

July 2, 2017

## BootStrap Loader Flashing for MSP430G Value Line Processors Using an Embedded USB-to-Serial Adapter

The Texas Instruments MSP430 processors can be flash programmed in two ways. The most familiar is JTAG programming, which uses a Launchpad or similar programming device. The timing requirements of the JTAG protocol are quite demanding, and in virtually every case another processor is used as the JTAG master to program the ultimate target device.

The second flashing method uses the "BSL" (boot-strap loader) through which the target device participates in a more normal UART-type conversation directly with the PC master, and performs erasing and flashing operations as directed. Most MSP430 parts, but not all, have BSL firmware which is entered through a special triggering pattern transmitted to certain pins. In some chips the BSL code is contained in ROM which cannot be modified, but in others the code is in flash memory. The G2553 has BSL code in ROM beginning at 0x0C00. The G2231 contains no BSL at all. However, both chips can be fitted with a "custom BSL".

Computers don't have serial ports anymore, but BSL flashing can be carried out using a USB-to-Serial adapter, with its accompanying driver, so the flashing software on the PC can converse with what pretends to be a COM port, while the target chip communicates with a real COM port provided by the adapter.

The cost of USB-to-Serial adapter parts has dropped to the point that it is now practical to embed one of them, along with a mini- or micro-USB socket, on a project's PC board. That would make it possible to flash firmware revisions to the target chip without a Launchpad. The user would only need a USB cable and the appropriate software installed on his PC. There would be no need to set up any special wiring or jumpers. The adapter and related parts would cost less than \$3, whereas a Launchpad, with shipping, would cost around \$15. Moreover, all the issues involved with connecting the Launchpad to the project for in-circuit flashing, which can be troubling for non-technical users, would be avoided. The discussion which follows will explore the use of an embedded adapter for flashing the MPS430G2xxx Value Line processors via BSL.

### USB-to-Serial Adapters

There are three adapter brands currently in widespread use in the market. The original and most widely used has been the FT232 from FTDI. It is relatively expensive. At a lower cost are the CP2102 from Silicon Labs and the CH340 from WinChipHead. The CH340 is the least expensive, but it requires a crystal. Overall, it appears the CP2102 seems to be the best choice, and it was used for this project:

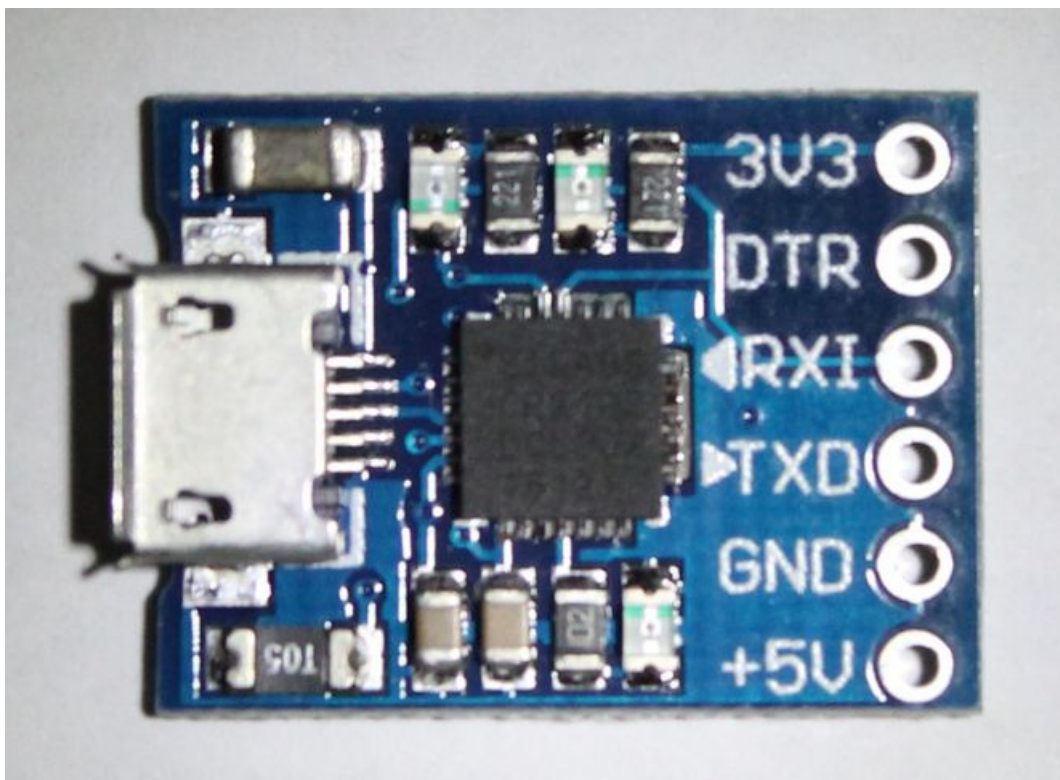
<https://www.silabs.com/documents/public/data-sheets/CP2102-9.pdf>

