

# RedBoot User's Guide

---

January 2001



---

Copyright © 2001 Red Hat®, Inc. All rights reserved.

Red Hat, the Red Hat Shadow Man logo®, eCos™, RedBoot™, GNUPro®, and Insight™ are trademarks of Red Hat, Inc.

Samsung® and CalmRISC™ are trademarks or registered trademarks of Samsung, Inc.

Microsoft®, Windows®, and Windows NT® are registered trademarks of Microsoft Corporation, Inc.

Sun Microsystems® and Solaris® are registered trademarks of Sun Microsystems, Inc.

SPARC® is a registered trademark of SPARC International, Inc., and is used under license by Sun Microsystems, Inc.

UNIX® is a registered trademark of The Open Group.

All other brand and product names, trademarks, and copyrights are the property of their respective owners.

No part of this document may be reproduced in any form or by any means without the prior express written consent of Red Hat, Inc.

No part of this document may be changed and/or modified without the prior express written consent of Red Hat, Inc.

## **Warranty**

eCos is free software, covered by the GNU General Public License, and you are welcome to change it and/or distribute copies of it under certain conditions. This version of eCos is supported for customers of Red Hat.

For non-customers, eCos software has NO WARRANTY.

Because this software is licensed free of charge, there are no warranties for it, to the extent permitted by applicable law. Except when otherwise stated in writing, the copyright holders and/or other parties provide the software “as is” without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the software is with you. Should the software prove defective, you assume the cost of all necessary servicing, repair or correction.

In no event, unless required by applicable law or agreed to in writing, will any copyright holder, or any other party who may modify and/or redistribute the program as permitted above, be liable to you for damages, including any general, special, incidental or consequential damages arising out of the use or inability to use the program (including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties or a failure of the program to operate with any other programs), even if such holder or other party has been advised of the possibility of such damages.

# How to Contact Red Hat

## **Red Hat Corporate Headquarters**

2600 Meridian Parkway

Durham, NC 27713 USA

Telephone (toll free): +1 888 REDHAT 1 (+1 888 733 4281)

Telephone (main line): +1 919 547 0012

Telephone (FAX line): +1 919 547 0024

Website: <http://www.redhat.com>



---

# Contents

---

<b><i>RedBoot User's Guide</i></b> .....	<b>1</b>
How to Contact Red Hat .....	3
<b><i>Getting Started with RedBoot</i></b> .....	<b>7</b>
Installing RedBoot .....	8
User Interface.....	8
Configuring the RedBoot Environment .....	9
Target Network Configuration .....	9
Host Network Configuration .....	10
Verification.....	12
<b><i>RedBoot Commands and Examples</i></b> .....	<b>13</b>
RedBoot Editing Commands .....	15
Common Commands: .....	15
Download Process .....	15
FLASH Image System (FIS) .....	16
Persistent State FLASH-based Configuration and Control .....	20
Executing Programs from RedBoot.....	22
<b><i>Rebuilding RedBoot</i></b> .....	<b>23</b>
<b><i>Updating RedBoot</i></b> .....	<b>27</b>
<b><i>Installation and Testing</i></b> .....	<b>31</b>
Cyclone IQ80310.....	31
Overview.....	31
Initial Installation Method.....	31
Using RedBoot with ARM Bootloader.....	33
Special RedBoot Commands.....	33
IQ80310 Hardware Tests .....	33
Rebuilding RedBoot.....	34
Memory Maps.....	35
Resource Usage .....	35
Intel StrongArm EBSA 285 .....	37
Overview.....	37

---

<i>Initial Installation Method</i> .....	37
<i>Communication Channels</i> .....	37
<i>Special RedBoot Commands</i> .....	37
<i>Memory Maps</i> .....	37
<i>Resource Usage</i> .....	38
<i>Intel StrongARM EBSA-285</i>	
<i>Building Test Cases to run with RedBoot</i> .....	38
Intel SA1100 (Brutus).....	39
<i>Overview</i> .....	39
<i>Initial Installation Method</i> .....	39
<i>Special RedBoot Commands</i> .....	39
<i>Memory Maps</i> .....	39
<i>Resource Usage</i> .....	40
Intel SA1100 Multimedia Board .....	41
<i>Overview</i> .....	41
<i>Initial Installation Method</i> .....	41
<i>Special RedBoot Commands</i> .....	41
<i>Memory Maps</i> .....	41
<i>Resource Usage</i> .....	42
Intel SA1110 (Assabet).....	43
<i>Overview</i> .....	43
<i>Initial Installation Method</i> .....	43
<i>Special RedBoot Commands</i> .....	43
<i>Memory Maps</i> .....	43
MIPS Atlas Board with CoreLV 4Kc and CoreLV 5Kc .....	45
<i>Overview</i> .....	45
<i>Initial Installation Method</i> .....	45
<i>Memory Maps</i> .....	45
<i>Resource Usage</i> .....	46

# 1

## Getting Started with RedBoot

---

RedBoot® is an acronym for "Red Hat Embedded Debug and Bootstrap", and is the standard embedded system debug/bootstrap environment from Red Hat, replacing the existing debug/boot tools: CygMon and GDB stubs. It provides a complete bootstrap environment for a range of embedded operating systems, such as embedded Linux and eCos™, and includes facilities such as network downloading and debugging. It also provides a simple flash file system for boot images.

RedBoot provides a wide set of tools for downloading and executing programs on embedded target systems, as well as tools for manipulating the target system's environment. It can be used for both product development (debug support) and for end product deployment (FLASH and network booting).

Here are some highlights of RedBoot's capabilities:

- Serial and network (Ethernet) based debugging support, providing connectivity between host and target systems
- FLASH memory management, including the downloading, updating and erasure of multiple FLASH boot images, direct boot from FLASH, and persistent configuration data and script storage.
- Boot scripting support
- Simple command line interface for RedBoot configuration and management, accessible via serial (terminal) or Ethernet (telnet)
- Integrated GDB stubs for connection to a host-based debugger via serial or ethernet. (Ethernet connectivity is limited to local network only)
- Attribute Configuration - user control of aspects such as system time and date (if applicable), default Flash image to boot from, default failsafe image, static IP

address, etc.

- Configurable and extensible, specifically adapted to the target environment
- Network bootstrap support including setup and download, via BOOTP, DHCP and TFTP
- X/YModem support for image download via serial
- Power On Self Test

Although RedBoot is derived from Red Hat eCos, it may be used as a generalized system debug and bootstrap control software for any embedded system and any operating system. For example, with appropriate additions, RedBoot could replace the commonly used BIOS of PC (and certain other) architectures. Red Hat is currently installing RedBoot on all embedded platforms as a standard practice, and RedBoot is now generally included as part of all Red Hat Embedded Linux and eCos ports. Users who specifically wish to use RedBoot with the eCos operating system should refer to the *Getting Started with eCos* document, which provides information about the portability and extendability of RedBoot in an eCos environment.

This chapter explains how to install and configure RedBoot for your target.

# Installing RedBoot

To install the RedBoot package, follow the procedures detailed in the accompanying README.

Although there are other possible configurations, RedBoot is usually run from the target platform's FLASH boot sector or boot ROM, and is designed to run when your system is initially powered on. The method used to install the RedBoot image into non-volatile storage varies from platform to platform. In general, it requires that the image be programmed into FLASH in situ or programmed into the FLASH or ROM using a device programmer. In some cases this will be done at manufacturing time; the platform being delivered with RedBoot already in place. In other cases, you will have to program RedBoot into the appropriate device(s) yourself. Installing to FLASH in situ may require special cabling or interface devices and software provided by the board manufacturer. The details of this installation process for a given platform will be found in "Installation and Testing" on page 31.

Once installed, user-specific configuration options may be applied, using the `fconfig` command, providing that persistent data storage in FLASH is present in the relevant RedBoot version. See "Configuring the RedBoot Environment" on page 9 for details.

