

UG162: Simplicity Commander Reference Guide

This document describes how and when to use the Command-Line Interface (CLI) of Simplicity Commander. Simplicity Commander supports all EFR32 Wireless SoCs, EFR32 Wireless SoC modules (such as the MGM111 or MGM12P), EFM32 MCU families, and EM3xx Wireless SOC. EFM8 MCU families are not supported at this time.

This document is intended for software engineers, hardware engineers, and release engineers. Silicon Labs recommends that you review this document to familiarize yourself with the CLI commands and their intended uses. You can refer to specific sections of this document to access operational information as needed. This document also includes examples so you can gain an understanding of Simplicity Commander in action.

This document is up-to-date with Simplicity Commander version 1.7. See section [6. Software Revision History](#) for a list of new features and commands for previous versions of the application.

KEY POINTS

- Introduces Simplicity Commander.
- Adds new features and commands.
- Describes the file formats supported by Simplicity Commander.
- Includes detailed syntax of all Simplicity Commander commands and example command line inputs and outputs.

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1. Introduction

Simplicity Commander is a single, all-purpose tool to be used in a production environment. It is invoked using a simple Command Line Interface (CLI) that is also scriptable. Simplicity Commander enables customers to complete these essential tasks:

- Flash their own applications.
- Configure their own applications.
- Create binaries for production.

Simplicity Commander is designed to support the Silicon Labs Wireless STK and STK platforms.

The primary intended audience for this document is software engineers, hardware engineers, and release engineers who are familiar with programming the EFR32 and EM3xx. This reference guide describes how to use the Simplicity Commander CLI. It provides general information on file formats supported by Simplicity Commander and the Silicon Labs bootloaders, and includes details on using the Simplicity Commander commands, options, and arguments. It also includes example command line inputs and outputs so you can gain a better understanding of how to use Simplicity Commander effectively.

2. File Format Overview

Simplicity Commander works with different file formats: `.bin`, `.s37`, `.ebl`, `.gbl`, and `.hex`. Each file format serves a slightly different purpose. The file formats supported by Simplicity Commander are summarized below.

2.1 Motorola S-record (s37) File Format

Silicon Labs uses the Simplicity Studio as its Integrated Development Environment (IDE) and leverages the IAR Embedded Workbench for ARM platforms. This tool combination produces Motorola S-record files, s37 specifically, as its output. (For more information on Motorola S-record file format, see http://en.wikipedia.org/wiki/S_record.) In Silicon Labs development, an s37 file contains programming data about the built firmware and generally only represents a single piece of firmware—application firmware or bootloader firmware—but not both. An application image in s37 format can be loaded into a supported target device using the Simplicity Commander `flash` command. The s37 format can represent any combination of any byte of flash in the device. The Simplicity Commander `convert` command can also be used to read multiple s37 files and hex files; output an s37 file for combining multiple files into a single file; and modify individual bytes of a file.

2.2 Update Image File Formats

An update image file provides an efficient and fault-tolerant image format for use with Silicon Labs bootloaders to update an application without the need for special programming devices. Two image formats are supported: Gecko Bootloader (GBL) format for use with the Silicon Labs Gecko Bootloader introduced for use with EFR32 devices and Ember Bootloader (EBL) format for use with legacy Ember bootloaders. See *UG103.6: Application Development Fundamentals: Bootloading* for more details about these image file formats and bootloader use with different platforms.

Update image files are generated by the Simplicity Commander `gbl create` or `ebl create` command. These formats can only represent firmware images; they cannot be used to capture Simulated EEPROM token data (as described by *AN703: Using the Simulated EEPROM for the EM35x and Mighty Gecko (EFR32MG) SoC Platforms*). GBL upgrade files may contain data that gets flashed outside the main flash.

Bootloaders can receive an update image file either over-the-air (OTA) or via a supported peripheral interface, such as a serial port, and reprogram the flash in place. Update image files are generally used in later stage development and for upgrading manufactured devices in the field.

During development, bootloaders should be loaded onto the device using the `.s37` or `.hex` file format. If the Gecko Bootloader with support for in-field bootloader upgrades is used, it is possible to perform a bootloader upgrade using a GBL update image. For other bootloaders or file formats, do not attempt to load a bootloader image onto the device as an update image.

2.3 Intel HEX-32 File Format

Production programming uses the standard Intel HEX-32 file format. The normal development process for EFR32 chips involves creating and programming images using the s37 and ebl file formats. The s37 and ebl files are intended to hold applications, bootloaders, manufacturing data, and other information to be programmed during development. The s37 and ebl files, though, are not intended to hold a single image for an entire chip. For example, it is often the case that there is an s37 file for the bootloader, an s37 file for the application, and an s37 file for manufacturing data. Because production programming is primarily about installing a single, complete image with all the necessary code and information, the file format used is Intel HEX-32 format. While s37 and hex files are functionally the same—they simply define addresses and the data to be placed at those addresses—Silicon Labs has adopted the conceptual distinction that a single hex file contains a single, complete image often derived from multiple s37 files. You can use the Simplicity Commander `convert` command to read multiple hex files and s37 files; output a hex file for combining multiple files into a single file; and modify individual bytes of a file.

Note: Simplicity Commander is capable of working identically with s37 and hex files. All functionality that can be performed with s37 files can be performed with hex files. Ultimately, with respect to production programming, Simplicity Commander `flash` command allows the developer to load a variety of sources onto a physical chip. The `convert` command can be used to merge a variety of sources into a final image file and modify individual bytes in that image if necessary.

The following table summarizes the inputs and outputs for the different file formats used by Simplicity Commander.

Table 2.1. File Format Summary

| | Inputs | | | | | Outputs | | | | |
|------------|--------|-----|-----|-----|------|---------|-----|-----|-----|------|
| | ebl | s37 | hex | bin | chip | ebl | s37 | hex | bin | chip |
| flash | | X | X | X | | | | | | X |
| readmem | | | | | X | | X | X | X | |
| convert | | X | X | X | | | X | X | X | |
| ebl create | | X | X | X | | X | | | | |
| ebl parse | X | | | | | | X | X | X | |

3. General Information

3.1 Installing Simplicity Commander

You can install Simplicity Commander using Simplicity Studio or by downloading the standalone version from <https://www.silabs.com/products/mcu/programming-options> and then completing the installation.

3.2 Command Line Syntax

To execute Simplicity Commander commands, start a Windows command window, and change to the Simplicity Commander directory. The general command line structure in Simplicity Commander looks like this:

```
commander [command] [options][arguments]
```

where:

- `commander` is the name of the tool.
- `command` is one of the commands supported by Simplicity Commander, such as, `flash`, `readmem`, `convert`, etc. The command-specific help provides additional information on each command.
- `option` is a keyword that modifies the operation of the command. Options are preceded with `--` (double dash) as described for each command. Some commands have single-character short versions which are preceded by `-` (single dash). Refer to the command-specific help for the single-dash shorthands.
- `argument` is an item of information provided to Simplicity Commander when it is started. An argument is commonly used when the command takes one or more input files.
- square brackets indicate *optional* parameters as in this example: `commander flash [filename(s)] [options]`
- angle brackets indicate *required* parameters as in this example: `commander readmem --output <filename>`

3.3 General Options

3.3.1 Help (--help)

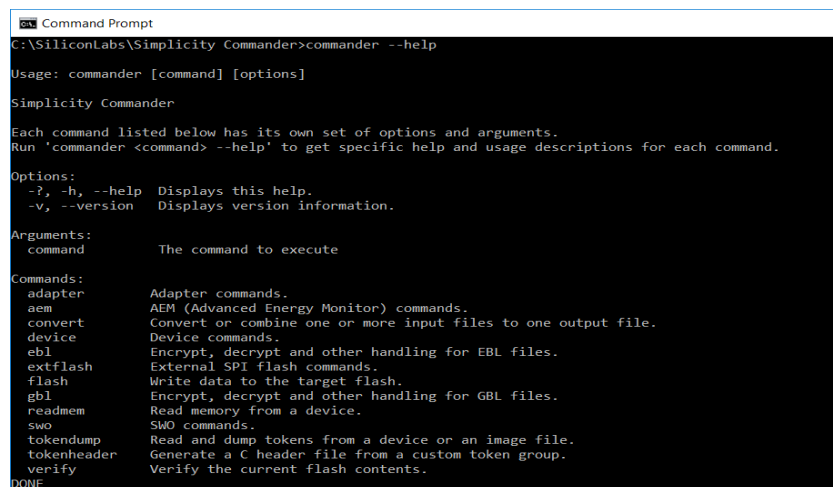
Displays help for all Simplicity Commander commands and command-specific help for each command.

