<https://www.silabs.com/documents/public/application-notes/an0003-efm32-uart-bootloader.pdf>

DBG\_SWCLK must be pulled high and device must be reset.

Note: DBG\_SWCLK has an internal pull-down. Leaving this pin unconnected will not invoke bootloader mode on reset

Note: For EFM32G, EFM32GG, EFM32LG, and most EFM32TG parts, the bootloader communicates using USART0 in Location 0. However, some devices do not have a USART0 peripheral, and others do but don't have a Location 0 option. For these and other reasons, the bootloaders in EFM32ZG, EFM32HG, and some EFM32TG (specifically EFM32TG108Fxx and EFM32TG110Fxx) parts all use LEUART0, location 3. Note that this location overlaps the regular SWD port, which, as discussed above, is used to enter the bootloader. Therefore, when using these parts, you should use a 4 kΩ pull-up on DBG\_SWCLK. For the EFM32 Series 1 devices, the bootloader uses the USART connection on port F0 (DBG\_SWCLK) and F1 (DBG\_SWDIO). These devices should also use a 4 kΩ pull-up on DBG\_SWCLK.

The UART uses 1 stop bit, no parity, and 8 data bits. In addition, the bootloader uses autobaud to enable a wide variety of different terminals. The autobaud functionality senses the baudrate used by the terminal program and adjusts accordingly. This initialization done by sending one uppercase "U"

GND

TX (DBG\_SWCLK)

RX

<https://www.digikey.com/products/en/cables-wires/single-conductor-cables-hook-up-wire/474?k=wire&k=&pkeyword=wire&FV=138000a%2C138000b%2C138001a%2C138014b%2C1380055%2Cffe001da&mnonly=0&ColumnSort=1000011&page=1&stock=1&quantity=0&ptm=0&fid=0&pageSize=25>