# User Interface

RedBoot provides a command line user interface (CLI). At the minimum, this interface is normally available on a serial port on the platform. If more than one serial



interface is available, RedBoot is normally configured to try to use any one of the ports for the CLI. Once command input has been received on one port, that port is used exclusively until reset. If the platform has networking capabilities, the RedBoot CLI is also accessible using the telnet access protocol. By default, RedBoot runs telnet on port TCP/9000, but this is configurable and/or settable by the user.

RedBoot also contains a set of GDB "stubs", consisting of code which supports the GDB remote protocol. GDB stub mode is automatically invoked when the '\$' character appears as the first character of a command line. The platform will remain in GDB stub mode until explicitly disconnected (via the GDB protocol). The GDB stub mode is available regardless of the connection method; either serial or network. Note that if a GDB connection is made via the network, then special care must be taken to preserve that connection when running user code. eCos contains special network sharing code to allow for this situation, and can be used as a model if this methodology is required in other OS environments.

## Configuring the RedBoot Environment

Once installed, RedBoot will operate fairly generically. However, there are some features that can be configured for a particular installation. These depend primarily on whether FLASH and/or networking support are available. The remainder of this discussion assumes that support for both of these options is included in RedBoot.

### Target Network Configuration

Each node in a networked system needs to have a unique address. Since the network support in RedBoot is based on TCP/IP, this address is an IP (Internet Protocol) address. There are two ways for a system to "know" its IP address. First, it can be stored locally on the platform. This is known as having a static IP address. Second, the system can use the network itself to discover its IP address. This is known as a dynamic IP address. RedBoot supports this dynamic IP address mode by use of the BOOTP (a subset of DHCP) protocol. In this case, RedBoot will ask the network (actually some generic server on the network) for the IP address to use.

**NOTE** Currently, RedBoot only supports BOOTP. In future releases, DHCP may also be supported, but such support will be limited to additional data items, not lease-based address allocation.

The choice of IP address type is made via the `fconfig` command. Once a selection is made, it will be stored in FLASH memory. RedBoot only queries the FLASH configuration information at reset, so any changes will require restarting the platform. Here is an example of the RedBoot `fconfig` command, showing network addressing:

```
RedBoot> fconfig -I
Run script at boot: false
Use BOOTP for network configuration: false
```

```
Local IP address: 192.168.1.29
Default server IP address: 192.168.1.101
GDB connection port: 9000
Network debug at boot time: false
```

In this case, the board has been configured with a static IP address listed as the Local IP address. The default server IP address specifies which network node to communicate with for TFTP service. This address can be overridden directly in the TFTP commands.

If the selection for Use BOOTP for network configuration had been true, these IP addresses would be determined at boot time, via the BOOTP protocol.

The final number which needs to be configured, regardless of IP address selection mode, is the GDB connection port. RedBoot allows for incoming commands on either the available serial ports or via the network. This port number is the TCP port that RedBoot will use to accept incoming connections.

These connections can be used for GDB sessions, but they can also be used for generic RedBoot commands. In particular, it is possible to communicate with RedBoot via the telnet protocol. For example, on Linux®:

```
% telnet redboot_board 9000
Connected to redboot_board
Escape character is '^]'.
RedBoot>
```

## Host Network Configuration

RedBoot may require two different classes of service from a network host:

- dynamic IP address allocation, using BOOTP
- TFTP service for file downloading

Depending on the host system, these services may or may not be available or enabled by default. See your system documentation for more details.

In particular, on Red Hat Linux, neither of these services will be configured out of the box. The following will provide a limited explanation of how to set them up. These configuration setups must be done as root on the host or server machine.

### Enable TFTP on Red Hat Linux 6.2

1. Ensure that you have the tftp-server RPM package installed. By default, this installs the TFTP server in a disabled state. These steps will enable it:

2. Make sure that the following line is uncommented in the control file /etc/inetd.conf

```
tftp dgram udp wait root /usr/sbin/tcpd \
    /usr/sbin/in.tftpd
```

3. If it was necessary to change the line in Step 2, then the inetd server must be restarted, which can be done via the command:  
# service inet reload

## Enable TFTP on Red Hat Linux 7.0

1. Ensure that the xinetd RPM is installed.
2. Ensure that the tftp-server RPM is installed.
3. Enable TFTP by means of the following:

```
/sbin/chkconfig tftp on
```

Reload the xinetd configuration using the command:

```
/sbin/service xinetd reload
```

Create the directory /tftpboot using the command

```
mkdir /tftpboot
```

**NOTE:** Under Red Hat 7 you must address files by absolute pathnames, for example: /tftpboot/boot.img not /boot.img, as you may have done with other implementations.

## Enable DHCP and BOOTP server

First, ensure that you have the proper package, dhcp (not dhcpd) installed. The DHCP server provides Dynamic Host Configuration, that is, IP address and other data to hosts on a network. It does this in different ways. Next, there can be a fixed relationship between a certain node and the data, based on that node's unique Ethernet Station Address (ESA, sometimes called a MAC address). The other possibility is simply to assign addresses that are free. The sample DHCP configuration file shown does both. Refer to the DHCP documentation for more details.

```
----- /etc/dhcpd.conf -----
default-lease-time 600;
max-lease-time 7200;
option subnet-mask 255.255.255.0;
option broadcast-address 192.168.1.255;
option domain-name-servers 63.225.98.241, 206.196.128.1, 205.180.230.20,205.180.230.21;
option domain-name "bogus.com";
allow bootp;
shared-network BOGUS {
    subnet 192.168.1.0 netmask 255.255.255.0 {
        option routers 192.168.1.101;
        range 192.168.1.1 192.168.1.254;
    }
}
host mbx {
    hardware ethernet 08:00:3E:28:79:B8;
    fixed-address 192.168.1.20;
    filename "/tftpboot/192.168.1.21/zImage";
    default-lease-time -1;
    server-name "srvr.bugus.com";
    server-identifier 192.168.1.101;
    option host-name "mbx";
}
```

Once the DHCP package has been installed and the configuration file set up, type:

```
# service dhcpd start
```

## RedBoot network gateway

RedBoot cannot communicate with machines on different subnets because it does not support routing. It always assumes that it can get to an address directly, therefore it always tries to ARP and then send packets directly to that unit. This means that whatever it talks to must be on the same subnet. If you need to talk to a host on a different subnet (even if it's on the same 'wire'), you need to go through an ARP proxy, providing that there is a Linux box connected to the network which is able to route to the TFTP server. For example:

```
/proc/sys/net/ipv4/conf/<interface>/proxy_arp
```

where <interface> should be replaced with whichever network interface is nearest to the board.

## Verification

Once your network setup has been configured, perform simple verification tests as follows:

- Reboot your system, to enable the setup, and then try to 'ping' the target board from a host.
- Once communication has been established, try using the RedBoot load command to download a file from a host.

# 2

## RedBoot Commands and Examples

---

RedBoot provides three basic classes of commands:

- Program loading and execution
- FLASH image and configuration management
- Miscellaneous commands

Given the extensible and configurable nature of eCos and RedBoot, there may be extended or enhanced sets of commands available.

The basic format for commands is:

```
RedBoot> COMMAND [-S] [-s val]operand
```

Commands may require additional information beyond the basic command name. In most cases this additional information is optional, with suitable default values provided if they are not present. The type of information required affects how it is specified:

`[-S]`

An optional switch. If this switch is present, then some particular action will take place. For example in the command

```
RedBoot> fis init -f
```

the `-f` switch indicates to perform a full file system initialization.

`[-s val]`

An optional switch which requires an associated value. For example the command

---

```
RedBoot> load -b 0x00100000 data_file
```

specifies downloading a file (via TFTP) into memory, relocating it to location 0x00100000.

*operand*

This format is used in a case where a command has one operand which must always be present (no `-s` is required since it is always implied). For example the command

```
RedBoot> go 0x10044
```

specifies executing the code starting at location 0x10044.

