



MT76x7 Flash Tool User's Guide

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Document Revision History

Revision	Date	Description
1.0	1 April 2016	Initial version
1.1	30 June 2016	Refine the images and complement the information of using the flash tool.
1.2	13 January 2017	Updated UI. Added support in Linux OS.
1.3	5 May 2017	Updated UI. Add new flash info configuration file.

Table of contents

1.	Introduction.....	4
2.	MT76x7 Flash Tool Installation	5
2.1.	Environment	5
2.2.	Linux version of MediaTek MT76x7 Flash Tool.....	5
2.3.	Microsoft Windows version of MediaTek MT76x7 Flash Tool	5
3.	Supported Features	7
3.1.	Configuring the Flash Tool.....	7
3.2.	Command execution sequence	8
3.3.	Formatting the storage.....	8
3.4.	Downloading an image	9
3.5.	Reading back an image	10
3.6.	Cloning the image of a device.....	10
3.7.	eFuse operations	11
4.	Adding New Flash Hardware.....	14

Lists of tables and figures

Figure 1. The Flash Tool GUI	4
Figure 2. Executable file in the MT76x7 Flash Tool's destination folder.....	6
Figure 3. Setup the COM port and baud rate.....	7
Figure 4. Command execution sequence and status	8
Figure 5. Download an image to the device storage.....	9
Figure 6. Downloading the image is successfully complete	10
Figure 7. Reading back the whole flash.....	10
Figure 8. Clone the image using Download Scatter File function	11
Figure 9. eFuse operations.....	13

1. Introduction

MT76x7 Flash Tool is designed to support flexible device flashing on MT76x7 applications. It primarily supports flashing the normal binary required for the LinkIt 7687 HDK operation based on MT76x7 chipset. It also supports flashing the scrambled binary to hide the device data. Figure 1 shows the graphical user interface (GUI) of the Flash Tool.

This document guides you through the following.

- Flashing the system on your development board.
- Reading the data from the development board.
- Cloning a system image from one device to another.
- Adjusting system properties using get or set operations on eFuse registers.

