Application Update Using the USB Device Firmware Upgrade Class

Application Note

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Texas Instruments
108 Wild Basin, Suite 350
Austin, TX 78746
Main: +1-512-279-8800
Fax: +1-512-279-8879
http://www.luminarymicro.com

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Introduction

Use of the standard USB Device Firmware Upgrade (DFU) class on Stellaris® USB-enabled microcontrollers offers a convenient and fast method of replacing main application images in microcontroller flash on boards configured to operate as USB devices. This application note provides a brief overview of the DFU class, describes the Stellaris implementation in the USB boot loader (boot_usb) application, and also describes the host-side “lmdfu” dynamic link library for Windows.

DFU Overview

The USB DFU class defines mechanisms that can be used by USB devices to write new firmware application images to their internal storage and, optionally, to return the current firmware image to the host. The class specifies a functional descriptor that the DFU device must return as part of its configuration descriptor, a set of class-specific requests, and a state machine which controls the download or upload operations.

The basic DFU specification defines the following operations:

- Firmware image download to a device (write operations)
- Firmware image upload from a device (read operations)
- Device status and state queries

It does not, however, specify the following:

- Address selection for downloaded or uploaded images
- The ability to erase blocks of flash
- The ability to check that areas of memory are erased
- Methods to query the target device storage parameters (for example, flash size and writeable region addresses)

While these operations are not explicitly mentioned in the specification, they are typically supported by DFU-device manufacturers via device-specific commands embedded in downloaded binary data. In this implementation, care has been taken to ensure that a host-side application which is unaware of these binary commands can still download a suitably wrapped binary file to the device using nothing more than standard DFU download requests. More details of this are provided in “Stellaris DFU Binary Protocol” on page 9.

Device Operating Modes

Unlike most device classes, the DFU class specifies two operating modes for the device: Run Time mode and DFU mode, each of which publishes a diffferent set of USB descriptors to the host. In Run Time mode, the device operates using its normal USB class descriptors (for example, a printer operates as a printer and a mass storage device offers mass storage device services), but also publishes an additional interface descriptor and functional descriptor publicizing the fact that it is DFU-capable. In this mode, no actual firmware upload or download is supported, but the DFU specification defines how a host may signal the device to indicate that it should switch into the second mode in preparation for DFU operation.

In DFU mode, the device no longer publishes its standard device descriptors but, instead, reports only its DFU capabilities, all of which are accessed via a single interface and using the control endpoint, endpoint 0. The device descriptor published in this mode often contains a different product ID (PID) than the descriptor published in Run Time mode, thus ensuring that the connected USB host only loads the DFU device driver when the device is in DFU mode. In this mode, firmware download (write) and upload (read) operations are possible. On exit from DFU mode, the device typically reboots and runs the main application image, reverting to Run Time mode operation.

Note: The remainder of this document refers to DFU mode only.

DFU Descriptors

In DFU mode, the device publishes the following USB descriptors:

- Device
- Configuration
- Interface
- DFU Functional

Device Descriptor

A standard device descriptor is published with the vendor ID assigned to the manufacturer of the device (0x1CBE for Stellaris examples) and a product ID which is typically different from the one published during Run Time mode operation. For the Stellaris USB boot loader, product ID 0x00FF is used.

The bDeviceClass and bDeviceSubclass fields of the device descriptor are each set to 0x00 indicating that the class and subclass are defined at the interface level.

Configuration Descriptor

A standard configuration descriptor is published by the device. In DFU mode, the bNumInterfaces field must be set to 1 indicating that a single interface is present.

Interface Descriptor

A single interface descriptor is published with the DFU interface identified by bInterfaceClass set to 0xFE, bInterfaceSubClass set to 0x01, and bInterfaceProtocol set to 0x02. The DFU specification allows different programmable areas of the device memory to be identified through the use of multiple alternate settings but the Stellaris USB boot loader only supports a single alternate setting for the interface.

The interface supports no endpoints (bNumEndpoints is set to 0) since all DFU communication is carried out via the default control endpoint, endpoint 0.

DFU Functional Descriptor

The only device class-specific descriptor published by the device is the DFU functional descriptor which offers information on the DFU capabilities of the device and the size of data blocks which may

be written to or read from the device during download or upload operations. Table 1-1 shows the DFU functional descriptor fields.

Table 1-1. DFU Functional Descriptor Fields

Offset	Field	Size	Value	Description
0	bLength	1	0x09	Size of this descriptor in bytes.
1	bDescriptorType	1	0x21	DFU FUNCTIONAL descriptor type.
2	bmAttributes	1	Bit Mask	This field provides bit flags indicating DFU-specific device capabilities. Bit [7:4] – Reserved [3] – bitWillDetach (1) indicates that the device will detach and reattach automatically on receipt of the DFU_DETACH request whereas (0) indicates that the host must issue a USB reset after the DFU_DETACH request. Bit [2] – bManifestationTolerant (0) indicates that the device must be reset after completion of a firmware download operation whereas (1) indicates that the device remains responsive and capable of receiving further DFU requests after a download ends. Bit [1] – bitCanUpload (1) indicates that the device is capable of uploading data to the host and (0) indicates that this is not supported. Bit [0] – bitCanDnload (1) indicates that the device supports firmware download operations and (0) indicates that download is not supported. In the Stellaris® USB boot loader, this field is set to 0x07 to indicate that the device is “manifestation tolerant” and that it can perform both upload and download operations.
3	wDetachTimeOut	2	Number	This field defines the number of milliseconds that the device waits for a USB reset after receiving the DFU_DETACH request. The Stellaris USB boot loader does not support DFU_DETACH (since this is a Run Time mode request) and the field is set to 0xFFFF.
5	wTransferSize	2	Number	Defines the maximum number of bytes that the device can accept or provide in each control endpoint transaction. For the Stellaris® USB boot loader, this value is 1024.
7	bcdDFUVersion	2	0x110	Identifies this device as DFU 1.1 compliant.

DFU Requests

All communication between the USB host and DFU device is made via a group of seven DFU-defined requests sent using the default control endpoint, endpoint 0. Table 1-2 shows the DFU-defined requests.

Table 1-2. DFU-Defined Requests

bmRequestType	bRequest	wValue	wIndex	wLength	Data
00100001b	DFU_DETACH	wTimeout	Interface	Zero	None
00100001b	DFU_DNLOAD	wBlockNum	Interface	Length	Firmware data
10100001b	DFU_UPLOAD	Zero	Interface	Length	Firmware data
10100001b	DFU_GETSTATUS	Zero	Interface	6	Status
00100001b	DFU_CLRSTATUS	Zero	Interface	Zero	None
10100001b	DFU_GETSTATE	Zero	Interface	1	State
00100001b	DFU_ABORT	Zero	Interface	Zero	None

- DFU_DETACH
  This request is not supported by the Stellaris USB boot loader since it applies only to Run Time mode operation. The request instructs the device that it should switch into DFU mode either immediately (if the device DFU functional descriptor bitWillDetach attribute bit is set) or following the next USB reset.