<http://www.silabs.com/products/development-tools/software/usb-to-uart-bridge-vcp-drivers>

<http://www.silabs.com/documents/public/application-notes/an197.pdf>

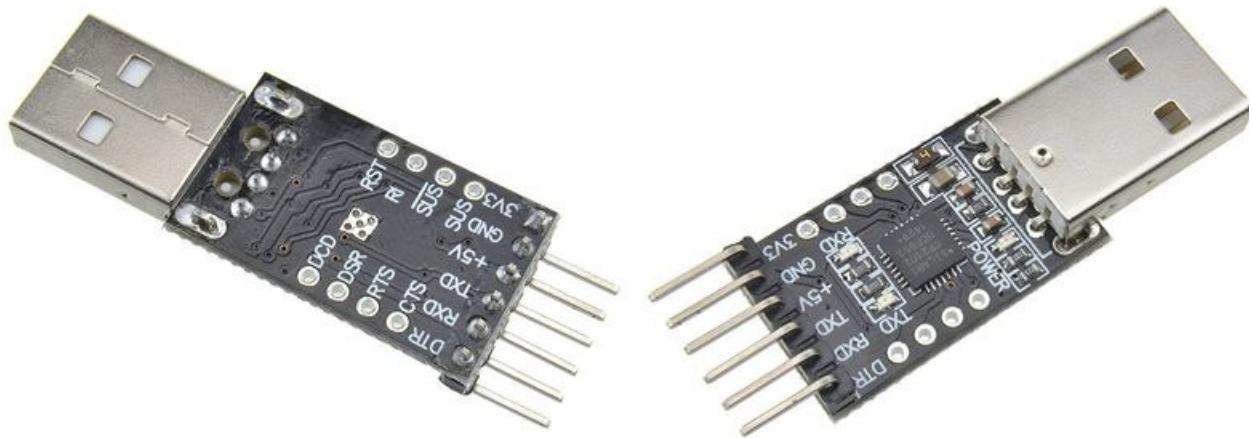
The CP2102 is available only in a QFN package, but if a through-hole board or hand soldering will be used for a project, that chip is also available on Ebay and elsewhere mounted on a very small module board, with a micro-USB connector at one end, and a six-pin UART header at the other, for around \$1.36 each, delivered. The module board can be mounted directly on the project board via matching through-holes. Or if board space is in short supply, the module could overlay other parts of the project circuit. The module could even be electronically connected to the project board via wires, but left lying loose in the battery compartment if there is one, to be used only when flashing is needed. It measures 3/4 inch by 5/8 inch, provides through-hole connectors on the serial side, including one for a 3.3V regulated output that can be used to power the target chip. (But see the warning at the end of this paper about bad versions of this module.)

<http://www.ebay.com/itm/162217753561>



Another module is larger and would require removal of its full-size USB connector, but it provides the RTS output needed for the special G2553 triggering pattern. The existing trace to the +5V output pin would be cut, and a jumper installed from that pin back to the RTS through-hole on the side of the module.

<http://www.ebay.com/itm/292046993178>



### G2553 Problem: The BSL Password

Looking first at TI's ROM-based BSL code in the G2553, we find a "feature" which was not well thought out, and which can effectively destroy a target chip if not handled correctly. That feature is the BSL password. Most instructions to the BSL are password protected, and will not be performed unless preceded by transmission of the password by the PC. The password is 32 bytes long, and is equal to the current contents of the interrupt vector table beginning at 0xFFE0. It must be provided in a Ti-TXT format file. If an incorrect password is given, not only will the operation not be performed, but the entire flash memory of the device, including the calibration data in INFOA, will be automatically erased. It is possible to send an unprotected "mass erase" command, which would set the password to a known state of all FF's, but the mass erase command also erases INFOA. Unfortunately, the "segment erase" command, which permits selective erases, is a protected instruction requiring the password. So without knowing the password, it's impossible to do anything without destroying the calibration data first.

In a situation where the user may be trying out different versions of firmware, or possibly skipping an update version, keeping track of the multitude of interrupt vector instances becomes increasingly difficult, and it becomes more likely that a user will provide the wrong password, and a soldered through-hole or surface mount processor may be effectively destroyed by having its calibration data erased.

