# Serial Wire Debug Open Library libswd 0.2

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### **Chapter 1**

### Serial Wire Debug Open Library.

#### 1.1 Introduction

LibSWD is an Open-Source framework to deal with with Serial Wire Debug Port in accordance to ADI (Arm Debug Interface, version 5.0 at the moment) specification. It is released under 3-clause BSD license. For more information please visit project website at http://libswd.sf.net

#### 1.2 What is this about

Serial Wire Debug is an alternative to JTAG (IEEE1149.1) transport layer for accessing the Debug Access Port in ARM-Cortex based devices. LibSWD provides methods for bitstream generation on the wire using simple but flexible API that can reuse capabilities of existing applications for easier integration. Every bus operation such as control, request, turnaround, acknowledge, data and parity packet is named a "command" represented by a <a href="swd\_cmd\_t">swd\_cmd\_t</a> data type that builds up the queue that later can be flushed into real hardware using standard set of (application-specific) driver functions. This way LibSWD is almost standalone and can be easily integrated into existing utilities for low-level access and only requires in return to define driver bridge that controls the physical interface interconnecting host and target. Drivers and other application-specific functions are "extern" and located in external file crafted for that application and its hardware. LibSWD is therefore best way to make your application SWD aware.

#### 1.3 How it works

#### 1.3.1 SWD Context

The most important data type in LibSWD is <a href="swd\_ctx\_t">swd\_ctx\_t</a> structure, a context that represents logical entity of the swd bus (transport layer between host and target) with all its parameters, configuration and command queue. Context is being created with <a href="swd\_ctx\_t">swd\_ctx\_t</a> swd\_ctx\_t</a> structure, a context that represents logical entity of the swd bus (transport layer between host and target) with all its parameters, configuration and command queue. Context is being created with <a href="swd\_ctx\_tx\_t">swd\_ctx\_t</a> swd\_ctx\_t</a>.

init() function that returns pointer to allocated virgin structure, and it can be destroyed with <a href="mailto:swd\_deinit(">swd\_deinit()</a>) function taking the pointer as argument. Context can be set only for one interface-target pair, but there might be many different contexts in use if necessary, so amount of devices in use is not limited.

#### 1.3.2 Functions

All functions in general operates on pointer type and returns number of processed elements on success or negative value with swd\_error\_code\_t on failure. Functions are grouped by functionality that is denoted by function name prefix (ie. swd\_bin\* are for binary operations, swd\_cmdq\* deals with command queue, swd\_cmd\_enqueue\* deals with creating commands and attaching them to queue, swd\_bus\* performs operation on the swd transport system, swd\_drv\* are the interface drivers, etc). Because programs using libswd for transport can queue multiple operations and don't handle errors of each transaction apropriately, swd\_drv\_transmit() function verifies the ACK and PAR-ITY operation results directly after execution (read from target) and return error code if necessary. When error is detected and there were some pending perations enqueued for execution, they are discarded and removed from the queue (they would not be accepted by the target anyway), the queue is then again ready to accept new transactions (i.e. error handling operations).

Standard end-users are encouraged to only use high level functions (swd\_bus\*, swd\_dap\*, swd\_dp\*) to perform operations on the swd transport layer and the target's DAP (Debug Access Port) and its components such as DP (Debug Port) and the AP (Access Port). More advanced users however may use low level functions (swd\_cmd\*, swd\_cmdq\*) to group them into new high-level functions that automates some tasks (such as high-level functions does). Functions of type "extern" are the ones to implement in external file by developers that want to incorporate LibSWD into their application. Context structure also has void pointer in the swd\_driver\_t structure that can hold address of the external driver structure to be passed into internal swd drivers (extern swd\_drv\* functions) that wouldn't be accessible otherwise.

#### 1.3.3 Commands

Bus operations are split into "commands" represented by <a href="swd\_ctx\_t">swd\_ctx\_t</a> data type. They form a bidirectional command queue that is part of <a href="swd\_ctx\_t">swd\_ctx\_t</a> structure. Command type, and so its payload, can be one of: control (user defined 8-bit payload), request (according to the standard), ack, data, parity (data and parity are separate commands!), trn, bitbang and idle (equals to control with zero data). Command type is defined by <a href="swd\_cmdtype\_t">swd\_cmdtype\_t</a> and its code can be negative (for MOSI operations) or positive (for MISO operations) - this way bus direction can be easily calculated by multiplying two operation codes (when the result is negative bus will have to change direction), so the libswd "knows" when to put additional TRN command of proper type between enqueued commands.

Payload is stored within union type and its data can be accessed according to payload name, or simply with data8 (char) and data32 (int) fields. Payload for write (MOSI) operations is stored on command creation, but payload for read (MISO) operations becomes available only after command is executed by the interface driver. There are

1.4 Drivers 3

3 methods of accessing read data - flushing the queue into driver then reading queue directly, single stepping queue execution (flush one-by-one) then reading context log of last executed command results (there are separate fields of type <a href="swd\_transaction\_t">swd\_transaction\_t</a> in <a href="swd\_ctx\_t">swd\_transaction\_t</a> in <a href="swd\_ctx\_t">swd\_t</a> in <a href="swd\_ctx\_t">

After all commands are enqueued with swd\_cmd\_enqueue\* function set, it is time to send them into physical device with swd\_cmdq\_flush() funtion. According to the swd\_operation\_t parameter commands can be flushed one-by-one, all of them, only to the selected command or only after selected command. For low level functions all of these options are available, but for high-level functions only two of them can be used - SWD\_OPERATION\_ENQUEUE (but not send to the driver) and SWD\_OPERATION\_EXECUTE (all unexecuted commands on the queue are executed by the driver sequentially) - that makes it possible to perform bus operations one after another having their result just at function return, or compose more advanced sequences leading to preferred result at execution time. Because high-level functions provide simple and elegant manner to get the operation result, it is advised to use them instead dealing with low-level functions (implementing memory management, data allocation and queue operation) that exist only to make high-level functions possible.

#### 1.4 Drivers

Calling the swd\_cmdq\_flush() function leads to execution of not yet executed commands from the queue (in a manner specified by the operation parameter) on the SWD bus (transport layer between interface and target, not the bus of the target itself) by swd dry transmit() function that use application specific "extern" functions defined in external file (ie. libswd\_urjtag.c) to operate on a real hardware using drivers from existing application. LibSWD use only swd\_drv\_{mosi,miso}\_{8,32} (separate for 8-bit char and 32-bit int data cast type) and swd\_drv\_{mosi,miso}\_trn functions to interact with drivers, so it is possible to easily reuse low-level and high-level devices for communications, as they have all information necessary to perform exact actions - number of bits, payload, command type, shift direction and bus direction. It is even possible to send raw bytes on the bus (control command) or bitbang the bus (bitbang command) if necessary. MOSI (Master Output Slave Input) and MISO (Master Input Slave Output) was used to clearly distinguish transfer direction (from master-interface to target-slave), as opposed to ambiguous read/write statements, so after swd dry mosi trn() master should have its buffers set to output and target inputs active. Drivers, as most of the LibSWD functions, works on data pointers instead data copy and returns number of elements processed (bits in this case) or negative error code on failure.

#### 1.5 Example

```
#include <libswd.h>
int main(){
  swd_ctx_t *swdctx;
  int res, *idcode;
  swdctx=swd_init();
```

```
if (swdctx==NULL) return -1;
//we might need to pass external driver structure to swd_drv* functions
//swdctx->driver->device=...
res=swd_dap_detect(swdctx, SWD_OPERATION_EXECUTE, &idcode);
if (res<0) {
   printf("ERROR: %s\n", swd_error_string(res));
   return res;
} else printf("IDCODE: 0x%X (%s)\n", *idcode, swd_bin32_string(*idcode));
swd_deinit(swdctx);
return 0;
}</pre>
```

# Chapter 2

# **Data Structure Index**

#### 2.1 Data Structures

Here are the data structures with brief descriptions:

swd_ahbap_t (Most actual Advanced High Bandwidth Access Peripherial
Bus Reisters )
<pre>swd_cmd_t (SWD Command Element Structure )</pre>
<pre>swd_context_config_t (Context configuration structure )</pre>
<pre>swd_ctx_t (SWD Context Structure definition )</pre>
<pre>swd_driver_t (Interface Driver structure )</pre>
<pre>swd_swdp_t (Most actual Serial Wire Debug Port Registers )</pre>
<pre>swd_transaction_t (Most actual SWD bus transaction/packet data ) 14</pre>

# **Chapter 3**

# File Index

#### 3.1 File List

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

src/libswd.h (Serial Wire Debug Open Library Header File)	7
src/libswd_bin.c	6
src/libswd_bitgen.c	9
src/libswd_bus.c	0
src/libswd_cmd.c	3
src/libswd_cmdq.c	2
src/libswd_core.c	5
src/libswd_dap.c (DAP, DP, AP Operation Routines)	6
src/libswd_drv.c	0
src/libswd_error.c	1
src/libswd_externs.c (Template for driver bridge between libswd and your	
application )	1
src/libswd_log.c	

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### **Chapter 4**

### **Data Structure Documentation**

#### 4.1 swd\_ahbap\_t Struct Reference

Most actual Advanced High Bandwidth Access Peripherial Bus Reisters.

```
#include <libswd.h>
```

#### **Data Fields**

• char ack

Last known state of ACK response.

• int controlstatus

Last known CONTROLSTATUS register value.

• int tar

Last known TAR register value.

• int drw

Last known DRW register value.

• int bd0

Last known BD0 register value.

• int hd

Last known BD1 register value.

• int bd2

 $Last\ known\ BD2\ register\ value.$ 

• int bd3

Last known BD3 register value.

• int dromt

Last known DROMT register value.

• int idr

Last known IDR register value.

#### 4.1.1 Detailed Description

Most actual Advanced High Bandwidth Access Peripherial Bus Reisters.

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

• src/libswd.h

#### 4.2 swd\_cmd\_t Struct Reference

SWD Command Element Structure.

```
#include <libswd.h>
```

#### **Data Fields**

```
• union {
    char TRNnMOSI
      Holds/sets bus direction: MOSI when zero, MISO for others.
    char request
      Request header data.
    char ack
      Acknowledge response from target.
    int misodata
      Data read from target (MISO).
    int mosidata
      Data written to target (MOSI).
    int data32
      Holds "int" data type for inspection.
    char misobit
      Single bit read from target (bit-per-char).
    char mosibit
      Single bit written to target (bit-per-char).
    char parity
      Parity bit for data payload.
    char control
      Control transfer data (one byte).
    char data8
      Holds "char" data type for inspection.
```

**}**;

• char bits

 $Payload\ bit\ count == clk\ pulses\ on\ the\ bus.$ 

• swd\_cmdtype\_t cmdtype

Command type as defined by swd\_cmdtype\_t.

• char done

Non-zero if operation already executed.

• struct swd\_cmd\_t \* prev

Pointer to the previous command.

• struct swd\_cmd\_t \* next

Pointer to the next command.

#### 4.2.1 Detailed Description

SWD Command Element Structure. In libswd each operation is split into separate commands (request, trn, ack, data, parity) that can be appended to the command queue and later executed. This organization allows better granularity for tracing bugs and makes possible to compose complete bus/target operations made of simple commands.

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

• src/libswd.h

#### 4.3 swd\_context\_config\_t Struct Reference

Context configuration structure.

```
#include <libswd.h>
```

#### **Data Fields**

• char initialized

Context must be initialized prior use.

char trnlen

How many CLK cycles will TRN use.

• int maxcmdqlen

How long command queue can be.

• swd\_loglevel\_t loglevel Holds Logging Level setting.

#### 4.3.1 Detailed Description

Context configuration structure.

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

• src/libswd.h

#### 4.4 swd\_ctx\_t Struct Reference

SWD Context Structure definition.

```
#include <libswd.h>
```

#### **Data Fields**

```
    swd_cmd_t * cmdq
    Command queue, stores all bus operations.
```

• swd\_context\_config\_t config Target specific configuration.

• swd\_driver\_t \* driver

Pointer to the interface driver structure.

```
• struct {
    swd_swdp_t dp
      Last known value of the SW-DP registers.
    swd_ahbap_t ap
      Last known value of the AHB-AP registers.
    swd_transaction_t read
      Last read operation fields.
    swd_transaction_t write
      Last write operation fields.
  } log
• struct {
    swd_transaction_t read
      Data queued for read.
    swd_transaction_t write
      Data queued for write.
  } qlog
```

#### 4.4.1 Detailed Description

SWD Context Structure definition. It stores all the information about the library, drivers and interface configuration, target status along with DAP/AHBAP data/instruction internal registers, and the command queue. Bus operations are stored on the command queue. There may be more than one context in use by a host software, each one for single interface-target pair. Most of the target operations made with libswd are required to pass <a href="swd\_ctx\_t">swd\_ctx\_t</a> pointer structure that also remembers last known state of the target's internal registers.

#### 4.4.2 Field Documentation

#### 4.4.2.1 swd\_transaction\_t swd\_ctx\_t::read

Last read operation fields.

Data queued for read.

#### 4.4.2.2 swd\_transaction\_t swd\_ctx\_t::write

Last write operation fields.

Data queued for write.

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

• src/libswd.h

#### 4.5 swd\_driver\_t Struct Reference

Interface Driver structure.

```
#include <libswd.h>
```

#### **Data Fields**

void \* device

#### 4.5.1 Detailed Description

Interface Driver structure. It holds pointer to the driver structure that keeps driver information necessary to work with the physical interface.

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

• src/libswd.h

#### 4.6 swd\_swdp\_t Struct Reference

Most actual Serial Wire Debug Port Registers.

```
#include <libswd.h>
```

#### **Data Fields**

• char ack

Last known state of ACK response.

• char parity

Parity bit of the data transfer.

• int idcode

Target's IDCODE register value.

• int abort

Last known ABORT register value.

• int ctrlstat

Last known CTRLSTAT register value.

• int wcr

Last known WCR register value.

• int select

Last known SELECT register value.

• int rdbuf

Last known RDBUF register (payload data) value.

#### 4.6.1 Detailed Description

Most actual Serial Wire Debug Port Registers.

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

• src/libswd.h

#### 4.7 swd\_transaction\_t Struct Reference

Most actual SWD bus transaction/packet data.

```
#include <libswd.h>
```

#### **Data Fields**

• char request

Last known request on the bus.

• char ack

Last known ack on the bus.

• int data

Last known data on the bus.

• int control

Last known control data on the bus.

• char bitbang

Last known bitbang data on the bus.