Command Line Syntax

```
$ commander --help
```

Command Line Usage Output

Simplicity Commander help displays a list of all Simplicity Commander commands. The following figure is an example.



```
Command Prompt
C:\SiliconLabs\Simplicity Commander>commander --help

Usage: commander [command] [options]

Simplicity Commander

Each command listed below has its own set of options and arguments.
Run 'commander <command> --help' to get specific help and usage descriptions for each command.

Options:
  -?, -h, --help  Displays this help.
  -v, --version   Displays version information.

Arguments:
  command          The command to execute

Commands:
  adapter          Adapter commands.
  aem              AEM (Advanced Energy Monitor) commands.
  convert          Convert or combine one or more input files to one output file.
  device          Device commands.
  ebl              Encrypt, decrypt and other handling for EBL files.
  extflash        External SPI flash commands.
  flash            Write data to the target flash.
  gbl              Encrypt, decrypt and other handling for GBL files.
  readmem         Read memory from a device.
  swo             SWO commands.
  tokendump       Read and dump tokens from a device or an image file.
  tokenheader     Generate a C header file from a custom token group.
  verify          Verify the current flash contents.

DONE
```

Figure 3.1. Simplicity Commander Help

To display help on a specific Simplicity Commander command, enter the name of the command followed by --help.

Command Line Input Example

```
$commander flash --help
```

Command Line Output Example

Simplicity Commander displays help for the flash command in the following figure.

```

C:\SiliconLabs\Simplicity Commander>commander flash --help

Usage: commander flash [filename(s)] [options]
Write one or more files to the target flash.

Options:
  -?, -h, --help           Displays this help.
  -v, --version            Displays version information.
  --device, -d <device>   The device, device family or platform to
                           target. Examples of strings that are
                           understood: "EFR32MG1P233F256GM48",
                           "EFR32MG", "EFR32", "EFR32F256". Required
                           for some operations.
  --force                 Force operation. This will convert
                           non-fatal errors to warnings, allowing
                           the process to continue.
  --serialno, -s <serial number> J-Link serial number.
  --ip <IP>               IP Address.
  --speed <speed in kHz>   Debug interface speed.
  --tif <SWD|JTAG|C2>     Target debug interface.
  --irpre <IR length>     JTAG: Total length of instruction
                           registers of all devices closer to TDI
                           than the addressed ARM device.
                           JTAG: Total number of data bits closer
                           to TDI than the addressed ARM device.
  --dnpre <Data bits>      Address to flash to. Not applicable for
                           hex or s37 files which contain address
                           information.
  --address <address>
  --halt                 Leave the target halted after flashing.
                           By default the device is reset by a pin
                           reset after flashing.
  --masserase             Supply this to do a mass erase of the
                           entire main flash before flashing.
                           Otherwise only affected pages are erased.
  --noverify              Don't verify contents written to flash
                           (verification is enabled by default).
  --patch, -p <address:data[:length]> Patch memory contents.
                           Data is interpreted as an unsigned
                           integer. The optional length parameter
                           can be used to define the number of bytes
                           write, up to 8.
  --token <TOKEN_NAME:value> Single token with its new value.
  --tokenfile <filename>    File describing tokens to write.
  --tokengroup <tokengroup> Which set of tokens to use. Supported:
                           znet

Arguments:
  flash
  filename(s)              File(s) to flash.

DONE

```

Figure 3.2. Simplicity Commander Flash Command Help

3.3.2 Version (--version)

Displays the version information for Simplicity Commander, J-Link DLL, and EMDLL, and a list of detected USB devices. If you use this option in conjunction with another command or command/option, Simplicity Commander displays this extra information before any command is executed.

Command Line Syntax

```
$ commander --version
```

Command Line Usage Output

Simplicity Commander displays version information. The following figure is an example.

```

C:\SiliconLabs\Simplicity Commander>commander --version

Simplicity Commander 1v0p0b299

JLink DLL version: 6.18c
EMDLL Version: 0v15p3b268
mbedtls TLS version: 2.2.0

DONE

```

Figure 3.3. Simplicity Commander Version Information

3.3.3 Device (--device <device name>)

Specifies a target device for the command. If this option is supplied, no auto-detection of the target device is used. In some cases, such as when using `convert` with the `--token` option, this option is required.

For convenience, Simplicity Commander attempts to parse the `--device` option so that a complete part number is normally not required as a command input. For example, Simplicity Commander interprets `commander --device EFR32` to mean that the selected device is an EFR32, which has implications regarding the memory layout and available features of this specific device. As another example, Simplicity Commander interprets `--device EFR32F256` as an EFR32 with 256 kB flash memory.

Using a complete part number such as `--device EFR32MG1P233F256GM48` is always supported and recommended.

Command Line Syntax

```
$ commander <command> --device <device name>
```

Command Line Input Example

```
$ commander device info --device Cortex M3
```

3.3.4 J-Link Connection Options

Use the following options to select a J-Link device to connect to and use for any operation that requires a connection to a kit or debugger. You can connect over IP (using the `--ip` option) or over USB (using the `--serialno` option) as shown in the following examples. You can use only one of these options at a time. If no option is provided, Simplicity Commander attempts a connection to the only USB connected J-Link adapter.

Command Line Syntax

```
$ commander <command> --serialno <J-Link serial number>
```

Command Line Input Example

```
$ commander adapter probe --serialno 440050184
```

Command Line Usage

```
$ commander <command> --ip <IP address>
```

Command Line Input Example

```
$ commander adapter probe --ip 10.7.1.27
```

3.3.5 Debug Interface Configuration

Use the `--tif` and `--speed` options to configure the target interface and clock speed when connecting the debugger to the target device.

Simplicity Commander supports using Serial Wire Debug (SWD) or Joint Test Action Group (JTAG) as the target interface. All currently supported Silicon Labs hardware works with SWD, while some can also be used with JTAG. Custom hardware may require JTAG to be used.

The maximum clock speed available typically depends on the debug adapter, the target device, and the physical connection between the two. Silicon Labs kits typically support speeds up to 1000 –8000 kHz, depending on the kit model. If the selected clock speed is higher than what the adapter supports, the clock speed will fall back to using the highest speed it does support. You may want to select a lower clock speed if the debug connection is unstable or not working at all when working with custom hardware with longer debug cables or when the electrical connections are less than ideal.

If the `--tif` and `--speed` options are not used, the default configuration is SWD and 4000 kHz.

Command Line Syntax

```
$ commander <command> [--tif <target interface>] [--speed <speed in kHz>]
```

Command Line Input Example

```
$ commander device info --tif SWD--speed 1000
```

Command Line Output Example

```
Setting debug interface speed to 1000 kHz
Setting debug interface to SWD
Part Number      : EFR32BG1P332F256GJ43
Die Revision     : A2
Production Ver   : 138
Flash Size      : 256 kB
SRAM Size       : 32 kB
Unique ID       : 000b57fffe0934e3
DONE
```

3.3.6 Graphical User Interface

Displays a Graphical User Interface (GUI) for laboratory use of Simplicity Commander. The GUI can be used in the lab for such typical tasks as:

- Flashing device images
- Upgrading Silicon Labs kit firmware and configuration
- Setting device lock features

Command Line Syntax

```
$ commander
```

3.4 Output and Exit Status

The exit status of Simplicity Commander can take on a few different values. Whenever an operation completed successfully, Simplicity Commander's exit status is 0 (zero). Any error will cause the exit status to be non-zero.

Simplicity Commander defines the following exit status codes.

| Exit Status | Description |
|-------------|---|
| 0 | No error occurred |
| -1 | Input error. For example, this could be a missing command line option, non-existent command, or an invalid filename. |
| -2 | Run time error. Used whenever anything goes wrong when executing the command. Examples include not being able to connect to a debug adapter or flash verification failed. |

Note: Some operations systems present the exit status as an unsigned integer. On these systems, -1 will be interpreted as 255, -2 as 254, and so on.