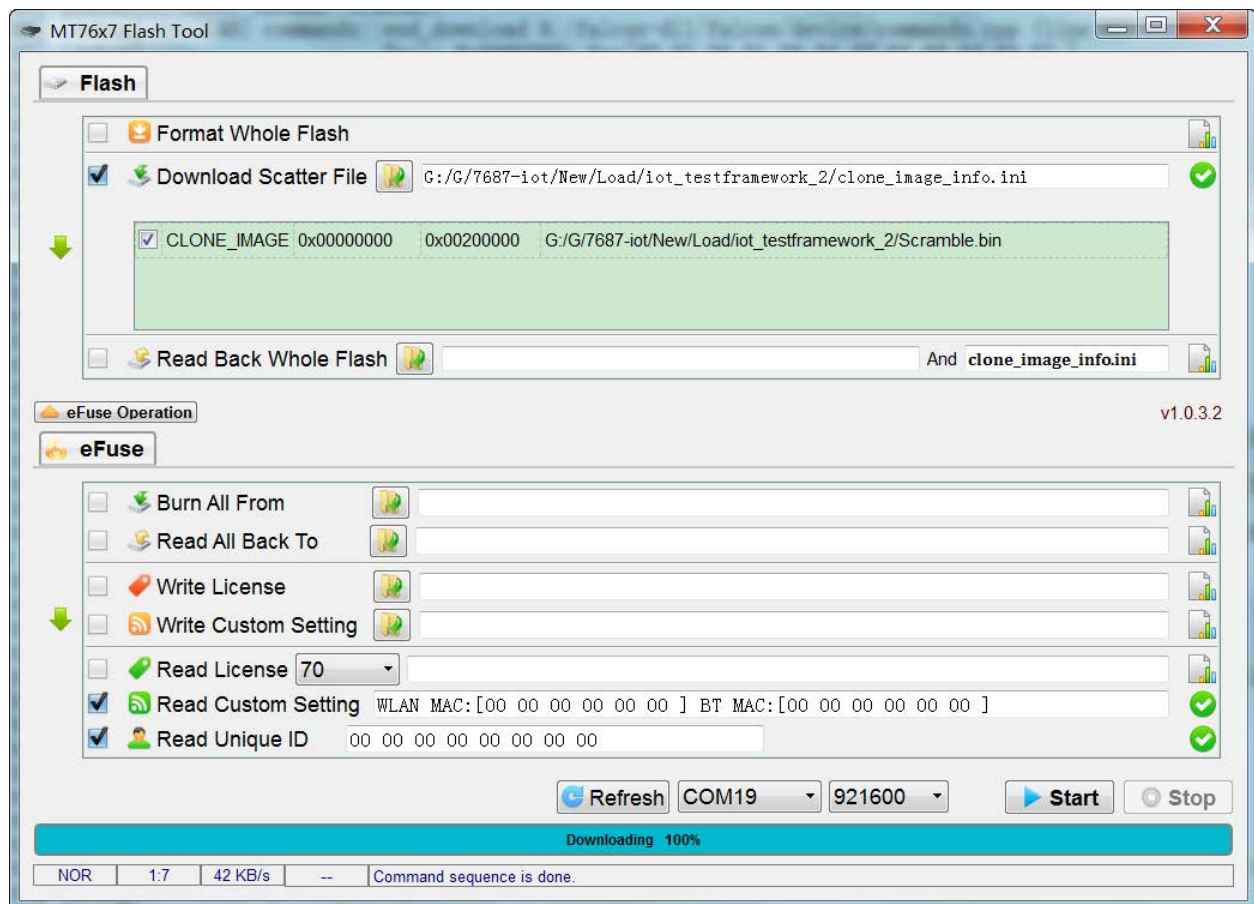


Figure 1. The Flash Tool GUI

2. MT76x7 Flash Tool Installation

This section provides an installation guide for the MT76x7 Flash Tool and covers the following items:

- The supported environment for installation.
- Installing the MT76x7 Flash Tool.

2.1. Environment

The Flash Tool can be used on Microsoft Windows XP, Vista, Win7, 8 and 10 with 32-bit and 64-bit operating system, also can be used on Linux with 32-bit and 64-bit operating system (Ubuntu 14.04 or higher).

To install the tool:

Download the LinkIt SDK v4 package from [here](#).

2.2. Linux version of MediaTek MT76x7 Flash Tool

On Linux OS environment:

- 1) Extract the content of the SDK and navigate to the MT76x7 Flash Tool's folder (./linux32bit or ./linux64bit). The tool is a setup free package.
- 2) Run the following command to establish the library environment and launch the Flash Tool:

```
source env-setup.sh
./mt76x7-flash-tool.exe
```

2.3. Microsoft Windows version of MediaTek MT76x7 Flash Tool

On Microsoft Windows OS environment:

- 1) Extract the content of the SDK and navigate to the MT76x7 Flash Tool's folder (./win). The tool is a setup free package.
- 2) Execute the `mt76x7-flash-tool.exe` to launch the Flash Tool (see Figure 2).