- DFU_DNLOAD
  The DFU_DNLOAD request is used to send binary firmware data to the device. This may include target-specific commands in addition to the firmware data since the DFU specification does not define the actual content or meaning of the payload of the download request. The size of data passed with the request must be less than or equal to the wTransferSize specified in the DFU functional descriptor (1024 for the Stellaris implementation). After each transfer, the host must issue a DFU_GETSTATUS and wait until the previous transfer has been processed prior to sending the next block of data.

- DFU_UPLOAD
  The DFU_UPLOAD request is used to retrieve the existing firmware image from the device. As in the download case, each transfer can be up to wTransferSize bytes. DFU_UPLOAD may also be used to retrieve device-specific information in response to a command embedded in a previous DFU_DNLOAD request.

- DFU_GETSTATUS
  The DFU_GETSTATUS request returns information on the state of the DFU device and also acts as a synchronization mechanism during download operations. The request must be made following each DFU_DNLOAD and no more download requests issued until the returned state indicates that the device can accept more download data.

This request returns a six-byte structure containing the fields shown in Table 1-3.

Table 1-3. DFU_GETSTATUS Fields

Offset	Field	Size	Value	Description
0	bStatus	1	Number	An indication of the device status as a result of the execution of the most recent request. The value 0 indicates that no error condition is present.
1	bwPollTimeout	3	Number	The minimum time that the host should wait before sending another DFU_GETSTATUS while polling for completion of a DFU_DNLOAD operation.
4	bState	1	Number	The state that the device will transition to immediately after sending this response.
5	iString	1	Index	The index of any status description string that the device may offer. 0 indicates that no string is available.

- DFU_CLRSTATUS
  In cases where DFU_GETSTATUS has reported an error (non-zero value) in the bStatus field, this request must be sent to clear the error condition before the host can issue any further download or upload requests.
- DFU_GETSTATE
  The DFU_GETSTATE request is similar to DFU_GETSTATUS in that it returns the current state of the device. Unlike DFU_GETSTATUS, however, it does not cause any state machine transitions and only returns the current device state and not the status information indicating the source of any error.
- DFU_ABORT
  The DFU_ABORT request will return the device to IDLE state and abort any partially-complete upload or download operation.

DFU State Machine

The DFU specification defines not only the collection of requests that a DFU device must support but also a detailed state machine that the device must implement. For each of the states, the specification defines the action to be performed on receipt of each of the DFU requests and also various USB events, and also the state that is to be transitioned to following that request or stimulus. The Stellaris USB boot loader implementation is designed to closely follow the state machine definition from the specification, making it straightforward to understand the code after reading the specification. A couple of deviations from the specification do exist to facilitate download command extensions and these are described later in this document. The following states are used while the device is operating in DFU mode:

- dfuIDLE
  The device enters dfuIDLE state whenever it first enters DFU mode and on completion of a download or upload operation (unless the device is not “manifestation tolerant” – see dfuMANIFEST state for more details). In this state, it is ready to start a new operation.

- dfuDNLOAD-SYNC
  Once a DFU_DNLOAD request has been received, the device enters this state and remains here until DFU_GETSTATUS is received at which point it will transition to dfuDNLOAD-IDLE assuming the download request processing has completed.
- dfuDNLOAD-IDLE
  When a previous download request has completed and the device is ready to accept another transfer of binary data, this state is entered.
- dfuUPLOAD-IDLE
  Following a DFU_UPLOAD request, this device transitions from dfuIDLE to this state and remains there until all the requested upload data has been transmitted to the host. In this state, further DFU_UPLOAD requests may be issued by the host to retrieve subsequent data blocks. When all data has been transferred, the device transitions back to dfuIDLE.
- dfuERROR
  At any time when an error occurs, the device transitions into dfuERROR state. A DFU_GETSTATUS request will result in details of the error being returned to the host. To clear the error, DFU_CLRSTATUS must be sent which will result in the device transitioning back to dfuIDLE in preparation for the start of a new operation.
- dfuMANIFEST-SYNC
  Once a download operation completes and all data has been received by the device (as indicated by the host sending a DFU_DNLOAD request with 0 in the wLength field of the request structure), this state is entered. The next DFU_GETSTATUS request causes the Stellaris USB boot loader to transition back to dfuIDLE (since it is “manifestation tolerant”).
- dfuMANIFEST
  Once a download operation is completed and the host has sent a DFU_GETSTATUS request, a device which is not “manifestation tolerant” will enter this state during which it will finalize the programming of the new firmware. Since the Stellaris USB boot loader is “manifestation tolerant” it does not support states dfuMANIFEST or dfuMANIFEST-WAIT-RESET. At the end of a download, the device transitions to dfuMANIFEST-SYNC and, on completion of programming, directly back to dfuIDLE.
- dfuMANIFEST-WAIT-RESET
  This state is used by devices which are not manifestation tolerant to indicate that a download has completed and that the device is waiting for the host to issue a USB reset and cause the device to boot the new firmware.

Stellaris DFU Binary Protocol

The Stellaris DFU boot loader implementation supports several commands which may be sent to the target device to perform operations which are outside the scope of the existing DFU specification. This protocol is defined in such a way, however, that a host application which is unaware of it may still be used to download and upload firmware images. Using protocol commands, however, the application may access additional features such as the ability to erase specific regions of flash, query device parameters or download binary data to particular addresses.

Each command in the Stellaris DFU binary protocol is sent to the target device as a DFU_DNLOAD request with an 8 byte payload. The first byte of the payload is a command identifier and the

following bytes are command-specific. The Stellaris device expects that any DFU_DNLOAD request received while in state dfuIDLE will contain a command header. In other states, however, commands are not parsed, thus allowing a host application unaware of the command protocol to download a correctly formatted firmware image in multiple transfers without the need to inject commands into the download stream. In this case “correctly formatted” means that the image has been wrapped with a DFU suffix and a command prefix structure containing the 8 byte command indicating that binary data is being sent. This wrapper can be added by using the “dfuwrap” command line application which is included in StellarisWare™ releases for USB-capable Stellaris evaluation kits such as the EK-LM3S3748.

Stellaris DFU Binary Protocol Query

Since the Stellaris DFU binary protocol involves sending data via DFU_DNLOAD requests, it is desirable to be able to determine whether or not a target device supports the protocol before attempting to use it. Sending such commands to a device which does not expect them could cause corruption of the device firmware so a special request is supported by the Stellaris DFU boot loader allowing a client to determine whether the protocol is supported. It is assumes that a correct response to this request, rather than a stall, indicates that the protocol is supported.