### Password Solution: Use an Unchanging Password

For any particular project, one solution to the password feature may be to have an intermediate jump table to which the interrupt vectors always point, no matter what firmware version is installed. The contents of the jump table would change from version to version, but the vectors beginning at 0xFFE0 would be exactly the same for all versions. So the correct password would always be known. To allow for all possible vectors to be used, a jump table 64

bytes long could be defined immediately below the interrupt vectors (a 4-byte Branch instruction for each vector). But if only a few vectors are ever actually used, a much shorter jump table would suffice. So for example, if the reset vector at 0xFFFFE is supposed to point to bootup code at 0xC000, then the vector/jump code setup would look like this:

```
.org    0xFFDA
BR      #0xC000    ; branch to actual code - may change with different versions

.org    0xFFDE    ; need a null word here ("flag word") - see below
.dw     0
.
.
.org    0xFFFFE   ; reset vector points to jump table entry.
.dw     0xFFDA    ; this never changes, so password always known
```

The advantage of this solution is that the BSL system operates completely normally, with no special handling. Moreover, BSLDEMO2 (v2.01), the Windows program provided by TI to flash the G2553 via BSL, has a simple command line switch to "restore INFOA after mass erase" which automatically reads in the contents of INFOA, performs the mass erase, then writes the data back to INFOA - all using the correct password of course.

#### Alternate Solution - Enter BSL After Startup

Instead of relying on the special triggering pattern on /Reset and Test to initiate BSL activity, it is possible to let the processor boot up in normal mode in special code located down in INFOA memory, then enter BSL if it detects that USB is powered up, or jump to the application if not. This method would not require any connection from the CP2102 to the /Reset or Test pins of the G2553, so the smaller module board shown above could be used, and it would already have a micro-USB jack installed.

This solution would allow the BSL to run with LOCKA set, and would permit using the mass erase command, which converts the interrupt vectors, and hence the password, to all FFs, but leaves INFOA intact for all purposes. However, leaving LOCKA set also leaves \*ALL\* INFO segments intact during a \*mass\* erase, which may not be desirable. The individual INFO segments, other than A, can still be erased by an erase-segment command, but if one wanted to erase, or erase and reflash any or all of INFOB to INFOD, that would have to be done with segment-specific erase commands in BSLDEMO2 using the password.

The BSL code of the G2553 is located in ROM beginning at 0x0C00, with vectors to "cold" and "warm" starts. The first instruction of a cold start is to toggle the LOCKA bit. Since the chip powers up with LOCKA set, that toggle instruction clears LOCKA, which allows INFOA to be erased. But the special boot code could jump into BSL at the point right after the toggle instruction, thus leaving LOCKA set.

When the G2553 powers up, the special boot code would first determine whether there is power at the USB socket, which would indicate that it should enter BSL flashing. That could be

done by enabling the pulldown resistor for the pin to be used for receiving serial data (the one connected to the TXD pin of the CP2102, which is normally high when powered up but not transmitting) and then reading the input value of that pin. If that pin is high on boot, it means the USB is connected to the PC, and a BSL session is intended. But if USB is not connected, the CP2102 will be powered down, and cannot drive TXD high. That means the processor must have been booted normally by the user pressing the power-on button, or, if the project has a JTAG header, is being powered from the Launchpad, and it would not enter the BSL.

The special boot code is very short, and fits within the unused space in INFOA. But note that using it would require that the interrupt vector at 0xFFFFE must always point to that code at 0x10C0. Moreover, the address the special boot code would jump to if there is no USB would be hard-coded. That means all applications would have to start at the same address, presumably 0xC000.

Here is the beginning of the G2553's ROM BSL code:

```
0c00: 0c06 .dw 0x0c06 ;Cold start vector
0c02: 0c1e .dw 0x0c1e ;Warm start vector
0c04: 3fff jmp 0x0c04 (offset: -2)

0c06: 40b2 mov.w #0xa540, &FCTL3 ;Cold start: toggle LOCKA
0c08: a540
0c0a: 012c
0c0c: 90b2 cmp.w #0xaa55, &0xffde ;is BSL disabled?
0c0e: aa55
0c10: ffde
0c12: 27ff jeq 0x0c12 (offset: -2) ;yes - infinite loop
0c14: 4031 mov.w #0x0220, SP ;no - set stack pointer
0c16: 0220 ; (could enter at 0C14)
0c18: 430b mov.w #0, r11
0c1a: 43c0 mov.b #0, 0x0216
0c1c: f5fa

0c1e: c232 dint -- bic.w #8, SR ;warm start - clear interrupts
0c20: c0f2 bic.b #0x32, &IE1
0c22: 0032
0c24: 0000
-etc-
```