The operating system itself may create other exit codes if the application crashes. These will always be non-zero and are out of the control of Simplicity Commander.

All errors and potential error conditions are indicated in Simplicity Commander's output in addition to the exit status. All errors are displayed with the prefix "ERROR:". All warnings are displayed with the prefix "WARNING:".

Any output from Simplicity Commander will always end with "DONE". This does not indicate that the operation was successful, merely that execution has finished.

Example of an error in Windows follows.

```
C:\>commander device info -s 440000000
ERROR: Unable to connect with device with given serial number
ERROR: Could not open J-Link connection.
DONE

C:\>echo %errorlevel%
-2
```

4. EFR32 Custom Tokens

4.1 Introduction

Simplicity Commander supports defining custom token groups for reading and writing. Custom tokens work just like manufacturing tokens, but the definition and location of the tokens is configurable to suit different requirements.

There are two different ways for Simplicity Commander to find and use custom token definition files. For Simplicity Commander to treat the custom token file in the same way as a regular token group, the file must be placed in a specific location as described below. The other option is to use the `--tokendefs` command line option instead of the `--tokengroup` option. With this method, Simplicity Commander uses a token definition file in an arbitrary location, for example under revision control.

For Simplicity Commander to treat custom token files like regular token groups, the file must be placed in a specific `tokens` folder. The location of this folder depends on the operating system used.

On Windows and Linux, the `tokens` folder is included in the zip file and is placed alongside the executable in the installation directory.

On Mac OS X, the folder named `~/Library/SimplicityCommander/tokens/` is generated automatically when running `commander` on the command line for the first time. Running `commander --help`, for example, is enough to ensure that the folder with files is created.

Inside this `tokens` folder, there is a file named `tokens-example-efr32.json`. This file provides an example of the token types and locations currently supported by Simplicity Commander.

4.2 Creating Custom Token Groups

To define a custom token group, copy `tokens-example-efr32.json` to a new file in the same directory using the following naming convention: `tokens-<groupname>-efr32.json`

For example: `tokens-myapp-efr32.json`

To verify that Simplicity Commander sees the new file, run

```
$ commander tokendump --help
```

The name of your token group (for example, "myapp") should be listed as a supported token group like this:

`--tokengroup <tokengroup>` which set of tokens to use. Supported: myapp, znet

4.3 Defining Tokens

Each token in the JSON file has the following properties:

| Property | Description |
|-------------|---|
| Name | The name of the token, which is used as an identifier when dumping or writing tokens. |
| Page | The named memory region to use for the token. See section 4.4 Memory Regions. |
| Offset | The offset in number of bytes from the start of the memory region at which to place the token. |
| sizeB | The size of the token in bytes. <ul style="list-style-type: none">A token of size 1 is interpreted as an unsigned 8-bit integer.A token of size 2 is interpreted as an unsigned 16-bit integer.A token of size 4 is interpreted as an unsigned 32-bit integer.Any other size is interpreted as a byte array of the given size. |
| Description | A plain text description of the token. This property is currently only used for documentation of the JSON file. |

4.4 Memory Regions

The following values are valid data in the "page" option:

USERDATA

The data in the user data page is **not** erased via a mass erase (`commander.exe flash --masserase`, `commander.exe masserase`, or when disabling debug lock). It can, however, be erased by a specific page erase (located at address 0x0FE00000 with size 2 kB on EFR32 devices).

LOCKBITSDATA

The lock bits page is used by the chip itself to configure flash write locks, debug lock, AAP lock, and so on. However, the last 1.5 kB of this page is unused by the device itself, and has the important property that it is erased in a mass erase event

The lock bits page is located at address 0x0FE04000 with size 2 kB on EFR32 devices. Tokens in this page must use an offset of at least 0x200; otherwise, collisions with chip functionality can occur.

4.5 Token File Format Description

A token file declares what values are programmed for manufacturing tokens on the chip. Lines are composed of one of the following forms:

```
<token-name> : <data>
<token-name> : !ERASE!
```

Follow these guidelines when using a token file:

- Omitted tokens are left untouched and not programmed on the chip.
- Token names are case insensitive.
- All integer values are interpreted as hexadecimal numbers in BIG-endian format and must be prefixed with '0x'.
- Blank lines and lines beginning with # (hashtag) are ignored.
- Byte arrays are given in hexadecimal format without a leading '0x'.
- Specifying !ERASE! for the data sets that token to all 0xFF.
- The token data can be in one of three main forms: byte-array, integer, or string.
- Byte arrays are a series of hexadecimal numbers of the required length.
- Integers are BIG-endian hexadecimal numbers that must be prefixed with '0x'.
- String data is a quoted set of ASCII characters.

4.6 Using Custom Token Files

Refer to [4.1 Introduction](#) for a definition of custom token files and where they should be located for Simplicity Commander to find them automatically. To use a custom token file located in the `tokens` folder, run Simplicity Commander with a `--tokengroup` option corresponding to the name of the JSON file. For example, if the file was named `tokens-myapp-efr32.json`, use this option:

```
--tokengroup myapp
```

To create a text file useful as input to the `flash` or `convert` commands, the easiest way is to start by dumping the current data from a device.

For example:

```
$ commander tokendump -s 440050148 --tokengroup myapp --outfile mytokens.txt
```

`mytokens.txt` can then be modified to have the desired content, and then used when flashing devices or creating images in this way:

```
$ commander flash -s 440050148 --tokengroup myapp --tokenfile mytokens.txt
```

To be able to read the custom token data from an application, Simplicity Commander provides the `tokenheader` command, which generates a C header file that can be included in an application. See section [5.4.4 Generate C Header Files from Token Groups](#) for details.

4.7 Using Custom Token Files in Any Location

In some cases, it is more convenient to have the custom token definitions file somewhere in the file system (for example, if it is placed under revision control). Simplicity Commander supports this functionality with the `--tokendefs` option which refers to a JSON file anywhere in the file system. Use it instead of the `--tokengroup` option.

For example:

```
$ commander tokendump --tokendefs my_tokens.json --outfile mytokens.txt
$ commander flash --tokendefs my_tokens.json --tokenfile mytokens.txt
```

5. Simplicity Commander Commands

This section includes the following information for using each Simplicity Commander command:

- Command Line Syntax
- Command Line Input Example
- Command Line Output Example

In cases where the Command Line Syntax is the same as the Command Line Input Example, only the former is included.

The Simplicity Commander commands are organized in the following categories:

- [5.1 Device Flashing Commands](#)
- [5.2 Flash Verification Command](#)
- [5.3 Memory Read Commands](#)
- [5.4 Token Commands](#)
- [5.5 Convert and Modify File Commands](#)
- [5.6 EBL Commands](#)
- [5.7 GBL Commands](#)
- [5.8 Kit Utility Commands](#)
- [5.9 Device Erase Commands](#)
- [5.10 Device Lock and Protection Commands](#)
- [5.11 Device Utility Commands](#)
- [5.12 External SPI Flash Commands](#)
- [5.13 Advanced Energy Monitor Measure Command](#)
- [5.14 Serial Wire Output Read Commands](#)
- [5.15 NVM3 Commands](#)
- [5.16 CTUNE Commands](#)

5.1 Device Flashing Commands

The commands in this section all require a working debug connection for communicating with the device. You would normally always use one of the J-Link connection options when running the `flash` command, but it is intentionally left out of most of the examples to keep them short and concise.

5.1.1 Flash Image File

Flashes the image in the specified filename to the target device, starting at the specified address. The affected bytes will be erased before writing. If the image contains any partial flash pages, these pages will be read from the device and patched with the image contents before erasing the page and writing back. After writing, the affected flash areas are read back and compared. Finally, the chip is reset using a pin reset, making code execution start. The debugger to connect to is indicated by the J-Link serial number (`--serialno` option).

Command Line Syntax

```
$ commander flash <filename> --address <address> --serialno <serial number>
```

Command Line Input Example

```
$ commander flash blink.bin --address 0x0 --serialno 440012345
```

Connects to the J-Link debugger with serial number 440012345 and flashes the image in blink.bin to the target device, starting at address 0.