The list of available commands, and their syntax, can be obtained by typing `help` at the command line:

```
RedBoot> help
Display (hex dump) a range of memory
    dump -b <location> [-l <length>]
Execute an image - with MMU off
    exec [-w timeout] [<entry-point>]
Execute an image - with MMU off
    exec [-w timeout] [<entry_point>]
Manage FLASH images
    fis {cmds}
Manage configuration kept in FLASH memory
    fconfig [-l]
Execute code at a location
    go [-w <timeout>] [entry]
Help about help?
    help <topic>
Load a file
    load [-v] [-r] [-b <mem_addr>] <file_name>
```

Commands can be abbreviated to their shortest unique string. Thus in the list above, `d`, `du`, `dum` and `dump` are all valid for the `dump` command. The `fconfig` command can be abbreviated `fc`, but `f` would be ambiguous with `fis`.

There is one additional, special command. When RedBoot detects `$` as the first character in a command, it switches to GDB protocol mode. At this point, the eCos GDB stubs take over, allowing connections from a GDB host. The only way to get back to RedBoot from GDB mode is to restart the platform.

The standard RedBoot command set is structured around the bootstrap environment. These commands are designed to be simple to use and remember, while still providing sufficient power and flexibility to be useful. No attempt has been made to render RedBoot as the end-all product. As such, things such as the debug environment are left to other modules, such as GDB stubs, which are typically included in RedBoot.

The command set may be also be extended on a platform basis.

# RedBoot Editing Commands

RedBoot uses the following line editing commands.

- Delete** (0x7F) or **Backspace** (0x08) moves the cursor back one character and erases what is there destructively.
 

The mention of ^ is in the context of the `fconfig` command. This command uses some special line-editing features. When certain characters appear alone on the input line, a behavior is elicited.
- ^ (caret) switch to editing the previous item in the `fconfig` list. If `fconfig` edits item A, followed by item B, pressing ^ when changing item B, allows you to change item A. This is similar to the up arrow.
- . (period) stop editing any further items. This does not change the current item.
- Return** (blank line) leaves the value for this item unchanged. Currently it is not possible to step through the value for the start-up script; it must always be retyped.

## Common Commands:

The general format of commands is:

*command <options, parameters>*

Elements are separated by the space character. Other control characters, such as **Tab** or editing keys (**Insert**) are not currently supported.

Numbers, such as a memory location, may be specified in either decimal or hexadecimal (requires a 0x prefix).

Commands may be abbreviated to any unique string. For example, `l0` is equivalent to `l0a` and `load`.

## Download Process

The `load` command is used to download data into the target system. Data can be loaded via a network connection, using either the TFTP protocol, or the console serial connection using the X/Y modem protocol. Files to be downloaded may either be executable images in SREC format or raw data. The format of the command is:

```
load file [-v] [-b location] [-r] [-m {xmodem | ymodem | tftp}]
        [-h host_IP_address]
```

where:

- file* The name of the file on the TFTP server. Details of how this is specified are host-specific.
- v** Display a small spinner (indicator) while the download is in progress. This is just for feedback, especially during long loads.
- b** Specify the location in memory to which the file should be loaded. Executable images normally load at the location to which the file was linked. This option allows the file to be loaded to a specific memory location, possibly overriding any assumed location.
- r** Download raw data. Normally, the load command is used to load executable images into memory. This option allows for raw data to be loaded. If this option is given, **-b** will also be required.
- m** The **-m** option is used to select the download method. The choices are:  
  
  - xmodem*, *ymodem* - serial download using standard protocols over the console serial port. When using this method, the *<file>* parameter is not required.
  - tftp* - network based download using the TFTP protocol.
- h** Used explicitly to name a host computer to contact for the download data. This works in TFTP mode only.

```
=====
RedBoot> lo redboot.ROM -b 0x8c400000
Address offset = 0x0c400000
Entry point: 0x80000000, address range: 0x80000000-0x8000fe80
=====
```

## FLASH Image System (FIS)

If the platform has FLASH memory, RedBoot can use this for image storage. Executable images, as well as data, can be stored in FLASH in a simple file store. The `fis` command is used to manipulate and maintain FLASH images.

The available `fis` commands are:

**`fis init [-f]`**

This command is used to initialize the FLASH Image System (FIS). It should only be executed once, when RedBoot is first installed on the hardware. Subsequent executions will cause loss of data in the FLASH (previously saved images will no longer be accessible).

If the **-f** option is specified, all blocks of FLASH memory will be erased as part of this process.

```
=====
RedBoot> fis init -f
```



```
About to initialize [format] FLASH image system - are you sure
(y/n)? n
```

```
=====
```

### **fis [-c] list**

This command lists the images currently available in the FIS. Certain images used by RedBoot have fixed names. Other images can be manipulated by the user.

If the `-c` option is specified, the image checksum is displayed instead of the `Mem Addr` field.

```
=====
RedBoot> fis list
Name          FLASH addr  Mem addr  Length  Entry point
RedBoot       0xA0000000  0xA0000000 0x020000 0x80000000
RedBoot[backup] 0xA0020000  0x8C010000 0x010000 0x8C010000
RedBoot config 0xA0FC0000  0xA0FC0000 0x020000 0x00000000
FIS directory  0xA0FE0000  0xA0FE0000 0x020000 0x00000000
RedBoot> fis list -c
Name          FLASH addr  Checksum  Length  Entry point
RedBoot       0xA0000000  0x34C94A57 0x020000 0x80000000
RedBoot[backup] 0xA0020000  0x00000000 0x010000 0x8C010000
RedBoot config 0xA0FC0000  0x00000000 0x020000 0x00000000
RedBoot config 0xA0FE0000  0x00000000 0x020000 0x00000000
=====
```

### **fis free**

This command shows which areas of the FLASH memory are currently not in use. In use means that the block contains non-erased contents. Since it is possible to force an image to be loaded at a particular FLASH location, this command can be used to check whether that location is in use by any other image.

**NOTE:** There is currently no cross-checking between actual FLASH contents and the image directory, which means that there could be a segment of FLASH which is not erased that does not correspond to a named image, or vice-versa.

```
=====
RedBoot> fis free
      0xA0040000 .. 0xA07C0000
      0xA0840000 .. 0xA0FC0000
=====
```

```
fis create -b <mem_base> -l <length> [-f <flash_addr>] [-e <entry_point>]
[-r <ram_addr>] [-s <data_length>] [-n] <name>
```

This command creates an image in the FIS directory. The data for the image must exist in RAM memory before the copy. Typically, you would use the RedBoot `load`

command to load an image into RAM and then the `fis create` command to write it to FLASH.

Options:

- name*      The name of the file, as shown in the FIS directory.
- `-b`        The location in RAM used to obtain the image. This is a required option.
- `-l`        The length of the image. This is a required option.
- `-f`        The location in FLASH for the image. If this is not provided, the first freeVblock which is large enough will be used. See `fis free`.
- `-e`        The execution entry address. This is used if the starting address for an image is not known, or needs to be overridden.
- `-r`        The location in RAM when the image is loaded via `fis load`. This only needs to be specified for images which will eventually loaded via `fis load`. Fixed images, such as RedBoot itself, will not need this.
- `-s`        The length of the actual data to be written to FLASH. If not present then the image length (`-l`) value is assumed. If the value given by `-s` is less than `-l`, the remainder of the image in FLASH will be left in an erased state. Note that by using this option it is possible to create a completely empty FLASH image, for example to reserve space for use by applications other than RedBoot.
- `-n`        If `-n` is specified, then only the FIS directory is updated, and no data is copied from RAM to FLASH. This feature can be used to recreate the FIS entry if it has been destroyed.

```
=====
RedBoot> fis create RedBoot -f 0xa0000000 -b 0x8c400000 -l 0x20000
An image named 'RedBoot' exists - are you sure (y/n)? n
RedBoot> fis create junk -b 0x8c400000 -l 0x20000
... Erase from 0xa0040000-0xa0060000: .
... Program from 0x8c400000-0x8c420000 at 0xa0040000: .
... Erase from 0xa0fe0000-0xa1000000: .
... Program from 0x8c7d0000-0x8c7f0000 at 0xa0fe0000: .
=====
```

**`fis load [-b <memory load address>] [-c] name`**

This command is used to transfer an image from FLASH memory to RAM. Once loaded, it may be executed using the `go` command. If `-b` is specified, then the image is copied from FLASH to the specified address in RAM. If `-b` is not specified, the image is copied from FLASH to the load address given when the image was created.