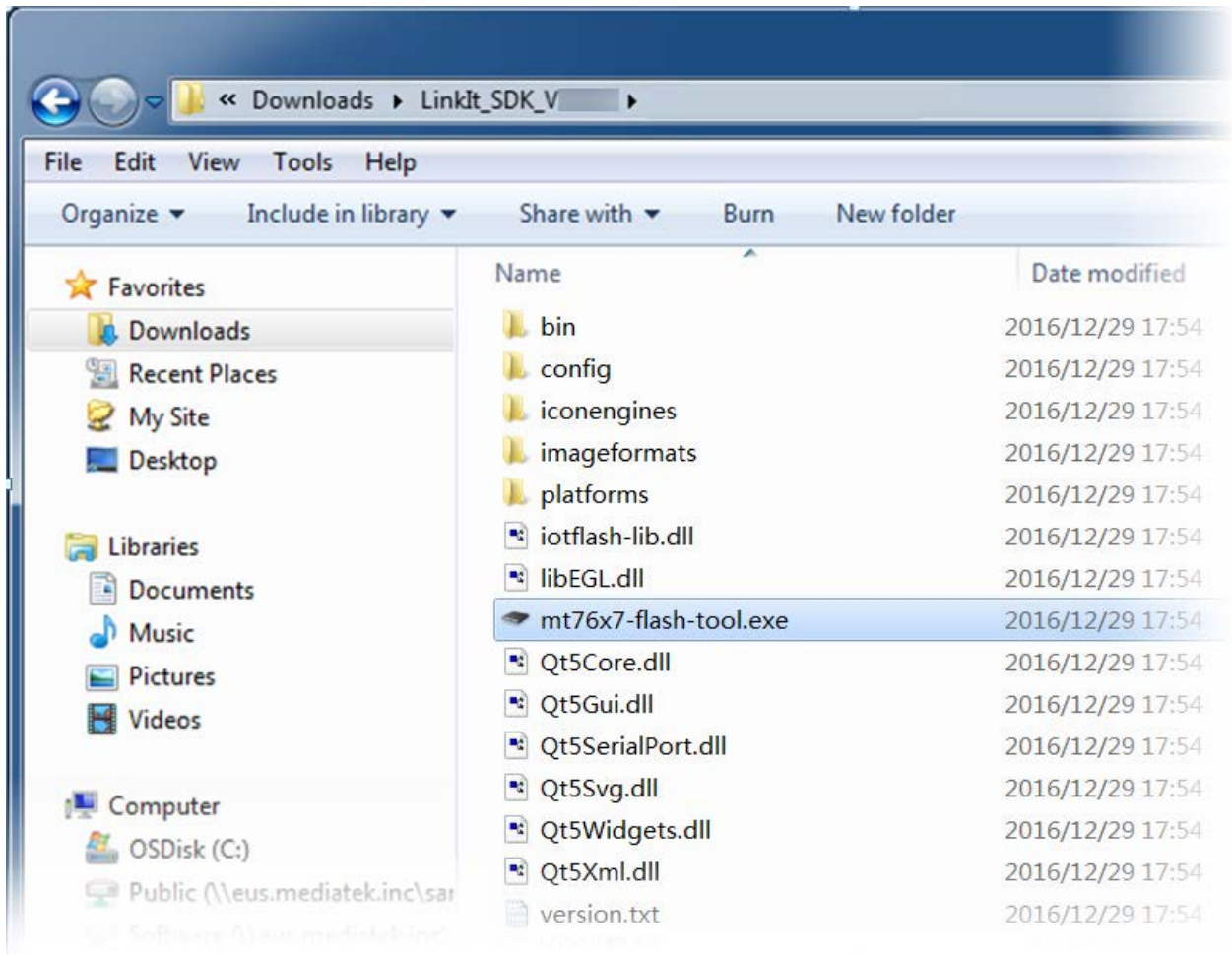


Figure 2. Executable file in the MT76x7 Flash Tool's destination folder

3. Supported Features

The Flash Tool supports the following five features:

- Formatting the storage, see section 3.3, "Formatting the storage".
- Downloading the images, see section 3.4, "Downloading an image".
- Reading back an image, see section 3.5, "Reading back an image".
- Cloning the image of a device, see section 3.6, "Cloning the image of a device".
- eFuse operations, see section 3.7, "eFuse operations".

3.1. Configuring the Flash Tool

Configure the Flash Tool before commencing the first image download or storage formatting operations. Follow the description in section 2.1, "Firmware update" of the LinkIt 76x7 HDK user's guide to set the board to **FLASH Recovery** mode before proceeding to the next section.

3.1.1. Configure the COM port and the baud rate

To configure the COM port and the baud rate:

- 1) Launch the MT76x7 Flash Tool and connect the device with a micro-USB cable.
- 2) Reset the development board or unplug and re-plug in the micro-USB cable.
- 3) Click **Refresh** and configure the correct COM port and the baud rate, as shown in Figure 3.

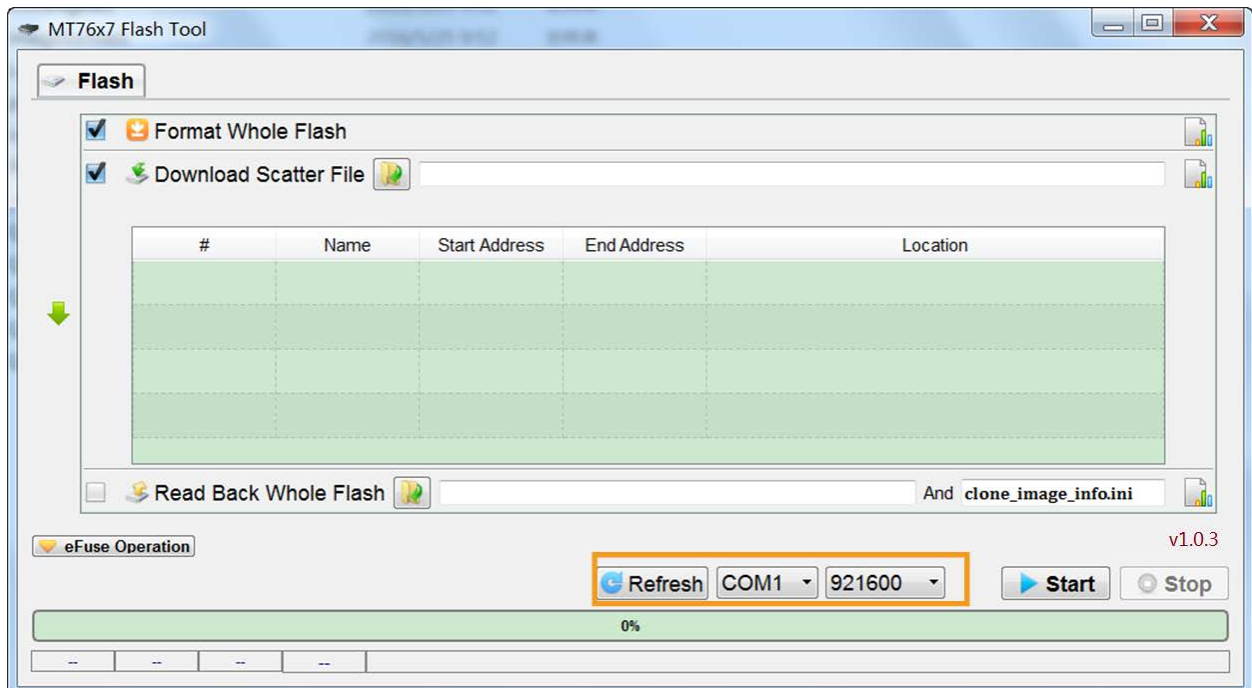


Figure 3. Setup the COM port and baud rate

3.2. Command execution sequence

This tool provides all-in-one service, where format, download, read back and eFuse operations can be applied in a single run. The command execution sequence is from the top to the bottom of the UI, as shown in Figure 4.