And here is one version of the special boot code to be flashed into INFOA:

```
ColdStart equ 0x0C00 ; BSL cold start entry vector
BestWarmStart equ 0x0C0C ; skips changing LOCKA
BSLPIN equ 0x20 ; BSL entry on P1.5 HIGH (Use pulldown)
MAIN equ 0xC000

.org 0x10C0 ; BSL bootup code. - Bottom of INFOA
Part1: ; Reset vector points here

mov.b #0, &P1OUT ; pull-DOWN resistor
mov.b #BSLPIN, &P1REN ; enable resistor
bit.b #BSLPIN, &P1IN ; Pin high invokes BSL
mov.b #0, &P1REN ; restore P1REN - pd resistor disabled

jz Part2 ; Pin low
br &ColdStart ; pin high - enter BSL through vector
```

```

;          br          #BestWarmStart          ; alternate entry to leave LOCKA set
;                                              ; jump over calibration data
.org      0x10EC          ; to empty space here
Part2:
          br          #MAIN          ; Jump to app if P1.5 low

```

The G2553 has a "flag word" located at 0xFFDE, immediately below the interrupt vector table, which adds additional granularity to BSL flashing options. If that location is programmed with 0xAA55, the entire BSL process will be disabled. If it contains a null word, then an incorrect password will NOT result in an automatic mass erase. But note that the mass erase command will still erase INFOA if LOCKA is cleared. While the flag word offers no magic bullet, it certainly would be prudent to program a null word at that location on every application for the G2553. It does protect the calibration data from a bad password, but it still doesn't let you do anything useful in BSL without knowing the correct password. So use of the interrupt jump table described above still seems to be good practice.

This project provides an installer for the special boot code, called "2553Entry", for those who want to use the small module and forego using the special signaling pattern to enter BSL, or for those who want to enter BSL at some point other than the normal cold start.

## G2553 Flashing Software

Version 2.01 of BSLDEMO2.EXE is the program provided by TI to flash 1xxx, 2xxx and 4xxx MSP430 parts which have embedded BSL functions. It is found, along with its source code, in the "Deprecated" folder of TI's MSPDSL\_Scripter\_win.zip. It is a command line utility for Windows with a number of options and switches. The file containing the new firmware to be flashed must be in TI-TXT format, not IntelHEX, as must the file containing the password. The update process would provide a batch file that calls this program with the correct command line options and switches. The user would only have to make sure the COM port is correct in the command line. In addition, the driver for the CP2102 must be installed. It is available from Silicon Labs.

Unfortunately, v2.01 has the DTR line at the opposite polarity from what is needed for use with the currently available USB-to-Serial adapters. So if DTR is to be used to drive the special triggering pattern to invoke BSL, it will be necessary to use a slightly modified version of the TI software, referred to here as v2.01b of BSLDEMO2.EXE. That version, including its source code, is included with this project. It has an added "i" option in the "+" Program Flow Specifiers, not on by default, to implement inverting the DTR line to the correct polarity.

Here's the BSLDEMO2 v2.01b help screen:

```

MSP430 Bootstrap Loader Communication Program (Version 2.01b)
BSLDEMO [-h][-c{port}][-s{num}][-p{file}][-w][-l][-m{num}][+aecipvruw] {file}

```

Options:

- h Shows this help screen.
- c{port} Specifies the communication port to be used (e.g. -cCOM2).
- a{file} Filename of workaround patch (e.g. -aAROUND.TXT).
- b{file} Filename of complete loader to be loaded into RAM (e.g. -bBSL.TXT).
- e{startnum} Erase Segment where address does point to.
- m{num} Number of mass erase cycles (e.g. -m20).
- p{file} Specifies a TI-TXT file with the interrupt vectors that are used as password (e.g. -pINT\_VECT.TXT).
- r{startnum} {lennum} {file} Read memory from startnum till lennum and write to file as TI.TXT. (Values in hex format.)
- s{num} Changes the baudrate; num=0:9600, 1:19200, 2:38400 (e.g. -s2).
- w Waits for <ENTER> before closing serial port.
- x Enable MSP430X Extended Memory support.
- l Programming and verification is done in one pass through the file.

Program Flow Specifiers [+aecipvruw]

- a Restore InfoA after mass erase (only with Mass Erase)
- e Mass Erase
- c Erase Check by file {file}
- i Invert DTR line
- p Program file {file}
- v Verify by file {file}
- r Reset connected MSP430. Starts application.
- u User Called - Skip entry Sequence.
- w Wait for <ENTER> before closing serial port.

Only the specified actions are executed!

Default Program Flow Specifiers (if not explicitly given): +ecpvr

## BSL for the G2231

The G2231 has no BSL code built in. But TI provides a primitive BSL framework that can be flashed into the chip. It occupies most of INFO A through INFO D, but preserves the DCO calibration bytes at the top of INFOA. The reset/powerup interrupt vector at 0xFFFFE always points to the BSL code in INFO memory, which then jumps to the application in MAIN memory if BSL isn't being done. There are no passwords to deal with, and flashing is limited to MAIN memory. INFO memory is never touched. For this system to work properly, the new application or update must always start at 0xF800.