• char parity

Last known parity on the bus.

#### 4.7.1 Detailed Description

Most actual SWD bus transaction/packet data. This structure is updated by swd\_drv\_transmit() function. For clarity, it should not be updated by any other function.

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

• src/libswd.h

### **Chapter 5**

### **File Documentation**

#### 5.1 src/libswd.h File Reference

```
Serial Wire Debug Open Library Header File.
```

```
#include <stdlib.h>
#include <stdarg.h>
```

#### **Data Structures**

- struct swd\_cmd\_t

  SWD Command Element Structure.
- struct swd\_context\_config\_t

  Context configuration structure.
- struct swd\_swdp\_t

  Most actual Serial Wire Debug Port Registers.
- struct swd\_ahbap\_t
   Most actual Advanced High Bandwidth Access Peripherial Bus Reisters.
- struct swd\_transaction\_t

  Most actual SWD bus transaction/packet data.
- struct swd\_driver\_t

  Interface Driver structure.
- struct swd\_ctx\_t

  SWD Context Structure definition.

#### **Defines**

- #define SWD\_REQUEST\_START\_BITNUM 7
   SWD Packets Bit Fields and Values.
- #define SWD\_REQUEST\_APnDP\_BITNUM 6
   Access Port (high) or Debug Port (low) access.
- #define SWD\_REQUEST\_RnW\_BITNUM 5

  Read (high) or Write (low) access.
- #define SWD\_REQUEST\_ADDR\_BITNUM 4
   LSB of the address field in request header.
- #define SWD\_REQUEST\_A2\_BITNUM 4
   Target Register Address bit 2.
- #define SWD\_REQUEST\_A3\_BITNUM 3

  Target Register Address bit 3.
- #define SWD\_REQUEST\_PARITY\_BITNUM 2
   Odd Parity calculated from APnDP, RnW, A[2:3].
- #define SWD\_REQUEST\_STOP\_BITNUM 1

  Packet Stop bit, always 0.
- #define SWD\_REQUEST\_PARK\_BITNUM 0
   Park wire and switch between receive/transmit.
- #define SWD\_REQUEST\_START\_VAL 1
   Start Bit Value is always 1.
- #define SWD\_REQUEST\_STOP\_VAL 0 Stop Bit Value is always 0.
- #define SWD\_REQUEST\_PARK\_VAL 1
   Park bus and put outputs into Hi-Z state.
- #define SWD\_REQUEST\_BITLEN 8

  Number of bits in request packet header.
- #define SWD\_ADDR\_MINVAL 0

  Address field minimal value.
- #define SWD\_ADDR\_MAXVAL 3
   Address field maximal value.

- #define SWD\_ACK\_BITLEN 3
   Number of bits in Acknowledge packet.
- #define SWD\_ACK\_OK\_VAL 4 OK code value.
- #define SWD\_ACK\_WAIT\_VAL 2 WAIT code value.
- #define SWD\_ACK\_FAULT\_VAL 1 FAULT code value.
- #define SWD\_DP\_IDCODE\_ADDR 0

  IDCODE register address (RO).
- #define SWD\_DP\_ABORT\_ADDR 0

  ABORT register address (WO).
- #define SWD\_DP\_CTRLSTAT\_ADDR 1

  CTRLSTAT register address (R/W, CTRLSEL=b0)
- #define SWD\_DP\_WCR\_ADDR 1

  WCR register address (R/W, CTRLSEL=b1)
- #define SWD\_DP\_RESEND\_ADDR 2

  RESEND register address (RO)
- #define SWD\_DP\_SELECT\_ADDR 2 SELECT register address (WO)
- #define SWD\_DP\_RDBUF\_ADDR 3

  RDBUF register address (RO)
- #define SWD\_DP\_ABORT\_DAPABORT\_BITNUM 0 SW-DP ABORT Register map.
- #define SWD\_DP\_ABORT\_DSTKCMPCLR\_BITNUM 1 DSTKCMPCLR bit number.
- #define SWD\_DP\_ABORT\_DSTKERRCLR\_BITNUM 2 DSTKERRCLR bit number.
- #define SWD\_DP\_ABORT\_DWDERRCLR\_BITNUM 3
   DWDERRCLR bit number.

- #define SWD\_DP\_ABORT\_DORUNERRCLR\_BITNUM 4
   DORUNERRCLR bit number.
- #define SWD\_DP\_ABORT\_DAPABORT (1 << SWD\_DP\_ABORT\_DAPABORT\_-BITNUM)

DAPABORT bitmask.

 #define SWD\_DP\_ABORT\_DSTKCMPCLR (1 << SWD\_DP\_ABORT\_DSTKCMPCLR\_-BITNUM)

DSTKCMPCLR bitmask.

#define SWD\_DP\_ABORT\_DSTKERRCLR (1 << SWD\_DP\_ABORT\_DSTKERRCLR\_BITNUM)</li>

DSTKERRCLR bitmask.

• #define SWD\_DP\_ABORT\_DWDERRCLR (1 << SWD\_DP\_ABORT\_DWDERRCLR\_BITNUM)

DWDERRCLR bitmask.

 #define SWD\_DP\_ABORT\_DORUNERRCLR (1 << SWD\_DP\_ABORT\_DORUNERRCLR -BITNUM)

DORUNERRCLR bitmask.

- #define SWD\_DP\_CTRLSTAT\_ORUNDETECT\_BITNUM 0
   SW-DP CTRL/STAT Register map.
- #define SWD\_DP\_CTRLSTAT\_STICKYORUN\_BITNUM 1 STICKYORUN bit number.
- #define SWD\_DP\_CTRLSTAT\_TRNMODE\_BITNUM 2
   TRNMODE bit number.
- #define SWD\_DP\_CTRLSTAT\_STICKYCMP\_BITNUM 4 STICKYCMP bit number.
- #define SWD\_DP\_CTRLSTAT\_STICKYERR\_BITNUM 5 STICKYERR bit number.
- #define SWD\_DP\_CTRLSTAT\_READOK\_BITNUM 6
   READOK bit number.
- #define SWD\_DP\_CTRLSTAT\_WDATAERR\_BITNUM 7
   WDATAERR bit number.
- #define SWD\_DP\_CTRLSTAT\_MASKLANE\_BITNUM 8
   MASKLANE bit number.

- #define SWD\_DP\_CTRLSTAT\_TRNCNT\_BITNUM 12 TRNCNT bit number.
- #define SWD\_DP\_CTRLSTAT\_CDBGRSTREQ\_BITNUM 26 CDBGRSTREQ bit number.
- #define SWD\_DP\_CTRLSTAT\_CDBGRSTACK\_BITNUM 27 CDBGRSTACK bit number.
- #define SWD\_DP\_CTRLSTAT\_CDBGPWRUPREQ\_BITNUM 28 CDBGPWRUPREQ bit number.
- #define SWD\_DP\_CTRLSTAT\_CDBGPWRUPACK\_BITNUM 29
   CDBGPWRUPACK bit number.
- #define SWD\_DP\_CTRLSTAT\_CSYSPWRUPREQ\_BITNUM 30 CSYSPWRUPREQ bit number.
- #define SWD\_DP\_CTRLSTAT\_CSYSPWRUPACK\_BITNUM 31 CSYSPWRUPACK bit number.
- #define SWD\_DP\_CTRLSTAT\_ORUNDETECT (1 << SWD\_DP\_CTRLSTAT\_ORUNDETECT\_BITNUM)

  ORUNDETECT bitmask.
- #define SWD\_DP\_CTRLSTAT\_STICKYORUN (1 << SWD\_DP\_CTRLSTAT\_-OSTICKYORUN\_BITNUM)

STICKYORUN bitmask.

• #define SWD\_DP\_CTRLSTAT\_STICKYCMP (1 << SWD\_DP\_CTRLSTAT\_-OSTICKYCMP\_BITNUM)

STICKYCMP bitmask.

• #define SWD\_DP\_CTRLSTAT\_STICKYERR (1 << SWD\_DP\_CTRLSTAT\_OSTICKYERR\_BITNUM)

STICKYERR bitmask.

 #define SWD\_DP\_CTRLSTAT\_READOK (1 << SWD\_DP\_CTRLSTAT\_OREADOK\_-BITNUM)

READOK bitmask.

• #define SWD\_DP\_CTRLSTAT\_WDATAERR (1 << SWD\_DP\_CTRLSTAT\_-OWDATAERR BITNUM)

WDATAERR bitmask.

#define SWD\_DP\_CTRLSTAT\_CDBGRSTREQ (1 << SWD\_DP\_CTRLSTAT\_OCDBGRSTREQ\_BITNUM)</li>
 CDBGRSTREQ bitmask.

 #define SWD\_DP\_CTRLSTAT\_CDBGRSTACK (1 << SWD\_DP\_CTRLSTAT\_-OCDBGRSTACK\_BITNUM)

CDBGRSTACK bitmask.

#define SWD\_DP\_CTRLSTAT\_CDBGPWRUPREQ (1 << SWD\_DP\_CTRLSTAT\_-OCDBGPWRUPREQ\_BITNUM)</li>

CDBGPWRUPREQ bitmask.

• #define SWD\_DP\_CTRLSTAT\_CDBGPWRUPACK (1 << SWD\_DP\_CTRLSTAT\_OCDBGPWRUPACK\_BITNUM)

CDBGPWRUPACK bitmask.

• #define SWD\_DP\_CTRLSTAT\_CSYSPWRUPREQ (1 << SWD\_DP\_CTRLSTAT\_-OCSYSPWRUPREQ\_BITNUM)

CSYSPWRUPREQ bitmask.

 #define SWD\_DP\_CTRLSTAT\_CSYSPWRUPACK (1 << SWD\_DP\_CTRLSTAT\_-OCSYSPWRUPACK\_BITNUM)

CSYSPWRUPACK bitmask.

- #define SWD\_MASKLANE\_0 0b0001
   SW-DP CTRLSTAT MASKLANE available values.
- #define SWD\_MASKLANE\_1 0b0010

  Compare byte lane 1 (0x---FF--)
- #define SWD\_MASKLANE\_2 0b0100

  Compare byte lane 2 (0x--FF----)
- #define SWD\_MASKLANE\_3 0b1000

  Compare byte lane 3 (0xFF-----)
- #define SWD\_DP\_SELECT\_CTRLSEL\_BITNUM 0 SW-DP SELECT Register map.
- #define SWD\_DP\_SELECT\_APBANKSEL\_BITNUM 4
   APBANKSEL bit number.
- #define SWD\_DP\_SELECT\_APSEL\_BITNUM 24
   APSEL bit number.
- #define SWD\_DP\_SELECT\_CTRLSEL (1 << SWD\_DP\_SELECT\_CTRLSEL\_-BITNUM)

CTRLSEL bitmask.

 #define SWD\_DP\_SELECT\_APBANKSEL (1 << SWD\_DP\_SELECT\_APBANKSEL\_-BITNUM)

APBANKSEL bitmask.

• #define SWD\_DP\_SELECT\_APSEL (1 << SWD\_DP\_SELECT\_APSEL\_BITNUM)

APSEL bitmask.

- #define SWD\_DP\_WCR\_PRESCALER\_BITNUM 0 SW-DP WCR Register map.
- #define SWD\_DP\_WCR\_WIREMODE\_BITNUM 6
- #define SWD\_DP\_WCR\_TURNROUND\_BITNUM 8
- #define SWD\_TURNROUND\_1\_CODE 0

SW-DP WCR TURNROUND available values.

- #define SWD\_TURNROUND\_1\_VAL 1
- #define SWD\_TURNROUND\_2\_CODE 1
- #define SWD\_TURNROUNT\_2\_VAL 2
- #define SWD\_TURNROUND\_3\_CODE 2
- #define SWD\_TURNROUND\_3\_VAL 3
- #define SWD\_TURNROUND\_4\_CODE 3
- #define SWD\_TURNROUND\_4\_VAL 4
- #define SWD\_TURNROUND\_MIN\_VAL SWD\_TURNROUND\_1\_VAL
- #define SWD\_TURNROUND\_MIN\_CODE SWD\_TURNOUND\_1\_CODE
- #define SWD\_TURNROUND\_MAX\_VAL SWD\_TURNROUND\_4\_VAL
- #define SWD\_TURNROUND\_MAX\_CODE SWD\_TURNROUND\_4\_CODE
- #define SWD\_TURNROUND\_DEFAULT\_VAL SWD\_TURNROUND\_1\_VAL
- #define AHB\_AP\_CONTROLSTATUS 0x00

AHB-AP Registers Map.

• #define AHB\_AP\_TAR 0x04

R/W, 32bit, reset value: 0x00000000.

• #define AHB\_AP\_DRW 0x0C

R/W, 32bit.

• #define AHB\_AP\_BD0 0x10

R/W, 32bit.

• #define AHB\_AP\_BD1 0x14

R/W, 32bit.

• #define AHB\_AP\_BD2 0x18

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R/W, 32bit.

• #define AHB\_AP\_BD3 0x1C *R/W*, 32bit.

#define AHB\_AP\_DROMT 0xF8
 RO, 32bit, reset value: 0xE00FF000.

#define AHB\_AP\_IDR 0xFC
 RO, 32bit, reset value: 0x24770001.

#define SWD\_DATA\_MAXBITCOUNT 32
 SWD queue and payload data definitions.

• #define SWD\_DATA\_BYTESIZE 8

How many bits are there in a byte.

#define SWD\_DATA\_BITLEN 32
 How many bits are there in data payload.

#define SWD\_CMDQLEN\_DEFAULT 1024;
 How long is the command queue by default.

#### **Typedefs**

• typedef struct swd\_cmd\_t swd\_cmd\_t SWD Command Element Structure.