Command Line Output Example

```
Flashing blink.s37.  
Flashing 2812 bytes, starting at address 0x00000000  
Resetting...  
Uploading flash loader...  
Waiting for flashloader to become ready...  
Erasing flash...  
Flashing...  
Verifying written data...  
Resetting...  
Finished!  
DONE
```

5.1.2 Flash Using IP Address without Verification and Reset

Flashes the image in the specified filename to the target device, using the IP address specified. The data in flash is not verified after flashing, and the device is left halted after flashing.

Command Line Syntax

```
$ commander flash <filename> --ip <IP> --halt --noverify
```

Command Line Input Example

```
$ commander flash blink.s37 --ip 10.7.1.27 --halt --noverify
```

Flashes the image in blink.s37 to the target device, using the IP address 10.7.1.27. The data in flash is not verified after flashing, and the device is left halted after flashing.

Command Line Output Example

```
Flashing blink.s37.  
Flashing 2812 bytes, starting at address 0x00000000  
Resetting...  
Uploading flash loader...  
Waiting for flashloader to become ready...  
Erasing flash...  
Flashing...  
Finished!  
DONE
```

5.1.3 Flash Several Files

Flashes the images to the target device. Any overlapping data is considered an error.

Command Line Syntax

```
$ commander flash <filename> <filename>
```

Command Line Input Example

```
$ commander flash blink.s37 userpage.hex
```

Flashes the images in blink.s37 and userpage.hex to the target device.

Command Line Output Example

```
Adding file blink.s37...
Adding file userpage.hex...
Flashing 2812 bytes, starting at address 0x00000000
Resetting...
Uploading flash loader...
Waiting for flashloader to become ready...
Erasing flash...
Flashing...
Verifying written data...
Finished!
Flashing 2048 bytes, starting at address 0x0fe00000
Resetting...
Uploading flash loader...
Waiting for flashloader to become ready...
Erasing flash...
Flashing...
Verifying written data...
Resetting...
Finished!
DONE
```

5.1.4 Patch Flash

Writes the specified byte(s) to the flash. The affected pages will be read from the device and patched with this data before erasing the page and writing back. When you use the `--patch` option, the patch memory data is interpreted as an unsigned integer. The optional `length` argument can be used to define the number of bytes, up to 8 bytes. If no length is specified, the default is to patch 1 byte.

Command Line Syntax

```
$ commander flash --patch <address>:<data>[:length]
```

Command Line Input Example

```
$ commander flash --patch 0x120:0xAB --patch 0x3200:0xA5A5:2
```

Writes the specified bytes 0xAB to address 0x120 and 0xA5A5 to address 0x3200. The affected pages will be read from the device and patched with this data before erasing the page and writing back.

Command Line Output Example

```
Patching 0x00000120 = 0xAB...
Patching 0x00003200 = 0xA5A5...
Flashing 2048 bytes, starting at address 0x00000000
Resetting...
Uploading flash loader...
Waiting for flashloader to become ready...
Erasing flash...
Flashing...
Verifying written data...
Finished!
Flashing 2048 bytes, starting at address 0x00003000
Resetting...
Uploading flash loader...
Waiting for flashloader to become ready...
Erasing flash...
Flashing...
Verifying written data...
Resetting...
Finished!
DONE
```

5.1.5 Patch Using Input File

Flashes the specified application while simultaneously patching the image file and the flash of the device. If a filename is inside the file, these bytes are patched before writing the image

Command Line Syntax

```
$ commander flash <filename> --patch <address>:<data>[:length] --patch <address>:<data>[:length]
```

Command Line Input Example

```
$ commander flash blink.s37 --patch 0x123:0x00FF0001:4 --patch 0x0FE00004:0x00
```

Flashes the blink application while simultaneously patching the image file and the flash of the device. Because 0x123 is inside the file, these bytes are patched before writing the image. Additionally, the user page will be read from the device and patched with this data before erasing the page and writing back.

Command Line Output Example

```
Flashing blink.s37.  
Patching 0x00000123 = 00FF0001...  
Patching 0x0FE00004 = 00...  
Flashing 4096 bytes, starting at address 0x00000000  
Resetting...  
Uploading flash loader...  
Waiting for flashloader to become ready...  
Erasing flash...  
Flashing...  
Verifying written data...  
Finished!  
Flashing 2048 bytes, starting at address 0x0fe00000  
Resetting...  
Uploading flash loader...  
Waiting for flashloader to become ready...  
Erasing flash...  
Flashing...  
Verifying written data...  
Finished!  
DONE
```

5.1.6 Flash Tokens

This section describes how to flash one or more tokens from text file(s) and/or command line options with their new values. Manufacturing tokens are the only token type supported by Simplicity Commander; simulated EEPROM tokens are not supported. For more information on manufacturing tokens, see *AN961: Bringing Up Custom Nodes for the Mighty Gecko and Flex Gecko Families*.

The `--tokengroup` option defines which group of tokens is used. Simplicity Commander currently has built-in support for the `znet` token group.

Silicon Labs recommends generating a token file from a device or image file using the `tokendump` command and then making modifications to this file for use with the `--tokenfile` option.

Command Line Syntax

```
$ commander flash --tokengroup <token group> --token <TOKEN_NAME:value> --tokenfile <filename>
```

Command Line Input Example

```
$ commander flash --tokengroup znet --token TOKEN_MFG_STRING:"IoT Inc"
```

Set the token `MFG_STRING` to have the value `IoT Inc`. The `TOKEN_` prefix is optional, that is, `TOKEN_MFG_STRING` and `MFG_STRING` are equivalent.

Command Line Input Example

```
$ commander flash --tokengroup znet --tokenfile tokens.txt
```

Sets the tokens specified in `tokens.txt`. All tokens in the file are processed, and if a duplicate is found, it will be treated as an error.

Command Line Input Example

```
$ commander flash --tokengroup znet --tokenfile tokens.txt --token TOKEN_MFG_STRING:"IoT Inc"
```

Sets the tokens specified in `tokens.txt`. Additionally, sets the `MFG_STRING` to the value given. All files and tokens specified on the command line are processed, and if a duplicate is found, it will be treated as an error.

Depending on the operating system and shell being used, some escapes may be needed to correctly specify a string. For example, on the command line in a Windows 7 Professional Command Prompt window, execute the following command:

```
$ commander flash --tokengroup znet --token "TOKEN_MFG_STRING:\"IoT Inc\""
```

Command Line Output Example

```
Flashing 2048 bytes to 0x0fe00000
Resetting...
Uploading flash loader...
Waiting for flashloader to become ready...
Erasing flash...
Flashing...
Verifying written data...
Resetting...
Finished!
DONE
```

5.2 Flash Verification Command

The `verify` command verifies the contents of a device against a set of files, tokens, and/or patch options without writing anything to the flash. It works just like the verification step of the `flash` command, but without actually flashing first. For example, the `verify` command can be used to verify that the application on a microcontroller is what you expect it to be.

Command Line Syntax

All options and examples for the `flash` command also apply to the `verify` command. The exceptions are the `--halt`, `--masserase`, and `--noverify` options that do not apply to the `verify` command.

```
$ commander verify [filename] [filename ...] [patch options] [token options]
```

Command Line Input Example

```
$ commander verify myimage.hex
```

Command Line Output Example

```
Parsing file myimage.hex...
Verifying 52000 bytes at address 0x00000000...OK!
Verifying 2048 bytes at address 0x0fe00000...OK!
DONE
```

5.3 Memory Read Commands

The `readmem` command reads data from a device and can either store it to file or print it in human-readable format. The location and length to be read from the device is defined by the `--range` and `--region` options. You can combine one or more ranges and regions to read and combine several different areas in flash to one file.

Note: Like `flash`, the commands in this section all require a working debug connection for communicating with the device. One would normally always use one of the J-Link connection options when running `readmem`, but this is left out of the examples to keep them short and concise.

The `--range` option supports two different range formats:

- The first is `<startaddress>:<endaddress>`, for example, `--range 0x4000:0x6000`. The range is non-inclusive, meaning that all bytes from 0x4000 up to and including 0x5FFF are read out.
- The second is `<startaddress>:+<length>`, which takes an address to start reading from, and a number of bytes to read. For example, the equivalent command line input to the previous example is `--range 0x4000:+0x2000`.