If INFO memory is used to save operator settings between sessions, a 512-byte segment of MAIN memory could be used instead for that purpose if available, and erased separately when full. If that's too much space to dedicate to that purpose, then, with some additional overhead, the BSL code can be split so that it begins with 80 bytes in MAIN memory, then branches to INFOC. INFOD could then be used to store settings or do other things. This is referred to below as the "Split" version, as opposed to the normal "INFO" version.

## The G2231 Custom Protocol

Space is so limited in the G2231 that TI reduced the BSL function to doing just one thing. It will flash new firmware to MAIN memory. The BSL expects to receive an image of the entire (2k - 2) of MAIN memory, excluding the reset vector, even if mostly FFs, and it expects the data to be in binary form. The TI protocol has been modified somewhat to implement syncing between the PC and the G2231 at the beginning. Here's what now happens:

1. The G2231 powers up, and the Reset vector at 0xFFFFE points to the BSL.
2. The BSL enables the pulldown resistor on P1.1 (pin 3), then reads the pin. If it is high, BSL goes into flashing mode. Otherwise, it jumps to the application at 0xF800. The application must always start at 0xF800 - with an instruction, not a .db, etc.
3. In flashing mode, the BSL sets up for 9600 baud, 8/N/1, and waits for a byte to be received.
4. The PC begins by toggling the DTR line low, then back high, which resets the G2231 if that line is connected to its /Reset pin, but that's not required. The PC then sends some character other than 0xBA. The INFO version of BSL returns 0xF8, while the Split version returns 0xFE. This process establishes that the lines are working, and tells the PC which version of BSL is installed.
4. The PC then sends the correct Command Byte 0xBA to the G2231. Receipt of 0xBA from the PC causes BSL to erase all of MAIN memory, then re-write the Reset vector pointing to itself, then wait for the data stream to begin.
5. Meanwhile, after sending the Command Byte, the PC waits a second to allow for the erase to complete, then simply sends the data to be flashed - in binary. As it does that, it calculates an XOR checksum.
6. The PC sends exactly 2046 bytes, excluding the reset vector value which will continue to point to the BSL, followed by a single XOR checksum byte.
7. The BSL writes each byte to flash memory as received beginning at 0xF800. There is no buffering.
8. After receipt of the correct number of bytes, the BSL sends back 0xF8 as an ACK if the checksum matches its own calculation, or 0xFE as a NACK if it differs. Then the BSL restarts.

For the Split version, flashing will total 1966 bytes (2K - 2 - 80) beginning at 0xF850. The 80 bytes of BSL located at 0xF800 are copied to RAM before the erase of MAIN, and copied back after. Applications must always begin at 0xF850.

Included in this project are the INFO and Split versions of the G2231 custom BSL. They have been tested, and appear to work well. The INFO version occupies 230 bytes of INFO memory beginning at 0x1000 at the bottom of INFOD. Applications running under this version must start at 0xF800.



The Split version moves 80 bytes of the BSL code up to the bottom of MAIN memory at 0xF800, leaving no BSL code in INFOD, which can be used for last settings storage and erased separately by an application. BSL takes up all of the remaining INFO memory, leaving eight bytes free at the top of INFOA for the oscillator calibration bytes. In this version, the application must always start at 0xF850.

Installing either BSL directly using JTAG is not practical because the existing 1 MHz calibration bytes would be destroyed in the process of erasing INFOA. A better method is to flash to the G2231 an application which will install BSL, and perform the 8/12/16 MHz calibrations, and that application is flashed to the chip in the normal manner via JTAG. It brings with it an image of the BSL code. It performs the calibrations, and saves those DCO values in RAM, along with the factory 1 MHz values obtained from INFOA. Then after erasing all of INFO, it copies the BSL image into INFO memory, then copies the saved calibration bytes from RAM back to the top of INFOA. It also erases the top segment of MAIN memory, and writes the correct Reset vector at 0xFFFF pointing to BSL. The installer application runs on the first powerup after being flashed, and performs all of these things at that time. After this "formatting" of the chip, future applications and their updates will be flashed via BSL. Changes to the BSL code would have to be done via a revised installer.

Such installation applications for the INFO and Split BSL versions, both source code and hex files, are included in this project. The idea is that each G2231 used in a project would be formatted by this process using a Launchpad. If through-hole versions of the G parts are used, then that process could be performed before the chips are installed on the board. Otherwise, the board would have to provide a JTAG header for formatting purposes. Remember that the 16 MHz calibration requires a Vcc of 3.3V or higher.

### G2231 Flashing Software

TI does not provide software for the PC that corresponds to BSLDEMO2.exe, which is not compatible with the G2231 protocol presented here. Included in this project is "BSL2231.exe", and its source code. It is a Windows console application, written in C for the LCC compiler, that implements this project's version of the TI minimalist protocol for the G2231. Its command line inputs the COM port being used and the filename containing the firmware to be flashed, which can be either IntelHEX or TI-TXT.