*name*      The name of the file, as shown in the FIS directory

- b Specify the location in memory to which the file should be loaded. Executable images normally load at the location to which the file was linked. This option allows the file to be loaded to a specific memory location, possibly overriding any assumed location.
- c Compute and print the checksum of the image data after it has been loaded into memory.

```
=====
RedBoot> fis load RedBoot[backup]
RedBoot> go
=====
```

#### **fis delete name**

This command removes an image from the FIS. The FLASH memory will be erased as part of the execution of this command, as well as removal of the name from the FIS directory.

```
=====
RedBoot> fis list
Name                FLASH addr  Mem addr  Length  Entry point
RedBoot             0xA0000000 0xA0000000 0x020000 0x80000000
RedBoot[backup]     0xA0020000 0x8C010000 0x020000 0x8C010000
RedBoot config      0xA0FC0000 0xA0FC0000 0x020000 0x00000000
FIS directory       0xA0FE0000 0xA0FE0000 0x020000 0x00000000
junk                0xA0040000 0x8C400000 0x020000 0x80000000
RedBoot> fis delete junk
Delete image 'junk' - are you sure (y/n)? y
... Erase from 0xa0040000-0xa0060000: .
... Erase from 0xa0fe0000-0xa1000000: .
... Program from 0x8c7d0000-0x8c7f0000 at 0xa0fe0000: .
=====
```

#### **fis lock -f <flash\_addr> -l <length>**

This command is used to write-protect (lock) a portion of FLASH memory, to prevent accidental overwriting of images. In order to make any modifications to the FLASH, a matching unlock command must be issued. This command is optional and will only be provided on hardware which can support write-protection of the FLASH space.

**NOTE** Depending on the system, attempting to write to write-protected FLASH may generate errors or warnings, or be benignly quiet.

```
=====
RedBoot fis lock -f 0xa0040000 -l 0x20000
... Lock from 0xa0040000-0xa0060000: .
=====
```

**fis unlock -f <flash\_addr> -l <length>**

This command is used to unlock a portion of FLASH memory forcibly, allowing it to be updated. It must be issued for regions which have been locked before the FIS can reuse those portions of FLASH.

```
=====
RedBoot fis unlock -f 0xa0040000 -l 0x20000
... Unlock from 0xa0040000-0xa0060000: .
=====
```

**fis erase -f <flash\_addr> -l <length>**

This command is used to erase a portion of FLASH memory forcibly. There is no cross-checking to ensure that the area being erased does not correspond to a loaded image.

```
=====
RedBoot> fis erase -f 0xa0040000 -l 0x20000
... Erase from 0xa0040000-0xa0060000: .
=====
```

## Persistent State FLASH-based Configuration and Control

If the platform has FLASH memory, certain control and configuration information used by RedBoot can be stored in FLASH. The details of what information is maintained in FLASH differs, based on the platform and the configuration. However, the basic operation used to maintain this information is the same. Using the `fconfig -l` command, the information may be displayed and/or changed.

If the optional flag `-l` is specified, the configuration data is simply listed. Otherwise, each configuration parameter will be displayed and you are given a chance to change it. The entire value must be typed - typing just carriage return will leave a value unchanged. Boolean values may be entered using the first letter (`t` for true, `f` for false). At any time the editing process may be stopped simply by entering a period (`.`) on the line. Entering the caret (`^`) moves the editing back to the previous item. See “RedBoot Editing Commands” on page 15.

If any changes are made in the configuration, then the updated data will be written back to FLASH after getting acknowledgement from the user.

One item which is always present in the configuration data is the ability to execute a script at boot time. A sequence of RedBoot commands can be entered which will be executed when the system starts up. Optionally, a time-out period can be provided which allows the user to abort the startup script and proceed with normal command processing from the console.

```

=====
RedBoot> fconfig -l
Run script at boot: false
Use BOOTP for network configuration: false
Local IP address: 192.168.1.29
Default server IP address: 192.168.1.101
GDB connection port: 9000
Network debug at boot time: false
=====

```

The following example sets a boot script and then shows it running.

```

=====
RedBoot> fconfig
Run script at boot: false t
      Boot script:
Enter script, terminate with empty line
>> fi li
      Boot script timeout: 0 10
Use BOOTP for network configuration: false .
UpdateRedBootnon-volatileconfiguration-areyousure(y/n)?y
... Erase from 0xa0fc0000-0xa0fe0000: .
... Program from 0x8c021f60-0x8c022360 at 0xa0fc0000: .
RedBoot>
RedBoot(tm) debug environment - built 08:22:24, Aug 23 2000
Copyright (C) 2000, Red Hat, Inc.

RAM: 0x8c000000-0x8c800000
FLASH: 0xa0000000 - 0xa1000000, 128 blocks of 0x00020000 bytes ea.
Socket Communications, Inc: Low Power Ethernet CF Revision C
5V/3.3V 08/27/98
IP: 192.168.1.29, Default server: 192.168.1.101
== Executing boot script in 10 seconds - enter ^C to abort
RedBoot> fi li
Name                FLASH addr  Mem addr   Length    Entry point
RedBoot             0xA0000000  0xA0000000 0x020000  0x80000000
RedBoot[backup]     0xA0020000  0x8C010000 0x020000  0x8C010000
RedBoot config      0xA0FC0000  0xA0FC0000 0x020000  0x00000000
FIS directory       0xA0FE0000  0xA0FE0000 0x020000  0x00000000
RedBoot>
=====

```

**NOTE** The bold characters above indicate where something was entered on the console. As you can see, the **fi li** command at the end came from the script, not the console. Once the script is executed, command processing reverts to the console.

# Executing Programs from RedBoot

Once an image has been loaded into memory, either via the `load` command or the `fish load` command, execution may be transferred to that image.

**NOTE:** The image is assumed to be a stand-alone entity, as RedBoot gives the entire platform over to it. Typical examples would be an eCos application or a Linux kernel.

The format of the `go` command is:

```
RedBoot> go [-w time] [location]
```

Execution will begin at `location` if specified. Otherwise, the entry point of the last image loaded will be used.

The `-w` option gives the user `time` seconds before execution begins. The execution may be aborted by typing **Ctrl+C** on the console. This mode would typically be used in startup scripts.

# 3

## Rebuilding RedBoot

---

In normal circumstances it is only necessary to rebuild RedBoot if it has been modified, for example if you have extended the command set or applied patches. See the *Getting Started with eCos* document, which provides information about the portability and extendability of RedBoot in an eCos environment.

Some platform HALs provide configuration export files. Before proceeding with the following procedures, check “Configuration export files” on page 24 first, which may simplify the process for your platform.

RedBoot is configured and built using configuration technology based on Configuration Description Language (CDL). The simplest version of RedBoot can be built by typing:

```
ecosconfig new PLATFORM redboot
ecosconfig tree
make
```

where PLATFORM is the eCos name for the desired platform, for example `assabet`. This command sequence will build the simplest version of RedBoot possible, not including any networking nor FLASH support (since these are very target specific). To include these in the example, type:

```
ecosconfig new PLATFORM redboot
ecosconfig add flash
ecosconfig add pcmcia net_drivers cf_eth_drivers
ecosconfig tree
make
```

This set of commands will build a version of RedBoot suitable for testing. In particular, the result will run from RAM. Since RedBoot needs to be installed in

---

ROM/FLASH, type the following:

```
cat >RedBoot_ROM.cfg <<EOF
cdl_component CYG_HAL_STARTUP {
    user_value ROM
};
EOF
ecosconfig import RedBoot_ROM.cfg
ecosconfig tree
make
```

This set of commands will adjust the configuration to be ROM oriented.