#### **Enumerations**

• enum swd\_error\_code\_t {
 SWD\_OK = 0, SWD\_ERROR\_GENERAL = -1, SWD\_ERROR\_NULLPOINTER
 = -2, SWD\_ERROR\_NULLQUEUE = -3,
 SWD\_ERROR\_NULLTRN = -4, SWD\_ERROR\_PARAM = -5, SWD\_ERROR\_ OUTOFMEM = -6, SWD\_ERROR\_RESULT = -7,
 SWD\_ERROR\_RANGE = -8, SWD\_ERROR\_DEFINITION = -9, SWD\_ERROR\_ NULLCONTEXT = -10, SWD\_ERROR\_QUEUE = -11,
 SWD\_ERROR\_ADDR = -12, SWD\_ERROR\_APnDP = -13, SWD\_ERROR\_ RnW = -14, SWD\_ERROR\_PARITY = -15,
 SWD\_ERROR\_ACK = -16, SWD\_ERROR\_ACKUNKNOWN = -19, SWD\_ ERROR\_ACKNOTDONE = -20, SWD\_ERROR\_ACKMISSING = -21,
 SWD\_ERROR\_ACKMISMATCH = -22, SWD\_ERROR\_ACKORDER = -23,
 SWD\_ERROR\_BADOPCODE = -24, SWD\_ERROR\_NODATACMD = -25,

```
SWD ERROR DATAPTR = -26, SWD ERROR NOPARITYCMD = -27, SWD -
 ERROR_PARITYPTR = -28, SWD_ERROR_NOTDONE = -29,
 SWD ERROR QUEUEROOT = -30, SWD ERROR QUEUETAIL = -31, SWD -
 ERROR BADCMDTYPE = -32, SWD ERROR BADCMDDATA = -33,
 SWD ERROR TURNAROUND = -34, SWD ERROR DRIVER = -35, SWD -
 ERROR_ACK_WAIT = -36, SWD_ERROR_ACK_FAULT = -37,
 SWD ERROR QUEUENOTFREE = -38, SWD ERROR TRANSPORT = -39,
 SWD_ERROR_DIRECTION = -40, SWD_ERROR_LOGLEVEL = -41 }
    Status and Error Codes definitions.
• enum swd_loglevel_t {
 SWD LOGLEVEL MIN = 0, SWD LOGLEVEL SILENT = 0, SWD LOGLEVEL -
 ERROR = 1, SWD_LOGLEVEL_WARNING = 2,
 SWD_LOGLEVEL_NORMAL = 3, SWD_LOGLEVEL_INFO = 4, SWD_LOGLEVEL_-
 DEBUG = 5, SWD_LOGLEVEL_MAX = 5 }
    Logging Level Codes definition.
enum swd_cmdtype_t {
 SWD CMDTYPE MOSI DATA = -7, SWD CMDTYPE MOSI REQUEST
 = -6, SWD_CMDTYPE_MOSI_TRN = -5, SWD_CMDTYPE_MOSI_PARITY
 = -4,
 SWD_CMDTYPE_MOSI_BITBANG = -3, SWD_CMDTYPE_MOSI_CONTROL
 = -2, SWD_CMDTYPE_MOSI = -1, SWD_CMDTYPE_UNDEFINED = 0,
 SWD CMDTYPE MISO = 1, SWD CMDTYPE MISO ACK = 2, SWD CMDTYPE -
 MISO_BITBANG = 3, SWD_CMDTYPE_MISO_PARITY = 4,
 SWD_CMDTYPE_MISO_TRN = 5, SWD_CMDTYPE_MISO_DATA = 6 }
    SWD Command Codes definitions.

    enum swd_shiftdir_t { SWD_DIR_LSBFIRST = 0, SWD_DIR_MSBFIRST = 1

    What is the shift direction LSB-first or MSB-first.
• enum swd operation t {
 SWD_OPERATION_FIRST = 1, SWD_OPERATION_ENQUEUE = 1, SWD_-
 OPERATION_EXECUTE = 2, SWD_OPERATION_TRANSMIT_HEAD = 3,
 SWD OPERATION TRANSMIT TAIL = 4, SWD OPERATION TRANSMIT -
 ALL = 5, SWD OPERATION TRANSMIT ONE = 6, SWD OPERATION -
 TRANSMIT_LAST = 7,
 SWD_OPERATION_LAST = 7 }
    Command Queue operations codes.
• enum swd_bool_t { SWD_FALSE = 0, SWD_TRUE = 1 }
    Boolean values definition.
```

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#### **Functions**

• int swd\_bin8\_parity\_even (char \*data, char \*parity)

Some comments on the function behavior.

- int swd\_bin32\_parity\_even (int \*data, char \*parity)

  Data parity calculator, calculates even parity on integer type.
- int swd\_bin8\_print (char \*data)

  Prints binary data of a char value on the screen.
- int swd\_bin32\_print (int \*data)

  Prints binary data of an integer value on the screen.
- char \* swd\_bin8\_string (char \*data)
   Generates string containing binary data of a char value.
- char \* swd\_bin32\_string (int \*data)
   Generates string containing binary data of an integer value.
- int swd\_bin8\_bitswap (unsigned char \*buffer, int bitcount)

  Bit swap helper function that reverse bit order in char \*buffer.
- int swd\_bin32\_bitswap (unsigned int \*buffer, int bitcount)

  Bit swap helper function that reverse bit order in int \*buffer.
- int swd\_cmdq\_init (swd\_cmd\_t \*cmdq)

  Initialize new queue element in memory that becomes a queue root.
- swd\_cmd\_t \* swd\_cmdq\_find\_root (swd\_cmd\_t \*cmdq)
   Find queue root (first element).
- swd\_cmd\_t \* swd\_cmdq\_find\_tail (swd\_cmd\_t \*cmdq)

  Find queue tail (last element).
- int swd\_cmdq\_append (swd\_cmd\_t \*cmdq, swd\_cmd\_t \*cmd)

  Append element pointed by \*cmd at the end of the quque pointed by \*cmdq.
- int swd\_cmdq\_free (swd\_cmd\_t \*cmdq)

  Free queue pointed by \*cmdq element.
- int swd\_cmdq\_free\_head (swd\_cmd\_t \*cmdq)

  Free queue head up to \*cmdq element.
- int swd\_cmdq\_free\_tail (swd\_cmd\_t \*cmdq)

  Free queue tail starting after \*cmdq element.

- int swd\_cmdq\_flush (swd\_ctx\_t \*swdctx, swd\_operation\_t operation)

  Flush command queue contents into interface driver.
- int swd\_cmd\_enqueue (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd)

  Append selected command to a context's command queue.
- int swd\_cmd\_enqueue\_mosi\_request (swd\_ctx\_t \*swdctx, char \*request)

  Appends command queue with SWD Request packet header.
- int swd\_cmd\_enqueue\_mosi\_trn (swd\_ctx\_t \*swdctx)

  Append command queue with Turnaround activating MOSI mode.
- int swd\_cmd\_enqueue\_miso\_trn (swd\_ctx\_t \*swdctx)

  Append command queue with Turnaround activating MISO mode.
- int swd\_cmd\_enqueue\_miso\_nbit (swd\_ctx\_t \*swdctx, char \*\*data, int count)

  Append command queue with bus binary read bit-by-bit operation.
- int swd\_cmd\_enqueue\_mosi\_nbit (swd\_ctx\_t \*swdctx, char \*data, int count)

  Append command queue with bus binary write bit-by-bit operation.
- int swd\_cmd\_enqueue\_mosi\_parity (swd\_ctx\_t \*swdctx, char \*parity)

  Append command queue with parity bit write.
- int swd\_cmd\_enqueue\_miso\_parity (swd\_ctx\_t \*swdctx, char \*\*parity)

  Append command queue with parity bit read.
- int swd\_cmd\_enqueue\_miso\_data (swd\_ctx\_t \*swdctx, int \*\*data)

  Append command queue with data read.
- int swd\_cmd\_enqueue\_miso\_data\_p (swd\_ctx\_t \*swdctx, int \*\*data, char \*\*parity)

Append command queue with data and parity read.

int swd\_cmd\_enqueue\_miso\_n\_data\_p (swd\_ctx\_t \*swdctx, int \*\*data, char \*\*parity, int count)

Append command queue with series of data and parity read.

- int swd\_cmd\_enqueue\_mosi\_data (swd\_ctx\_t \*swdctx, int \*data)

  Append command queue with data and parity write.
- int swd\_cmd\_enqueue\_mosi\_data\_ap (swd\_ctx\_t \*swdctx, int \*data)

  Append command queue with data and automatic parity write.
- int swd\_cmd\_enqueue\_mosi\_data\_p (swd\_ctx\_t \*swdctx, int \*data, char \*parity)

Append command queue with data and provided parity write.

• int swd\_cmd\_enqueue\_mosi\_n\_data\_ap (swd\_ctx\_t \*swdctx, int \*\*data, int count)

Append command queue with series of data and automatic parity writes.

• int swd\_cmd\_enqueue\_mosi\_n\_data\_p (swd\_ctx\_t \*swdctx, int \*\*data, char \*\*parity, int count)

Append command queue with series of data and provided parity writes.

- int swd\_cmd\_enqueue\_miso\_ack (swd\_ctx\_t \*swdctx, char \*\*ack)

  Append queue with ACK read.
- int swd\_cmd\_enqueue\_mosi\_control (swd\_ctx\_t \*swdctx, char \*ctlmsg, int len)

Append command queue with len-octet size control seruence.

- int swd\_cmd\_enqueue\_mosi\_dap\_reset (swd\_ctx\_t \*swdctx)

  Append command queue with SW-DP-RESET sequence.
- int swd\_cmd\_enqueue\_mosi\_idle (swd\_ctx\_t \*swdctx)

  Append command queue with idle sequence.
- int swd\_cmd\_enqueue\_mosi\_jtag2swd (swd\_ctx\_t \*swdctx)

  Append command queue with JTAG-TO-SWD DAP-switch sequence.
- int swd\_cmd\_enqueue\_mosi\_swd2jtag (swd\_ctx\_t \*swdctx)
   Append command queue with SWD-TO-JTAG DAP-switch sequence.
- char \* swd\_cmd\_string\_cmdtype (swd\_cmd\_t \*cmd)

  Return human readable command type string of \*cmd.
- int swd\_bus\_setdir\_mosi (swd\_ctx\_t \*swdctx)
   Append command queue with TRN WRITE/MOSI, if previous command was READ/MISO.
- int swd\_bus\_setdir\_miso (swd\_ctx\_t \*swdctx)
   Append command queue with TRN READ/MISO, if previous command was WRITE/MOSI
- int swd\_bus\_write\_request (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char \*APnDP, char \*RnW, char \*addr)

  \*Perform Request.
- int swd\_bus\_read\_ack (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char \*\*ack)

Perform ACK read into \*ack and verify received data.

• int swd\_bus\_write\_data\_p (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, int \*data, char \*parity)

Perform (MOSI) data write with provided parity value.

int swd\_bus\_write\_data\_ap (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, int \*data)

Perform (MOSI) data write with automatic parity calculation.

• int swd\_bus\_read\_data\_p (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, int \*\*data, char \*\*parity)

Perform (MISO) data read.

• int swd\_bus\_write\_control (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char \*ctlmsg, int len)

Write CONTROL byte to the Target's DAP.

• int swd\_bitgen8\_request (swd\_ctx\_t \*swdctx, char \*APnDP, char \*RnW, char \*addr, char \*request)

Generate 8-bit SWD-REQUEST packet contents with provided parameters.

- int swd\_drv\_transmit (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd)
   Transmit selected command from the command queue to the interface driver.
- int swd\_drv\_mosi\_8 (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, char \*data, int bits, int nLSBfirst)
- int swd\_drv\_mosi\_32 (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, int \*data, int bits, int nLSBfirst)
- int **swd\_drv\_miso\_8** (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, char \*data, int bits, int nLSBfirst)
- int swd\_drv\_miso\_32 (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, int \*data, int bits, int nLSBfirst)
- int swd\_drv\_mosi\_trn (swd\_ctx\_t \*swdctx, int clks)
- int swd\_drv\_miso\_trn (swd\_ctx\_t \*swdctx, int clks)
- int swd\_dap\_reset (swd\_ctx\_t \*swdctx, swd\_operation\_t operation)

Debug Access Port Reset sends 50 CLK with TMS high that brings both SW-DP and JTAG-DP into reset state.

- int swd\_dap\_select (swd\_ctx\_t \*swdctx, swd\_operation\_t operation)

  Activate SW-DP by sending out RESET and JTAG-TO-SWD sequence on SWDIOTMS line.
- int swd\_dap\_detect (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, int \*\*idcode)

Macro: Reset target DAP, select SW-DP, read out IDCODE.

• int swd\_dp\_read\_idcode (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, int \*\*idcode)

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Macro: Read out IDCODE register and return its value on function return.

 int swd\_dp\_read (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char addr, int \*\*data)

Macro: Generic read of the DP register.

• int swd\_dp\_write (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char addr, int \*data)

Macro function: Generic write of the DP register.

• int swd\_ap\_read (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char addr, int \*\*data)

Macro function: Generic read of the AP register.

• int swd\_ap\_write (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char addr, int \*data)

Macro function: Generic write of the AP register.

- int swd\_log (swd\_ctx\_t \*swdctx, swd\_loglevel\_t loglevel, char \*msg,...)

  By default we want to use internal logging mechanisms.
- int swd\_log\_internal (swd\_ctx\_t \*swdctx, swd\_loglevel\_t loglevel, char \*msg,...)

Put a message into swd context log at specified verbosity level.

- int swd\_log\_level\_set (swd\_ctx\_t \*swdctx, swd\_loglevel\_t loglevel)

  Change log level to increase or decrease verbosity level.
- int swd\_log\_level\_inherit (swd\_ctx\_t \*swdctx, int loglevel)

  Set debug level according to caller's application settings.
- const char \* swd\_log\_level\_string (swd\_loglevel\_t loglevel)
   Helper function that returns loglevel name string for logging purposes.
- char \* **swd\_error\_string** (**swd\_error\_code\_t** error)
- const char \* swd\_operation\_string (swd\_operation\_t operation)

  Helper function to produce operation name string for logging purposes.
- swd\_ctx\_t \* swd\_init (void)
   LibSWD initialization routine.
- int swd\_deinit\_ctx (swd\_ctx\_t \*swdctx)
   De-initialize selected swd context and free its memory.
- int swd\_deinit\_cmdq (swd\_ctx\_t \*swdctx)

  De-initialize command queue and free its memory on selected swd context.

• int swd\_deinit (swd\_ctx\_t \*swdctx)

De-initialize selected swd context and its command queue.

# 5.1.1 Detailed Description

Serial Wire Debug Open Library Header File.

### 5.1.2 Define Documentation

### 5.1.2.1 #define AHB\_AP\_BD0 0x10

R/W, 32bit.

R/W, 32bit

#### 5.1.2.2 #define AHB\_AP\_BD1 0x14

R/W, 32bit.

R/W, 32bit

## 5.1.2.3 #define AHB\_AP\_BD2 0x18

R/W, 32bit.

R/W, 32bit

# 5.1.2.4 #define AHB\_AP\_BD3 0x1C

R/W, 32bit.

R/W, 32bit

# 5.1.2.5 #define AHB\_AP\_CONTROLSTATUS 0x00

AHB-AP Registers Map.