In preparing the firmware file for use by BSL2231.exe, the Reset Vector should be left at its normal value as though BSL were not involved. In other words, the IntelHEX or TI-TXT file should have the Reset vector as 0xF800 for the INFO version of BSL, or 0xF850 for the Split version, which is where execution actually begins. The program will not actually write such value at 0xFFFF because the vector there must point to the BSL entry point. But the vector shown in the firmware file will be used by the program to make sure the firmware matches the requirements of the BSL version being used. Note that this is different from the case of using the special boot code in INFOA on the G2553, which requires that you specify 0x10C0 as the Reset vector in the firmware file.

BSL2231.exe will perform error checks on the firmware file, then display each step of the process as the new firmware is written to the target G2231, ending with the result of the process.

## Calibration

TI only provides calibration for a 1 MHz clock in the G2231. But the higher calibrated frequencies can be derived from that default clock, and a crystal is not required. Steve Gibson came up with the idea several years ago, and the code included here, with his permission, is based on his original code. It has been expanded from the original 8 MHz calibration to include 12 and 16 MHz, and a successive approximation algorithm added that allows the entire process to complete in less than one second. The calibration is done automatically as part of the formatting of the G2231 with the BSL code. The 16 MHz calibration requires a Vcc of at least 3.3V. A Vcc below that will produce unpredictable results.

## Circuit Design

This project is about embedding a USB-to-Serial adapter within the project's circuit. However, the more typical option has been to include an adapter as a separate item which is connected through a header only when flashing new firmware is needed. And that certainly remains a viable option. Embedding, however, does provide advantages to the ultimate user, including greater simplicity, and avoiding the risk of loss of the adapter or of connecting it incorrectly, all at the cost of a bit more complexity in circuit design.

The biggest challenge to embedding results from the fact that all of the adapters tested behave badly when they are powered down. Whether through protection diodes or other internal pathways, all of the adapter's input and output lines sink current when the chip is powered down - as it would be when the USB cable is not connected and the project is running normally. Whether this matters depends on what else is going on in the project circuit, and on choices made by the designer.

For example, if the MCU pins connected to the adapter's TXD and RXD lines are dedicated solely to that purpose, and have no function when the project is operating normally, then those pins can be left as unused inputs which are conveniently pulled to ground by the adapter when it is off. Similarly, if the project's own power supply is to be used during flashing, then the adapter's 3.3V regulated output need not even be connected to the project. And in the case of the G2553, if the special triggering pattern on /Reset and Test is not being used, then those lines need not be connected either.

But if such simplifying decisions are not feasible, then using an embedded adapter like the CP2102 involves connecting its pins to the project's processor pins in a shared fashion. The processor's pins function in one way in normal operation, but in another way during a BSL session, and both sets of connections remain in place. So the circuit must be designed, and pins selected for various functions, so that when the circuit is operating in one mode, the presence of any other-mode connections to those pins will not interfere.

## The Power Source

During a BSL session, the MSP430G device can be powered from the project's normal power supply, or from the 3.3V regulated output of the CP2102. Factors which may affect this decision are the following:

1. The CP2102's TXD, DTR and RTS outputs will all be at 3.3V when high. If the project's power supply normally provides 3.3V or 3.6V, that should work fine. However, if a lower voltage is being used, then the voltage on the CP2102's outputs would exceed the permitted voltage on the processor's input pins. In that case, the processor would need to be temporarily powered by the higher 3.3V of the CP2102.