Each of these command sequences creates multiple versions of RedBoot in different file formats. The choice of which file to use will depend upon the actual target hardware and the tools available for programming ROM/FLASH. The files produced (typically) are:

`install/bin/redboot.elf` This is the complete version of RedBoot, represented in ELF format. It is most useful for testing with tools such as embedded ICE, or other debug tools.

`install/bin/redboot.srec` This version has been converted to Motorola S-record format.

`install/bin/redboot.bin` This version has been flattened; that is, all formatting information removed and just the raw image which needs to be placed in ROM/FLASH remains.

The details of putting the RedBoot code into ROM/FLASH are target specific. Once complete, the system should come up with the RedBoot prompt. For example, the version built using the commands above looks like:

```
RedBoot(tm) debug environment - built 07:54:25, Oct 16 2000
Platform: Assabet development system (StrongARM 1110)
Copyright (C) 2000, Red Hat, Inc.
RAM: 0x00000000-0x02000000
FLASH: 0x50000000 - 0x50400000, 32 blocks of 0x00020000 bytes ea.
Socket Communications, Inc: Low Power Ethernet CF Revision C
5V/3.3V 08/27/98
IP: 192.168.1.29, Default server: 192.168.1.101
RedBoot>
```

## Configuration export files

To help with rebuilding RedBoot from source, some platforms HALs provide configuration export files. First locate the configuration export files for your platform in the eCos source repository. The RAM and ROM startup configuration exports can usually be found in a directory named "misc" in the platform HAL in the eCos source repository, named either:

```
2164 Nov 29 14:59 misc/redboot_RAM.cfg
2221 Nov 29 14:59 misc/redboot_ROM.cfg
```

or



---

```
1432 Feb  1 13:27 misc/redboot_RAM.ecm
1487 Feb  1 14:38 misc/redboot_ROM.ecm
```

Having located these files, copy them to /tmp or some other directory, to save typing.  
(All dates and sizes are just examples.)

To make RedBoot for RAM startup:

```
mkdir redboot.RAM
cd redboot.RAM
ecosconfig new TARGET redboot
ecosconfig import /tmp/redboot_RAM.ecm
ecosconfig tree
make
```

To build the ROM version, in a different build/config directory, just use the config export redboot\_ROM.ecm (or .cfg) instead.

The resulting files will be, in each of the ROM and RAM startup build places:

```
70456      ....install/bin/redboot.bin
433104     ....install/bin/redboot.elf
91407      ....install/bin/redboot.img
194732     ....install/bin/redboot.srec
```

The .elf and .srec files have the obvious relationship to those supplied in the "loaders/PLATFORM" directory in the install.



---

# 4

## Updating RedBoot

---

RedBoot normally runs from FLASH or ROM. In the case of FLASH, it is possible to update RedBoot, that is, replace it with a newer version, in situ. This process is complicated by the fact that RedBoot is running from the very FLASH which is being updated.

The following is an outline of the steps needed for updating RedBoot:

1. Start RedBoot, running from FLASH.
2. Load and start a different version of RedBoot, running from RAM.
3. Update the primary RedBoot FLASH image.
4. Reboot; run RedBoot from FLASH.

In order to execute this process, two versions of RedBoot are required; one which runs from FLASH, and a separate one which runs solely from RAM. Both of these images are typically provided as part of the RedBoot package, but they may also be rebuilt from source using the instructions provided for the platform.

The following is a more detailed look at these steps. For this process, it is assumed that the target is connected to a host system and that there is some sort of serial connection used for the RedBoot CLI.

### Start RedBoot, running from FLASH

To start RedBoot, reset the platform.

### Load and start a different version of RedBoot, running from

---

## RAM

There are a number of choices here. The basic case is where the RAM based version has been stored in the FIS (FLASH Image System). To load and execute this version, use the commands:

```
RedBoot> fis load RedBoot[backup]
RedBoot> go
```

If this image is not available, or does not work, then an alternate RAM based image must be loaded. Using the `load` command:

```
RedBoot> load redboot_RAM.srec
```

**NOTE** The details of how to load are installation specific. The file must be placed somewhere the host computer can provide it to the target RedBoot system. Either TFTP (shown) or X/Ymodem can be used to download the image into RAM.

```
RedBoot> go
```

## Update the primary RedBoot FLASH image

At this point, a new version of RedBoot is running on the target, in RAM.

Using the `load` command, download the FLASH based version from the host.

Since the FLASH version is designed to load and run from FLASH, the image must be relocated into some suitable, available, RAM location. The details of this are target platform specific (found in the target appendix), but the command will look something like this:

```
RedBoot> load redboot_ROM.srec -b 0x00100000
```

This command loads the FLASH image into RAM at 0x00100000, using the TFTP protocol via a network connection. Other options are available, refer to the command section on `load` for more details.

Once the image is loaded into RAM, it must be placed into FLASH using the FIS commands. Some platforms support locking (write protecting) certain regions of the FLASH, while others do not. If your platform does not support the lock/unlock commands, simply ignore these steps. Again, the details of these commands (in particular the numeric values) differ on each target platform, but the ideas are the same:

```
RedBoot> fis unlock -f 0xA0000000 -l 0x40000
RedBoot> fis create RedBoot -f 0xA0000000 -b 0x00100000 -l 0x40000
-s 0xCFAE
RedBoot> fis lock -f 0xA0000000 -l 0x40000
```

**NOTE** RedBoot will display a number of lines of information as it executes these commands. Also, the `size (-s)` value for the create operation should be determined from the output provided as part of the file download step.

It is not required, but it does allow for improved image validity checking in the form of an image checksum.

---

## Reboot; run RedBoot from FLASH

Once the image has been successfully written into the FLASH, simply reboot the target and the new version of RedBoot will be running.

**NOTE** There may be times when RedBoot does not exist on the hardware, thus making step 1 impossible to do. In these cases, it should be possible to get to step 2 by using GDB. If this is possible, the appropriate steps are provided with the target documentation.





# Installation and Testing

---

## Cyclone IQ80310

### Overview

RedBoot supports both serial ports and the built-in ethernet port for communication and downloads. The default serial port settings are 115200,8,N,1. RedBoot also supports FLASH management for the onboard 8MB FLASH. Several basic RedBoot configurations are supported:

- RedBoot running from the board's FLASH boot sector.
- RedBoot running from FLASH address 0x40000, with ARM bootloader in FLASH boot sector.
- RedBoot running from RAM with RedBoot in the FLASH boot sector.
- RedBoot running from RAM with ARM bootloader in FLASH boot sector.

A special RedBoot command: `diag` is used to access a set of hardware diagnostics provided by the board manufacturer.

### Initial Installation Method

The board manufacturer provides a DOS application which is capable of programming the FLASH over the PCI bus, and this is required for initial installations of RedBoot. Please see the board manual for information on using this utility. In general, the process involves programming one of the two FLASH based RedBoot configurations to FLASH. The RedBoot which runs from the FLASH boot sector

should be programmed to FLASH address 0x00000000. RedBoot that has been configured to be started by the ARM bootloader should be programmed to FLASH address 0x00004000.

Four sets of prebuilt files are provided in a tarball and zip format. Each set corresponds to one of the four supported configurations and includes an ELF file (.elf), a binary image (.bin), and an S-record file (.srec).

**For RedBoot running from the FLASH boot sector:**

```
bins/cyclone-rom.bin
bins/cyclone-rom.elf
bins/cyclone-rom.srec
```

**For RedBoot running from FLASH address 0x40000:**

```
bins/cyclone-roma.bin
bins/cyclone-roma.elf
bins/cyclone-roma.srec
```

**For RedBoot running from RAM with RedBoot in the FLASH boot sector:**

```
bins/cyclone-ram.bin
bins/cyclone-ram.elf
bins/cyclone-ram.srec
```

**For RedBoot running from RAM with ARM bootloader in the FLASH boot sector:**

```
bins/cyclone-rama.bin
bins/cyclone-rama.elf
bins/cyclone-rama.srec
```

Initial installations deal with the FLASH-based RedBoots. Installation and use of RAM based RedBoots is documented [elsewhere].