TODO!!!! R/W, 32bit, reset value: 0x43800042 R/W, 32bit, reset value: 0x43800042

# 5.1.2.6 #define AHB\_AP\_DROMT 0xF8

RO, 32bit, reset value: 0xE00FF000. RO, 32bit, reset value: 0xE00FF000

### 5.1.2.7 #define AHB\_AP\_DRW 0x0C

R/W, 32bit.

R/W, 32bit

### 5.1.2.8 #define AHB\_AP\_IDR 0xFC

RO, 32bit, reset value: 0x24770001. RO, 32bit, reset value: 0x24770001

### 5.1.2.9 #define AHB\_AP\_TAR 0x04

R/W, 32bit, reset value: 0x00000000. R/W, 32bit, reset value: 0x00000000

### 5.1.2.10 #define SWD\_DATA\_MAXBITCOUNT 32

SWD queue and payload data definitions.

What is the maximal bit length of the data.

# 5.1.2.11 #define SWD\_DP\_ABORT\_DAPABORT\_BITNUM 0

SW-DP ABORT Register map.

DAPABORT bit number.

# 5.1.2.12 #define SWD\_DP\_CTRLSTAT\_ORUNDETECT\_BITNUM 0

SW-DP CTRL/STAT Register map.

ORUNDETECT bit number.

# 5.1.2.13 #define SWD\_DP\_SELECT\_CTRLSEL\_BITNUM 0

SW-DP SELECT Register map.

CTRLSEL bit number.

# 5.1.2.14 #define SWD\_DP\_WCR\_PRESCALER\_BITNUM 0

SW-DP WCR Register map.

PRESCALER bit number. PRESCALER bit number.

### 5.1.2.15 #define SWD\_DP\_WCR\_TURNROUND\_BITNUM 8

TURNROUND bit number.

### 5.1.2.16 #define SWD\_DP\_WCR\_WIREMODE\_BITNUM 6

WIREMODE bit number.

### 5.1.2.17 #define SWD\_MASKLANE\_0 0b0001

SW-DP CTRLSTAT MASKLANE available values.

Compare byte lane 0 (0x-----FF)

# 5.1.2.18 #define SWD\_REQUEST\_START\_BITNUM 7

SWD Packets Bit Fields and Values.

Packet Start bit, always set to 1.

### 5.1.2.19 #define SWD\_TURNROUND\_1\_CODE 0

SW-DP WCR TURNROUND available values.

TRN takes one CLK cycle. TRN takes one CLK cycle.

# 5.1.2.20 #define SWD\_TURNROUND\_2\_CODE 1

TRN takes two CLK cycles.

# 5.1.2.21 #define SWD\_TURNROUND\_3\_CODE 2

TRN takes three CLK cycles.

### 5.1.2.22 #define SWD\_TURNROUND\_4\_CODE 3

TRN takes four CLK cycles. ????

# 5.1.2.23 #define SWD\_TURNROUND\_DEFAULT\_VAL SWD\_TURNROUND\_1\_VAL

Default TRN length is one CLK.

# 5.1.2.24 #define SWD\_TURNROUND\_MAX\_VAL SWD\_TURNROUND\_4\_VAL

longest TRN time.

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#### 5.1.2.25 #define SWD\_TURNROUND\_MIN\_VAL SWD\_TURNROUND\_1\_VAL

shortest TRN time.

# 5.1.3 Typedef Documentation

### 5.1.3.1 typedef struct swd\_cmd\_t swd\_cmd\_t

SWD Command Element Structure.

In libswd each operation is split into separate commands (request, trn, ack, data, parity) that can be appended to the command queue and later executed. This organization allows better granularity for tracing bugs and makes possible to compose complete bus/target operations made of simple commands.

# 5.1.4 Enumeration Type Documentation

#### 5.1.4.1 enum swd bool t

Boolean values definition.

### **Enumerator:**

```
SWD_FALSE False is 0.SWD_TRUE True is 1.
```

# 5.1.4.2 enum swd\_cmdtype\_t

SWD Command Codes definitions.

Available values: MISO>0, MOSI<0, undefined=0. To check command direction (read/write) multiply tested value with one of the MOSI or MISO commands

• result is positive for equal direction and negative if direction differs. Command Type codes definition, use this to see names in debugger.

#### **Enumerator:**

```
SWD_CMDTYPE_MOSI_DATA Contains MOSI data (from host).
SWD_CMDTYPE_MOSI_REQUEST Contains MOSI request packet.
SWD_CMDTYPE_MOSI_TRN Bus will switch into MOSI mode.
SWD_CMDTYPE_MOSI_PARITY Contains MOSI data parity.
SWD_CMDTYPE_MOSI_BITBANG Allows MOSI operation bit-by-bit.
SWD_CMDTYPE_MOSI_CONTROL MOSI control sequence (ie. sw-dp reset, idle).
SWD_CMDTYPE_MOSI Master Output Slave Input direction.
```

**SWD\_CMDTYPE\_UNDEFINED** undefined command, not transmitted.

SWD\_CMDTYPE\_MISO Master Input Slave Output direction.

SWD\_CMDTYPE\_MISO\_ACK Contains ACK data from target.

SWD\_CMDTYPE\_MISO\_BITBANG Allows MISO operation bit-by-bit.

SWD\_CMDTYPE\_MISO\_PARITY Contains MISO data parity.

SWD\_CMDTYPE\_MISO\_TRN Bus will switch into MISO mode.

SWD CMDTYPE MISO DATA Contains MISO data (from target).

#### 5.1.4.3 enum swd error code t

Status and Error Codes definitions.

Error Codes definition, use this to have its name on debugger.

### **Enumerator:**

SWD\_OK No error.

SWD\_ERROR\_GENERAL General error.

SWD\_ERROR\_NULLPOINTER Null pointer.

SWD ERROR NULLQUEUE Null queue pointer.

SWD\_ERROR\_NULLTRN Null TurnaRouNd pointer.

SWD\_ERROR\_PARAM Bad parameter.

**SWD\_ERROR\_OUTOFMEM** Out of memory.

SWD\_ERROR\_RESULT Bad result.

SWD\_ERROR\_RANGE Out of range.

**SWD\_ERROR\_DEFINITION** Definition (internal) error.

SWD ERROR NULLCONTEXT Null context pointer.

SWD\_ERROR\_QUEUE Queue error.

SWD\_ERROR\_ADDR Addressing error.

SWD\_ERROR\_APnDP Bad APnDP value.

SWD\_ERROR\_RnW Bad RnW value.

SWD\_ERROR\_PARITY Parity error.

SWD\_ERROR\_ACK Acknowledge error.

SWD\_ERROR\_ACKUNKNOWN Unknown ACK value.

SWD\_ERROR\_ACKNOTDONE ACK not yet executed on target.

SWD\_ERROR\_ACKMISSING ACK command not found on the queue.

SWD\_ERROR\_ACKMISMATCH Bad ACK result address.

SWD\_ERROR\_ACKORDER ACK not in order REQ->TRN->ACK.

SWD\_ERROR\_BADOPCODE Unsupported operation requested.

SWD\_ERROR\_NODATACMD Command not found on the queue.

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**SWD\_ERROR\_DATAPTR** Bad DATA pointer address.

SWD\_ERROR\_NOPARITYCMD Parity after Data missing or misplaced.

SWD\_ERROR\_PARITYPTR Bad PARITY pointer address.

SWD\_ERROR\_NOTDONE Could not end selected task.

SWD\_ERROR\_QUEUEROOT Queue root not found or null.

SWD\_ERROR\_QUEUETAIL Queue tail not found or null.

SWD\_ERROR\_BADCMDTYPE Unknown command detected.

SWD\_ERROR\_BADCMDDATA Bad command data.

SWD\_ERROR\_TURNAROUND Error during turnaround switch.

SWD\_ERROR\_DRIVER Driver error.

SWD\_ERROR\_ACK\_WAIT Received ACK WAIT.

SWD\_ERROR\_ACK\_FAULT Received ACK FAULT.

SWD\_ERROR\_QUEUENOTFREE Cannot free resources, queue not empty.

SWD\_ERROR\_TRANSPORT Transport type unknown or undefined.

SWD\_ERROR\_DIRECTION Direction error (LSb/MSb first).

SWD\_ERROR\_LOGLEVEL Invalid loglevel number.

## 5.1.4.4 enum swd\_loglevel\_t

Logging Level Codes definition.

Logging Level codes definition, use this to have its name on debugger.

#### **Enumerator:**

SWD\_LOGLEVEL\_SILENT Remain silent.

SWD\_LOGLEVEL\_ERROR Show errors.

SWD\_LOGLEVEL\_WARNING Show warnings.

SWD\_LOGLEVEL\_NORMAL Normal verbosity.

SWD\_LOGLEVEL\_INFO Show messages.

SWD\_LOGLEVEL\_DEBUG Show all including debug information.

# 5.1.4.5 enum swd\_operation\_t

Command Queue operations codes.

#### **Enumerator:**

SWD\_OPERATION\_FIRST First operation to know its code.

SWD\_OPERATION\_ENQUEUE Append command(s) to the queue.

SWD\_OPERATION\_EXECUTE Queue commands then flush the queue.

SWD\_OPERATION\_TRANSMIT\_HEAD Transmit root..current (head).
SWD\_OPERATION\_TRANSMIT\_TAIL Transmit current..last (tail).
SWD\_OPERATION\_TRANSMIT\_ALL Transmit all commands on the queue.
SWD\_OPERATION\_TRANSMIT\_ONE Transmit last command.
SWD\_OPERATION\_TRANSMIT\_LAST Transmit last command on the queue.

SWD\_OPERATION\_LAST Last operation to know its code.

# 5.1.4.6 enum swd\_shiftdir\_t

What is the shift direction LSB-first or MSB-first.

#### **Enumerator:**

**SWD\_DIR\_LSBFIRST** Data is shifted in/out right (LSB-first). **SWD\_DIR\_MSBFIRST** Data is shifted in/out left (MSB-first).

### 5.1.5 Function Documentation

5.1.5.1 int swd\_ap\_read ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, char addr, int \*\* data )

Macro function: Generic read of the AP register.

#### **Parameters**

*swdctx	swd context to work on.
operation	can be SWD_OPERATION_ENQUEUE or SWD_OPERATION
	EXECUTE.
addr	is the address of the AP register to read.
**data	is the pointer to data where result will be stored.

# Returns

number of elements processed or SWD\_ERROR code on failure.

5.1.5.2 int swd\_ap\_write ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, char addr, int \* data )

Macro function: Generic write of the AP register.

# **Parameters**

*swdctx	swd	conte	ext to work on.		
operation	can	be	SWD_OPERATION_ENQUEUE	or	SWD_OPERATION
	EXE	CUT	E.		

addr	is the address of the AP register to write.
*data	is the pointer to data to be written.

number of elements processed or SWD\_ERROR code on failure.

# 5.1.5.3 int swd\_bin32\_bitswap ( unsigned int \* buffer, int bitcount )

Bit swap helper function that reverse bit order in int \*buffer.

Most Significant Bit becomes Least Significant Bit. It is possible to swap only n-bits from int (32-bit) \*buffer.

#### **Parameters**

*buffer	unsigned char (32-bit) data pointer.
bitcount	how many bits to swap.

### Returns

swapped bit count (positive) or error code (negative).

# 5.1.5.4 int swd\_bin32\_parity\_even ( int \* data, char \* parity )

Data parity calculator, calculates even parity on integer type.

# **Parameters**

*data	source data pointer.
*parity	resulting data pointer.

# Returns

negative value on error, 0 or 1 as parity result.

# 5.1.5.5 int swd\_bin32\_print ( int \* data )

Prints binary data of an integer value on the screen.

### **Parameters**

*data	source data pointer.

## Returns

number of characters printed.

### 5.1.5.6 char\* swd\_bin32\_string ( int \* data )

Generates string containing binary data of an integer value.

#### **Parameters**

*data	source data pointer.
· ctettet	source data pointer.

### Returns

pointer to the resulting string.

# 5.1.5.7 int swd\_bin8\_bitswap ( unsigned char \* buffer, int bitcount )

Bit swap helper function that reverse bit order in char \*buffer.

Most Significant Bit becomes Least Significant Bit. It is possible to swap only n-bits from char (8-bit) \*buffer.

#### **Parameters**

*buffer	unsigned char (8-bit) data pointer.
bitcount	how many bits to swap.

### Returns

swapped bit count (positive) or error code (negative).

# 5.1.5.8 int swd\_bin8\_parity\_even ( char \* data, char \* parity )

Some comments on the function behavior.

Some comments on the function behavior.

#### **Parameters**

*data	source data pointer.
*parity	resulting data pointer.

## Returns

negative value on error, 0 or 1 as parity result.

# 5.1.5.9 int swd\_bin8\_print ( char \* data )

Prints binary data of a char value on the screen.

#### **Parameters**

*data	source data pointer.

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number of characters printed.

# 5.1.5.10 char\* swd\_bin8\_string ( char \* data )

Generates string containing binary data of a char value.

#### **Parameters**

*data	source data pointer.

### Returns

pointer to the resulting string.

# 5.1.5.11 int swd\_bitgen8\_request ( $swd\_ctx\_t * swdctx$ , char \* APnDP, char \* RnW, char \* addr, char \* request )

Generate 8-bit SWD-REQUEST packet contents with provided parameters.

Note that parity bit value is calculated automatically.

### **Parameters**

*swdctx	swd context pointer.
*APnDP	AccessPort (high) or DebugPort (low) access type pointer.
*RnW	Read (high) or Write (low) operation type pointer.
*addr	target register address value pointer.
*request	pointer where to store resulting packet.

# Returns

number of generated packets (1), or SWD\_ERROR\_CODE on failure.

# 5.1.5.12 int swd\_bus\_read\_ack ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, char \*\* ack )

Perform ACK read into \*ack and verify received data.

# **Parameters**

*swdctx	swd context pointer.
operation	type of action to perform with generated request.
*ack	pointer to the result location.

## Returns

number of commands processed, or SWD\_ERROR\_CODE on failure.

# 5.1.5.13 int swd\_bus\_read\_data\_p ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, int \*\* data, char \*\* parity )

Perform (MISO) data read.

#### **Parameters**

*swdctx	swd context pointer.
operation	type of action to perform on generated command.
*data	payload value pointer.
*parity	payload parity value pointer.

## Returns

number of elements processed, or SWD\_ERROR\_CODE on failure.

# 5.1.5.14 int swd\_bus\_setdir\_miso ( $swd\_ctx\_t * swdctx$ )

Append command queue with TRN READ/MISO, if previous command was WRITE/MOSI.