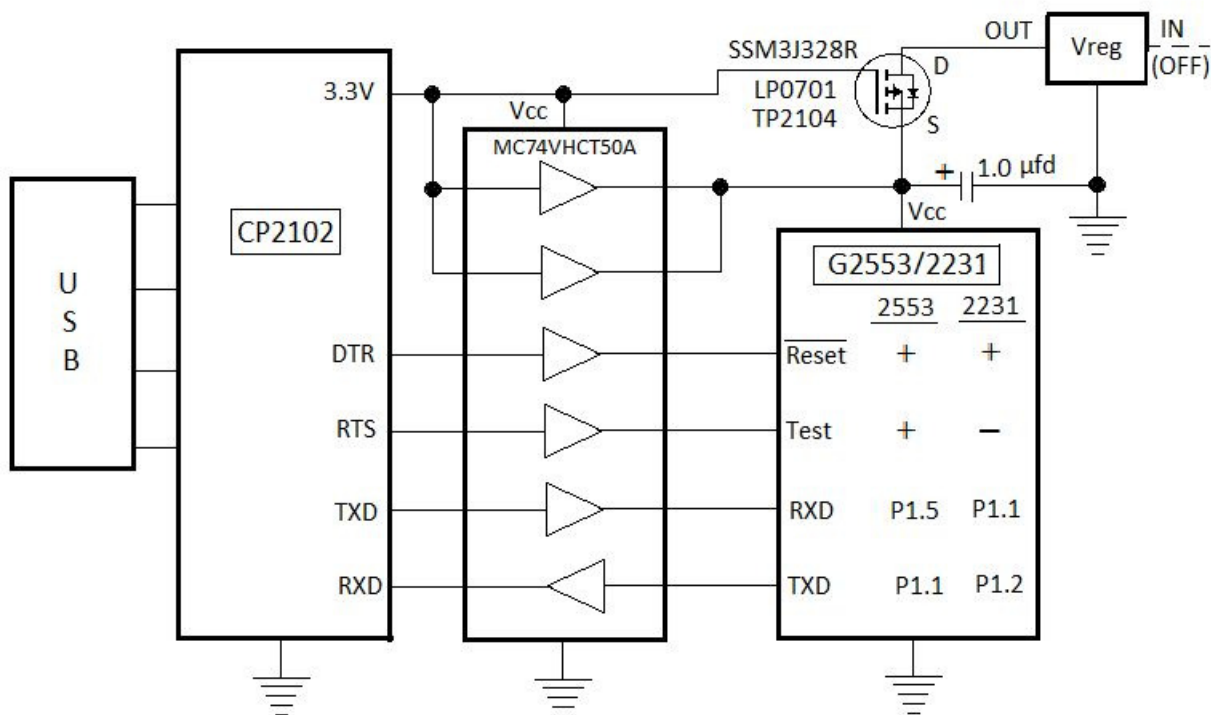
2. If the project is powered down when the active USB cable is plugged in and the adapter begins providing power to the processor, the custom BSL code will automatically detect that its RXD pin is high when it comes out of reset, and it will begin a BSL session. But if the project's own power is to be used, then there must be some way to initiate a reset to begin the session - a reset button of some kind, or possibly connecting DTR to /Reset and allowing the PC software to trigger a reset. Both BSL2231.exe and BSLDEMO-2.01b.exe perform that reset.

3. As mentioned above, when the CP2102 is powered down, its 3.3V regulated output pin will sink significant current. But the same may be true of the project's voltage regulator - depending on what is on the other side of that regulator. If there is nothing on the IN pin of the regulator but a battery and an On/Off switch, then there should not be a problem. But if the IN pin is connected to other circuitry in the project, then excessive current may flow back through the regulator when power is supplied from the CP2102 and normal project power is off.

(Note that all of these issues apply even if a non-embedded adapter is temporarily connected via a header.)

## CP2102 Isolation when Powered Down

While it is certainly possible to use diodes to prevent the CP2102 pins from sinking current when it is powered down, at some point the number of diodes and pullup resistors, and in particular the difficulty of dealing with the DTR-/Reset connection through a diode, argue for a simpler solution. Below is a schematic showing the use of an MC74VHCT50A hex buffer to isolate the CP2102:



The buffer is a 40-cent item at Digikey, and comes in either SOIC, which can be manually soldered, or TSSOP. When it is powered down, all of its inputs and outputs become high-Z, and thus have no effect on the project circuit. Also shown is the use of a P-channel MOSFET in reverse orientation to block any current from flowing back through the project's regulator, with near-zero voltage drop in normal operation. Of course a diode on the IN line of the regulator may work just as well if the voltage drop is not material, and neither may be needed if measurements show the backwards current flow is minimal to start with.

The schematic presents pretty much the worst case of what may need to be done to embed the adapter if all the lines are used and the adapter provides power to the processor. Even so, it's just the adapter module and the buffer, and possibly a MOSFET or diode, most of which would also be needed even if the adapter isn't embedded.