To install RedBoot to run from the FLASH boot sector, use the manufacturer's flash utility to install the bins/cyclone-rom.bin image at address zero.

To install RedBoot to run from address 0x40000 with the ARM bootloader in the FLASH boot sector, use the manufacturer's flash utility to install the bins/cyclone-roma.bin image at address 0x40000.

After booting the initial installation of RedBoot, this warning may be printed:

```
FLASH configuration checksum error or invalid key
```

This is normal, and indicates that the FLASH must be configured for use by RedBoot. Even if the above message is not printed, it may be a good idea to reinitialize the FLASH anyway. Do this with the `fis` command:

```
RedBoot> fis init
  About to initialize [format] FLASH image system - are you sure
(y/n)? y
  *** Initialize FLASH Image System
  Warning: device contents not erased, some blocks may not be usable
  ... Unlock from 0x007e0000-0x00800000: .
  ... Erase from 0x007e0000-0x00800000: .
```



```
... Program from 0x1fd0000-0x1fd0400 at 0x07e0000: .
... Lock from 0x07e0000-0x0800000: .
Followed by the fconfig command:
RedBoot> fconfig
Run script at boot: false
Use BOOTP for network configuration: false
Local IP address: 0.0.0.0 192.168.1.153
Default server IP address: 0.0.0.0 192.168.1.10
GDB connection port: 0 1000
Network debug at boot time: false
Update RedBoot non-volatile configuration - are you sure (y/n)? y
... Unlock from 0x07c0000-0x07e0000: .
... Erase from 0x07c0000-0x07e0000: .
... Program from 0xa0013018-0xa0013418 at 0x07c0000: .
... Lock from 0x07c0000-0x07e0000: .
```

## Using RedBoot with ARM Bootloader

RedBoot can coexist with ARM tools in FLASH on the IQ80310 board. In this configuration, the ARM bootloader will occupy the FLASH boot sector while RedBoot is located at FLASH address 0x40000. The sixteen position rotary switch is used to tell the ARM bootloader to jump to the RedBoot image located at address 0x40000. RedBoot is selected by switch position 0 or 1. Other switch positions are used by the ARM firmware and RedBoot will not be started.

## Special RedBoot Commands

A special RedBoot command, `diag`, is used to access a set of hardware diagnostics provided by the board manufacturer. To access the diagnostic menu, enter `diag` at the RedBoot prompt:

```
RedBoot> diag
Entering Hardware Diagnostics - Disabling Data Cache!
```

## IQ80310 Hardware Tests

- 1 - Memory Tests
- 2 - Repeating Memory Tests
- 3 - 16C552 DUART Serial Port Tests
- 4 - Rotary Switch S1 Test for positions 0-3
- 5 - seven Segment LED Tests
- 6 - Backplane Detection Test
- 7 - Battery Status Test
- 8 - External Timer Test
- 9 - i82559 Ethernet Configuration

- 10 - i82559 Ethernet Test
- 11 - Secondary PCI Bus Test
- 12 - Primary PCI Bus Test
- 13 - i960Rx/303 PCI Interrupt Test
- 14 - Internal Timer Test
- 15 - GPIO Test
- 0 - quit

Enter the menu item number (0 to quit):

Tests for various hardware subsystems are provided, and some tests require special hardware in order to execute normally. The Ethernet Configuration item may be used to set the board ethernet address.

## Rebuilding RedBoot

The build process is nearly identical for the four supported configurations. Assuming that the provided RedBoot source tree is located in the current directory and that we want to build a RedBoot that runs from the FLASH boot sector, the build process is:

```
% export TOPDIR=`pwd`
% export ECOS_REPOSITORY=${TOPDIR}/src/ecos-monitors/redboot-?????-
intel/packages
% mkdir ${TOPDIR}/build
% cd ${TOPDIR}/build
% ecosconfig new iq80310 redboot
% ecosconfig import
${ECOS_REPOSITORY}/hal/arm/iq80310/current/misc/redboot_ROM.cfg
% ecosconfig tree
% make
```

If a different configuration is desired, simply use the above build process but substitute an alternate configuration file for the ecosconfig import command.

For a RedBoot that runs from FLASH address 0x40000 with the ARM bootloader in the FLASH boot sector, use:

```
% ecosconfig import
${ECOS_REPOSITORY}/hal/arm/iq80310/current/misc/redboot_ROMA.cfg
```

For a RedBoot which runs from RAM with RedBoot located in the FLASH boot sector, use:

```
% ecosconfig import
${ECOS_REPOSITORY}/hal/arm/iq80310/current/misc/redboot_RAM.cfg
```

For a RedBoot which runs from RAM with ARM bootloader located in the FLASH boot sector, use:

```
% ecosconfig import
${ECOS_REPOSITORY}/hal/arm/iq80310/current/misc/redboot_RAM_A.cfg
```

## Memory Maps

The first level page table is located at 0xa0004000. Two second level tables are also used. One second level table is located at 0xa0008000 and maps the first 1MB of FLASH. The other second level table is at 0xa0008400, and maps the first 1MB of SDRAM.

**NOTE** The virtual memory maps in this section use a C and B column to indicate whether or not the region is cached (C) or buffered (B).

Physical Address Range	Description
-----	-----
0x00000000 - 0x00000fff	FLASH Memory
0x00001000 - 0x00001fff	80312 Internal Registers
0x00002000 - 0x007fffff	FLASH Memory
0x00800000 - 0x7fffffff	PCI ATU Outbound Direct Window
0x80000000 - 0x83fffffff	Primary PCI 32-bit Memory
0x84000000 - 0x87fffffff	Primary PCI 64-bit Memory
0x88000000 - 0x8bfffffff	Secondary PCI 32-bit Memory
0x8c000000 - 0x8fffffff	Secondary PCI 64-bit Memory
0x90000000 - 0x9000ffff	Primary PCI IO Space
0x90010000 - 0x9001ffff	Secondary PCI IO Space
0x90020000 - 0x9fffffff	Unused
0xa0000000 - 0xbfffffff	SDRAM
0xc0000000 - 0xffffffff	Unused
0xf0000000 - 0xffffffff	80200 Internal Registers

Virtual Address Range	C	B	Description
-----	-	-	-----
0x00000000 - 0x00000fff	Y	Y	SDRAM
0x00001000 - 0x00001fff	N	N	80312 Internal Registers
0x00002000 - 0x007fffff	Y	N	FLASH Memory
0x00800000 - 0x7fffffff	N	N	PCI ATU Outbound Direct Window
0x80000000 - 0x83fffffff	N	N	Primary PCI 32-bit Memory
0x84000000 - 0x87fffffff	N	N	Primary PCI 64-bit Memory
0x88000000 - 0x8bfffffff	N	N	Secondary PCI 32-bit Memory
0x8c000000 - 0x8fffffff	N	N	Secondary PCI 64-bit Memory
0x90000000 - 0x9000ffff	N	N	Primary PCI IO Space
0x90010000 - 0x9001ffff	N	N	Secondary PCI IO Space
0xa0000000 - 0xa0000fff	Y	N	FLASH
0xa0001000 - 0xbfffffff	Y	Y	SDRAM
0xc0000000 - 0xcfffffff	Y	Y	Cache Flush Region
0xf0000000 - 0xffffffff	N	N	80200 Internal Registers

## Resource Usage

The standalone FLASH based RedBoot image (no ARM bootloader) occupies FLASH addresses 0x00000000 - 0x0003ffff. The FLASH based RedBoot configured

to be booted by the ARM bootloader occupies FLASH addresses 0x00040000 - 0x0007ffff.

Both of these also reserve RAM (0xa0000000 - 0xa001ffff) for RedBoot runtime uses. Both RAM based RedBoot configurations are designed to run from RAM at addresses 0xa0020000 - 0xa003ffff. RAM addresses from 0xa0040000 to the end of RAM are available for general use, such as a temporary scratchpad for downloaded images before they are written to FLASH.

The external timer is used as a polled timer to provide timeout support for networking and XModem file transfers.