### **Parameters**

1 - 4	
*SWactx	swd context pointer.

# Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# 5.1.5.15 int swd\_bus\_setdir\_mosi ( $swd\_ctx\_t * swdctx$ )

Append command queue with TRN WRITE/MOSI, if previous command was READ/MISO.

### **Parameters**

*swdctx	swd context pointer.

# Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# 5.1.5.16 int swd\_bus\_write\_control ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, char \* ctlmsg, int len )

Write CONTROL byte to the Target's DAP.

# **Parameters**

*swdctx	swd context.
operation	can be SWD_OPERATION_ENQUEUE or SWD_OPERATION
	EXECUTE.
*ctlmsg	byte/char array that contains control payload.
len	number of bytes in the *ctlmsg to send.

## Returns

number of bytes sent or SWD\_ERROR\_CODE on failure.

5.1.5.17 int swd\_bus\_write\_data\_ap (  $swd\_ctx\_t * swdctx$ ,  $swd\_operation\_t$  operation, int \* data )

Perform (MOSI) data write with automatic parity calculation.

### **Parameters**

*swdctx	swd context pointer.
operation	type of action to perform on generated command.
*data	payload value pointer.

### Returns

number of elements processed, or SWD\_ERROR\_CODE on failure.

5.1.5.18 int swd\_bus\_write\_data\_p (  $swd_ctx_t * swdctx$ ,  $swd_operation_t operation$ , int \* data, char \* parity )

Perform (MOSI) data write with provided parity value.

## **Parameters**

*swdctx	swd context pointer.
operation	type of action to perform on generated command.
*data	payload value pointer.
*parity	payload parity value pointer.

# Returns

number of elements processed, or SWD\_ERROR\_CODE on failure.

5.1.5.19 int swd\_bus\_write\_request (  $swd_ctx_t * swdctx$ ,  $swd_operation_t$  operation, char \* APnDP, char \* RnW, char \* addr )

Perform Request.

### **Parameters**

*swdctx	swd context pointer.
operation	type of action to perform with generated request.
*APnDP	AccessPort (high) or DebugPort (low) access value pointer.
*RnW	Read (high) or Write (low) access value pointer.
*addr	target register address value pointer.

### Returns

number of commands processed, or SWD\_ERROR\_CODE on failure.

# 5.1.5.20 int swd\_cmd\_enqueue ( $swd_ctx_t * swd_ctx$ , $swd_cmd_t * cmd$ )

Append selected command to a context's command queue.

## **Parameters**

*swdctx	swd context pointer containing the command queue.
*cmd	command to be appended to the context's command queue.

# Returns

number of elements appended or SWD\_ERROR\_CODE on failure.

# 5.1.5.21 int swd\_cmd\_enqueue\_miso\_ack ( $swd\_ctx\_t * swdctx$ , char \*\* ack )

Append queue with ACK read.

### **Parameters**

*swdctx	swd context pointer.
*ack	packet value pointer.

### Returns

number of elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.1.5.22 int swd\_cmd\_enqueue\_miso\_data ( $swd\_ctx\_t * swdctx$ , int \*\* data )

Append command queue with data read.

# **Parameters**

*swdctx	swd context pointer.
*data	data pointer.

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#### Returns

of elements appended (1), or SWD\_ERROR\_CODE on failure.

```
5.1.5.23 int swd_cmd_enqueue_miso_data_p ( swd\_ctx\_t * swdctx, int ** data, char ** parity )
```

Append command queue with data and parity read.

#### **Parameters**

*swdctx	swd context pointer.
*data	data value pointer.
*parity	parity value pointer.

#### Returns

number of elements appended (2), or SWD\_ERROR\_CODE on failure.

# 5.1.5.24 int swd\_cmd\_enqueue\_miso\_n\_data\_p ( $swd\_ctx\_t * swdctx$ , int \*\* data, char \*\* parity, int count )

Append command queue with series of data and parity read.

### **Parameters**

*swdctx	swd context pointer.
**data	data value array pointer.
**parity	parity value array pointer.
count	number of (data+parity) elements to read.

#### Returns

number of elements appended (2\*count), or SWD\_ERROR\_CODE on failure.

# 5.1.5.25 int swd\_cmd\_enqueue\_miso\_nbit ( $swd\_ctx\_t * swdctx$ , char \*\* data, int count )

Append command queue with bus binary read bit-by-bit operation.

This function will append command to the queue for each bit, and store one bit into single char array element, so read is not constrained to 8 bits. On error memory is released and appropriate error code is returned. Important: Memory pointed by \*data must be allocated prior call!

## **Parameters**

*swdctx	swd context pointer.
**data	allocated data array to write result into.
count	number of bits to read (also the **data size).

number of elements processed, or SWD\_ERROR\_CODE on failure.

# 5.1.5.26 int swd\_cmd\_enqueue\_miso\_parity ( $swd\_ctx\_t * swdctx$ , char \*\* parity )

Append command queue with parity bit read.

#### **Parameters**

*swdctx	swd context pointer.
*parity	parity value pointer.

### Returns

number of elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.1.5.27 int swd\_cmd\_enqueue\_miso\_trn ( $swd\_ctx\_t * swdctx$ )

Append command queue with Turnaround activating MISO mode.

#### **Parameters**

*swdctx	swd context pointer.

# Returns

return number of elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.1.5.28 int swd\_cmd\_enqueue\_mosi\_control ( $swd_ctx_t * swdctx$ , char \* ctlmsg, int len )

Append command queue with len-octet size control seruence.

This control sequence can be used for instance to send payload of packets switching DAP between JTAG and SWD mode.

#### **Parameters**

*swdctx	swd context pointer.
*ctlmsg	control message array pointer.
len	number of elements to send from *ctlmsg.

# Returns

number of elements appended (len), or SWD\_ERROR\_CODE on failure.

### 5.1.5.29 int swd\_cmd\_enqueue\_mosi\_dap\_reset ( swd\_ctx\_t \* swdctx )

Append command queue with SW-DP-RESET sequence.

### **Parameters**

*swdctx	swd context pointer.
	The state of the s

### Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# 5.1.5.30 int swd\_cmd\_enqueue\_mosi\_data ( swd\_ctx\_t \* swdctx, int \* data )

Append command queue with data and parity write.

# **Parameters**

*swdctx	swd context pointer.
*data	data value pointer.

## Returns

number of elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.1.5.31 int swd\_cmd\_enqueue\_mosi\_data\_ap ( $swd\_ctx\_t * swdctx$ , int \* data )

Append command queue with data and automatic parity write.

## **Parameters**

*swdctx	swd context pointer.
*data	data value pointer.

## Returns

number of elements appended (2), or SWD\_ERROR\_CODE on failure.

# 5.1.5.32 int swd\_cmd\_enqueue\_mosi\_data\_p ( swd\_ctx\_t \* swdctx, int \* data, char \* parity )

Append command queue with data and provided parity write.

## **Parameters**

	*swdctx	swd context pointer.
	*data	data value pointer.
Ī	*parity	parity value pointer.

number of elements appended (2), or SWD\_ERROR\_CODE on failure.

# 5.1.5.33 int swd\_cmd\_enqueue\_mosi\_idle ( $swd\_ctx\_t * swdctx$ )

Append command queue with idle sequence.

#### **Parameters**

*swdctx	swd context pointer.
---------	----------------------

### Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# $5.1.5.34 \quad int \ swd\_cmd\_enqueue\_mosi\_jtag2swd \left( \ swd\_ctx\_t * \textit{swdctx} \ \right)$

Append command queue with JTAG-TO-SWD DAP-switch sequence.

#### **Parameters**

*swdctx
---------

### Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# 5.1.5.35 int swd\_cmd\_enqueue\_mosi\_n\_data\_ap ( $swd\_ctx\_t * swdctx$ , int \*\* data, int count )

Append command queue with series of data and automatic parity writes.

# Parameters

*swdctx	swd context pointer.
**data	data value array pointer.
count	number of (data+parity) elements to read.

# Returns

number of elements appended (2\*count), or SWD\_ERROR\_CODE on failure.

# 5.1.5.36 int swd\_cmd\_enqueue\_mosi\_n\_data\_p ( $swd\_ctx\_t * swdctx$ , int \*\* data, char \*\* parity, int count )

Append command queue with series of data and provided parity writes.

#### **Parameters**

*swdctx   swd context pointer.	
**date	data value array pointer.
**parit	parity value array pointer.
coun	number of (data+parity) elements to read.

#### Returns

number of elements appended (2\*count), or SWD\_ERROR\_CODE on failure.

# 5.1.5.37 int swd\_cmd\_enqueue\_mosi\_nbit ( $swd\_ctx\_t * swdctx$ , char \* data, int count )

Append command queue with bus binary write bit-by-bit operation.

This function will append command to the queue for each bit and store one bit into single char array element, so read is not constrained to 8 bits. On error memory is released and appropriate error code is returned. Important: Memory pointed by \*data must be allocated prior call!

#### **Parameters**

	*swdctx	swd context pointer.
	**data	allocated data array to write result into.
Ì	count	number of bits to read (also the **data size).

#### Returns

number of elements processed, or SWD\_ERROR\_CODE on failure.

# 5.1.5.38 int swd\_cmd\_enqueue\_mosi\_parity ( swd\_ctx\_t \* swdctx, char \* parity )

Append command queue with parity bit write.

## **Parameters**

*swdctx	swd context pointer.
*parity	parity value pointer.

## Returns

number of elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.1.5.39 int swd\_cmd\_enqueue\_mosi\_request ( swd\_ctx\_t \* swdctx, char \* request )

Appends command queue with SWD Request packet header.

Note that contents is not validated, so bad request can be sent as well.

#### **Parameters**

*swdctx	swd context pointer.
*request	pointer to the 8-bit request payload.

#### Returns

return number elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.1.5.40 int swd\_cmd\_enqueue\_mosi\_swd2jtag ( $swd\_ctx\_t * swdctx$ )

Append command queue with SWD-TO-JTAG DAP-switch sequence.

### **Parameters**

*swdctx	swd context pointer.

### Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# 5.1.5.41 int swd\_cmd\_enqueue\_mosi\_trn ( $swd\_ctx\_t * swdctx$ )

Append command queue with Turnaround activating MOSI mode.

## **Parameters**

```
*swdctx | swd context pointer.
```

# Returns

return number elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.1.5.42 char\* swd\_cmd\_string\_cmdtype ( $swd\_cmd\_t * cmd$ )

Return human readable command type string of \*cmd.

# **Parameters**

```
*cmd | command the name is to be printed.
```

## Returns

string containing human readable command name, or NULL on failure.

# 5.1.5.43 int swd\_cmdq\_append ( $swd\_cmd\_t*cmdq$ , $swd\_cmd\_t*cmd$ )

Append element pointed by \*cmd at the end of the quque pointed by \*cmdq.

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After this operation queue will be pointed by appended element (ie. last element added becomes actual quque pointer to show what was added recently).

### **Parameters**

*cmdq	pointer to any element on command queue
*cmd	pointer to the command to be appended

#### Returns

number of appended elements (one), SWD\_ERROR\_CODE on failure

# 5.1.5.44 $swd\_cmd\_t*swd\_cmd\_find\_root(swd\_cmd\_t*cmdq)$

Find queue root (first element).

#### **Parameters**

*cmdq	pointer to any queue element
-------	------------------------------

### Returns

swd\_cmd\_t\* pointer to the first element (root), NULL on failure

# 5.1.5.45 $swd\_cmd\_t*swd\_cmd\_find\_tail$ ( $swd\_cmd\_t*cmdq$ )

Find queue tail (last element).

# **Parameters**

*cmdq pointer to any queue element		
	*cmdq	pointer to any queue element

#### Returns

swd\_cmd\_t\* pointer to the last element (tail), NULL on failure

# $\textbf{5.1.5.46} \quad \text{int swd\_cmdq\_flush (} \ swd\_ctx\_t * \textit{swd\_ctx}, \ swd\_operation\_t \ \textit{operation} \ \textbf{)}$

Flush command queue contents into interface driver.

Operation is specified by SWD\_OPERATION and can be used to select how to flush the queue, ie. head-only, tail-only, one, all, etc.

#### **Parameters**

*swdctx	swd context pointer.
operation	tells how to flush the queue.

number of commands transmitted, or SWD\_ERROR\_CODE on failure.

# 5.1.5.47 int swd\_cmdq\_free ( $swd\_cmd\_t * cmdq$ )

Free queue pointed by \*cmdq element.

#### **Parameters**

\*cmdq | pointer to any element on command queue

## Returns

number of elements destroyed, SWD\_ERROR\_CODE on failure

# 5.1.5.48 int swd\_cmdq\_free\_head ( $swd\_cmd\_t * cmdq$ )

Free queue head up to \*cmdq element.

#### **Parameters**

\**cmdq* pointer to the element that becomes new queue root.

#### Returns

number of elements destroyed, or SWD\_ERROR\_CODE on failure.

# 5.1.5.49 int swd\_cmdq\_free\_tail ( $swd\_cmd\_t * cmdq$ )

Free queue tail starting after \*cmdq element.

# **Parameters**

\**cmdq* pointer to the last element on the new queue.

#### Returns

number of elements destroyed, or SWD\_ERROR\_CODE on failure.

# 5.1.5.50 int swd\_cmdq\_init ( $swd_cmd_t*cmd_t$ )

Initialize new queue element in memory that becomes a queue root.

# **Parameters**

\*cmdq pointer to the command queue element of type swd\_cmd\_t

SWD\_OK on success, SWD\_ERROR\_CODE code on failure

# 5.1.5.51 int swd\_dap\_detect ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, int \*\* idcode )

Macro: Reset target DAP, select SW-DP, read out IDCODE.

This is the proper SW-DP initialization as stated by ARM Information Center.

#### **Parameters**

*swdctx	swd context pointer.		
operation	type (SWD_OPERATION_ENQUEUE	or	SWD_OPERATION
	EXECUTE).		

#### Returns

Target's IDCODE, or SWD\_ERROR\_CODE on failure.

# 5.1.5.52 int swd\_dap\_reset ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation )

Debug Access Port Reset sends 50 CLK with TMS high that brings both SW-DP and JTAG-DP into reset state.

### **Parameters**

*swdctx	swd co	swd context pointer.			
operation	type	(SWD	OPERATION_ENQUEUE	or	SWD_OPERATION
	EXEC	UTE).			

## Returns

number of elements processed or SWD\_ERROR\_CODE code on failure.

