

# **USB Mass Storage Firmware**

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## **User Guide**





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## **Section 1**

Introduction .....	1-1
1. References.....	1-1
2. Abbreviations .....	1-1
3. Supported Controllers .....	1-1
4. Introduction .....	1-1

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## **Section 2**

Memory General Management .....	2-3
5. Example: add the DataFlash memory support.....	2-4

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## **Section 3**

Configure the Nand Flash driver .....	3-5
---------------------------------------	-----

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## **Section 4**

Configure the Data Flash driver .....	4-7
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# Section 1

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## Introduction

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| 1. | <b>References</b> | <ul style="list-style-type: none"><li>■ Universal Serial Bus Specification, revision 2.0</li><li>■ Universal Serial Bus Class Definition for Communication Devices, version 1.1</li><li>■ USB Mass Storage Overview, revision 1.2</li><li>■ USB Mass Storage Bulk Only, revision 1.0</li></ul> |
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| 2. | <b>Abbreviations</b> | <ul style="list-style-type: none"><li>■ USB: Universal Serial Bus</li><li>■ VID: Vendor Identifier</li><li>■ PID: Product Identifier</li><li>■ LUN: Logical Unit Number</li></ul> |
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| 3. | <b>Supported Controllers</b> | <ul style="list-style-type: none"><li>■ AT89C5130/31A &amp; AT8xC5122D</li></ul> |
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| 4. | <b>Introduction</b> | <p>The aim of this document is to describe the way to use different memories with the USB Mass Storage firmware.</p> <p>Refer to the USB Mass Storage device application note for more information.</p> |
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## Section 2

# Memory General Management

By default, the memory supported is the Nand Flash memory (2K). You can use either the DataFlash memory or the virtual memory (internal memory) instead. Each memory has its own LUN (Logic Unit Number), so to select the memory that you want to use you have to enable the related LUN and disable the others.

You will find the LUN definition in the **conf\_access.h** file:

■ enable or disable the memory:

```
// Active the Logical Unit
#define LUN_0          DISABLE // virtual memory
#define LUN_1          ENABLE  // NF (2k) memory
#define LUN_2          DISABLE // NF (512) memory
#define LUN_3          DISABLE // DF memory
#define LUN_4          DISABLE
#define LUN_5          DISABLE
#define LUN_6          DISABLE
#define LUN_7          DISABLE
```

■ define the memory interface:

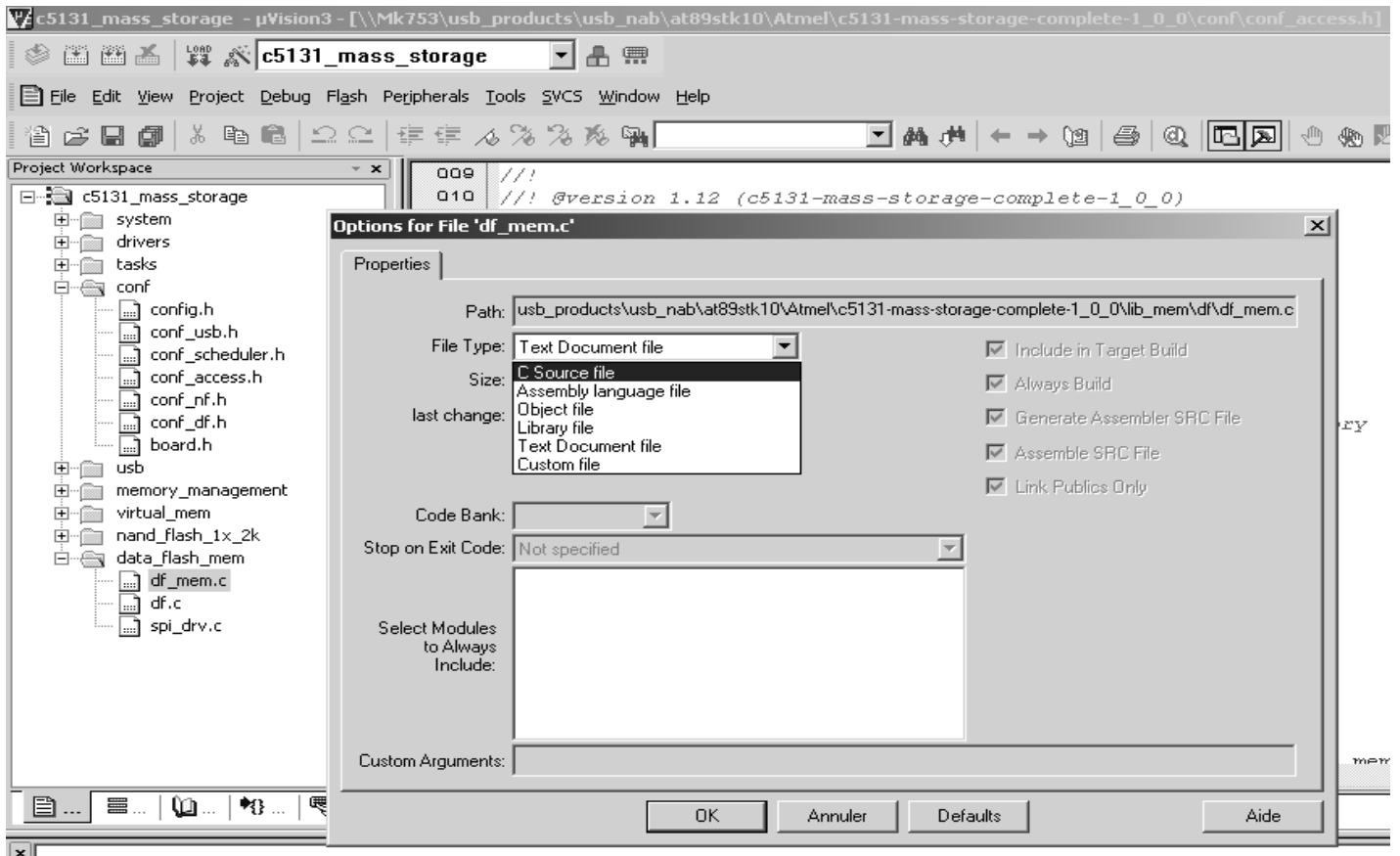
```
// LUN 0 DEFINE
#if (LUN_0 == ENABLE)
#define VIRTUAL_MEM          ENABLE
#else
#define VIRTUAL_MEM          DISABLE
#endif
#define LUN_0_INCLUDE "lib_mem\virtual_mem\virtual_mem.h"
#define Lun_0_test_unit_ready()      virtual_test_unit_ready()
#define Lun_0_read_capacity(nb_sect) virtual_read_capacity(nb_sect)
#define Lun_0_wr_protect()            virtual_wr_protect()
#define Lun_0_removal()              virtual_removal()
#define Lun_0_read_10(ad, sec)       virtual_read_10(ad, sec)
#define Lun_0_usb_read()             virtual_usb_read()
#define Lun_0_write_10(ad, sec)      virtual_write_10(ad, sec)
#define Lun_0_usb_write()            virtual_usb_write()
```

## 5. Example: add the DataFlash memory support

In this example, we add the DataFlash memory.

1. Include the drivers in the project.

Check if the DataFlash drivers (df\_mem.c, df.c, spi\_drv.c) are included in the project. Then, check if they are **declared as C files** (or A51) in order for them to be compiled (file options > file type > C source file):



2. Put the Nand Flash files (nf\_mem.c, nf.c, nf\_drv.c, nf\_drv\_load.a51) in "text document file" state in order to avoid it to be compiled (file options > file type > text document file).
3. In the conf\_access.h file, enable the LUN 3 and disable the others:

```
// Active the Logical Unit
#define LUN_0          DISABLE // virtual memory
#define LUN_1          DISABLE // NF (2k) memory
#define LUN_2          DISABLE // NF (512) memory
#define LUN_3          ENABLE  // DF memory
#define LUN_4          DISABLE
#define LUN_5          DISABLE
#define LUN_6          DISABLE
#define LUN_7          DISABLE
```



## Section 3

# Configure the Nand Flash driver

The following Nand Flash files have to be included into the project :

- nf\_mem.c
- nf.c
- nf\_drv.c
- nf\_drv\_load.a51

There is no configuration for the Nand Flash driver. Just select the correct one corresponding to the page size of the Nand Flash: 512 Bytes or 2 kBytes.

## Nand Flash Size Auto-detection

All drivers support nand flash size autodetection. This feature can be activated by defining `NF_CAPACITY_AUTO_DETECT` to `TRUE`, in `board.h`. If you want to optimize code generation, define `NF_CAPACITY_AUTO_DETECT` to `FALSE`. In this case, total memory size must be defined in `board.h` from `NF_16` (16Mbytes) to `NF_512` (512Mbytes)

## Reserved Zone

This one permits to divided the NF memory in two memory space :

- normal zone
- reserved zone

It's possible to define a reserved zone for application inside nand-flash memory. This reserved zone can not be modified by an operating system when application is in mass storage mode, except by set application in update mode.

To set application in update mode, set flag `reserved_disk_space` (see `nf_mem.c` for definition) to `TRUE`.

The "`MEM_RESERVED_SIZE`" value define the size of reserved zone (unit sector = unit 512B). This one must be modulo a cluster (max cluster size =  $32 \times 64$ ).