To execute the commands:

- 1) Select the checkbox to enable the operation.
- 2) Some functions need additional input for successful execution; such as **Download Scatter File** operation requires the path to the scatter file. Once all the required information is provided, click **Start** to execute the commands sequentially.

After the completion of the command execution, the corresponding icon changes to checkmark or crossmark to indicate status of the result.

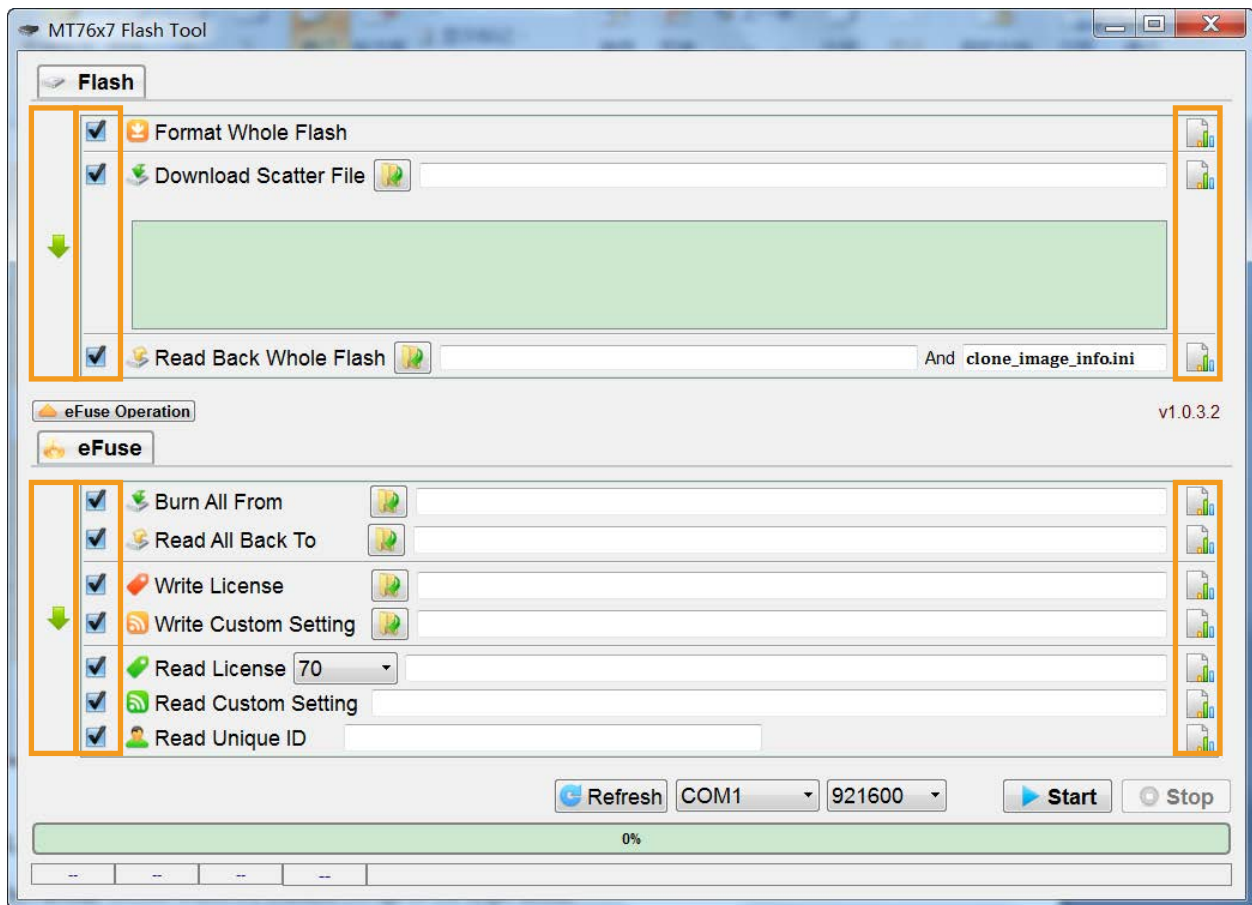


Figure 4. Command execution sequence and status

3.3. Formatting the storage

The **Format** function erases the available storage on the target device.

To apply formatting:

- 1) Enable **Format Whole Flash** checkbox.
- 2) Click **Start** to execute the command and check the final status.

3.4. Downloading an image

The **Download** feature flashes the image to the device. The image data can be scrambled if necessary. If scrambled, the data read back cannot be decoded.

Follow these steps to execute commands.