# 5.1.5.53 int swd\_dap\_select ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation )

Activate SW-DP by sending out RESET and JTAG-TO-SWD sequence on SWDIOTMS line.

# **Parameters**

*swdctx	swd context.

# Returns

number of control bytes executed, or error code on failre.

### 5.1.5.54 int swd\_deinit ( swd\_ctx\_t \* swdctx )

De-initialize selected swd context and its command queue.

#### **Parameters**

*swdctx	swd context pointer.

### Returns

number of elements freed, or SWD\_ERROR\_CODE on failure.

# 5.1.5.55 int swd\_deinit\_cmdq ( $swd_ctx_t * swdctx$ )

De-initialize command queue and free its memory on selected swd context.

### **Parameters**

*swdctx	swd context pointer.
---------	----------------------

#### Returns

number of commands freed, or SWD\_ERROR\_CODE on failure.

# 5.1.5.56 int swd\_deinit\_ctx ( $swd_ctx_t * swdctx$ )

De-initialize selected swd context and free its memory.

Note: This function will not free command queue for selected context!

## **Parameters**

*swdctx	swd context pointer.

# Returns

SWD\_OK on success, SWD\_ERROR\_CODE on failure.

# 5.1.5.57 int swd\_dp\_read ( $swd_ctx_t * swdctx$ , $swd_operation_t$ operation, char addr, int \*\* data )

Macro: Generic read of the DP register.

# **Parameters**

*swdctx	swd context to work on.	
operation	can be SWD_OPERATION_ENQUEUE or SWD_OPERATIONEXECUTE.	
addr	is the address of the DP register to read.	
**data	is the pointer to data where result will be stored.	

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number of elements processed or SWD\_ERROR\_CODE on failure.

# 5.1.5.58 int swd\_dp\_read\_idcode ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, int \*\* idcode )

Macro: Read out IDCODE register and return its value on function return.

#### **Parameters**

*swdctx	swd context pointer.
operation	operation type.

### Returns

Number of elements processed or SWD\_ERROR code error on failure.

# 5.1.5.59 int swd\_dp\_write ( $swd_ctx_t * swdctx$ , $swd_operation_t$ operation, char addr, int \* data )

Macro function: Generic write of the DP register.

# **Parameters**

*swdctx	swd context to work on.	
operation	can be SWD_OPERATION_ENQUEUE or SWD_OPERATION	
	EXECUTE.	
addr	is the address of the DP register to write.	
*data	s the pointer to data to be written.	

#### **Returns**

number of elements processed or SWD\_ERROR code on failure.

# $5.1.5.60 \quad \text{int swd\_drv\_transmit (} \ swd\_ctx\_t * \textit{swd\_ctx}, \ swd\_cmd\_t * \textit{cmd} \ \text{)}$

Transmit selected command from the command queue to the interface driver.

Also update the swdctx->log structure (this should be done only here!). Because commands that were queued does not get ack/parity data anymore, we need to verify ACK-/PARITY that was just read and return error if necesary. When ACK/PARITY error is detected queue tail is removed as it is invalid.

## **Parameters**

*swdctx	swd context pointer.
*cmd	pointer to the command to be sent.

number of commands transmitted (1), or SWD\_ERROR\_CODE on failure.

# 5.1.5.61 $swd\_ctx\_t*swd\_init(void)$

LibSWD initialization routine.

It should be called prior any operation made with libswd. It initializes command queue and basic parameters for context that is returned as pointer.

#### Returns

pointer to the initialized swd context.

By default we want to use internal logging mechanisms.

It is possible however to use target program mechanisms to log messages.

5.1.5.63 int swd\_log\_internal ( 
$$swd\_ctx\_t * swdctx$$
,  $swd\_loglevel\_t$  loglevel, char \*  $msg$ , ... )

Put a message into swd context log at specified verbosity level.

If specified message's log level is lower than actual context configuration, message will be omitted. Verbosity level increases from 0 (silent) to 4 (debug).

#### **Parameters**

*swdctx	swd context.
loglevel	at which to put selected message.
*msg	message body with variable arguments as in "printf".

## Returns

number of characters written or error code on failure.

# 5.1.5.64 int swd\_log\_level\_inherit ( $swd\_ctx\_t * swdctx$ , int loglevel )

Set debug level according to caller's application settings.

\*swdctx swd context to work on. loglevel caller's application log level to be converted.

## Returns

SWD\_OK on success, of error code on failure.

# 5.1.5.65 int swd\_log\_level\_set ( swd\_ctx\_t \* swdctx, swd\_loglevel\_t loglevel )

Change log level to increase or decrease verbosity level.

### **Parameters**

*swdctx	swd context.
loglevel	is the target verbosity level to be set.

### Returns

SWD\_OK on success or error code.

# 5.1.5.66 const char\* swd\_log\_level\_string ( swd\_loglevel\_t loglevel )

Helper function that returns loglevel name string for logging purposes.

### **Parameters**

	t code to produce a string.	

## Returns

char\* loglevel name sring array.

# 5.1.5.67 const char\* swd\_operation\_string ( swd\_operation\_t operation )

Helper function to produce operation name string for logging purposes.

## **Parameters**

onaration	ic the coul	operation	t code to return as string.	
operation	is the swu	Operanon	t coue to return as suring.	

## Returns

char\* array with operation name string.

# 5.2 src/libswd\_bin.c File Reference

#include <libswd.h>

# **Functions**

- int swd\_bin8\_parity\_even (char \*data, char \*parity)

  Data parity calculator, calculates even parity on char type.
- int swd\_bin32\_parity\_even (int \*data, char \*parity)

Data parity calculator, calculates even parity on integer type.

- int swd\_bin8\_print (char \*data)

  Prints binary data of a char value on the screen.
- int swd\_bin32\_print (int \*data)

  Prints binary data of an integer value on the screen.
- char \* swd\_bin8\_string (char \*data)

  Generates string containing binary data of a char value.
- char \* swd\_bin32\_string (int \*data)

  Generates string containing binary data of an integer value.
- int swd\_bin8\_bitswap (unsigned char \*buffer, int bitcount)

  Bit swap helper function that reverse bit order in char \*buffer.
- int swd\_bin32\_bitswap (unsigned int \*buffer, int bitcount)

  Bit swap helper function that reverse bit order in int \*buffer.

# 5.2.1 Detailed Description

### 5.2.2 Function Documentation

# 5.2.2.1 int swd\_bin32\_bitswap ( unsigned int \* buffer, int bitcount )

Bit swap helper function that reverse bit order in int \*buffer.

Most Significant Bit becomes Least Significant Bit. It is possible to swap only n-bits from int (32-bit) \*buffer.

### **Parameters**

*buffer	unsigned char (32-bit) data pointer.
bitcount	how many bits to swap.

# Returns

swapped bit count (positive) or error code (negative).

# 5.2.2.2 int swd\_bin32\_parity\_even ( int \* data, char \* parity )

Data parity calculator, calculates even parity on integer type.

#### **Parameters**

*data	source data pointer.
*parity	resulting data pointer.

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negative value on error, 0 or 1 as parity result.

# 5.2.2.3 int swd\_bin32\_print ( int \* data )

Prints binary data of an integer value on the screen.

#### **Parameters**

*data	source data pointer.

#### Returns

number of characters printed.

# 5.2.2.4 char\* swd\_bin32\_string ( int \* data )

Generates string containing binary data of an integer value.

#### **Parameters**

*data	source data pointer.
-------	----------------------

# Returns

pointer to the resulting string.

# 5.2.2.5 int swd\_bin8\_bitswap ( unsigned char \* buffer, int bitcount )

Bit swap helper function that reverse bit order in char \*buffer.

Most Significant Bit becomes Least Significant Bit. It is possible to swap only n-bits from char (8-bit) \*buffer.

#### **Parameters**

*buffer	unsigned char (8-bit) data pointer.
bitcount	how many bits to swap.

## Returns

swapped bit count (positive) or error code (negative).

# 5.2.2.6 int swd\_bin8\_parity\_even ( char \* data, char \* parity )

Data parity calculator, calculates even parity on char type.

Some comments on the function behavior.

# **Parameters**

*data	source data pointer.
*parity	resulting data pointer.

#### Returns

negative value on error, 0 or 1 as parity result.

# 5.2.2.7 int swd\_bin8\_print ( char \* data )

Prints binary data of a char value on the screen.

### **Parameters**

*data	source data pointer.
	r and r and r

### Returns

number of characters printed.

# 5.2.2.8 char\* swd\_bin8\_string ( char \* data )

Generates string containing binary data of a char value.

# Parameters

```
*data | source data pointer.
```

#### Returns

pointer to the resulting string.

# 5.3 src/libswd\_bitgen.c File Reference

#include <libswd.h>

# **Functions**

• int swd\_bitgen8\_request (swd\_ctx\_t \*swdctx, char \*APnDP, char \*RnW, char \*addr, char \*request)

Generate 8-bit SWD-REQUEST packet contents with provided parameters.

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# 5.3.1 Detailed Description

#### 5.3.2 Function Documentation

5.3.2.1 int swd\_bitgen8\_request ( swd\_ctx\_t \* swdctx, char \* APnDP, char \* RnW, char \* addr, char \* request )

Generate 8-bit SWD-REQUEST packet contents with provided parameters.

Note that parity bit value is calculated automatically.

#### **Parameters**

*swdctx	swd context pointer.
*APnDP	AccessPort (high) or DebugPort (low) access type pointer.
*RnW	Read (high) or Write (low) operation type pointer.
*addr	target register address value pointer.
*request	pointer where to store resulting packet.

### Returns

number of generated packets (1), or SWD\_ERROR\_CODE on failure.

# 5.4 src/libswd\_bus.c File Reference

#include <libswd.h>

#### **Functions**

- int swd\_bus\_setdir\_mosi (swd\_ctx\_t \*swdctx)

  Append command queue with TRN WRITE/MOSI, if previous command was READ-/MISO.
- int swd\_bus\_setdir\_miso (swd\_ctx\_t \*swdctx)
   Append command queue with TRN READ/MISO, if previous command was WRITE/-MOSI.
- int swd\_bus\_write\_request (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char \*APnDP, char \*RnW, char \*addr)

Perform Request.

• int swd\_bus\_read\_ack (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char \*\*ack)

Perform ACK read into \*ack and verify received data.

• int swd\_bus\_write\_data\_p (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, int \*data, char \*parity)

Perform (MOSI) data write with provided parity value.

• int swd\_bus\_write\_data\_ap (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, int \*data)

Perform (MOSI) data write with automatic parity calculation.

• int swd\_bus\_read\_data\_p (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, int \*\*data, char \*\*parity)

Perform (MISO) data read.

• int swd\_bus\_write\_control (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char \*ctlmsg, int len)

Write CONTROL byte to the Target's DAP.

# 5.4.1 Detailed Description

# 5.4.2 Function Documentation

5.4.2.1 int swd\_bus\_read\_ack (  $swd\_ctx\_t * swdctx$ ,  $swd\_operation\_t$  operation, char \*\* ack )

Perform ACK read into \*ack and verify received data.

## **Parameters**

*swdctx	swd context pointer.
operation	type of action to perform with generated request.
*ack	pointer to the result location.

## Returns

number of commands processed, or SWD\_ERROR\_CODE on failure.

5.4.2.2 int swd\_bus\_read\_data\_p ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, int \*\* data, char \*\* parity )

Perform (MISO) data read.

## **Parameters**

*swdctx	swd context pointer.
operation	type of action to perform on generated command.
*data	payload value pointer.
*parity	payload parity value pointer.

## Returns

number of elements processed, or SWD\_ERROR\_CODE on failure.

## 5.4.2.3 int swd\_bus\_setdir\_miso ( swd\_ctx\_t \* swdctx )

Append command queue with TRN READ/MISO, if previous command was WRITE/MOSI.

### **Parameters**

*swd	lctx sv	wd context pointer.

#### Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# 5.4.2.4 int swd\_bus\_setdir\_mosi ( swd\_ctx\_t \* swdctx )

Append command queue with TRN WRITE/MOSI, if previous command was READ/MISO.

#### **Parameters**

*swdctx	swd context pointer.
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# Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# 5.4.2.5 int swd\_bus\_write\_control ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, char \* ctlmsg, int len )

Write CONTROL byte to the Target's DAP.

#### **Parameters**

*swdctx	swd context.
operation	can be SWD_OPERATION_ENQUEUE or SWD_OPERATION
	EXECUTE.
*ctlmsg	byte/char array that contains control payload.
len	number of bytes in the *ctlmsg to send.

## Returns

number of bytes sent or SWD\_ERROR\_CODE on failure.

# 5.4.2.6 int swd\_bus\_write\_data\_ap ( $swd\_ctx\_t * swdctx, swd\_operation\_t operation, int * data )$

Perform (MOSI) data write with automatic parity calculation.

# **Parameters**

*swdctx	swd context pointer.
operation	type of action to perform on generated command.
*data	payload value pointer.

# Returns

number of elements processed, or SWD\_ERROR\_CODE on failure.

5.4.2.7 int swd\_bus\_write\_data\_p ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, int \* data, char \* parity )

Perform (MOSI) data write with provided parity value.

### **Parameters**

*swdctx	swd context pointer.
operation	type of action to perform on generated command.
*data	payload value pointer.
*parity	payload parity value pointer.

### Returns

number of elements processed, or SWD\_ERROR\_CODE on failure.

5.4.2.8 int swd\_bus\_write\_request (  $swd\_ctx\_t * swdctx$ ,  $swd\_operation\_t$  operation, char \* APnDP, char \* RnW, char \* addr)

Perform Request.

### **Parameters**

*swdctx	swd context pointer.
operation	type of action to perform with generated request.
*APnDP	AccessPort (high) or DebugPort (low) access value pointer.
*RnW	Read (high) or Write (low) access value pointer.
*addr	target register address value pointer.

# Returns

number of commands processed, or SWD\_ERROR\_CODE on failure.