Size of reserved space is defined in `config.h` file. For example following line

```
#define MEM_RESERVED_SIZE 1024
```

will keep a reserved space on nand flash with a size of 1024 sectors (512bytes for all drivers).

Logical starting address of this reserved space is stored in the variable `nf_reserved_space_start`.

Reserved zone can be read/write with all low level functions (`nf_read_open`, `nf_read_write`, ...).

normal zone size = total memory space - reserved zone size.

To access at these zones, you must change the value "`nf_reserved_zone_selected`" and reinit the memory.

Sample in `tool_task.c` :

```
case TOOL_SELECT_RSVD:
{
    nf_reserved_zone_selected = TRUE;
    mem_chip_select();
    break;
}

case TOOL_SELECT_NORMAL:
{
    nf_reserved_zone_selected = FALSE;
    mem_chip_select();
    break;
}
```

## Full Chip Erase

Define `NF_FULL_CHIP_ERASE` determines how the function `nf_erase_all_block` will erase block during a format.

If `NF_FULL_CHIP_ERASE` is set to `TRUE`, then all physicals blocks, except bad block, specific block and reserved block will be erased.

If `NF_FULL_CHIP_ERASE` is set to `FALSE`, then only blocks that contains LUT will be erased.



## Section 4

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# Configure the Data Flash driver

The following Data Flash files have to be included into the project :

- df\_mem.c
- df.c
- spi\_drv.c

In the **conf\_df.h** file, select the memory type to support:

```
#define DF_TYPE DF_X_MB_TYPE // DF_4_MB_TYPE , DF_8_MB_TYPE , DF_X_MB_TYPE
```

The memory type can be:

- DF\_4\_MB for AT45DB321 memories,
- DF\_8\_MB for AT45DB642 memories,
- DF\_X\_MB for AT45DB002, AT45DB004 and AT45DB008 removable memories





## Atmel Corporation

2325 Orchard Parkway  
San Jose, CA 95131  
Tel: 1(408) 441-0311  
Fax: 1(408) 487-2600

## Regional Headquarters

### Europe

Atmel Sarl  
Route des Arsenaux 41  
Case Postale 80  
CH-1705 Fribourg  
Switzerland  
Tel: (41) 26-426-5555  
Fax: (41) 26-426-5500

### Asia

Room 1219  
Chinachem Golden Plaza  
77 Mody Road Tsimshatsui  
East Kowloon  
Hong Kong  
Tel: (852) 2721-9778  
Fax: (852) 2722-1369

### Japan

9F, Tonetsu Shinkawa Bldg.  
1-24-8 Shinkawa  
Chuo-ku, Tokyo 104-0033  
Japan  
Tel: (81) 3-3523-3551  
Fax: (81) 3-3523-7581

## Atmel Operations

### Memory

2325 Orchard Parkway  
San Jose, CA 95131  
Tel: 1(408) 441-0311  
Fax: 1(408) 436-4314

### Microcontrollers

2325 Orchard Parkway  
San Jose, CA 95131  
Tel: 1(408) 441-0311  
Fax: 1(408) 436-4314

La Chantrerie  
BP 70602  
44306 Nantes Cedex 3, France  
Tel: (33) 2-40-18-18-18  
Fax: (33) 2-40-18-19-60

### ASIC/ASSP/Smart Cards

Zone Industrielle  
13106 Rousset Cedex, France  
Tel: (33) 4-42-53-60-00  
Fax: (33) 4-42-53-60-01

1150 East Cheyenne Mtn. Blvd.  
Colorado Springs, CO 80906  
Tel: 1(719) 576-3300  
Fax: 1(719) 540-1759

Scottish Enterprise Technology Park  
Maxwell Building  
East Kilbride G75 0QR, Scotland  
Tel: (44) 1355-803-000  
Fax: (44) 1355-242-743

### RF/Automotive

Theresienstrasse 2  
Postfach 3535  
74025 Heilbronn, Germany  
Tel: (49) 71-31-67-0  
Fax: (49) 71-31-67-2340

1150 East Cheyenne Mtn. Blvd.  
Colorado Springs, CO 80906  
Tel: 1(719) 576-3300  
Fax: 1(719) 540-1759

### Biometrics/Imaging/Hi-Rel MPU/ High Speed Converters/RF Datacom

Avenue de Rochepleine  
BP 123  
38521 Saint-Egreve Cedex, France  
Tel: (33) 4-76-58-30-00  
Fax: (33) 4-76-58-34-80

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### e-mail

[literature@atmel.com](mailto:literature@atmel.com)

### Web Site

<http://www.atmel.com>

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