details the specifics of the IAP calls. Please refer to UM10527 for information about error codes, and argument formatting. The two operations supported by EEPROM are reading and writing. As such, there are two functions that can be used which make use of the IAP calls to read and write.

2.1.1 IAP calling convention

In order to use IAP, a function pointer should be declared which points to the IAP table entry in ROM. This is a relatively simple process, and can be done by using the following lines of code:

```
#define IAP_LOCATION 0x1FFF1FFF1

typedef void (*IAP)(unsigned int command[],
                  unsigned int result[]);

static const IAP iap_entry = (IAP) IAP_LOCATION;
```

Fig 1. Definition of IAP function pointer

The symbol *iap_entry* is used in the EEPROM read and write operations that will be detailed below.

1. On fully featured devices, the uppermost 64 bytes are reserved, thus the effective EEPROM size is limited to 4032 bytes.

2.1.2 Reading EEPROM

A simple IAP call has been created to facilitate reading multiple bytes of EEPROM data and storing them into a buffer. A CMSIS compliant wrapper routine can be seen in [Fig 2](#). Because the IAP routines internally control EEPROM timing they use the CMSIS variable *SystemCoreClock*. For applications which are not CMSIS compliant, the last operand of the IAP call should be the core operating frequency in kHz units.

```
void readEEPROM( uint8_t* eeAddress,
                 uint8_t* buffAddress,
                 uint32_t byteCount )
{
    unsigned int command[5], result[4];

    command[0] = 62;
    command[1] = (uint32_t) eeAddress;
    command[2] = (uint32_t) buffAddress;
    command[3] = byteCount;
    command[4] = SystemCoreClock/1000;

    /* Invoke IAP call...*/
    iap_entry( command, result);

    if (0 != result[0])
    {
        //Trap error
        while(1);
    }
    return;
}
```

Fig 2. Routine to invoke IAP command to read EEPROM

2.1.3 Writing EEPROM

A similar IAP call can be used to store data from RAM or flash into EEPROM. Please note that writing to EEPROM does not require an erase cycle; data can be directly written using the IAP command. Again, a simple wrapper routine can be seen in [Fig 3](#).

```
void writeEEPROM( uint8_t* eeAddress,
                  uint8_t* buffAddress,
                  uint32_t byteCount )
{
    unsigned int command[5], result[4];

    command[0] = 61;
    command[1] = (uint32_t) eeAddress;
    command[2] = (uint32_t) buffAddress;
    command[3] = byteCount;
    command[4] = SystemCoreClock/1000;

    /* Invoke IAP call...*/
    iap_entry( command, result);

    if (0 != result[0])
    {
        //Trap error
        while(1);
    }
    return;
}
```

Fig 3. Routine to invoke IAP command to write EEPROM

3. Example application

An example project is included with this application note. It demonstrates how to use the wrapper functions detailed above to perform several operations. It can fill the entire EEPROM memory with 0x00, 0xFF, an incrementing pattern of bytes, or the value of a free running timer. For illustrative purposes a portion of the example source is shown in Fig 4.

```
switch(cmd)
{
    case CMD_FF:
        eeFill(0xFF);
        eeDump();
        break;

    case CMD_00:
        eeFill(0x00);
        eeDump();
        break;

    ...
    case CMD_TIME:
        for (i=0; i<EE_SIZE; i+=4)
        {
            LPC_TMR32B0->TCR = 0;
            hold = LPC_TMR32B0->TC;
            LPC_TMR32B0->TCR = 1;
            writeEEPROM( (uint8_t*) i, (uint8_t*) &hold, 4 );
        }
        LPC_TMR32B0->TCR = 2;
        eeDump();
        break;

    ...
}
```

Fig 4. A portion of code to fill EEPROM with different patterns.

4. Conclusion

By applying the concepts outlined in this application note users of the LPC11Axx family of Cortex-M0 devices will be able to rapidly implement designs which make use of the on-chip EEPROM. The EEPROM features of LPC11Axx can open new doors in designs by enabling developers to quickly and easily store and update non-volatile memory on a byte at a time basis.

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