The request is an IN request to the DFU interface on the control endpoint, endpoint 0 containing specific values for the bRequest (USBD_DFU_REQUEST_LUMINARY, 0x42), wValue (REQUEST_LUMINARY_VALUE, 0x23) and wLength (sizeof(tDFUQueryLuminaryProtocol), 4) parameters. A device supporting the Stellaris DFU binary protocol is expected to respond to a request containing these known values with a 4 byte structure (tDFUQueryLuminaryProtocol) containing two marker pattern bytes (LM_DFU_PROTOCOL_MARKER, 0x4C4D) and a version number. Receipt of the marker bytes by the host indicates that the protocol is supported and the version number (currently LM_DFU_PROTOCOL_VERSION_1, 0x0001) can be used to determine the set of features supported.

The protocol support request is shown in Table 1-4.

Table 1-4. Protocol Support Request

bmRequest	Type bRequest	wValue	wIndex	wLength	Data
10100001b	0x42	0x23	Interface	4	A structure containing a 2 byte marker and 2 byte version number is returned by the device.

A device supporting the protocol must respond with the following packed structure:

```
typedef struct
{
    unsigned short usMarker;        // Set to LM_DFU_PROTOCOL_MARKER
    unsigned short usVersion;       // Set to LM_DFU_PROTOCOL_VERSION_1
}
tDFUQueryLuminaryProtocol;
```

Stellaris DFU Binary Protocol Commands

The following commands may be sent to the USB boot loader as the first 8 bytes of the payload to a DFU_DNLOAD request. The boot loader will expect any DFU_DNLOAD request received while in dfu_IDLE state to contain a command header but will not look for command unless the state is dfu_IDLE. This allows an application which is unaware of the command header to download a DFU-wrapped binary image using a standard sequence of multiple DFU_DNLOAD and DFU_GETSTATUS requests without the need to insert additional command headers during the download.

The commands defined here and their parameter block structures can be found in the usbdfu.h header file. In all cases where multi-byte numbers are specified, the numbers are stored in little-endian format with the least significant byte in the lowest addressed location. The following definitions specify the command byte ordering unambiguously but care must be taken to ensure correct byte swapping if using the command structure types defined in usbdfu.h on big-endian systems.

DFU_CMD_PROG

This command is used to provide the USB boot loader with the address at which the next download should be written and the total length of the firmware image which is to follow. This structure forms the header that is written to the DFU-wrapped file generated by the dfuwrap tool.

The start address is provided in terms of 1024 byte flash blocks. To convert a byte address to a block address, merely divide by 1024. The start address must always be on a 1024 byte boundary.

This command may be followed by up to 1016 bytes of firmware image data, this number being the maximum transfer size minus the 8 bytes of the command structure.

The format of the command is as follows:

```
unsigned char ucData[8];
ucData[0] = DFU_CMD_PROG (0x01)
ucData[1] = Reserved - set to 0x00
ucData[2] = Start Block Number [7:0]
ucData[3] = Start Block Number [15:8]
ucData[4] = Image Size [7:0]
ucData[5] = Image Size [15:8]
ucData[6] = Image Size [23:16]
ucData[7] = Image Size [31:24]
```

DFU_CMD_READ

This command is used to set the address range whose content will be returned on subsequent DFU_UPLOAD requests from the host. The start address is provided in terms of 1024 byte flash blocks. To convert a byte address to a block address, merely divide by 1024. The start address must always be on a 1024 byte boundary.

To read back a the contents of a region of flash, the host should send a DFU_DNLOAD request with command DFU_CMD_READ, start address set to the 1KB block start address and length set to the number of bytes to read. The host should then send one or more DFU_UPLOAD requests to receive the current flash contents from the configured addresses. Data returned will include an 8 byte

DFU_CMD_PROG prefix structure unless the prefix has been disabled by sending a DFU_CMD_BIN command with the bBinary parameter set to 1. The host should, therefore, be prepared to read 8 bytes more than the length specified in the READ command if the prefix is enabled.

By default, the 8 byte prefix is enabled for all upload operations. This is required by the DFU class specification which states that uploaded images must be formatted to allow them to be directly downloaded back to the device at a later time.

The format of the command is as follows:

```
unsigned char ucData[8];
ucData[0] = DFU_CMD_READ (0x02)
ucData[1] = Reserved - set to 0x00
ucData[2] = Start Block Number [7:0]
ucData[3] = Start Block Number [15:8]
ucData[4] = Image Size [7:0]
ucData[5] = Image Size [15:8]
ucData[6] = Image Size [23:16]
ucData[7] = Image Size [31:24]
```

DFU_CMD_CHECK

This command is used to check a region of flash to ensure that it is completely erased.

The start address is provided in terms of 1024 byte flash blocks. To convert a byte address to a block address, merely divide by 1024. The start address must always be on a 1024 byte boundary. The length must also be a multiple of 4.

To check that a region of flash is erased, the DFU_CMD_CHECK command should be sent with the required start address and region length set then the host should issue a DFU_GETSTATUS request. If the erase check was successful, the returned bStatus value will be OK (0x00), otherwise it will be errCheckErased (0x05).

The format of the command is as follows:

```
unsigned char ucData[8];
ucData[0] = DFU_CMD_CHECK (0x03)
ucData[1] = Reserved - set to 0x00
ucData[2] = Start Block Number [7:0]
ucData[3] = Start Block Number [15:8]
ucData[4] = Region Size [7:0]
ucData[5] = Region Size [15:8]
ucData[6] = Region Size [23:16]
ucData[7] = Region Size [31:24]
```

DFU_CMD_ERASE

This command is used to erase a region of flash.

The start address is provided in terms of 1024 byte flash blocks. To convert a byte address to a block address, merely divide by 1024. The start address must always be on a 1024 byte boundary. The length must also be a multiple of 4.

The size of the region to erase is expressed in terms of flash blocks. The block size can be determined using the DFU_CMD_INFO command.

The format of the command is as follows:

```
unsigned char ucData[8]
ucData[0] = DFU_CMD_ERASE (0x04)
ucData[1] = Reserved - set to 0x00
ucData[2] = Start Block Number [7:0]
ucData[3] = Start Block Number [15:8]
ucData[4] = Number of Blocks [7:0]
ucData[5] = Number of Blocks [15:8]
ucData[6] = Reserved - set to 0x00
ucData[7] = Reserved - set to 0x00
```

DFU_CMD_INFO

This command is used to query information relating to the target device and programmable region of flash. The device information structure, tDFUDeviceInfo, is returned on the next DFU_UPLOAD request following this command.