The `--region` option takes a named flash region with an `@` prefix. Valid regions for use with the `--region` option are listed below.

EFM32, EZR32, EFR32: @mainflash, @userdata, @lockbits, @devinfo

EM3xx: @mfb, @cib, @fib

5.3.1 Print Flash Contents

Specifies the range of memory to read from flash and prints data.

Command Line Syntax

```
$ commander readmem --range <startaddress>:<endaddress>
```

OR

Command Line Syntax

```
$ commander readmem --range <startaddress>:+<length>
```

Command Line Input Example

```
$ commander readmem --range 0x100:+128
```

Reads 128 bytes from flash starting at address 0x100 and prints it to standard out.

Command Line Output Example

```
Reading 128 bytes from 0x00000100...
{address: 0 1 2 3 4 5 6 7 8 9 A B C D E F}
00000100: 12 F0 40 72 11 00 DF F8 C0 24 90 42 07 D2 DF F8
00000110: BC 24 90 42 03 D3 5F F0 80 72 11 00 01 E0 00 22
00000120: 11 00 DF F8 84 26 12 68 32 F0 40 72 0A 43 DF F8
00000130: 78 36 1A 60 70 47 80 B5 00 F0 90 FC FF F7 DD FF
00000140: 01 BD DF F8 70 16 09 68 08 00 70 47 38 B5 DF F8
00000150: 4C 06 00 F0 9F F9 05 00 ED B2 28 00 07 28 05 D0
00000160: 08 28 07 D1 00 F0 7C FC 04 00 0B E0 FF F7 E9 FF
00000170: 04 00 07 E0 40 F2 25 11 DF F8 3C 06 00 F0 B0 FC
DONE
```

5.3.2 Dump Flash Contents to File

Reads the contents of the specified user page and stores it in the specified filename. File format will be auto-detected based on file extension (.bin, .hex, or .s37). (See [2. File Format Overview](#) for more information on file formats.)

Command Line Syntax

```
$ commander readmem --region <@region> --outfile <filename>
```

Command Line Input Example

```
$ commander readmem --region @userdata --outfile userpage.hex
```

Reads the contents of the region named userdata and stores it in an output file named userpage.hex.

Command Line Output Example

```
Reading 2048 bytes from 0x0fe00000...
Writing to userpage.hex...
DONE
```

5.4 Token Commands

The `tokendump` command generates a text dump of token data. It can take as input either a (set of) files using the same command line options as the `convert` command, or a microcontroller using the same command line options as the `readmem` command.

The output of `tokendump` can either be printed to standard output or written to an output file using the `--outfile` option. The file written when using the `--outfile` option is suitable for modification and re-use as input to the `flash`, `verify`, or `convert` commands using the `--tokenfile` option.

`tokendump` always requires a token group to be selected with the `--tokengroup` option. A token group is a defined set of tokens for a specific stack or application. Simplicity Commander only supports the `znet` token group.

Manufacturing tokens are the only token type supported by Simplicity Commander; simulated EEPROM tokens are not supported. For more information on manufacturing tokens, see *AN961: Bringing Up Custom Nodes for the Mighty Gecko and Flex Gecko Families*.

5.4.1 Print Tokens

Command Line Syntax

```
$ commander tokendump --tokengroup <token group> [--token <token name>]
```

Command Line Input Example

```
$ commander tokendump --tokengroup znet --token TOKEN_MFG_STRING --token TOKEN_MFG_EMBER_EUI_64
```

Reads the selected tokens from the device and prints it to stdout.

Command Line Output Example

```
#
# The token data can be in one of three main forms: byte-array, integer, or string.
# Byte-arrays are a series of hexadecimal numbers of the required length.
# Integers are BIG endian hexadecimal numbers.
# String data is a quoted set of ASCII characters.
#
MFG_STRING      : "IoT_Inc"
# MFG_EMBER_EUI_64: F0B2030000570B00
DONE
```

5.4.2 Dump Tokens to File

This example works just like section [5.4.1 Print Tokens](#), except that the output is written to a file suitable for use with the `--tokenfile` option (`flash`, `verify`, and `convert` commands).

Command Line Syntax

```
$ commander tokendump --tokengroup <token group> [--token <token name>] --outfile <filename>
```

Command Line Input Example

```
$ commander tokendump --tokengroup znet --outfile tokens.txt
```

Reads all tokens from the device and outputs it to the file named `tokens.txt`.

Command Line Output Example

```
Writing tokens to tokens.txt...
DONE
```

5.4.3 Dump Tokens from Image File

If an input file is given to the `tokendump` command, the input is read from one or more files instead of reading from a device.

In this case, the `--device` option must be provided, because token locations can be different from one device family to another.

Command Line Syntax

```
$ commander tokendump <filename> --tokengroup <token group> --device <device> [--outfile <filename>]
```

Command Line Input Example

```
$ commander tokendump blink.hex --tokengroup znet --device EFR32MG1P --outfile tokens.txt
```

Command Line Output Example

```
Parsing file blink.hex...  
DONE
```

5.4.4 Generate C Header Files from Token Groups

The `tokenheader` command generates a simple header file based on a custom token group. The generated header file contains pre-processor defines that specify the location and size of each token.

See section [4. EFR32 Custom Tokens](#) for details on custom tokens.

Command Line Syntax

```
$ commander tokenheader --tokengroup <group name> --device <target device> <filename>
```

Command Line Input Example

```
$ commander tokenheader --tokengroup myapp --device EFR32MG1P233F256 my_tokens.h
```

Command Line Output Example

```
Writing token header file: my_tokens.h  
DONE
```

5.5 Convert and Modify File Commands

The `convert` command performs image file conversion and manipulation. It supports the following actions:

- Conversion between file formats
- Merging several image files
- Extracting subsets of images
- Patching bytes
- Setting token data

The `convert` command can either write its output to a file or print it to standard out in human-readable format, similar to the `readmem` command. When writing to a file, the file format is auto-detected based on the file extension used.

The `convert` command works off-line without any J-Link/debug connection. The command is device-agnostic, except when working with tokens or ebl files. In this case, you must use the `--device` option.

Command Line Syntax

```
$ commander convert [infile1] [infile2 ...] [options]
```

5.5.1 Combine Two Files

Converts two files with different file formats into one specified output file.

Command Line Syntax

```
$ commander convert <filename> <filename> [--address <address>] --outfile <filename>
```

Command Line Input Example

```
$ commander convert blink.bin userpage.hex --address 0x0 --outfile blinkapp.s37
```

Combines blink.bin and userpage.hex to blinkapp.s37. The address option is used to set the start address of the .bin file, since bin files doesn't contain any addressing information. If more than one .bin file is supplied, the same start address is used for all. If this is not desirable, consider converting the bin files to s37 or hex in a separate preparation step.

Command Line Output Example

```
Parsing file blink.bin...
Parsing file userpage.hex...
Writing to blinkapp.s37...
DONE
```

5.5.2 Define Specific Bytes

Like the flash command, the convert command supports the --patch option for setting arbitrary unsigned integers at any address.

Command Line Syntax

```
$ commander convert [filename] --patch <address>:<data>[:length] [--outfile <filename>]
```

Command Line Input Example

```
$ commander convert blink.s37 --patch 0xFE00000:0x12345:4 --outfile blink.hex
```

Converts blink.s37 to hex format, while simultaneously defining the first four bytes of the user page to 0x00012345. This works just like flash blink.s37 --patch 0xFE00000:0x12345:4, but works against a file instead of writing to a device flash.

Command Line Output Example

```
Parsing file blink.s37...
Patching 0xFE00000 = 0x00012345...
Writing to blink.hex...
DONE
```

5.5.3 Define Tokens

Like the `flash` command, the `convert` command supports the `--tokengroup`, `--token` and `--tokenfile` options for setting token data while doing file conversion.

Command Line Syntax

```
$ commander convert [filename] --tokengroup <token group> [--tokenfile <filename>]
[--token <token name>]
```

```
:<token data>] [--device <device>] [--outfile <filename>]
```

Command Line Input Example

```
$ commander convert blink.s37 --tokengroup znet --tokenfile tokens.txt --device EFR32MG1P --outfile blink.hex
```

Converts `blink.s37` to hex format, while simultaneously defining the tokens defined in `tokens.txt` and on the command line. Works just like the corresponding options with `flash`, but writes to file instead of flash.