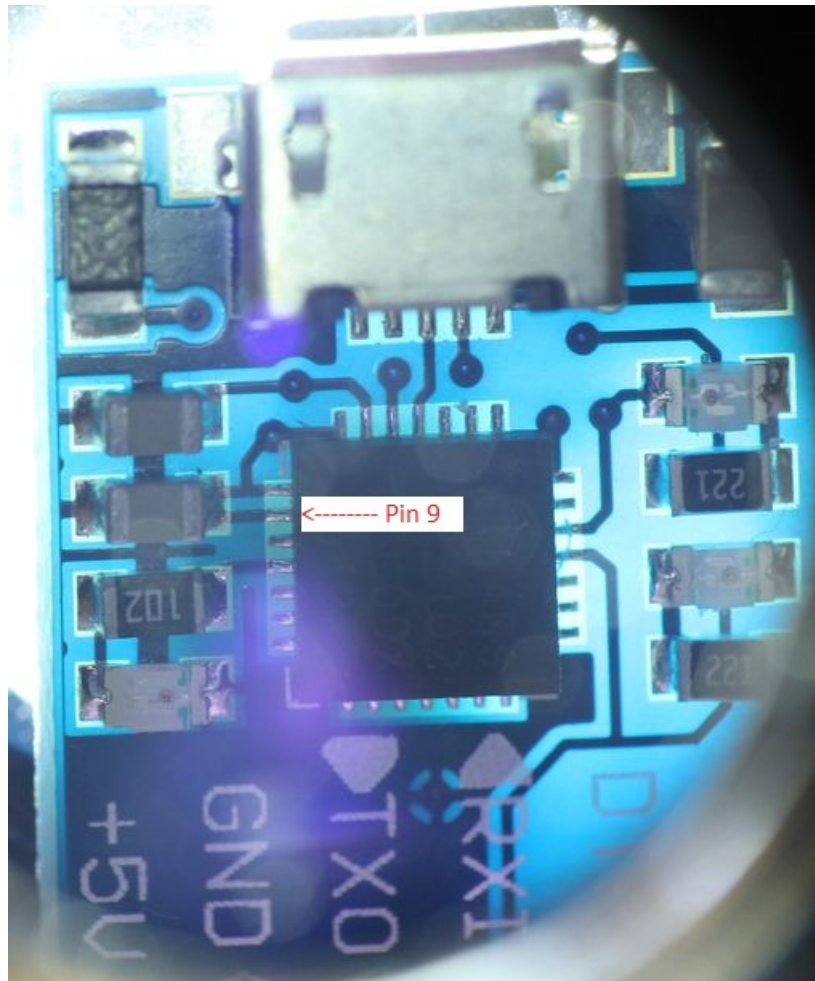
Also note the use of a 1.0 µfd tantalum capacitor in the schematic. This worked well in testing, but a 10 µfd cap might be safer.

### Warning About "CJMCU" Adapter Modules

The small adapter module with micro-USB referred to at the beginning comes in two versions, one good and one bad. The bad one, sold by Banggood and others, outputs 4.3V at the "3.3V" output pin and on DTR and TXD. This voltage exceeds the Absolute Maximum ratings for MSP430G, so this version must not be used. This version also has the TXD output labeled as "TXO", and has a "000" jumper installed next to the USB connector. Modules marked "CJMCU" are all bad, but not all bad modules have that marking.

The good version outputs 3.3V everywhere, calls TXD "TXD", and has a resettable fuse marked "T05" next to the USB connector. Despite the pictures shown in the linked Ebay listing, the items shipped by Ebay seller erizh-51 were actually the good version, and he claims to have access to more of that version from his supplier. Just be sure to measure the voltage before use.

If a module with 4.3V outputs is received, it can be converted to a "good" module with 3.3V outputs by very carefully cutting the trace connected to pin 9 of the CP2102. That pin should be left floating.



## Files Included

This project includes the following executables and documentation:

1. Installer for the G2553 special Entry code in INFOA, with its source code.
2. Installer for the "INFO" version of the G2231 BSL code, with source code.
3. Installer for the "Split" version of the G2231 BSL code, with source code.
4. BSL2231.exe for Windows console for the G2231 protocol, with C source.
5. BSLDEMO-2.01b.exe for the G2553, with C source - allows inversion of DTR line.
6. HEX2TXT.vbs for Windows - converts IntelHEX to TI-TXT for BSLDEMO2 use.
7. MSP430G BSL with Embedded Adapter.pdf - this file.
8. README.txt - brief description of the project and its files.

The source code files for the various MSP430 executables contain extended explanations, instructions and comments. BSL2231.exe requires a command line - use the "/" switch to see it.

In addition, you will need the Windows driver for the CP2102, available from Silicon Labs, or the equivalent driver for whatever other USB adapter you use:

<http://www.silabs.com/products/development-tools/software/usb-to-uart-bridge-vcp-drivers>

## Conclusion

Experience has shown that asking civilian users of a project to connect the circuit to the Launchpad to flash new firmware, or even to move the chip over to the Launchpad, is asking for trouble. And there is the cost of the Launchpad itself. USB-to-serial interface chips are now so inexpensive that it makes sense to embed BSL capability in projects for flashing firmware updates. But there can be pitfalls in the BSL process, so careful planning and testing is required.

Note: A special thanks to Michael Kohn, the author of the NAKEN ASSEMBLER used for all MSP430 code in this project. It is a very small, extremely fast assembler for MSP430 and for 31 other processors/microprocessors. The assembler, along with many other wonderful things, can be found at Mike's website and Github repositories:

<https://www.mikekohn.net/>  
<https://github.com/mikeakohn>