

4. Using the RRAM controller, enable unbuffered RRAM write using register [RRAMC.CONFIG](#). For more details on RRAMC, see [RRAMC — Resistive random access memory controller](#) on page 47.
5. Trigger the [PROVISION](#) task. KMU writes data to SICR.  
If copying of data was successful, KMU generates the [PROVISIONED](#) event, otherwise KMU generates the [ERROR](#) event.
6. Disable the RRAM write operation. For details, see [RRAMC — Resistive random access memory controller](#) on page 47.

If a power failure occurs during provisioning, KMU will not write key slot data to RRAM and the key slot is not provisioned.

For more details on how to detect power failures, see [Power-fail comparator](#) on page 69.

The following lists the SRC data used for provisioning.

| Field      | Byte offset | Size [bytes] | Description  |
|------------|-------------|--------------|--|
| METADATA   | 24          | 4            | 32 bits of any cleartext metadata that belongs with the key slot. This metadata can later be read using the <a href="#">READMETADATA</a> task (for details, see <a href="#">Read metadata</a> on page 169).  |
| DEST       | 20          | 4            | 32-bit destination address. Note that DEST cannot point to SICR. DEST must be on a 128-bit boundary.   |
| RPOLICY    | 16          | 4            | Revocation policy (same definition as the key slot RPOLICY field). Only two LSB's of the field are used, unused bits shall be set to zero. <ul style="list-style-type: none"> <li>'11' REVOKED: When TASKS_REVOKE is triggered, key slot ends up in the Revoked state "forever" (until Erase all).</li> <li>'01' ROTATING: Key Slot can be reused, and when TASKS_REVOKE is triggered, the key slot ends up in the Erased state and can be reused.</li> <li>'10' LOCKED: Key Slot can not be revoked (until Erase all). When TASKS_REVOKE is triggered, EVENTS_ERROR is generated.</li> <li>'00' RESERVED: Reserved for future use.</li> </ul> The revocation policy affects how the key slot transitions through its states, see <a href="#">Key slot states</a> on page 166. |
| VALUE[3:0] | 0           | 16           | Asset contents/value. This value can later be used by the <a href="#">PUSH</a> task (for details, see <a href="#">Push</a> on page 168).   |

Table 32: SRC data

### 7.8.3.2.2 Push

Retrieving an asset from SICR is called a push. During a push, KMU copies data from SICR to the destination address that was determined during provisioning.

A key slot can be pushed only when it is in the [PROVISIONED](#) state and if it is not push-blocked. For more details on push-block, see [Push block](#) on page 169.

To push a key slot, perform the following steps:

1. Configure the key slot ID in the [KEYSLOT](#) register.
2. Trigger the [PUSH](#) task.