Command Line Output Example

```
Parsing file blink.s37...
Writing to blink.hex...
DONE
```

5.5.4 Dump File Contents

Like the `readmem` command, the `convert` command will print its output in human-readable format to standard out if no output file is given.

Command Line Syntax

```
$ commander convert <filename> [--address <bin file start address>]
```

Command Line Input Example

```
$ commander convert blink.bin --address 0x0 userpage.hex
```

If the `--outfile` option is not used, the data is printed to stdout instead of writing to file.

Command Line Output Example

```
Parsing file blink.bin...
Parsing file userpage.hex...
{address: 0 1 2 3 4 5 6 7 8 9 A B C D E F}
00000000: 10 04 00 20 B5 0A 00 00 57 08 00 00 8B 0A 00 00
00000010: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000020: 00 00 00 00 00 00 00 00 00 00 00 00 97 0A 00 00
00000030: 00 00 00 00 00 00 00 00 D1 0A 00 00 13 06 00 00
00000040: D3 0A 00 00 D5 0A 00 00 D7 0A 00 00 D9 0A 00 00
00000050: DB 0A 00 00 DD 0A 00 00 DF 0A 00 00 E1 0A 00 00
00000060: E3 0A 00 00 E5 0A 00 00 E7 0A 00 00 E9 0A 00 00
00000070: EB 0A 00 00 ED 0A 00 00 EF 0A 00 00 F1 0A 00 00
<shortened data for documentation>
00000ac0: C5 0A 00 00 C0 46 C0 46 C0 46 FF F7 CA FF
00000ad0: FE E7 FE E7 FE E7 FE E7 FE E7 FE E7 FE E7 FE E7
00000ae0: FE E7 FE E7 FE E7 FE E7 FE E7 FE E7 FE E7 FE E7
00000af0: FE E7 FE E7 00 36 6E 01 00 80 00 00
{address: 0 1 2 3 4 5 6 7 8 9 A B C D E F}
0fe00000: 45 23 01 00 FF FF FF FF FF FF FF FF FF FF FF FF
0fe00010: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
0fe00020: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
<shortened data for documentation>
0fe007e0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
0fe007f0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
DONE
```

5.5.5 Signing an Application for Secure Boot

Signs an application for use with a Secure Boot bootloader. For more information, see *UG266: Silicon Labs Gecko Bootloader User's Guide*.

Command Line Syntax

```
$ commander convert <image file> --secureboot --keyfile <signing key> --outfile <signed image file>
```

Command Line Input Example

```
$ commander convert nodetest.s37 --secureboot --keyfile mykey --outfile nodetest-signed.s37
```

This example signs the image file named `nodetest.s37`.

Command Line Output Example

```
Parsing file nodetest.s37...
Image SHA256: 4591da45b6c40a424b81753001708061d5319197adec5188f4acc512cfb88e65
R = 8E417EB4CBC584218A8605FCF3E778F2A7810F2CAE190CB2EF4D0DF842829CC1
S = 5B095025FFD571699725107C4666C0B8B867370E990B73E74A0502CB9788DCA8
Writing to nodetest-signed.s37...
DONE
```

5.5.6 Signing an Application for Secure Boot Using a Hardware Security Module

Prepares an application for signing for use with a Secure Boot enabled bootloader using a Hardware Security Module (HSM). For more information, see *UG266: Silicon Labs Gecko Bootloader User's Guide*.

Command Line Syntax

```
$ commander convert <image file> --secureboot --extsign --outfile <image file for external signing>
```

Command Line Input Example

```
$ commander convert nodetest.s37 --secureboot --extsign --outfile nodetest.s37.extsign
```

This example creates an output in the form that an HSM can create a signature over of the entire file. This signature can again be written to the file using the command described in [5.5.7 Signing an Application for Secure Boot Signing using a Signature Created by a Hardware Security Module](#).

Command Line Output Example

```
Parsing file nodetest.s37...
Writing to nodetest.s37.extsign...
DONE
```

5.5.7 Signing an Application for Secure Boot Signing using a Signature Created by a Hardware Security Module

Signs an application for use with a Secure Boot bootloader using a signature created by a Hardware Security Module (HSM). For more information, see *UG266: Silicon Labs Gecko Bootloader User's Guide*.

Command Line Syntax

```
$ commander convert <image file> --secureboot --signature <signature from external signing> --outfile <signed image file>
```

Command Line Input Example

```
$ commander convert nodetest.s37 --secureboot --signature nodetest.s37.extsign.sig --outfile nodetest-signed.s37
```

This example signs the image file `nodetest.s37` using a signature obtained from an HSM using the `.extsign` file generated in [5.5.6 Signing an Application for Secure Boot Using a Hardware Security Module](#). The input file (`nodetest.s37`) used with this function must be the same file as was used when generating the `.extsign` file in [5.5.6 Signing an Application for Secure Boot Using a Hardware Security Module](#).

Command Line Output Example

```
Parsing file nodetest.s37...
Parsing signature file nodetest.s37.extsign.sig...
R = 8E417EB4CBC584218A8605FCF3E778F2A7810F2CAE190CB2EF4D0DF842829CC1
S = 5B095025FFD571699725107C4666C0B8B867370E990B73E74A0502CB9788DCA8
Writing to nodetest-signed.s37...
Overwriting file: nodetest-signed.s37...
DONE
```

5.5.8 Adding a CRC32 for Gecko Bootloader

This option adds a CRC32 (32-bit cyclic redundancy check) of the image that the Gecko Bootloader can use to ensure image integrity when Secure Boot is not used. This feature requires that an `ApplicationProperties_t` struct is present in the image. For more details on the `ApplicationProperties_t` struct, see *UG266: Silicon Labs Gecko Bootloader User's Guide*.

Command Line Syntax

```
$ commander convert <image file> --crc --outfile <image file with CRC>
```

Command Line Input Example

```
$ commander convert nodetest.s37 --crc --outfile nodetest-crc.s37
```

This example adds a checksum to the image file named `nodetest.s37`.

Command Line Output Example

```
Parsing file nodetest.s37...
Appending CRC32 checksum...
Writing to nodetest-crc.s37...
DONE
```

5.6 EBL Commands

5.6.1 Print EBL Information

Parses and prints EBL information from the specified .ebl file.

Command Line Syntax

```
$ commander ebl print <filename>
```

Command Line Input Example

```
$ commander ebl print nodetest.ebl
```

Command Line Output Example

```
Found EBL Tag = 0x0000, length 140, [EBL Header]
  Version:      0x0201
  Signature:    0xE350 (Correct)
  Flash Addr:  0x00004000
  AAT CRC:     0x53BC1F4E
  AAT Size:    128 bytes
  HalAppBaseAddressTableType
    Top of Stack:      0x20006980
    Reset Vector:     0x000121F9
    Hard Fault Handler: 0x00012125
    Type:              0x0AA7
    HalVectorTable:    0x00004100
  Full AAT Size: 172
  Ember Version: 5.7.0.0
  Ember Build:   0
  Timestamp:     0x561E581F (Wed Oct 14, 2015 13:26:55 UTC [+0100])
  Image Info String:''
  Image CRC:      0x2ACE0C5B
  Customer Version: 0x00000000
  Image Stamp:    0xF4271F50BA2E2FBA
Found EBL Tag = 0xFD03, length 1924, [Erase then Program Data]
  Flash Addr: 0x00004080
Found EBL Tag = 0xFD03, length 2052, [Erase then Program Data]
  Flash Addr: 0x00004800
(32 additional tags of the same type and length.)
Found EBL Tag = 0xFD03, length 1772, [Erase then Program Data]
  Flash Addr: 0x00015000
Found EBL Tag = 0xFC04, length 4, [EBL End Tag]
  CRC: 0xDBC82DA5
The CRC of this EBL file is valid (0xdebb20e3)
File has 0 bytes of end padding.
Calculated image stamp matches value found in AAT.
DONE
```

5.6.2 EBL Key Generation

Generates a keyfile to be used for encryption or decryption and outputs the keyfile to the specified filename.