The format of the command is as follows:

```
unsigned char ucData[8]
ucData[0] = DFU_CMD_INFO (0x05)
ucData[1] = Reserved - set to 0x00
ucData[2] = Reserved - set to 0x00
ucData[3] = Reserved - set to 0x00
ucData[4] = Reserved - set to 0x00
ucData[5] = Reserved - set to 0x00
ucData[6] = Reserved - set to 0x00
ucData[7] = Reserved - set to 0x00
```

```
//*****************************************************************
//
// Payload returned in response to the DFU_CMD_INFO command.
//
// This is structure is returned in response to the first DFU_UPLOAD
// request following a DFU_CMD_INFO command. Note that byte ordering
// of multi-byte fields is little-endian.
//
//*****************************************************************
typedef struct
{
    //
    // The size of a flash block in bytes.
    //
    unsigned short usFlashBlockSize;
    //
    // The number of blocks of flash in the device. Total
    // flash size is usNumFlashBlocks * usFlashBlockSize.
    //
    unsigned short usNumFlashBlocks;
```

```
    //
    // Information on the part number, family, version and
    // package as read from SYSCTL register DID1.
    //
    unsigned long ulPartInfo;
    //
    // Information on the part class and revision as read
    // from SYSCTL DID0.
    //
    unsigned long ulClassInfo;
    //
    // Address 1 byte above the highest location the boot
    // loader can access.
    //
    unsigned long ulFlashTop;
    //
    // Lowest address the boot loader can write or erase.
    //
    unsigned long ulAppStartAddr;
}
PACKED tDFUDeviceInfo;
```

DFU_CMD_BIN

By default, data returned in response to a DFU_UPLOAD request includes an 8 byte DFU_CMD_PROG prefix structure. This ensures that an uploaded image can be directly downloaded again without the need to further wrap it but, in cases where pure binary data is required, can be awkward. The DFU_CMD_BIN command allows the upload prefix to be disabled or enabled under host control.

The format of the command is as follows:

```
unsigned char ucData[8]
ucData[0] = DFU_CMD_BIN (0x06)
ucData[1] = 0x01 to disable upload prefix, 0x00 to enable
ucData[2] = Reserved - set to 0x00
ucData[3] = Reserved - set to 0x00
ucData[4] = Reserved - set to 0x00
ucData[5] = Reserved - set to 0x00
ucData[6] = Reserved - set to 0x00
ucData[7] = Reserved - set to 0x00
```

DFU_CMD_RESET

This command may be sent to the USB boot loader to cause it to perform a soft reset of the board. This will reboot the system and, assuming that the main application image is present, run the main application. Note that a reboot will also take place if a firmware download operation completes and the host issues a USB reset to the DFU device.

The format of the command is as follows:

```
unsigned char ucData[8]
ucData[0] = DFU_CMD_RESET (0x07)
```

```
ucData[1] = Reserved - set to 0x00
ucData[2] = Reserved - set to 0x00
ucData[3] = Reserved - set to 0x00
ucData[4] = Reserved - set to 0x00
ucData[5] = Reserved - set to 0x00
ucData[6] = Reserved - set to 0x00
ucData[7] = Reserved - set to 0x00
```

Deviations from the DFU Specification

The Stellaris USB boot loader contains a couple of small deviations from the DFU specification. It is not expected that these differences will materially impact host software accessing the device without knowledge of the Stellaris DFU binary protocol.

- **State dfuDNBUSY is not supported.** After each DFU_DNLOAD request, the device transitions to dfuDNLOAD_SYNC state and remains there until the previously downloaded data has been processed at which point it transitions back to dfuDNLOAD_IDLE state. This change was made to reduce the image size since it means that timers do not need to be supported. The specification suggests that dfuDNBUSY state basically results when the host sends DFU_GETSTATUS too frequently while the device is programming a block of flash yet the Stellaris implementation is capable of responding to DFU_GETSTATUS while programming is ongoing.
- **The device will transition back to state dfuIDLE on completion of a DFU_DNLOAD request which contained a Stellaris-specific command other than DFU_CMD_PROG rather than transitioning into dfuDNLOAD_IDLE state.** If the previous DFU_DNLOAD request contained binary data to be written to flash, the state transitions to dfuDNLOAD_IDLE as required by the specification. By doing this, we guarantee that the device is ready to accept a new command once a previous command is complete yet we maintain the expected state transitions while flashing an image to the microcontroller.
- **The Stellaris USB boot loader does not support run time states (appIDLE and appDETACH).** If an application wishes to support both run time and DFU modes, it must include the software necessary to respond to at least the DFU_DETACH request and transfer control to the boot loader.

DFU Library for Windows

The DFU Library for Windows is a DLL offering a high-level application interface allowing communication with attached USB-DFU equipped Stellaris devices. Functions are provided to allow the host application to determine the number and type of DFU devices currently attached to the system, to query DFU-related parameters from those devices, to download new firmware images, to upload existing images and to erase sections of the DFU device flash memory.

This DLL is included as part of the device driver which is installed when the DFU device is first placed on the host's USB bus. The device driver is part of the SW-EK-USB-windrivers package which can be downloaded from the software updates page on the www.luminarymicro.com/products/software_updates.html web site.

The dfuprog example application which is part of the SW-EK-USB-win "Windows-side examples for USB kits" package is also downloadable from the web site and makes use of the LMUSB DLL interface as does the latest version of the LM Flash Programmer.

Window Messages

Various functions in the LMDFU library allow the caller to provide a window handle which receives periodic status messages during time-consuming operations. The library sends the messages shown in Table 1-5.

Table 1-5. Windows Messages

Message	WPARAM	LPARAM	Description
WM_DFU_DOWNLOAD	Total transfer count at completion.	tLMDFUHandle	A download operation has started.
WM_DFU_UPLOAD	Total transfer count at completion.	tLMDFUHandle	An upload operation has started.
WM_DFU_VERIFY	Total transfer count at completion.	tLMDFUHandle	A verify operation has started.
WM_DFU_ERASE	Total transfer count at completion.	tLMDFUHandle	An erase operation has started.
WM_DFU_PROGRESS	Transfers completed	tLMDFUHandle	Provides progress information on the current operation. The completed transfer count will increment to the value provided in the download, upload, verify or erase message sent at the start of the operation.
WM_DFU_ERROR	0	tLMDFUHandle	An error was detected and the current operation has been aborted.
WM_DFU_COMPLETE	0	tLMDFUHandle	The previous operation has completed successfully.