# 5.5 src/libswd\_cmd.c File Reference

#include <libswd.h>

# **Functions**

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- int swd\_cmd\_enqueue (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd)

  Append selected command to a context's command queue.
- int swd\_cmd\_enqueue\_mosi\_request (swd\_ctx\_t \*swdctx, char \*request)

  Appends command queue with SWD Request packet header.
- int swd\_cmd\_enqueue\_mosi\_trn (swd\_ctx\_t \*swdctx)

  Append command queue with Turnaround activating MOSI mode.
- int swd\_cmd\_enqueue\_miso\_trn (swd\_ctx\_t \*swdctx)

  Append command queue with Turnaround activating MISO mode.
- int swd\_cmd\_enqueue\_miso\_nbit (swd\_ctx\_t \*swdctx, char \*\*data, int count)

  Append command queue with bus binary read bit-by-bit operation.
- int swd\_cmd\_enqueue\_mosi\_nbit (swd\_ctx\_t \*swdctx, char \*data, int count)

  Append command queue with bus binary write bit-by-bit operation.
- int swd\_cmd\_enqueue\_mosi\_parity (swd\_ctx\_t \*swdctx, char \*parity)

  Append command queue with parity bit write.
- int swd\_cmd\_enqueue\_miso\_parity (swd\_ctx\_t \*swdctx, char \*\*parity)

  Append command queue with parity bit read.
- int swd\_cmd\_enqueue\_miso\_data (swd\_ctx\_t \*swdctx, int \*\*data)

  Append command queue with data read.
- int swd\_cmd\_enqueue\_miso\_data\_p (swd\_ctx\_t \*swdctx, int \*\*data, char \*\*parity)

Append command queue with data and parity read.

- int swd\_cmd\_enqueue\_miso\_n\_data\_p (swd\_ctx\_t \*swdctx, int \*\*data, char \*\*parity, int count)
  - Append command queue with series of data and parity read.
- int swd\_cmd\_enqueue\_mosi\_data (swd\_ctx\_t \*swdctx, int \*data)

  Append command queue with data and parity write.
- int swd\_cmd\_enqueue\_mosi\_data\_ap (swd\_ctx\_t \*swdctx, int \*data)

  Append command queue with data and automatic parity write.
- int swd\_cmd\_enqueue\_mosi\_data\_p (swd\_ctx\_t \*swdctx, int \*data, char \*parity)

Append command queue with data and provided parity write.

• int swd\_cmd\_enqueue\_mosi\_n\_data\_ap (swd\_ctx\_t \*swdctx, int \*\*data, int count)

Append command queue with series of data and automatic parity writes.

• int swd\_cmd\_enqueue\_mosi\_n\_data\_p (swd\_ctx\_t \*swdctx, int \*\*data, char \*\*parity, int count)

Append command queue with series of data and provided parity writes.

- int swd\_cmd\_enqueue\_miso\_ack (swd\_ctx\_t \*swdctx, char \*\*ack)

  Append queue with ACK read.
- int swd cmd enqueue mosi control (swd ctx t \*swdctx, char \*ctlmsg, int len)

Append command queue with len-octet size control seruence.

- int swd\_cmd\_enqueue\_mosi\_dap\_reset (swd\_ctx\_t \*swdctx)

  Append command queue with SW-DP-RESET sequence.
- int swd\_cmd\_enqueue\_mosi\_idle (swd\_ctx\_t \*swdctx)

  Append command queue with idle sequence.
- int swd\_cmd\_enqueue\_mosi\_jtag2swd (swd\_ctx\_t \*swdctx)

  Append command queue with JTAG-TO-SWD DAP-switch sequence.
- int swd\_cmd\_enqueue\_mosi\_swd2jtag (swd\_ctx\_t \*swdctx)
   Append command queue with SWD-TO-JTAG DAP-switch sequence.
- char \* swd\_cmd\_string\_cmdtype (swd\_cmd\_t \*cmd)

  Return human readable command type string of \*cmd.

# 5.5.1 Detailed Description

## 5.5.2 Function Documentation

5.5.2.1 int swd\_cmd\_enqueue ( swd ctx t \* swdctx, swd cmd t \* cmd )

Append selected command to a context's command queue.

## **Parameters**

*swdctx	swd context pointer containing the command queue.
*cmd	command to be appended to the context's command queue.

# Returns

number of elements appended or SWD\_ERROR\_CODE on failure.

## 5.5.2.2 int swd\_cmd\_enqueue\_miso\_ack ( swd\_ctx\_t \* swdctx, char \*\* ack )

Append queue with ACK read.

## **Parameters**

*swdctx	swd context pointer.
*ack	packet value pointer.

## Returns

number of elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.5.2.3 int swd\_cmd\_enqueue\_miso\_data ( swd\_ctx\_t \* swdctx, int \*\* data )

Append command queue with data read.

## **Parameters**

*swdctx	swd context pointer.
*data	data pointer.

## Returns

of elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.5.2.4 int swd\_cmd\_enqueue\_miso\_data\_p ( $swd\_ctx\_t * swdctx$ , int \*\* data, char \*\* parity )

Append command queue with data and parity read.

## **Parameters**

*swdctx	swd context pointer.
*data	data value pointer.
*parity	parity value pointer.

# Returns

number of elements appended (2), or SWD\_ERROR\_CODE on failure.

# 5.5.2.5 int swd\_cmd\_enqueue\_miso\_n\_data\_p ( swd\_ctx\_t \* swdctx, int \*\* data, char \*\* parity, int count )

Append command queue with series of data and parity read.

*swdctx	swd context pointer.
**data	data value array pointer.
**parity	parity value array pointer.
count	number of (data+parity) elements to read.

number of elements appended (2\*count), or SWD\_ERROR\_CODE on failure.

# 5.5.2.6 int swd\_cmd\_enqueue\_miso\_nbit ( swd\_ctx\_t \* swdctx, char \*\* data, int count )

Append command queue with bus binary read bit-by-bit operation.

This function will append command to the queue for each bit, and store one bit into single char array element, so read is not constrained to 8 bits. On error memory is released and appropriate error code is returned. Important: Memory pointed by \*data must be allocated prior call!

## **Parameters**

*swdctx	swd context pointer.
**data	allocated data array to write result into.
count	number of bits to read (also the **data size).

## Returns

number of elements processed, or SWD\_ERROR\_CODE on failure.

# 5.5.2.7 int swd\_cmd\_enqueue\_miso\_parity ( $swd\_ctx\_t * swdctx$ , char \*\* parity )

Append command queue with parity bit read.

# **Parameters**

*swdctx	swd context pointer.
*parity	parity value pointer.

## Returns

number of elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.5.2.8 int swd\_cmd\_enqueue\_miso\_trn ( $swd\_ctx\_t * swdctx$ )

Append command queue with Turnaround activating MISO mode.

*swdctx	swd context pointer.

return number of elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.5.2.9 int swd\_cmd\_enqueue\_mosi\_control ( $swd\_ctx\_t * swdctx$ , char \* ctlmsg, int len )

Append command queue with len-octet size control seruence.

This control sequence can be used for instance to send payload of packets switching DAP between JTAG and SWD mode.

#### **Parameters**

*swdctx	swd context pointer.
*ctlmsg	control message array pointer.
len	number of elements to send from *ctlmsg.

#### Returns

number of elements appended (len), or SWD\_ERROR\_CODE on failure.

## 5.5.2.10 int swd\_cmd\_enqueue\_mosi\_dap\_reset ( $swd\_ctx\_t * swdctx$ )

Append command queue with SW-DP-RESET sequence.

# **Parameters**

*swdctx	swd context pointer.

## Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# 5.5.2.11 int swd\_cmd\_enqueue\_mosi\_data ( $swd\_ctx\_t * swdctx$ , int \* data )

Append command queue with data and parity write.

# **Parameters**

*swdctx	swd context pointer.
*data	data value pointer.

# Returns

number of elements appended (1), or SWD\_ERROR\_CODE on failure.

## 5.5.2.12 int swd\_cmd\_enqueue\_mosi\_data\_ap ( swd\_ctx\_t \* swdctx, int \* data )

Append command queue with data and automatic parity write.

## **Parameters**

*swdctx	swd context pointer.
*data	data value pointer.

## Returns

number of elements appended (2), or SWD\_ERROR\_CODE on failure.

## 5.5.2.13 int swd\_cmd\_enqueue\_mosi\_data\_p ( $swd_ctx_t * swdctx$ , int \* data, char \* parity )

Append command queue with data and provided parity write.

## **Parameters**

*swdctx	swd context pointer.
*data	data value pointer.
*parity	parity value pointer.

## Returns

number of elements appended (2), or SWD\_ERROR\_CODE on failure.

# 5.5.2.14 int swd\_cmd\_enqueue\_mosi\_idle ( $swd\_ctx\_t * swdctx$ )

Append command queue with idle sequence.

## **Parameters**

- W.	
*swdctx	swd context pointer.

## Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# 5.5.2.15 int swd\_cmd\_enqueue\_mosi\_jtag2swd ( $swd\_ctx\_t * swdctx$ )

Append command queue with JTAG-TO-SWD DAP-switch sequence.

- W.	
*swdctx	swd context pointer.

number of elements appended, or SWD\_ERROR\_CODE on failure.

## 5.5.2.16 int swd\_cmd\_enqueue\_mosi\_n\_data\_ap ( swd\_ctx\_t \* swdctx, int \*\* data, int count )

Append command queue with series of data and automatic parity writes.

#### **Parameters**

*swdctx	swd context pointer.
**data	data value array pointer.
count	number of (data+parity) elements to read.

## Returns

number of elements appended (2\*count), or SWD\_ERROR\_CODE on failure.

# 5.5.2.17 int swd\_cmd\_enqueue\_mosi\_n\_data\_p ( swd\_ctx\_t \* swdctx, int \*\* data, char \*\* parity, int count )

Append command queue with series of data and provided parity writes.

# **Parameters**

*swdctx	swd context pointer.
**data	data value array pointer.
**parity	parity value array pointer.
count	number of (data+parity) elements to read.

## Returns

number of elements appended (2\*count), or SWD\_ERROR\_CODE on failure.

## 5.5.2.18 int swd\_cmd\_enqueue\_mosi\_nbit ( $swd\_ctx\_t * swdctx$ , char \* data, int count )

Append command queue with bus binary write bit-by-bit operation.

This function will append command to the queue for each bit and store one bit into single char array element, so read is not constrained to 8 bits. On error memory is released and appropriate error code is returned. Important: Memory pointed by \*data must be allocated prior call!

*swdctx	swd context pointer.
**data	allocated data array to write result into.
count	number of bits to read (also the **data size).

number of elements processed, or SWD\_ERROR\_CODE on failure.

## 5.5.2.19 int swd\_cmd\_enqueue\_mosi\_parity ( $swd\_ctx\_t * swdctx$ , char \* parity )

Append command queue with parity bit write.

## **Parameters**

*swdctx	swd context pointer.
*parity	parity value pointer.

## Returns

number of elements appended (1), or SWD\_ERROR\_CODE on failure.

## 5.5.2.20 int swd\_cmd\_enqueue\_mosi\_request ( $swd\_ctx\_t * swdctx$ , char \* request )

Appends command queue with SWD Request packet header.

Note that contents is not validated, so bad request can be sent as well.

## **Parameters**

*swdctx	swd context pointer.
*request	pointer to the 8-bit request payload.

### Returns

return number elements appended (1), or SWD\_ERROR\_CODE on failure.

# 5.5.2.21 int swd\_cmd\_enqueue\_mosi\_swd2jtag ( $swd\_ctx\_t * swdctx$ )

Append command queue with SWD-TO-JTAG DAP-switch sequence.

#### **Parameters**

*swdctx	swd context pointer.

#### Returns

number of elements appended, or SWD\_ERROR\_CODE on failure.

# 5.5.2.22 int swd\_cmd\_enqueue\_mosi\_trn ( $swd\_ctx\_t * swdctx$ )

Append command queue with Turnaround activating MOSI mode.

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#### **Parameters**

\*swdctx | swd context pointer.

## Returns

return number elements appended (1), or SWD\_ERROR\_CODE on failure.

## 5.5.2.23 char\* swd\_cmd\_string\_cmdtype ( $swd\_cmd\_t * cmd$ )

Return human readable command type string of \*cmd.

#### **Parameters**

\*cmd | command the name is to be printed.

## Returns

string containing human readable command name, or NULL on failure.

# 5.6 src/libswd\_cmdq.c File Reference

#include <libswd.h>

# **Functions**

- int swd\_cmdq\_init (swd\_cmd\_t \*cmdq)

  Initialize new queue element in memory that becomes a queue root.
- swd\_cmd\_t \* swd\_cmdq\_find\_root (swd\_cmd\_t \*cmdq)

  Find queue root (first element).
- swd\_cmd\_t \* swd\_cmdq\_find\_tail (swd\_cmd\_t \*cmdq)

  Find queue tail (last element).
- int swd\_cmdq\_append (swd\_cmd\_t \*cmdq, swd\_cmd\_t \*cmd)

  Append element pointed by \*cmd at the end of the quque pointed by \*cmdq.
- int swd\_cmdq\_free (swd\_cmd\_t \*cmdq)

  Free queue pointed by \*cmdq element.
- int swd\_cmdq\_free\_head (swd\_cmd\_t \*cmdq)

  Free queue head up to \*cmdq element.
- int swd\_cmdq\_free\_tail (swd\_cmd\_t \*cmdq)

  Free queue tail starting after \*cmdq element.

• int swd\_cmdq\_flush (swd\_ctx\_t \*swdctx, swd\_operation\_t operation)

Flush command queue contents into interface driver.

## 5.6.1 Detailed Description

#### 5.6.2 Function Documentation

## 5.6.2.1 int swd\_cmdq\_append ( $swd\_cmd\_t*cmd_t*cmd_t*cmd$ )

Append element pointed by \*cmd at the end of the quque pointed by \*cmdq.

After this operation queue will be pointed by appended element (ie. last element added becomes actual quque pointer to show what was added recently).

## **Parameters**

*cmdq	pointer to any element on command queue
*cmd	pointer to the command to be appended

### Returns

number of appended elements (one), SWD\_ERROR\_CODE on failure

## 5.6.2.2 $swd\_cmd\_t*swd\_cmd\_find\_root(swd\_cmd\_t*cmdq)$

Find queue root (first element).

## **Parameters**

*cmdq	pointer to any queue element

## Returns

swd\_cmd\_t\* pointer to the first element (root), NULL on failure

# 5.6.2.3 $swd\_cmd\_t*swd\_cmd\_find\_tail(swd\_cmd\_t*cmdq)$

Find queue tail (last element).

#### **Parameters**

*cmdq	pointer to any queue element

#### Returns

swd\_cmd\_t\* pointer to the last element (tail), NULL on failure

## 5.6.2.4 int swd\_cmdq\_flush ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation )

Flush command queue contents into interface driver.

Operation is specified by SWD\_OPERATION and can be used to select how to flush the queue, ie. head-only, tail-only, one, all, etc.

## **Parameters**

**74** 

*swdctx	swd context pointer.	
operation	tells how to flush the queue.	