Command Line Syntax

```
$ commander ebl keygen --type aes-ccm --outfile <filename>
```

Command Line Input Example

```
$ commander ebl keygen --type aes-ccm --outfile key.txt
```

Command Line Output Example

```
Using /dev/random for random number generation
Gathering sufficient entropy... (may take up to a minute)...
DONE
```


5.6.3 EBL File Creation

Creates an EBL file from an application image and writes the output to the specified filename. Can optionally encrypt the EBL file using a keyfile generated by the `eb1 keygen` command.

Command Line Syntax

```
$ commander ebl create <eb1file> --app <filename> --device <part number> [--encrypt <keyfile>]
```

Command Line Input Example

```
$ commander ebl create app.ebl.encrypted --app nodetest.s37 --device EFR32F256 --encrypt key.txt
```

Command Line Output Example

```
Parsing file nodetest.s37...
Parse .s37 format for flash
Flash Usage:
  Reserved for Bootloader:      0x00000000-0x00003fff (16384 bytes)
  CODE and Tables:             0x00004000-0x00014ddb (69084 bytes)
  CONST and INITC:             0x00014ddc-0x000184ab (14032 bytes)
  Available for future use:     0x000184ac-0x0003dfff (154452 bytes)
  Reserved for SIMEE:          0x0003e000-0x0003ffff (8192 bytes)

Usage Summary:
  262144 total bytes Flash, 107692 used, 154452 available

Setting AAT timestamp to current time: 0x586elec9
Create ebl image file
Wrote image stamp into AAT.
Encrypting EBL...
Unencrypted input file: ebl_plaintext_ux8544.ebl
Encrypt output file:    app.ebl.encrypted
Randomly generating nonce
Using /dev/random for random number generation
Gathering sufficient entropy... (may take up to a minute)...
Created ENCRYPTED ebl image file
DONE
```

5.6.4 EBL File Parsing

Parses an EBL file and writes the application image to the specified filename. Optionally decrypts an encrypted EBL file. The keyfile must be the same as was used for encrypting the encrypted EBL file.

Command Line Syntax

```
$ commander ebl parse <eb1 filename> --app < filename> --device <part number> [--decrypt <key filename>]
```

Command Line Input Example

```
$ commander ebl parse nodetest.ebl.encrypted --app app.s37 --device EFR32F256 --decrypt ../aeskey
```

Command Line Output Example

```
Unencrypted output file: ebl_plaintext_L10567.ebl
Encrypt input file:      nodetest.ebl.encrypted
MAC matches. Decryption successful.
Created DECRYPTED ebl image file
Parse .ebl format for flash
Create image file
Writing application to app.s37...
DONE
```

5.6.5 Memory Usage Information from AAT

For applications containing an Application Address Table (AAT), Simplicity Commander can analyze the memory usage of the application. The AAT is included in Zigbee and Thread applications.

RAM usage is only available for EM3xx applications. Applications built for EFR32 can only be analyzed for flash usage.

Command Line Syntax

```
$ commander ebl aat-usageinfo <filename> --device <part number>
```

Command Line Input Example

```
$ commander ebl aat-usageinfo nodetest.s37 --device EM357
```

Command Line Output Example

```
Parse .s37 format for flash

Approximate Usage Information:
RAM Usage:
  APPLICATION_CONFIGURATION_HEADER usage: 0x20000000-0x20000fc3 (4036 bytes)
  Available for future use:                0x20000fc4-0x2000195f (2460 bytes)
  Call Stack:                             0x20001960-0x200022bf (2400 bytes)
  Globals and Statics:                    0x200022c0-0x20002fe8 (3369 bytes)
  Alignment Overhead:                     0x20002fe9-0x20002fef (7 bytes)
  NO_INIT and Debug Channel:              0x20002ff0-0x20002fff (16 bytes)
Flash Usage:
  Reserved for Bootloader:                 0x08000000-0x08001fff (8192 bytes)
  CODE and Tables:                         0x08002000-0x08011cdf (64736 bytes)
  CONST and INITC:                        0x08011ce0-0x08014263 (9604 bytes)
  Available for future use:                 0x08014264-0x0802dfff (105884 bytes)
  Reserved for SIMEE:                      0x0802e000-0x0802ffff (8192 bytes)

Usage Summary:
  12288 total bytes RAM, 9828 used, 2460 available
  196608 total bytes Flash, 90724 used, 105884 available

DONE
```

5.7 GBL Commands

5.7.1 GBL File Creation

Creates a Gecko Bootloader (GBL) file from an application image and writes the output to the specified filename. Can optionally encrypt the GBL file using a keyfile generated by the `gbl keygen` command.

Command Line Syntax

```
$ commander gbl create <gblfile> --app <filename> [--encrypt <keyfile>]
```

Command Line Input Example

```
$ commander gbl create app.gbl.encrypted --app nodetest.s37 --encrypt key.txt
```

Command Line Output Example

```
Parsing file nodetest.s37...
Initializing GBL file...
Adding application to GBL...
Encrypting GBL...
Writing GBL file app.gbl.encrypted...
DONE
```

5.7.2 GBL File Creation with Compression

Creates a compressed Gecko Bootloader (GBL) file from an application image and writes the output to the specified filename. Can optionally encrypt the GBL file using a keyfile generated by the `gbl keygen` command.

The currently supported compression algorithms are `lz4` and `lzma`. The bootloader on the targeted devices must support decompressing the selected compression type.

Command Line Syntax

```
$ commander gbl create <gblfile> --app <filename> --compress <compression algorithm> [--encrypt <keyfile>]
```

Command Line Input Example

```
$ commander gbl create app.gbl --app nodetest.s37 --compress lz4
```

Command Line Output Example

```
Parsing file nodetest.s37...
Initializing GBL file...
Adding application to GBL...
Compressing using lz4...
Writing GBL file app.gbl...
DONE
```

5.7.3 Creating a GBL File for Bootloader Upgrade

Creates a GBL file from a bootloader image and writes the output to the specified bootloader image filename. For more information, see *UG266: Silicon Labs Gecko Bootloader User's Guide*.

Command Line Syntax

```
$ commander gbl create <gblfile> --bootloader <bootloader image file> [--encrypt <keyfile>]
```

Command Line Input Example

```
$ commander gbl create bootloader.gbl --bootloader bootloader.s37
```

Command Line Output Example

```
Initializing GBL file...
Adding bootloader to GBL...
Writing GBL file bootloader.gbl...
DONE
```

5.7.4 Creating a Signed and Encrypted GBL Upgrade Image File from an Application

Creates a GBL file, signs the GBL file, and encrypts the GBL file. For more information, see *UG266: Silicon Labs Gecko Bootloader User's Guide*.

Command Line Syntax

```
$ commander gbl create <gblfile> --app <app image file> --sign <signing key> [--encrypt <encryption key>]
```

Command Line Input Example

```
$ commander gbl create nodetest.gbl --app nodetest.s37 --sign ecdsakey --encrypt aeskey
```

Command Line Output Example

```
Parsing file nodetest.s37...
Initializing GBL file...
Adding application to GBL...
Encrypting GBL...
Signing GBL...
Image SHA256: 74b126bdbad680470487e32d7d7b3ec7f12b15d9988e028b26c2dd54f81dcfb7
R = 055A23A44CDEDA34506EE72F4530FE174CFC85F48933C1379C1360F8BC1AA75B
S = 1C9EF6C3F5CAA0D5B92ECC2569E4A8251F8561DAF52DE54D3E59591A5001B9EA
Writing GBL file nodetest.gbl...
DONE
```

5.7.5 Creating a Partial Signed and Encrypted GBL Upgrade File for Use with a Hardware Security Module

It is often not desirable to keep the private key used for signing locally on the computer that creates the GBL images. A good way to increase security is to use a Hardware Security Module (HSM) to generate the actual signatures. Simplicity Commander supports using a three-step process:

1. Create a partial GBL file for external signing using Simplicity Commander.
2. Create an Elliptic Curve Digital Signature Algorithm (ECDSA) signature of the partial GBL file using an HSM.
3. Use Simplicity Commander to sign the partial GBL file using the signature from the HSM, and create a complete GBL file.