Data Structures

tLMDFUDeviceInfo

This structure is returned from a call to LMDFUDeviceOpen and provides information about the opened device.

```
typedef struct
{
    unsigned short usVID;
    unsigned short usPID;
    unsigned short usDevice;
    unsigned short usDetachTimeOut;
    unsigned short usTransferSize;
    unsigned char  ucDFUAttributes;
    unsigned char  ucManufacturerString;
    unsigned char  ucProductString;
    unsigned char  ucSerialString;
    unsigned char  ucDFUInterfaceString;
    bool           bSupportsLuminaryExtensions;
    bool           bDFUMode;
    unsigned long  ulPartNumber;
    char           cRevisionMajor;
    char           cRevisionMinor;
}
tLMDFUDeviceInfo;
```

usVID	Vendor ID published in the device descriptor.
usPID	Product ID published in the device descriptor.
usDevice	BCD device release number published in the device descriptor.
usDetachTimeOut	Device detach timeout published in the DFU functional descriptor.
usTransferSize	Maximum number of bytes that the device can accept per control-write transaction as published in the DFU functional descriptor.
ucDFUAttributes	Contains the device attributes from the DFU functional descriptor. Bits in this value indicate whether the device is capable of upload and/or download, and whether it is able to continue communication after completing a download (whether it is “manifestation tolerant”).
ucManufacturerString	Index of the manufacturer name string published in the device descriptor.
ucProductString	Index of the product name string published in the device descriptor.
ucSerialString	Index of the serial number string published in the device descriptor.
ucDFUInterfaceString	Index of the interface string published in the DFU interface descriptor.
bSupportsLuminaryExtensions	Set to true if the DFU device supports the Stellaris DFU binary protocol or false otherwise.
bDFUMode	Set to true if the device is currently operating in DFU mode or false if operating in runtime mode.
ulPartNumber	Hexadecimal number indicating the Stellaris part number on the target device. This value is only valid if bSupportsLuminaryExtensions is true. For example, of the device contains an lm3s3748 part, this field will be set to 0x3748.
cRevisionMajor	Hexadecimal number indicating the major revision of the Stellaris part on the target device. Major revision ‘A’ is represented by 0x00, ‘B’ by 0x01 and so on. This value is only valid if bSupportsLuminaryExtensions is true.
cRevisionMinor	Hexadecimal number indicating the minor revision of the Stellaris part on the target device. This value is only valid if bSupportsLuminaryExtensions is true.

tLMDFUParams

This structure is returned in response to a call to LMDFUParamsGet and provides information on the writable area of the flash address space on the device.

```
typedef struct
{
    unsigned short usFlashBlockSize;
    unsigned short usNumFlashBlocks
    unsigned long ulFlashTop;
```

```
    unsigned long ulAppStartAddr;
}
tLMDFUParams;
```

usFlashBlockSize	Size of an individual flash block on the device.
usNumFlashBlocks	Total number of blocks of flash in the device. The total flash size is (usNumFlashBlocks * usFlashBlockSize).
ulFlashTop	Address 1 byte above the highest location that the DFU boot loader can access. This will typically be at the very top of flash but some implementations may reserve some space at the top of flash for parameter storage in which case this will be reflected in ulFlashTop.
ulAppStartAddr	Lowest address that the DFU boot loader can write or erase.

API Functions

Functions

Click any of the function names in the list below to go directly to the full description of that function.

LMDFUInit

Initializes the DLL for use by the host application.

Prototype

```
tLMDFUErr
LMDFUInit(void)
```

Parameters

None.

Description

This function must be called by the host application before any other entry point in the library. It initializes the global data required to access DFU devices.

Returns

Returns `DFU_OK` on success.

LMDFUDeviceOpen

Opens a DFU device and returns a handle to the caller.

Prototype

```
tLMDFUErr
LMDFUDeviceOpen(int iDeviceIndex,
tLMDFUDeviceInfo *psDevInfo,
tLMDFUHandle *phHandle)
```

Parameters

iDeviceIndex	Zero-based index indicating which DFU-capable device is to be opened.
psDevInfo	Structure which will be filled in with information relating to the DFU device which has been opened.
phHandle	Points to storage which will be written with a valid DFU device handle on success.

Description

This function opens a DFU device and returns information on the device state and capabilities.

Note that this function will open DFU devices that are currently in runtime mode. The caller must ensure that a device is in DFU mode prior to making any further requests which are not supported in runtime mode. Currently, this DLL does not contain a function to cause a switch from runtime to DFU mode and it is assumed that DFU devices used with this DLL will have some means to allow the user to start them in DFU mode. For Stellaris evaluation kits, the DFU mode may be entered by resetting the board with the select button pressed.

The returned psDevInfo structure contains a flag, bDFUMode which is set to true if the device is operating in DFU mode or false if operating in runtime mode.

Handles allocated by this function must be closed using a matching call to `LMDFUDeviceClose()`.

`LMDFUDeviceOpen()` and `LMDFUDeviceClose()` may be used to enumerate DFU devices on the bus by opening devices in a loop, incrementing iDeviceIndex until `DFU_ERR_NOT_FOUND` is returned.

Returns

Returns one of the following error codes:

- `DFU_OK` if the operation completed without errors.
- `DFU_ERR_INVALID_ADDR` if psDevInfo or phHandle is NULL.
- `DFU_ERR_MEMORY` if it was not possible to allocate system memory to support the request.
- `DFU_ERR_NOT_FOUND` if a DFU device with index iDeviceIndex could not be found attached to the system.
- `DFU_ERR_UNKNOWN` if the device was found but an error was reported while trying to open it.

LMDFUDeviceClose

Closes a DFU device and, optionally, returns it to its runtime configuration.

Prototype

```
tLMDFUErr
LMDFUDeviceClose(tLMDFUHandle hHandle,
                 bool bReset)
```

Parameters

hHandle	Handle of the DFU device which is to be closed. This handle was previously returned from a call to `LMDFUDeviceOpen()`.
bReset	Indicates whether to leave the device in DFU mode (false) or reset it and return to runtime mode (true).

Description

This function closes a DFU device previously opened using a call to `LMDFUDeviceOpen()`. If the bReset parameter is true, the device is reset and returned to its run time mode of operation. If bReset is false, the device is left in DFU mode and can be reopened again without the need to perform a mode switch.

Returns

Returns one of the following error codes:

- `DFU_OK` if the operation completed without errors.
- `DFU_ERR_HANDLE` if hHandle is NULL.

LMDFUDeviceStringGet

Retrieves a Unicode string descriptor from a DFU device.

Prototype

```
tLMDFUErr
LMDFUDeviceStringGet(tLMDFUHandle hHandle,
                     unsigned char ucStringIndex,
                     unsigned short usLanguageID,
                     char *pcString,
                     unsigned short *pusStringLen)
```

Parameters

hHandle	Handle of the DFU device from which the string is to be queried. This handle was previously returned from a call to `LMDFUDeviceOpen()`.
ucStringIndex	Index of the string that is to be queried and found in either a USB device descriptor or the tLMDFUDeviceInfo structure returned following a call to `LMDFUDeviceOpen()`.
usLanguageID	ID of the language for the returned string. This ID must exist in the device's string table.

pcString — Points to a buffer into which the returned Unicode string will be written.

pusStringLen — Points to a variable which contains the size of the pcString buffer (in bytes) on entry. If the string is read, this variable is updated to show the number of bytes written into the pcString buffer.

Description

This function retrieves Unicode strings from the DFU device. If the requested string is available in the chosen language, `DFU_OK` is returned and the string is written into the supplied pcString buffer and *pusStringLen updated to provide the length of the returned string in bytes.

