Tampering Protection

# Link

<https://www.youtube.com/watch?v=qCuVBD2dmTA&list=PLnMKNibPkDnFzux3PHKUEi14ftDn9Cbm7&index=21>

# Description

In this paperwork, we will learn how to setup and configure a firewall on our STM32 board.

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# Prerequisites

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## STM32 Board

## ST-Link cable

## STM32CubeMX

## STM32CubeIDE

# Walkthrough

## Step 1 : Launch STM32CubeMX and generate the code

Launch STM32CubeMX and select the right board depending on the one you are using. In my case I use the L476RG Nucleo board. Then you can generate the code of your project.  
Then you have to replace the button with RTC\_TAMP1.  
Then you will have to go in the RTC process and activate the clock source. In the Parameters settings, go to Tamper 1 Trigger and activate Falling Edge.  
Don’t forget to select the correct IDE (in my case STM32CubeIDE).   
Graphical user interface, text

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Step 2 : Write the main  
Then we will rewrite the code for the Tamper callback. In this one we will toggle the LED to be sure that we activated the function once the button is pushed.  
In the main, we will put data in two backup registries.  
Text

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If the code is completed, just compile and launch the debug.

Step 3 : Check the protection  
Just launch the code and go to the register section.  
You can see in the register values that our two values are in the memory.

Graphical user interface, text, application

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Once the user button is pushed (simulating physical tampering), you can see that the data has been erased :   
Graphical user interface, text, application

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