- 1) Enable **Download Scatter File** checkbox.
- 2) Click **open folder** to provide the scatter file. It's an **Image Description File** that contains the partition layout of the device along with the project load. The detailed content including **Name**, **Start Address**, **End Address** and the **Location** of the files are displayed in a table, as shown in Figure 5.
- 3) Click **Start** to execute the command. When downloading is complete, the result status is shown in Figure 6.

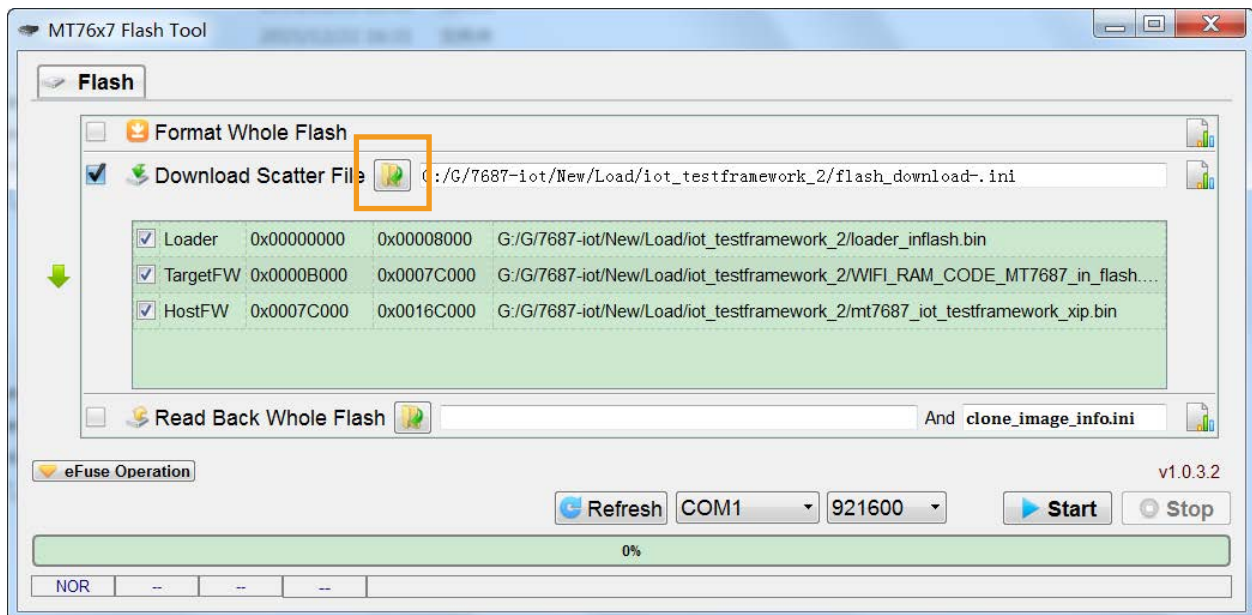


Figure 5. Download an image to the device storage

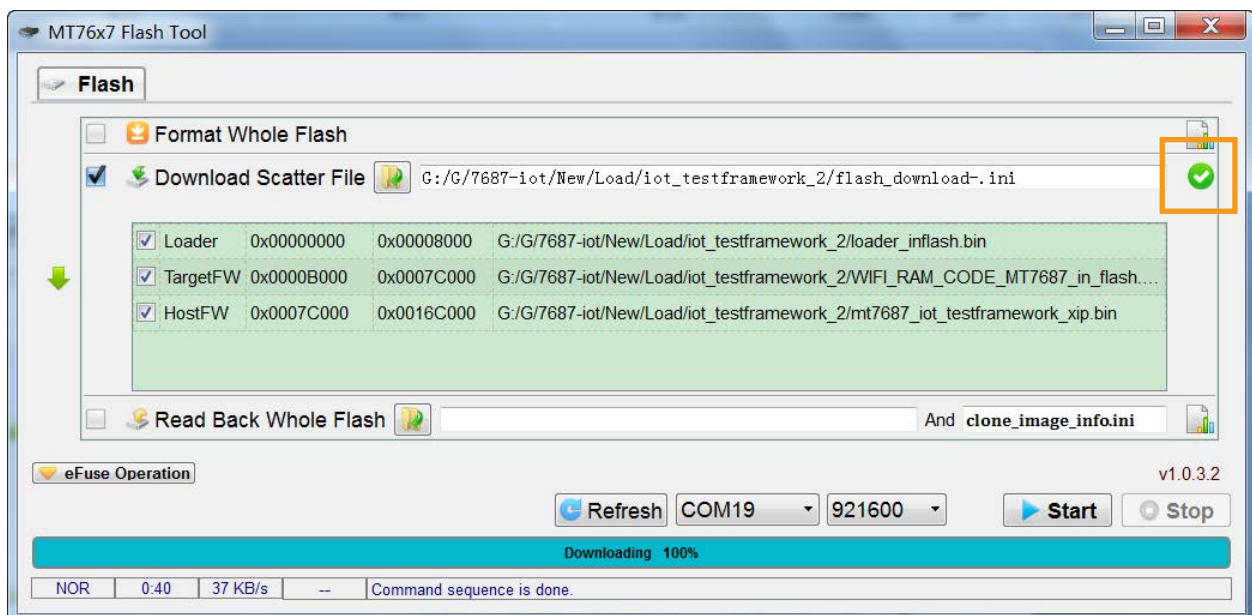


Figure 6. Downloading the image is successfully complete

The Scatter file, known as **Image Description File** (usually named as `flash_download.ini`), is located under the project binary folder, where all other binary files reside. The binary files could be either MediaTek released or generated during build process. The **Image Description File** includes information about the file version, project name, partition layout details, etc. More information about this file can be found in section “Building the project” of the MediaTek LinkIt™ Development Platform for RTOS Get Started Guide.