Returns

Returns one of the following error codes:

- `DFU_OK` if the operation completed without errors.
- `DFU_ERR_HANDLE` if hHandle is NULL.
- `DFU_ERR_INVALID_ADDR` if pcString or pusStringLen is NULL.
- `DFU_ERR_NOT_FOUND` if the string requested cannot be found.

LMDFUDeviceASCIIStringGet

Retrieves an ASCII string descriptor from a DFU device.

Prototype

```
tLMDFUErr
LMDFUDeviceASCIIStringGet(tLMDFUHandle hHandle,
                          unsigned char ucStringIndex,
                          char *pcString,
                          unsigned short *pusStringLen)
```

Parameters

hHandle — Handle of the DFU device from which the string is to be queried. This handle was previously returned from a call to `LMDFUDeviceOpen()`.

ucStringIndex — Index of the string that is to be queried and found in either a USB device descriptor or the tLMDFUDeviceInfo structure returned following a call to `LMDFUDeviceOpen()`.

pcString — Points to a buffer into which the returned Unicode string will be written.

pusStringLen — Points to a variable which contains the size of the pcString buffer on entry. If the string is read, this variable is updated to show the number of characters written into the pcString buffer.

Description

This function retrieves a string descriptor from the DFU device using the first language supported by the device. If the requested string is available, the Unicode descriptor is converted to 8-bit

ASCII and written into the buffer pointed to by pcString and *pusStringLen is updated to provide the length of the returned string.

Returns

Returns one of the following error codes:

- `DFU_OK` if the operation completed without errors.
- `DFU_ERR_HANDLE` if hHandle is NULL.
- `DFU_ERR_INVALID_ADDR` if pcString or pusStringLen is NULL.
- `DFU_ERR_NOT_FOUND` if the string requested cannot be found.

LMDFUParamsGet

Query DFU download-related parameters from a Stellaris device.

Prototype

```
tLMDFUErr
LMDFUParamsGet(tLMDFUHandle hHandle,
               tLMDFUParams *psParams)
```

Parameters

hHandle	Handle of the DFU device whose parameters are being queried. This handle was previously returned from a call to `LMDFUDeviceOpen()`.
psParams	Points to a structure which will be written with the device's DFU parameters.

Description

This function allows an application to query various parameters related to the Stellaris DFU device that it has opened. These parameters are the size of a flash block, the number of blocks the device supports and the address region that is writeable.

The bottom of the flash address range is always considered read-only since this contains the DFU boot loader code itself. Depending upon the application, a section of flash at the top of the range may also be reserved for persistent application parameter storage and marked read-only to the DFU host.

Returns

Returns one of the following error codes:

- `DFU_OK` if the operation completed without errors.
- `DFU_ERR_HANDLE` if hHandle is NULL.
- `DFU_ERR_INVALID_ADDR` if psParams is NULL.
- `DFU_ERR_UNSUPPORTED` if the target DFU device does not support Stellaris DFU binary protocol extensions.
- `DFU_ERR_TIMEOUT` if the control transaction times out.

- DFU_ERR_STALL if the device stalls the request indicating an error.
- DFU_ERR_DISCONNECTED if the device has been disconnected.
- DFU_ERR_UNKNOWN if an unexpected error is reported by the device.

LMDFUIsValidImage

Determines whether the supplied firmware image is a correctly formatted DFU image.

Prototype

```
tLMDFUErr
LMDFUIsValidImage(tLMDFUHandle hHandle,
            unsigned char *pcDFUImage,
            unsigned long ulImageLen,
            bool *pbLuminaryFormat)
```

Parameters

hHandle	Handle of the DFU device which the firmware image is destined to be used with. This handle was previously returned from a call to LMDFUDeviceOpen().
pcDFUImage	Points to the first byte of the firmware image to check.
ulImageLen	Number of bytes in the image data pointed to by pcDFUImage.
pbLuminaryFormat	Pointer which will be written to true if the supplied data appears to start with a valid Luminary Micro DFU prefix structure. If the data ends in a valid DFU suffix structure but does not contain the Luminary Micro prefix, this value will be written to false.

Description

This function checks a provided binary to determine whether it is a correctly formatted DFU image or not. A valid image contains a 16 byte suffix with a checksum and the IDs of the intended target device. An image is considered to be valid if the following criteria are met:

- The CRC of the whole block calculates to 0 (i.e. the CRC of all but the last 4 bytes equals the CRC stored in the last 4 bytes).
- The "DFU" suffix marker exists at the correct place at the end of the data block.
- The vendor and products IDs read from the expected positions in the DFU suffix match the VID and PID of the device whose handle is passed.

Additionally, if these conditions are met, the data is examined for the presence of a Luminary Micro DFU prefix. This structure contains the address at which to flash the image and also the length of the payload.

The pbLuminaryFormat pointer is written to true if the following additional criteria are met:

- The first byte of the data block is 0x01.

- The unsigned long in bytes 4 through 7 of the image matches the value of the length of the block minus the DFU suffix (length read from the suffix itself) and Luminary Micro prefix (8 bytes).
- The unsigned short in bytes 2 and 3 of the image forms a sensible flash block number (address / 1024) for a Stellaris device.

Returns

Returns one of the following error codes:

- `DFU_OK` if the operation completed without errors and the passed image contains a valid DFU suffix structure.
- `DFU_ERR_HANDLE` if hHandle is NULL.
- `DFU_ERR_INVALID_ADDR` if pcDFUImage or pbLuminaryFormat is NULL.
- `DFU_ERR_UNSUPPORTED` if the device VID and PID do not match those in the DFU image suffix structure.
- `DFU_ERR_INVALID_FORMAT` if the firmware image provided does not appear to contain a valid DFU suffix structure.

LMDFUDownload

Downloads a DFU-formatted firmware image to a target device.

Prototype

```
tLMDFUErr
LMDFUDownload(tLMDFUHandle hHandle,
              unsigned char *pcDFUImage,
              unsigned long ulImageLen,
              bool bVerify,
              bool bIgnoreIDs,
              HWND hwndNotify)
```

Parameters

hHandle	Handle of the DFU device to which a new firmware image is to be downloaded. This handle was previously returned from a call to `LMDFUDeviceOpen()`.
pcDFUImage	Pointer to the first byte of the DFU-formatted firmware image to download.
ulImageLen	Length of the firmware image pointed to by pcDFUImage. This is the length of the whole image including the Luminary Micro prefix and DFU suffix structures.
bVerify	Should be set to true if the download is to be verified (by reading back the image and checking it against the original data) or false if verification is not necessary.
bIgnoreIDs	Should be set to true if the DFU image is to be downloaded regardless of the fact that the DFU suffix contains a VID or PID that differs from the target

device. If set to false, the call will fail with DFU_ERR_UNSUPPORTED if the device VID and PID do not match the values in the DFU suffix.

hwndNotify — Handle of a window to which periodic notifications will be sent indicating the progress of the operation. If NULL, no status notifications will be sent.