# Intel StrongArm EBSA 285

## Overview

RedBoot uses the single EBSA-285 serial port. The default serial port settings are 38400,8,N,1. If the EBSA-285 is used as a host on a PCI backplane, ethernet is supported using an Intel PRO/100+ ethernet adapter.

Management of onboard FLASH is also supported. Two basic RedBoot configurations are supported:

- RedBoot running from the board's FLASH boot sector.
- RedBoot running from RAM with RedBoot in the FLASH boot sector.

## Initial Installation Method

A linux application is used to program the FLASH over the PCI bus. Sources and build instructions for this utility are located in the RedBoot sources in:

.../packages/hal/arm/ebsa285/current/support/linux/safl\_util

## Communication Channels

Serial, Intel PRO 10/100+ 82559 PCI ethernet card.

## Special RedBoot Commands

None.

## Memory Maps

Physical and virtual mapping are mapped one to one on the EBSA-285 using a first level page table located at address 0x4000. No second level tables are used.

**NOTE** The virtual memory maps in this section use a C and B column to indicate whether or not the region is cached (C) or buffered (B).

Address Range	C	B	Description
-----	-	-	-----
0x00000000 - 0x007fffff	Y	Y	SDRAM
0x40000000 - 0x400fffff	N	N	21285 Registers
0x41000000 - 0x413fffff	Y	N	FLASH
0x42000000 - 0x420fffff	N	N	21285 CSR Space
0x50000000 - 0x50fffff	Y	Y	Cache Clean
0x78000000 - 0x78fffff	N	N	Outbound Write Flush
0x79000000 - 0x7c0fffff	N	N	PCI IACK/Config/IO
0x80000000 - 0xfffffff	N	Y	PCI Memory

## Resource Usage

The FLASH based RedBoot image occupies FLASH addresses 0x41000000 - 0x4101ffff. It also reserves the first 128K bytes of RAM for runtime uses. The RAM based RedBoot image occupies RAM addresses 0x20000 - 0x3ffff. RAM addresses from 0x40000 to the end end of RAM are available for general use such as a temporary scratchpad for downloaded images before they are written to FLASH.

Timer3 is used as a polled timer to provide timeout support for networking and XModem file transfers.

## Intel StrongARM EBSA-285 Building Test Cases to run with RedBoot

The default configuration for EBSA-285 at present always sends diagnostic output to the serial line; to use RedBoot to channel diagnostic output to GDB whether connected by net or serial, enable the configuration option

```
CYGSEM_HAL_VIRTUAL_VECTOR_DIAG
"Do diagnostic IO via virtual vector table"
```

located here in the common HAL configuration tree:

```
"eCos HAL"
  "ROM monitor support"
    "Enable use of virtual vector calling interface"
      "Do diagnostic IO via virtual vector table"
```

Other than that, no special configuration is required to use RedBoot.

If you have been using built-in stubs to acquire support for thread-aware debugging, you can still do that, but you must only use the serial device for GDB connection and you must not enable the option mentioned above. However, it is no longer necessary to do that to get thread-awareness; RedBoot is thread aware.

# Intel SA1100 (Brutus)

## Overview

RedBoot supports both board serial ports on the Brutus board. The default serial port settings are 38400,8,N,1. FLASH management is not currently supported.

Two basic RedBoot configurations are supported:

- RedBoot running from the board's FLASH boot sector.
- RedBoot running from RAM with RedBoot in the FLASH boot sector

## Initial Installation Method

Device programmer is used to program socketed FLASH parts.

## Special RedBoot Commands

None.

## Memory Maps

The first level page table is located at physical address 0xc0004000. No second level tables are used.

**NOTE** The virtual memory maps in this section use a C and B column to indicate whether or not the region is cached (C) or buffered (B).

Physical Address Range	Description
-----	-----
0x00000000 - 0x000fffff	Boot ROM
0x08000000 - 0x083fffff	Application FLASH
0x10000000 - 0x100fffff	SRAM
0x18000000 - 0x180fffff	Chip Select 3
0x20000000 - 0x3ffffff	PCMCIA
0x80000000 - 0xbffffff	SA-1100 Internal Registers
0xc0000000 - 0xc7ffffff	DRAM Bank 0
0xc8000000 - 0xcffffff	DRAM Bank 1
0xd0000000 - 0xd7ffffff	DRAM Bank 2
0xd8000000 - 0xdffffff	DRAM Bank 3
0xe0000000 - 0xe7ffffff	Cache Clean
-----	-----
Virtual Address Range	C B Description
-----	- - -----
0x00000000 - 0x003fffff	Y Y DRAM Bank 0
0x00400000 - 0x007fffff	Y Y DRAM Bank 1
0x00800000 - 0x00bfffff	Y Y DRAM Bank 2
0x00c00000 - 0x00ffffff	Y Y DRAM Bank 3

0x08000000	-	0x083fffff	Y	Y	Application FLASH
0x10000000	-	0x100fffff	Y	N	SRAM
0x20000000	-	0x3fffffff	N	N	PCMCIA
0x40000000	-	0x400fffff	Y	Y	Boot ROM
0x80000000	-	0xbfffffff	N	N	SA-1100 Internal Registers
0xe0000000	-	0xe7ffffff	Y	Y	Cache Clean

## Resource Usage

The FLASH based RedBoot image occupies FLASH addresses 0x40000000 - 0x4000ffff.

The RAM based RedBoot image occupies RAM addresses 0x10000 - 0x2ffff. RAM addresses from 0x30000 to the end end of RAM are available for general use such as a temporary scratchpad for downloaded images before they are written to FLASH.

The SA11x0 OS timer is used as a polled timer to provide timeout support for XModem file transfers.



# Intel SA1100 Multimedia Board

## Overview

RedBoot supports both board serial ports. The default serial port settings are 38400,8,N,1. FLASH management is also supported. Two basic RedBoot configurations are supported:

- RedBoot running from the board's FLASH boot sector.
- RedBoot running from RAM with RedBoot in the FLASH boot sector.

## Initial Installation Method

A device programmer is used to program socketed FLASH parts.

## Special RedBoot Commands

None.

## Memory Maps

The first level page table is located at physical address 0xc0004000. No second level tables are used.

**NOTE** The virtual memory maps in this section use a C and B column to indicate whether or not the region is cached (C) or buffered (B).

Physical Address Range	Description
0x00000000 - 0x000fffff	Boot FLASH
0x08000000 - 0x083fffff	Application FLASH
0x10000000 - 0x107fffff	SA-1101 Board Registers
0x18000000 - 0x180fffff	Ct8020 DSP
0x18400000 - 0x184fffff	XBusReg
0x18800000 - 0x188fffff	SysRegA
0x18c00000 - 0x18cfffff	SysRegB
0x19000000 - 0x193fffff	Spare CPLD A
0x19400000 - 0x197fffff	Spare CPLD B
0x20000000 - 0x3fffffff	PCMCIA
0x80000000 - 0xbfffffff	SA1100 Internal Registers
0xc0000000 - 0xc07fffff	DRAM Bank 0
0xe0000000 - 0xe7fffff	Cache Clean

Virtual Address Range	C	B	Description
0x00000000 - 0x007fffff	Y	Y	DRAM Bank 0
0x08000000 - 0x083fffff	Y	Y	Application FLASH
0x10000000 - 0x100fffff	N	N	SA-1101 Registers

0x18000000	-	0x180fffff	N	N	Ct8020	DSP
0x18400000	-	0x184fffff	N	N	XBusReg	
0x18800000	-	0x188fffff	N	N	SysRegA	
0x18c00000	-	0x18cfffff	N	N	SysRegB	
0x19000000	-	0x193fffff	N	N	Spare	CPLD A
0x19400000	-	0x197fffff	N	N	Spare	CPLD B
0x20000000	-	0x3fffffff	N	N	PCMCIA	
0x50000000	-	0x500fffff	Y	Y	Boot	FLASH
0x80000000	-	0xbfffffff	N	N	SA1100	Internal Registers
0xc0000000	-	0xc07fffff	N	Y	DRAM	Bank 0
0xe0000000	-	0xe7fffff	Y	Y	Cache	Clean

## Resource Usage

The FLASH based RedBoot image occupies virtual addresses 0x50000000 - 0x5000ffff. The RAM based RedBoot image occupies virtual addresses 0x10000 - 0x2ffff. RAM addresses from 0x30000 to the end end of RAM are available for general use such as a temporary scratchpad for downloaded images before they are written to FLASH.