3.5. Reading back an image

The **Read Back Whole Flash** feature reads back the entire image from the device storage. The image is usually used as an input file for cloning the device.

To execute the commands:

- 1) Enable **Read Back Whole Flash** checkbox.
- 2) Click the corresponding **open folder** to select the output file where the image needs to be stored.
- 3) Click **Start** to execute the command. After the command execution is complete, the corresponding image description file named “`clone_image_info.ini`” will be generated in the same folder, as shown in Figure 7.

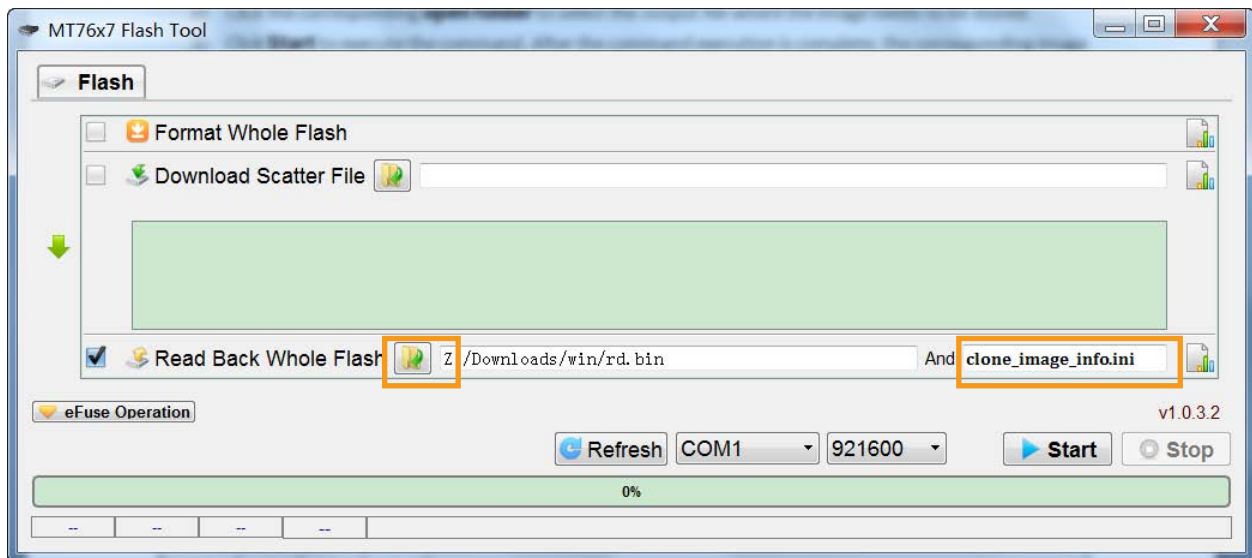


Figure 7. Reading back the whole flash

3.6. Cloning the image of a device

The **Clone** feature reads back the image of the device from one device and flashes it to another device.

To execute the commands:

- 1) Enable **Download Scatter File** checkbox.
- 2) Click **open folder** to select the image description file read out from a device. This file is usually generated through the **Read Back Whole Flash** operation and named as “`clone_image_info.ini`”. See section 3.5, “Reading back an image”.
- 3) Click **Start** to execute the command, as shown in Figure 8.