Description

This function downloads a DFU-formatted binary to the device. A valid binary contains both the standard DFU footer suffix structure and also a Luminary Micro prefix informing the device of the address to which the image is to be written. If the data passed does not appear to contain this information, DFU_ERR_INVALID_FORMAT will be returned and the image will not be written to the device flash.

This function is synchronous and will not return until the operation is complete. To receive periodic status updates during the operation, a window handle may be provided. This window will receive WM_DFU_PROGRESS messages during the download operation allowing an application to update its user interface accordingly.

To flash a pure binary image without the DFU suffix or Luminary Micro prefix, use LMDFUDownloadBin() instead of this function.

Note that the Luminary Micro prefix structure contains the address at which the image is to be flashed so no parameter exists here to provide this information.

Returns

Returns one of the following error codes:

- DFU_OK if the operation completed without errors.
- DFU_ERR_DNLOAD_FAIL if the device reported an error during image download.
- DFU_ERR_VERIFY_FAIL if bVerify is true and the image read back after download does not match the image originally sent.
- DFU_ERR_CANT_VERIFY if the device is not manifestation tolerant and does not return to idle state after the download completes.
- DFU_ERR_HANDLE if hHandle is NULL.
- DFU_ERR_INVALID_ADDR if pcDFUImage is NULL.
- DFU_ERR_UNSUPPORTED if the target DFU device does not support download operations or, if bIgnoreIDs is false and the device VID and PID do not match those in the DFU image suffix structure.
- DFU_ERR_INVALID_FORMAT if the firmware image provided does not appear to contain a valid DFU suffix structure.
- DFU_ERR_TIMEOUT if the control transaction times out.
- DFU_ERR_STALL if the device stalls the request indicating an error.

- DFU_ERR_DISCONNECTED if the device has been disconnected.
- DFU_ERR_UNKNOWN if an unexpected error is reported by the device.

LMDFUDownloadBin

Downloads a binary firmware image to a target device.

Prototype

```
tLMDFUErr
LMDFUDownloadBin(tLMDFUHandle hHandle,
            unsigned char *pcBinaryImage,
            unsigned long ulImageLen,
            unsigned long ulStartAddr,
            bool bVerify,
            HWND hwndNotify)
```

Parameters

hHandle	Handle of the DFU device to which a new firmware image is to be downloaded. This handle was previously returned from a call to LMDFUDeviceOpen().
pcBinaryImage	Pointer to the first byte of the binary firmware image to download. This image must not contain a Luminary Micro DFU prefix structure.
ulImageLen	Length of the firmware image pointed to by pcBinaryImage. .
ulStartAddr	Flash address at which the image is to be written. If this parameter is set to 0 and the target device supports Stellaris DFU binary extensions, the binary image will be downloaded to the currently-configured application start address.
bVerify	Should be set to true if the download is to be verified (by reading back the image and checking it against the original data) or false if verification is not necessary.
hwndNotify	Handle of a window to which periodic notifications will be sent indicating the progress of the operation. If NULL, no status notifications will be sent.

Description

This function downloads a pure binary image containing no DFU suffix or Luminary Micro header to the device at an address supplied by the caller.

This function is synchronous and will not return until the operation is complete. To receive periodic status updates during the operation, a window handle may be provided. This window will receive WM_DFU_PROGRESS messages during the download operation allowing an application to update its user interface accordingly.

To flash a DFU-formatted image, use LMDFUDownload() instead of this function.

Returns

Returns one of the following error codes:

- DFU_OK if the operation completed without errors.
- DFU_ERR_DNLOAD_FAIL if the device reported an error during image download.
- DFU_ERR_VERIFY_FAIL if bVerify is true and the image read back after download does not match the image originally sent.
- DFU_ERR_CANT_VERIFY if the device does not return to idle state after the download completes.
- DFU_ERR_HANDLE if hHandle is NULL.
- DFU_ERR_INVALID_ADDR if pcBinaryImage is NULL or ulStartAddr does not coincide with the start of a flash block or any part of the image would fall outside the range of flash addresses that are writeable.
- DFU_ERR_UNSUPPORTED if the target DFU device does not support Stellaris DFU binary protocol extensions.
- DFU_ERR_TIMEOUT if the control transaction times out.
- DFU_ERR_STALL if the device stalls the request indicating an error.
- DFU_ERR_DISCONNECTED if the device has been disconnected.
- DFU_ERR_UNKNOWN if an unexpected error is reported by the device.

LMDFUErase

Erases a section of the device flash.

Prototype

```
tLMDFUErr
LMDFUErase(tLMDFUHandle hHandle,
           unsigned long ulStartAddr,
           unsigned long ulEraseLen,
           bool bVerify,
           HWND hwndNotify)
```

Parameters

hHandle	Handle of the DFU device whose flash is to be erased. This handle was previously returned from a call to LMDFUDeviceOpen().
ulStartAddr	Address of the first byte of flash to be erased. This must correspond to a flash block boundary, typically multiples of 1024 bytes. If this parameter is set to 0 the entire writeable flash region will be erased.
ulEraseLen	Number of bytes of flash to erase. This must be a multiple of the flash block size, typically 1024 bytes.

bVerify	Should be set to true if the erase is to be verified (by reading back the flash blocks and ensuring that all bytes contain 0xFF) or false if verification is not necessary.
hwndNotify	Handle of a window to which periodic notifications will be sent indicating the progress of the operation. If NULL, no status notifications will be sent.

Description

This function erases a section of the device flash and, optionally, checks that the resulting area has been correctly erased before returning.

The function is synchronous and will not return until the operation is complete. To receive periodic status updates during the operation, a window handle may be provided. This window will receive WM_DFU_PROGRESS messages during the erase operation allowing an application to update its user interface accordingly.

The start address provided must correspond to the start of a flash block within the writeable address region and the length must indicate an integral number of blocks. The block size, number of blocks and writeable region addresses can be determined by calling `LMDFUParamsGet()`.

Returns

Returns one of the following error codes:

- `DFU_OK` if the operation completed without errors.
- `DFU_ERR_DNLOAD_FAIL` if bVerify is true and the blank check following erase failed.
- `DFU_ERR_HANDLE` if hHandle is NULL.
- `DFU_ERR_INVALID_ADDR` if ulStartAddr does not coincide with the start of a flash block.
- `DFU_ERR_INVALID_SIZE` if ulEraseLen is not a multiple of the flash block size.
- `DFU_ERR_UNSUPPORTED` if the target DFU device does not support Stellaris DFU binary protocol extensions.
- `DFU_ERR_TIMEOUT` if the control transaction times out.
- `DFU_ERR_STALL` if the device stalls the request indicating an error.
- `DFU_ERR_DISCONNECTED` if the device has been disconnected.
- `DFU_ERR_UNKNOWN` if an unexpected error is reported by the device.

LMDFUBlankCheck

Checks a section of the device flash to ensure that it has been erased.

