

Flash Driver for STM32F103

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Chapter 1

Data Structure Index

1.1 Data Structures

Here are the data structures with brief descriptions:

FLITE_t	5
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Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

FLASH/ FLITF.c	
This file is the Implementation for Flash Driver Interface for STM32F103	7
FLASH/ FLITF.h	??

Chapter 3

Data Structure Documentation

3.1 FLITF_t Struct Reference

Data Fields

- volatile uint_32t **FLASH_ACR**
- volatile uint_32t **FLASH_KEYR**
- volatile uint_32t **FLASH_OPTKEYR**
- volatile uint_32t **FLASH_SR**
- volatile uint_32t **FLASH_CR**
- volatile uint_32t **FLASH_AR**
- volatile uint_32t **FLASH_RESERVED**
- volatile uint_32t **FLASH_OPR**
- volatile uint_32t **FLASH_WRPR**

The documentation for this struct was generated from the following file:

- FLASH/[FLITF.c](#)

Chapter 4

File Documentation

4.1 FLASH/FLITF.c File Reference

This file is the Implementation for Flash Driver Interface for STM32F103.

```
#include "STD_TYPES.h"
#include "FLITF.h"
```

Data Structures

- struct [FLITF_t](#)

Macros

- #define [FPEC](#) (([FLITF_t](#) *) (0x40022000))
Casting Base Address of Flash Driver as Pointer to struct [FLITF_t](#).
- #define [HALF_WORD_LEN](#) 2
HN of bytes of Half Word.
- #define [KEY1](#) (0x45670123)
KEY1 to unlock Flash to write on it.
- #define [KEY2](#) (0xcdef89ab)
KEY2 to unlock Flash to write on it.
- #define [LOCK](#) 0x00000080
used to lock Flash
- #define [START](#) 0x00000040
used to trigger an ERASE operation when set
- #define [MASS_ERASE](#) 0x00000004
used to earse all the Flash
- #define [PAGE_ERASE](#) 0x00000002
used to earse page
- #define [PROGRAM_ENABLE](#) 0x00000001
used to enable falsh programming
- #define [MER_RESET](#) 0x00001FFB
used to reset Mass Erase bit.
- #define [EOP](#) 0x00000020
used to indicate that a Flash operation is completed
- #define [BUSY](#) 0x00000001
used to indicate that a Flash operation is in progress.

Functions

- void [Flash_Lock](#) (void)
Function to Lock The Flash.
- void [Flash_Unlock](#) (void)
Function to Unlock The Flash.
- void [Flash_MassErase](#) (void)
Function to erase all The Flash.
- void [Flash_ErasePage](#) (uint_32t PageAddress)
Function to erase page from flash.
- void [Flash_ProgramWrite](#) (void *StartAddress, void *DataAddress, uint_32t DataLength)
Function to write Full Data.
- void [Flash_HalfWord](#) (uint_16t *StartAddress, uint_16t Data)
Function to write Half Word Data.
- void [Flash_FullWord](#) (uint_32t *StartAddress, uint_32t Data)
Function to write Full Word Data.

4.1.1 Detailed Description

This file is the Implementation for Flash Driver Interface for STM32F103.

This file is a user interface for Flash Driver Interface for STM32F103.

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Version

0.1

Date

2020-06-05

Copyright

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4.1.2 Macro Definition Documentation

4.1.2.1 PROGRAM_ENABLE

```
#define PROGRAM_ENABLE 0x00000001
```

used to enable falsh programming

4.1.3 Function Documentation

4.1.3.1 Flash_ErasePage()

```
void Flash_ErasePage (
    uint_32t PageAddress )
```

Function to erase page from flash.

Parameters

NA	
----	--

Returns

NA

4.1.3.2 Flash_FullWord()

```
void Flash_FullWord (
    uint_32t * StartAddress,
    uint_32t Data )
```

Function to write Full Word Data.

Parameters

<i>StartAddress</i>	pointer to uint_32t , Start address to write
<i>Data</i>	variabe of uint_32t , Data to be written

Returns

NA

4.1.3.3 Flash_HalfWord()

```
void Flash_HalfWord (
    uint_16t * StartAddress,
    uint_16t Data )
```

Function to write Half Word Data.

Parameters

<i>StartAddress</i>	pointer to uint_16t , Start address to write
<i>Data</i>	variabe of uint_16t , Data to be written

Returns

NA

4.1.3.4 Flash_Lock()

```
void Flash_Lock (
    void )
```

Function to Lock The Flash.

Parameters

NA	
----	--

Returns

NA

4.1.3.5 Flash_MassErase()

```
void Flash_MassErase (
    void )
```

Function to erase all The Flash.

Parameters

NA	
----	--

Returns

NA

4.1.3.6 Flash_ProgramWrite()

```
void Flash_ProgramWrite (
    void * StartAddress,
```

```
void * DataAddress,  
uint_32t DataLength )
```

Function to write Full Data.

Parameters

<i>StartAddress</i>	pointer to void , Start address to write
<i>DataAddress</i>	pointer to void , Address of buffer of data
<i>DataLength</i>	variabe of uint_32t , Length of Data to be written

Returns

NA

4.1.3.7 Flash_Unlock()

```
void Flash_Unlock (  
void )
```

Function to Unlock The Flash.

Parameters

NA	
----	--

Returns

NA

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