The SA11x0 OS timer is used as a polled timer to provide timeout support for XModem file transfers.

# Intel SA1110 (Assabet)

## Overview

RedBoot supports the board serial port and the compact flash ethernet port. The default serial port settings are 38400,8,N,1. RedBoot also supports FLASH management on the Assabet. Two basic RedBoot configurations are supported:

- RedBoot running from the board's FLASH boot sector.
- RedBoot running from RAM with RedBoot in the FLASH boot sector.

## Initial Installation Method

A Windows or Linux utility is used to program FLASH over parallel port driven JTAG interface. See board documentation for details on in situ FLASH programming.

The FLASH parts are also socketed and may be programmed in a suitable device programmer.

## Special RedBoot Commands

None.

## Memory Maps

The first level page table is located at physical address 0xc0004000. No second level tables are used.

**NOTE** The virtual memory maps in this section use a C and B column to indicate whether or not the region is cached (C) or buffered (B).

Physical Address Range	Description
-----	-----
0x00000000 - 0x07ffffff	FLASH
0x08000000 - 0x0fffffff	SA-1111 Board FLASH
0x10000000 - 0x17ffffff	Board Registers
0x18000000 - 0x1fffffff	Ethernet
0x20000000 - 0x2fffffff	SA-1111 Board PCMCIA
0x30000000 - 0x3fffffff	Compact Flash
0x40000000 - 0x47ffffff	SA-1111 Board
0x48000000 - 0x4bffffff	GFX
0x80000000 - 0xbfffffff	SA-1110 Internal Registers
0xc0000000 - 0xc7ffffff	DRAM Bank 0
0xc8000000 - 0xcfffffff	DRAM Bank 1
0xd0000000 - 0xd7ffffff	DRAM Bank 2
0xd8000000 - 0xdfffffff	DRAM Bank 3
0xe0000000 - 0xe7ffffff	Cache Clean

Virtual Address Range	C	B	Description
-----	-	-	-----
0x00000000 - 0x01ffffff	Y	Y	DRAM Bank 0
0x08000000 - 0x0fffffff	Y	Y	SA-1111 Board FLASH
0x10000000 - 0x17ffffff	N	N	Board Registers
0x18000000 - 0x1fffffff	N	N	Ethernet
0x20000000 - 0x2fffffff	N	N	SA-1111 Board PCMCIA
0x30000000 - 0x3fffffff	N	N	Compact Flash
0x40000000 - 0x47ffffff	N	N	SA-1111 Board
0x48000000 - 0x4bffffff	N	N	GFX
0x50000000 - 0x57ffffff	Y	Y	FLASH
0x80000000 - 0xbfffffff	N	N	SA-1110 Internal Registers
0xc0000000 - 0xc1ffffff	N	Y	DRAM Bank 0
0xe0000000 - 0xe7ffffff	Y	Y	Cache Clean
The FLASH based RedBoot image occupies virtual addresses 0x50000000 - 0x5001ffff.			

The RAM based RedBoot image occupies RAM addresses 0x20000 - 0x5ffff. RAM addresses from 0x60000 to the end end of RAM are available for general use such as a temporary scratchpad for downloaded images before they are written to FLASH.

The SA11x0 OS timer is used as a polled timer to provide timeout support for network and XModem file transfers.

# MIPS Atlas Board with CoreLV 4Kc and CoreLV 5Kc

## Overview

RedBoot supports the debug serial port and the built in ethernet port for communication and downloads. The default serial port settings are 115200,8,N,1. RedBoot runs from and supports FLASH management for the system flash region. These configurations are supported:

- RedBoot running from the system FLASH boot sector.
- RedBoot running from RAM with RedBoot in the system FLASH boot sector.

## Initial Installation Method

RedBoot is installed using the code download facility built into the Atlas board. See the Atlas User manual for details. Here are quick start instructions for downloading the prebuilt RedBoot image

1. Locate the prebuilt files in the bin directory: deleteall.dl and redboot.dl.
2. Make sure switch S1-1 is OFF and switch S5-1 is ON. Reset the board and verify that the LED display reads `Flash DL`.
3. Make sure your parallel port is connected to the 1284 port Of the Atlas board.
4. Send the deleteall.dl file to the parallel port to erase previous images:

```
% cat deleteall.dl >/dev/lp0
```

When this is complete, the LED display should read “Deleted.”

5. Send the RedBoot image to the board:

```
% cat redboot.dl >/dev/lp0
```

When this is complete, the LED display should show the last address programmed. This will be something like: `1fc17000`.

6. Change switch S5-1 to OFF and reset the board. The LED display should read “RedBoot”.

## Memory Maps

RedBoot sets up the following memory map on the Atlas board.

Physical	Address	Range	Description
0x00000000	-	0x07ffffff	SDRAM
0x08000000	-	0x17ffffff	PCI Memory Space
0x18000000	-	0x1bffffff	PCI I/O Space
0x1be00000	-	0x1bffffff	System Controller
0x1c000000	-	0x1dffffff	System FLASH

0x1e000000 - 0x1e3fffff Monitor FLASH  
0x1f000000 - 0x1fbfffff FPGA

## Resource Usage

The FLASH based RedBoot image occupies FLASH addresses 0x1fc00000 - 0x1fc1ffff. RedBoot also reserves RAM (0x00000000 - 0x0001ffff) for RedBoot runtime uses. RAM based RedBoot configurations are designed to run from RAM at physical addresses 0x00020000 - 0x0003ffff. RAM physical addresses from 0x00040000 to the end of RAM are available for general use, such as a temporary scratchpad for downloaded images, before they are written to FLASH.

# Index

---

## B

BOOTP 9  
    enabling on Red Hat Linux 11

## C

cli 8  
commands  
    common 15  
    download 15  
    editing 15  
    fis create 17  
    fis delete 19  
    fis erase 20  
    fis free 17  
    fis init 16  
    fis list 17  
    fis load 18  
    fis lock 19  
    fis unlock 20  
    load 15  
configuration  
    network 9, 10  
configuration and control, FLASH-based 20  
configuring the RedBoot environment 9  
contacting Red Hat 3  
CygMon 7

## D

DHCP 9  
    enabling on Red Hat Linux 11  
download commands 15

## E

editing commands 15  
environment configuration 9  
executing RedBoot 22

## F

fconfig 9  
FIS (Flash Image System) 16  
fis create commands 17  
fis delete command 19  
fis erase command 20  
fis free command 17  
fis init comand 16  
fis list command 17  
fis load command 18  
fis lock command 19  
fis unlock command 20  
FLASH and/or networking configuration 9  
FLASH Image System (FIS) 16  
FLASH-based configuration and control 20

## G

GDB connection port 10  
GDB stubs 7, 9  
getting started with RedBoot 7

## H

host network configuration 10

## I

installing RedBoot  
    general procedures 8  
    specific platforms 31  
IP address type 9

## L

load command 15

## N

network configuration 9  
    host 10  
networking and/or FLASH configuration 9

## P

persistent state FLASH-based configuration and control 20

## R

rebuilding RedBoot 23

Red Hat Linux

enabling TFTP 10, 11

Red Hat, contacting 3

RedBoot

commands 13

editing commands 15

environment configuration 9

executing 22

getting started with 7

installation - general procedures 8

installation - specific platforms 31

rebuilding 23

updating 27

RedBoot's capabilities 7

## T

target network configuration 9

TCP/IP 9

telnet 9, 10

TFTP

commands 10

enabling on Red Hat Linux 10, 11

## U

ui 8

updating RedBoot 27

user interface 8

## W

warranty 2