#### Returns

number of commands transmitted, or SWD\_ERROR\_CODE on failure.

# 5.6.2.5 int swd\_cmdq\_free ( $swd_cmd_t*cmdq$ )

Free queue pointed by \*cmdq element.

#### **Parameters**

*cmdq	q pointer to any element on command queue	

## Returns

number of elements destroyed, SWD\_ERROR\_CODE on failure

# 5.6.2.6 int swd\_cmdq\_free\_head ( $swd_cmd_t*cmdq$ )

Free queue head up to \*cmdq element.

## **Parameters**

*cmdq	pointer to the element that becomes new queue root.	
-------	---	--

# Returns

number of elements destroyed, or SWD\_ERROR\_CODE on failure.

# 5.6.2.7 int swd\_cmdq\_free\_tail ( $swd_cmd_t * cmdq$ )

Free queue tail starting after \*cmdq element.

*cmdq   pointer to the last element on the new que	eue.
--	------

number of elements destroyed, or SWD\_ERROR\_CODE on failure.

# 5.6.2.8 int swd\_cmdq\_init ( $swd\_cmd\_t * cmdq$ )

Initialize new queue element in memory that becomes a queue root.

#### **Parameters**

\*cmdq | pointer to the command queue element of type swd\_cmd\_t

## Returns

SWD\_OK on success, SWD\_ERROR\_CODE code on failure

# 5.7 src/libswd\_core.c File Reference

#include <libswd.h>

## **Functions**

• swd\_ctx\_t \* swd\_init (void)

LibSWD initialization routine.

• int swd\_deinit\_ctx (swd\_ctx\_t \*swdctx)

De-initialize selected swd context and free its memory.

• int swd\_deinit\_cmdq (swd\_ctx\_t \*swdctx)

De-initialize command queue and free its memory on selected swd context.

• int swd\_deinit (swd\_ctx\_t \*swdctx)

De-initialize selected swd context and its command queue.

# 5.7.1 Detailed Description

# 5.7.2 Function Documentation

# 5.7.2.1 int swd\_deinit ( $swd\_ctx\_t*\mathit{swdctx}$ )

De-initialize selected swd context and its command queue.

# **Parameters**

\*swdctx swd context pointer.

number of elements freed, or SWD\_ERROR\_CODE on failure.

# 5.7.2.2 int swd\_deinit\_cmdq ( $swd\_ctx\_t * swdctx$ )

De-initialize command queue and free its memory on selected swd context.

#### **Parameters**

```
*swdctx | swd context pointer.
```

## Returns

number of commands freed, or SWD\_ERROR\_CODE on failure.

# 5.7.2.3 int swd\_deinit\_ctx ( $swd\_ctx\_t * swdctx$ )

De-initialize selected swd context and free its memory.

Note: This function will not free command queue for selected context!

#### **Parameters**

*swdctx	swd context pointer.

## Returns

SWD\_OK on success, SWD\_ERROR\_CODE on failure.

## 5.7.2.4 swd\_ctx\_t\* swd\_init ( void )

LibSWD initialization routine.

It should be called prior any operation made with libswd. It initializes command queue and basic parameters for context that is returned as pointer.

## Returns

pointer to the initialized swd context.

# 5.8 src/libswd\_dap.c File Reference

DAP, DP, AP Operation Routines.

#include <libswd.h>

## **Functions**

- int swd\_dap\_reset (swd\_ctx\_t \*swdctx, swd\_operation\_t operation)
   Debug Access Port Reset sends 50 CLK with TMS high that brings both SW-DP and JTAG-DP into reset state.
- int swd\_dap\_select (swd\_ctx\_t \*swdctx, swd\_operation\_t operation)
   Activate SW-DP by sending out RESET and JTAG-TO-SWD sequence on SWDIOTMS line.
- int swd\_dp\_read\_idcode (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, int \*\*idcode)

Macro: Read out IDCODE register and return its value on function return.

• int swd\_dap\_detect (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, int \*\*idcode)

Macro: Reset target DAP, select SW-DP, read out IDCODE.

 int swd\_dp\_read (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char addr, int \*\*data)

Macro: Generic read of the DP register.

• int swd\_dp\_write (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char addr, int \*data)

Macro function: Generic write of the DP register.

 int swd\_ap\_read (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char addr, int \*\*data)

Macro function: Generic read of the AP register.

• int swd\_ap\_write (swd\_ctx\_t \*swdctx, swd\_operation\_t operation, char addr, int \*data)

Macro function: Generic write of the AP register.

## 5.8.1 Detailed Description

DAP, DP, AP Operation Routines.

## 5.8.2 Function Documentation

5.8.2.1 int swd\_ap\_read ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, char addr, int \*\* data )

Macro function: Generic read of the AP register.

## **Parameters**

*swdctx	swd context to work on.		
operation	can be SWD_OPERATION_ENQUEUE or SWD_OPERATION		
	EXECUTE.		
addr	s the address of the AP register to read.		
**data	is the pointer to data where result will be stored.		

## Returns

number of elements processed or SWD\_ERROR code on failure.

# 5.8.2.2 int swd\_ap\_write ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, char addr, int \* data )

Macro function: Generic write of the AP register.

#### **Parameters**

	*swdctx	wd context to work on.		
	operation	can be SWD_OPERATION_ENQUEUE or SWD_OPERATION		
		EXECUTE.		
Ī	addr	is the address of the AP register to write.		
Ī	*data	is the pointer to data to be written.		

## Returns

number of elements processed or SWD\_ERROR code on failure.

# 5.8.2.3 int swd\_dap\_detect ( $swd\_ctx\_t * swdctx$ , $swd\_operation\_t$ operation, int \*\*idcode )

Macro: Reset target DAP, select SW-DP, read out IDCODE.

This is the proper SW-DP initialization as stated by ARM Information Center.

## **Parameters**

*swdctx	swd c	swd context pointer.		
operation	type	(SWD_OPERATION_ENQUEUE	or	SWD_OPERATION
	EXEC	CUTE).		

## Returns

Target's IDCODE, or SWD\_ERROR\_CODE on failure.

## 5.8.2.4 int swd\_dap\_reset ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation )

Debug Access Port Reset sends 50 CLK with TMS high that brings both SW-DP and JTAG-DP into reset state.

## **Parameters**

*swdctx	swd context pointer.		
operation	type (SWD_OPERATION_ENQUEUE	or	SWD_OPERATION
	EXECUTE).		

## Returns

number of elements processed or SWD\_ERROR\_CODE code on failure.

# 5.8.2.5 int swd\_dap\_select ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation )

Activate SW-DP by sending out RESET and JTAG-TO-SWD sequence on SWDIOTMS line.

## **Parameters**

*swdctx   swd context.	
------------------------	--

#### Returns

number of control bytes executed, or error code on failre.

# 5.8.2.6 int swd\_dp\_read ( $swd_ctx_t * swdctx$ , $swd_operation_t$ operation, char addr, int \*\* data )

Macro: Generic read of the DP register.

## **Parameters**

*swdctx	swd context to work on.		
operation	can be SWD_OPERATION_ENQUEUE or SWD_OPERATION		
	EXECUTE.		
addr	is the address of the DP register to read.		
**data	is the pointer to data where result will be stored.		

#### Returns

number of elements processed or SWD\_ERROR\_CODE on failure.

# 5.8.2.7 int swd\_dp\_read\_idcode ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, int \*\* idcode )

Macro: Read out IDCODE register and return its value on function return.

#### **Parameters**

*swdctx	*swdctx   swd context pointer.	
operation	operation type.	

#### **Returns**

Number of elements processed or SWD\_ERROR code error on failure.

# 5.8.2.8 int swd\_dp\_write ( swd\_ctx\_t \* swdctx, swd\_operation\_t operation, char addr, int \* data )

Macro function: Generic write of the DP register.

#### **Parameters**

*swdctx	swd context to work on.		
operation can be SWD_OPERATION_ENQUEUE or SWD_OPER			
	EXECUTE.		
addr	ddr is the address of the DP register to write.		
*data	*data is the pointer to data to be written.		

#### Returns

number of elements processed or SWD\_ERROR code on failure.

# 5.9 src/libswd\_drv.c File Reference

#include <libswd.h>

## **Functions**

- int **swd\_drv\_mosi\_8** (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, char \*data, int bits, int nLSBfirst)
- int swd\_drv\_mosi\_32 (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, int \*data, int bits, int nLSBfirst)
- int **swd\_drv\_miso\_8** (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, char \*data, int bits, int nLSBfirst)
- int swd\_drv\_miso\_32 (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, int \*data, int bits, int nLSBfirst)
- int swd\_drv\_mosi\_trn (swd\_ctx\_t \*swdctx, int bits)
- int swd\_drv\_miso\_trn (swd\_ctx\_t \*swdctx, int bits)
- int swd\_drv\_transmit (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd)

Transmit selected command from the command queue to the interface driver.

## 5.9.1 Detailed Description

#### 5.9.2 Function Documentation

## 5.9.2.1 int swd\_drv\_transmit ( $swd_ctx_t * swd_ctx$ , $swd_cmd_t * cmd$ )

Transmit selected command from the command queue to the interface driver.

Also update the swdctx->log structure (this should be done only here!). Because commands that were queued does not get ack/parity data anymore, we need to verify ACK-/PARITY that was just read and return error if necesary. When ACK/PARITY error is detected queue tail is removed as it is invalid.

#### **Parameters**

	*swdctx	swd context pointer.
*cmd pointer to the command to be sent.		pointer to the command to be sent.

#### Returns

number of commands transmitted (1), or SWD\_ERROR\_CODE on failure.

# 5.10 src/libswd\_error.c File Reference

```
#include <libswd.h>
```

# **Functions**

• char \* swd error string (swd error code t error)

## 5.10.1 Detailed Description

# 5.11 src/libswd\_externs.c File Reference

Template for driver bridge between libswd and your application.

```
#include <libswd.h>
#include <stdlib.h>
```

## **Functions**

- int **swd\_drv\_mosi\_8** (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, char \*data, int bits, int nLSBfirst)
- int swd\_drv\_mosi\_32 (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, int \*data, int bits, int nLSBfirst)

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• int **swd\_drv\_miso\_8** (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, char \*data, int bits, int nLSBfirst)

- int swd\_drv\_miso\_32 (swd\_ctx\_t \*swdctx, swd\_cmd\_t \*cmd, int \*data, int bits, int nLSBfirst)
- int swd\_drv\_mosi\_trn (swd\_ctx\_t \*swdctx, int bits)
- int swd\_drv\_miso\_trn (swd\_ctx\_t \*swdctx, int bits)
- int swd\_log\_level\_inherit (swd\_ctx\_t \*swdctx, int loglevel)

Set debug level according to caller's application settings.

• int swd\_log (swd\_ctx\_t \*swdctx, swd\_loglevel\_t loglevel, char \*msg,...)

By default we want to use internal logging mechanisms.

# 5.11.1 Detailed Description

Template for driver bridge between libswd and your application.

#### 5.11.2 Function Documentation

## 5.11.2.1 int swd\_log ( $swd_ctx_t * swdctx$ , $swd_loglevel_t loglevel$ , char \* msg, ... )

By default we want to use internal logging mechanisms.

Logging functionality can be external or internal, by default external function can be defined to use target program logging mechanism.

It is possible however to use target program mechanisms to log messages.

## 5.11.2.2 int swd\_log\_level\_inherit ( $swd\_ctx\_t * swdctx$ , int loglevel )

Set debug level according to caller's application settings.

\*swdctx swd context to work on. loglevel caller's application log level to be converted.

## Returns

SWD\_OK on success, of error code on failure.

# 5.12 src/libswd\_log.c File Reference

#include <libswd.h>

# **Functions**

• int swd\_log (swd\_ctx\_t \*swdctx, swd\_loglevel\_t loglevel, char \*msg,...)

Logging functionality can be external or internal, by default external function can be defined to use target program logging mechanism.

• int swd\_log\_internal (swd\_ctx\_t \*swdctx, swd\_loglevel\_t loglevel, char \*msg,...)

Put a message into swd context log at specified verbosity level.

- int swd\_log\_level\_set (swd\_ctx\_t \*swdctx, swd\_loglevel\_t loglevel)

  Change log level to increase or decrease verbosity level.
- const char \* swd\_log\_level\_string (swd\_loglevel\_t loglevel)

  Helper function that returns loglevel name string for logging purposes.
- const char \* swd\_operation\_string (swd\_operation\_t operation)
   Helper function to produce operation name string for logging purposes.

# 5.12.1 Detailed Description

#### 5.12.2 Function Documentation

```
5.12.2.1 int swd_log ( swd_ctx_t * swd_ctx, swd_loglevel_t loglevel, char * msg, ... )
```

Logging functionality can be external or internal, by default external function can be defined to use target program logging mechanism.

To use internal logging mechanism simply wrap swd\_log\_internal() around this function in application specific driver bridge file, see libswd\_externs.c for examples.

Logging functionality can be external or internal, by default external function can be defined to use target program logging mechanism.

It is possible however to use target program mechanisms to log messages.

5.12.2.2 int swd\_log\_internal ( 
$$swd\_ctx\_t * swdctx$$
,  $swd\_loglevel\_t$  loglevel, char \*  $msg$ , ... )

Put a message into swd context log at specified verbosity level.

If specified message's log level is lower than actual context configuration, message will be omitted. Verbosity level increases from 0 (silent) to 4 (debug).

	*swdctx	swd context.
loglevel at which to put selected message.		at which to put selected message.
	*msg	message body with variable arguments as in "printf".

number of characters written or error code on failure.

# 5.12.2.3 int swd\_log\_level\_set ( $swd\_ctx\_t * swdctx$ , $swd\_loglevel\_t loglevel$ )

Change log level to increase or decrease verbosity level.

## **Parameters**

	*swdctx	swd context.
loglevel is the target verbosity level to be set.		is the target verbosity level to be set.

## Returns

SWD\_OK on success or error code.

# 5.12.2.4 const char\* swd\_log\_level\_string ( swd\_loglevel\_t loglevel )

Helper function that returns loglevel name string for logging purposes.

## **Parameters**

loglevel	is the swd_loglevel_t code to produce a string.
iogievei	is the swa_logicvel_t code to produce a string.

# Returns

char\* loglevel name sring array.

## 5.12.2.5 const char\* swd\_operation\_string ( swd\_operation\_t operation )

Helper function to produce operation name string for logging purposes.

## **Parameters**

operation	is the swd_operation_t code to return as string.
-----------	--

## Returns

char\* array with operation name string.

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