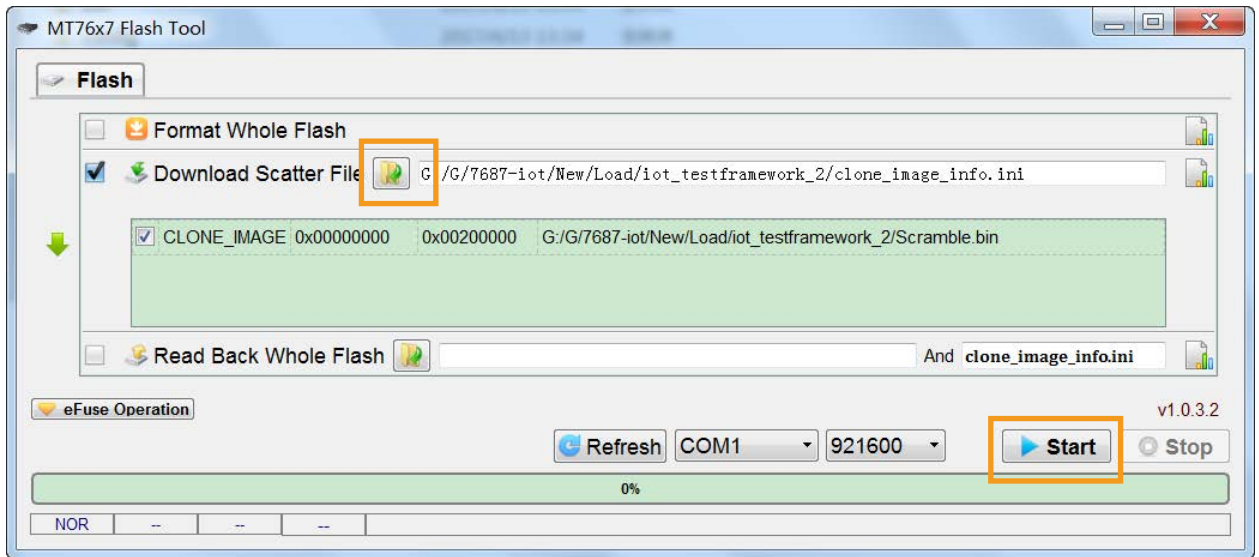


Figure 8. Clone the image using Download Scatter File function

3.7. eFuse operations

eFuse is a technology that enables dynamic real-time reprogramming of computer chips. Computer logic is generally etched or hard-coded onto a chip and cannot be changed after the chip is manufactured. By utilizing a set of eFuse operations, it is possible to change the circuit configuration on the chip during the runtime.

The eFuse operations of the SDK is an advanced feature that gets or sets the eFuse registers to adjust property values on the device. Setting up eFuse with wrong values on the device will result in an unpredictable behavior. The primary functions are:

- Save/Load full region of the eFuse.
- Get the device's unique ID.
- Set/Get device license and WLAN MAC address.

Perform eFuse operations in the following order (see Figure 9). Enable running one or more functions by selecting the checkbox corresponding to the function on the GUI.

- 1) Click **eFuse Operation** to expand the eFuse Tab.
- 2) Enable **Burn All From** checkbox to write full region of the eFuse binary to the target device. Click **open folder** to provide the file name of the eFuse data binary.
- 3) Enable **Read All Back To** checkbox to read back full region of the eFuse from the target device. Click **open folder** to provide the file name to store the eFuse data.
- 4) Enable **Write License** checkbox to write the license data to the target device. Click **open folder** to provide the file name that contains the license.
- 5) Enable **Write Custom Setting** checkbox to write the WLAN MAC or BT MAC data to the target device. Click **open folder** to provide the file name that contains the data.
- 6) Enable **Read Unique ID** checkbox to read back the device ID. After the process is complete, the ID string will be read back and displayed under **Read Unique ID** box.
- 7) Enable **Read License** checkbox to read back license of device. Select the license length under **Length**. After the process is complete, the data will be read back and displayed under **Read License** box.

- 8) Enable the **Read Custom Setting** checkbox to read back the WLAN MAC and BT MAC of the device.
After the process is complete, the data will be read back and displayed under **Read Custom Setting**.
- 9) Click **Start** to execute the command.

The file type is *.ini and it contains the license, BT MAC and WLAN MAC similar to the script snippet and the content format, as shown below.

```
[MAC]
M-ENABLED=FALSE
M0=00 00 00 00 00 00
M1=00 00 00 00 00 00
M7=THE END

[BT_MAC]
B-ENABLED=TRUE
B0=00 00 00 00 00 00
B1=00 00 00 00 00 00
B7=THE END

[LICENSE]
L-ENABLED=TRUE
L0=05 C2 69 43 57 12 F4 FF 05 C2 69 43 57 12 F4 FF 05 C2 69 43 57 12 F4 FF
05 C2 69 43 57 12 F4 FF 05 C2 69 43 57 12 F4 FF 05 C2 69 43 57 12 F4 FF 05
C2 69 43 57 12 F4 FF 05 C2 69 43 57 12 F4 FF
L1=05 C2 69 43 57 12 F4 FF 05 C2 69 43 57 12 F4 FF 05 C2 69 43 57 12 F4 FF
05 C2 69 43 57 12 F4 FF 05 C2 69 43 57 12 F4 FF 05 C2 69 43 57 12 F4 FF 05
C2 69 43 57 12 F4 FF 05 C2 69 43 57 12 F4 FF
L7=THE END
```

The user can create this file manually. Notice that the last record must be "THE END", the sequenced key of every record in "MAC" must be defined as "M0", "M1", "M2" and so on. In section "LICENSE", the key must be defined as "L0", "L1", "L2" and so on. In section "BT_MAC", the key must be defined as "B0", "B1", "B2" and so on.

If the setting of "M-ENABLED" in section "MAC" is FALSE like "M-ENABLED=FALSE", then Write Custom Setting will not write the WLAN MAC.