Prototype

```
tLMDFUErr
LMDFUBlankCheck(tLMDFUHandle hHandle,
                unsigned long ulStartAddr,
```

```
                unsigned long ulLen)
```

Parameters

hHandle	Handle of the DFU device whose flash is to be checked. This handle was previously returned from a call to `LMDFUDeviceOpen()`.
ulStartAddr	Address of the first byte of flash to check. This must correspond to a flash block boundary, typically multiples of 1024 bytes. If this parameter is set to 0 the entire writeable flash region will be checked.
ulLen	Number of bytes of flash to check. This must be a multiple of 4.

Description

This function checks a region of the device flash and reports whether or not it is blank (with all bytes containing value 0xFF).

The function is synchronous and will not return until the operation is complete.

The start address provided must correspond to the start of a flash block within the writeable address region. Writeable region addresses and block size can be determined by calling `LMDFUParamsGet()`.

Returns

Returns one of the following error codes:

- `DFU_OK` if the operation completed without errors.
- `DFU_ERR_DNLOAD_FAIL` if the region described by ulStartAddr and ulLen is not completely blank.
- `DFU_ERR_HANDLE` if hHandle is NULL.
- `DFU_ERR_INVALID_ADDR` if ulStartAddr is not a multiple of 1024.
- `DFU_ERR_INVALID_SIZE` if ulLen is not a multiple of 4.
- `DFU_ERR_UNSUPPORTED` if the target DFU device does not support Stellaris DFU binary protocol extensions.
- `DFU_ERR_TIMEOUT` if the control transaction times out.
- `DFU_ERR_STALL` if the device stalls the request indicating an error.
- `DFU_ERR_DISCONNECTED` if the device has been disconnected.
- `DFU_ERR_UNKNOWN` if an unexpected error is reported by the device.

LMDFUUpload

Reads back a section of the device flash.

Prototype

```
tLMDFUErr
LMDFUUpload(tLMDFUHandle hHandle,
            unsigned char *pcBuffer,
            unsigned long ulStartAddr,
            unsigned long ulImageLen,
            bool bRaw,
            HWND hwndNotify)
```

Parameters

hHandle — Handle of the DFU device whose flash image is to be read. This handle was previously returned from a call to `LMDFUDeviceOpen()`.

pcBuffer — Points to a buffer of at least ulImageLen bytes into which the returned data will be written. If bRaw is set to false, the buffer must be 24 bytes longer than the actual data requested to accommodate the DFU prefix and suffix which are added during the upload process.

ulStartAddr — Address of the first byte of flash to be read.

ulImageLen — Number of bytes of flash to read. If bRaw is set to false, this length must be increased by 24 bytes to accommodate the DFU prefix and suffix added during the upload process.

bRaw — Indicates whether the returned image will be wrapped in a Luminary Micro prefix and DFU standard suffix. If false, the wrappers will be omitted and the raw data returned. If true, the wrappers will be included allowing the returned image to be written to a device later by calling `LMDFUDownload()`.

hwndNotify — Handle of a window to which periodic notifications will be sen indicating the progress of the operation. If NULL, no status notifications will be sent.

Description

This function reads back a section of the device flash into a buffer supplied by the caller. The data returned may be either raw data containing no DFU control prefix and suffix or a DFU-wrapped image suitable for later download via a call to `LMDFUDownload()`. If a DFU-wrapped image is requested, the buffer pointed to by pcBuffer must be 24 bytes larger than the number of bytes of device flash which is to be read. For example, to read 1024 bytes of flash wrapped as a DFU image, ulImageLen must be set to (1024 + 24) and pcBuffer allocated accordingly.

The function is synchronous and will not return until the operation is complete. To receive periodic status updates during the operation, a window handle may be provided. This window will receive WM_DFU_PROGRESS messages during the erase operation allowing an application to update its user interface accordingly.

Returns

Returns one of the following error codes:

- `DFU_OK` if the operation completed without errors.

- DFU_ERR_HANDLE if hHandle is NULL.
- DFU_ERR_INVALID_ADDR if ulStartAddr is not a multiple of 1024.
- DFU_ERR_INVALID_SIZE if the buffer provided is too small to hold the image prefix and suffix (when bRaw is false).
- DFU_ERR_UNSUPPORTED if the target DFU device does not support Stellaris DFU binary protocol extensions.
- DFU_ERR_TIMEOUT if the control transaction times out.
- DFU_ERR_STALL if the device stalls the request indicating an error.
- DFU_ERR_DISCONNECTED if the device has been disconnected.
- DFU_ERR_UNKNOWN if an unexpected error is reported by the device.

LMDFUStatusGet

Queries the current status of the DFU device.

Prototype

```
tLMDFUErr
LMDFUStatusGet(tLMDFUHandle hHandle,
               tDFUStatus *pStatus )
```

Parameters

hHandle	Handle of the DFU device whose status is being requested. This handle was previously returned from a call to LMDFUDeviceOpen().
pStatus	Points to storage which will be written with the DFU status returned by the device.

Description

This call may be made to receive detailed error status from the connected DFU device. The status value returned is an error code as defined in section 6.2.1 of the USB Device Firmware Upgrade Specification.

Returns

Returns one of the following error codes:

- DFU_OK if the operation completed without errors.
- DFU_ERR_HANDLE if hHandle is NULL.
- DFU_ERR_INVALID_ADDR if pStatus is NULL.
- DFU_ERR_TIMEOUT if the control transaction times out.
- DFU_ERR_STALL if the device stalls the request indicating an error.

- `DFU_ERR_DISCONNECTED` if the device has been disconnected.
- `DFU_ERR_UNKNOWN` if an unexpected error is reported by the device.

LMDFUErrorStringGet

Returns an ASCII string describing the passed error code.

Prototype

```
char *
LMDFUErrorStringGet( tLMDFUErr eError )
```

Parameters

eError is the error code whose descriptrion is being queried.

Description

This function is provided for debug and diagnostic purposes. It maps the return code from an LMDFU function into a human readable string suitable for, for example, debug trace output.

Returns

Returns a pointer to an ASCII string describing the return code.

Conclusion

USB Device Firmware Upgrade allows the high speed of the USB interface to be used to quickly update application binary images on a target device. Making use of the Luminary Micro DFU DLL on Windows, DFU functionality can very easily be added to new or existing host applications supporting those target devices.

References

Documents used in the generation of this application note include:

- *Universal Serial Bus Device Class Specification for Device Firmware Upgrade Version 1.1* http://www.usb.org/developers/devclass_docs/DFU_1.1.pdf
- *Universal Serial Bus Specification, Revision 2.0* http://www.usb.org/developers/docs/usb_20_040908.zip
- *Stellaris® Boot Loader User's Guide* – An element of each StellarisWare® Firmware Development Package downloadable from http://www.luminarymicro.com/products/software_updates.html

Important Notice