If the setting of "B-ENABLED" in section "BT_MAC" is FALSE like "B-ENABLED=FALSE", then Write Custom Setting will not write the BT MAC.

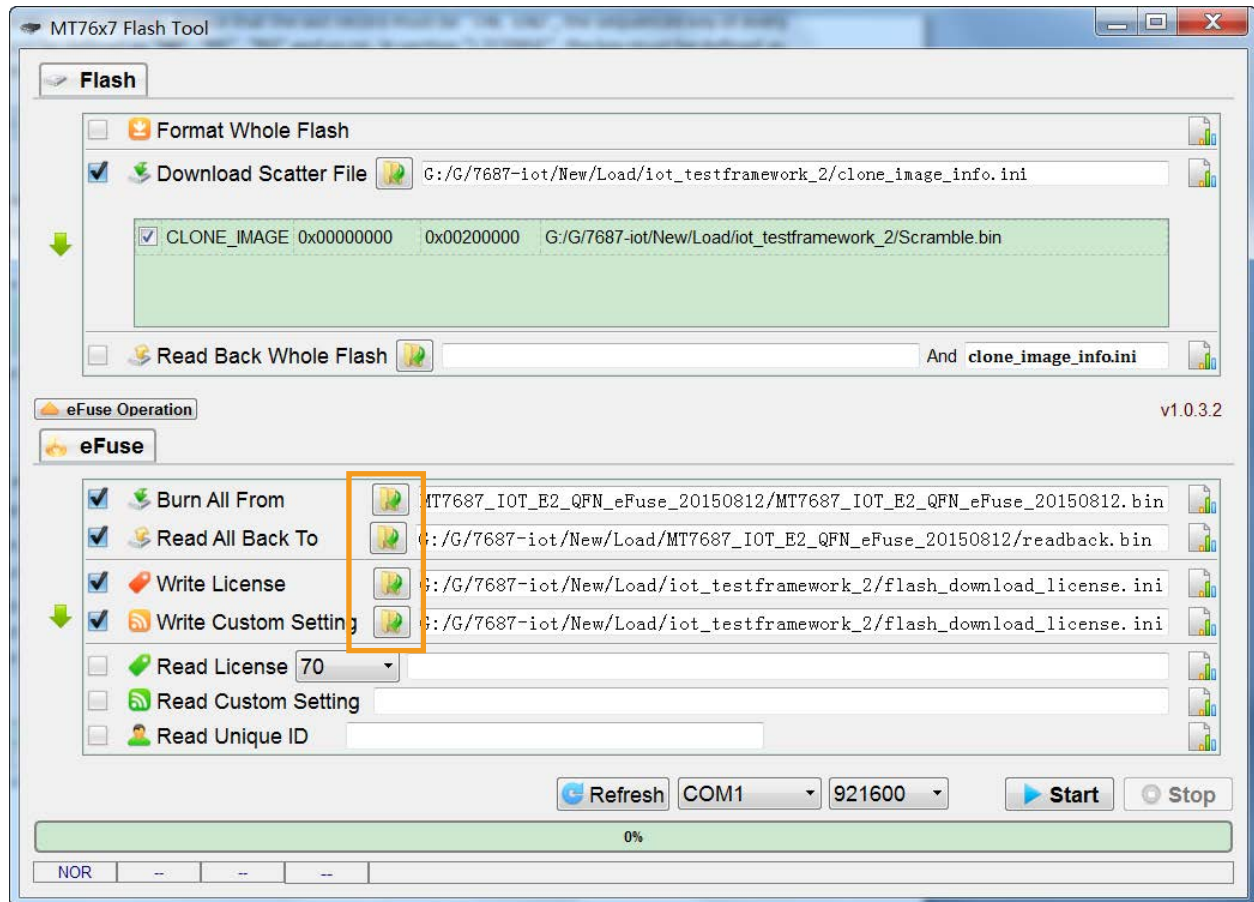


Figure 9. eFuse operations

4. Adding New Flash Hardware

This section provides the method of adding new type of flash hardware supported by Flash Tool.

- The configure file named “flash-id-white-list.xml” in folder “config” and it contains the flash info like “Jedec id”, “name” and “total flash size” similar to the script snippet and the content format, as shown below.
- If new flash is added, creating a new item in this configure file.

```
<?xml version="1.0" encoding="utf-8"?>
<white-list>
  <list>
    <!--item jedec_id="0x[Manufactory ID][Memory type][Memory
density][Reserved 00]" name="Flash Name" total_size="flash size"-->
    <item jedec_id="0xEF401600" name="W25Q32JV"
total_size="0x400000"/>
    <item jedec_id="0xEF401400" name="W25Q80DV"
total_size="0x400000"/>
    <item jedec_id="0xEF401500" name="W25Q16DV SPI"
total_size="0x400000"/>
    <item jedec_id="0xEF601500" name="W25Q16DV_QPI"
total_size="0x400000"/>
  </list>
</white-list>
```

-