Step 1 is described in this section. Step 2 is specific to the HSM you are using. Step 3 is described in [5.7.6 Creating a Signed GBL File Using a Hardware Security Module](#). For more information, see *UG266: Silicon Labs Gecko Bootloader User's Guide*.

Command Line Syntax

```
$ commander gbl create <output partial GBL file for external signing> --app <app image file>
--extsign [--encrypt <encryption key>]
```

Command Line Input Example

```
$ commander gbl create nodetest.gbl.extsign --app nodetest.s37 --extsign --encrypt aeskey
```

Command Line Output Example

```
Parsing file nodetest.s37...
Initializing GBL file...
Adding application to GBL...
Encrypting GBL...
Preparing GBL for external signing...
Writing GBL file nodetest.gbl.extsign...
DONE
```

5.7.6 Creating a Signed GBL File Using a Hardware Security Module

Creates a signed GBL file from a partial GBL file and an ECDSA signature file in Distinguished Encoding Rules (DER) format generated as described in [5.7.5 Creating a Partial Signed and Encrypted GBL Upgrade File for Use with a Hardware Security Module](#). For more information, see *UG266: Silicon Labs Gecko Bootloader User's Guide*.

Silicon Labs recommends that you use the `--verify` option with the public key corresponding to the private key used by the HSM to ensure the integrity of the generated GBL file.

Command Line Syntax

```
$ commander gbl sign <partial GBL file for external signing> --signature <signature from HSM>
[--verify <public key file>] --outfile <signed GBL file>
```

Command Line Input Example

```
$ commander gbl sign nodetest.gbl.extsign --signature nodetest.gbl.extsign.sig --verify ecdsakey.pub
--outfile nodetest-signed.gbl
```

Command Line Output Example

```
Reading GBL data from nodetest.gbl.extsign...
Parsing signature file nodetest.gbl.extsign.sig...
R = 2E73426A1052E12BFFFEFBA9BE2AA50CEA815B630C3CA878494EEF26088A5673
S = C218596DB9958AB30924B516953D2E5107644963B4CA128072AC965BE5C2992D
Writing signature to GBL...
Verifying GBL...
Image SHA256: 4d7325b09ade0ea272eb9895096c8137b18451f694a4eca9a5782f5c08dea03a
Q_X: 60BA97B850291456217C2149061AA344B32BBFB69A91A94BBF2F274744308D39
Q_Y: 41927DA5DB171E1C723C6B59C2BC88EDFF5A37014B0473775BA5B15921686ECA
R = 2E73426A1052E12BFFFEFBA9BE2AA50CEA815B630C3CA878494EEF26088A5673
S = C218596DB9958AB30924B516953D2E5107644963B4CA128072AC965BE5C2992D
Writing GBL file nodetest-signed.gbl...
DONE
```

5.7.7 GBL File Parsing

Parses a Gecko Bootloader (GBL) file and writes the application image to the specified filename. Optionally decrypts an encrypted GBL file. The keyfile must be the same as was used for encrypting the encrypted GBL file.

Command Line Syntax

```
$ commander gbl parse <gbl filename> --app < filename> [--decrypt <key filename>]
```

Command Line Input Example

```
$ commander gbl parse nodetest.gbl.encrypted --app app.s37 --decrypt key.txt
```

Command Line Output Example

```
Reading GBL data...
Decrypting GBL...
Reading application...
Writing application to app.s37...
DONE
```

5.7.8 GBL Key Generation

Generates a keyfile to be used for encryption or decryption and outputs the keyfile to the specified filename.

Command Line Syntax

```
$ commander gbl keygen --type aes-ccm --outfile <filename>
```

Command Line Input Example

```
$ commander gbl keygen --type aes-ccm --outfile key.txt
```

Command Line Output Example

```
Using /dev/random for random number generation
Gathering sufficient entropy... (may take up to a minute)...
DONE
```

5.7.9 Generating a Signing Key

Creates an EDCSA-P256 key pair and outputs the result to the specified key file. For more information, see *UG266: Silicon Labs Gecko Bootloader User's Guide*.

Command Line Syntax

```
$ commander gbl keygen --type ecc-p256 --outfile <signing-key>
```

Command Line Input Example

```
$ commander gbl keygen --type ecc-p256 --outfile ecckey
```

Command Line Output Example

```
Generating ECC P256 key pair...
Q_X: 79BF593CA56CBCEEBD7E7FB600B6EB7EE33572099220856EE62180BA6A90AB77
Q_Y: ABEBB15823554ECEF5A70ACB0FDC8DEC6C2E7BF091B333EFFC7AFD691462CDE4
D:   DE073A7B41031C1B07EF720C9583BB865E407733F17F7B43973A794A0A167DBA
Writing EC tokens to ecckey-tokens.txt...
Writing private key file in PEM format to ecckey...
Writing public key file in PEM format to ecckey.pub...
DONE
```

5.7.10 Generate a Signing Key Using a Hardware Security Module

Creates a token text file containing an Elliptic Curve Cryptography (ECC) public key suitable for flashing to a device. For more information, see *UG266: Silicon Labs Gecko Bootloader User's Guide*.

Command Line Syntax

```
$ commander gbl keyconvert <public key> --outfile <key token text file>
```

Command Line Input Example

```
$ commander gbl keyconvert ecckey.pub -o keytokens.txt
```

Command Line Output Example

```
Writing EC tokens to keytokens.txt...
DONE
```

5.8 Kit Utility Commands

5.8.1 Firmware Upgrade

Updates the application running on the board controller on the kit to a new version provided in an .emz file by Silicon Labs.

Command Line Syntax

```
$ commander adapter fwupgrade --serialno <J-Link serial number> <filename>
```

Command Line Input Example

```
$ commander adapter fwupgrade -s 440050184 S1015B_wireless_stk_firmware_package_0v14p0b435.emz
```

Command Line Usage Output

```
Checking manifest...
Checking if target is in bootloader...
Waiting for kit to restart...
Package is usable
Deleting previous firmware...
Installing files...
Resetting target...
Waiting for kit to restart...
Finished!
DONE
```

5.8.2 Kit Information Probe

Retrieves information about a connected kit. Lists information about the kit part number and name, connected boards, and firmware version.

The options `--kit`, `--boards`, and `--firmware` limit the output to just kit information, board list, or firmware information, respectively.

Command Line Syntax

```
$ commander adapter probe --serialno <J-Link serial number> [--kit] [--boards] [--firmware]
```

Command Line Input Example

```
$ commander adapter probe --serialno 440050184
```

Command Line Usage Output

```
Kit Information:
=====
Kit Name       : EFR32 Mighty Gecko 2400/915 MHz Dual Band Wireless Starter Kit
Kit Part Number : WSTK6002A Rev. A00
J-Link Serial  : 440050184
Debug Mode     : MCU
Firmware Information:
=====
FW Version     : 0v14p0b435
Board List:
=====
Name           : Wireless Starter Kit Mainboard
Part Number    : BRD4001A Rev. A01
Serial Number  : 152607557
Name           : EFR32MG 2400/915 MHz 19.5 dBm Dual Band Radio Board
Part Number    : BRD4150B Rev. B00
Serial Number  : 151300035
DONE
```

5.8.3 Adapter Reset Command

This command resets the adapter itself, causing a restart. The `adapter reset` command is usually not required during normal operation.

An error about “Communication timed out” may occur because the adapter sometimes restarts before it has time to reply to the command.

Command Line Syntax

```
$ commander adapter reset
```

Command Line Input Example

```
$ commander adapter reset
```

Command Line Output Example

```
Communication timed out: Requested 76 bytes, received 0 bytes !  
DONE
```

5.8.4 Adapter Debug Mode Command

This command sets or reads the current debug mode of the adapter. The supported debug modes are typically IN, OUT, MCU, and OFF. See the quick start guide for your kit for a description of the debug modes it supports.

Command Line Syntax

```
$ commander adapter dbgmode [mode]
```

Command Line Input Example

```
$ commander adapter dbgmode MCU
```

Command Line Output Example

```
Setting debug mode to MCU...  
DONE
```

5.8.5 List Adapter IP Configuration Command

The `adapter ip` command gets or sets the IP configuration of the adapter. With no options, the current configuration is retrieved and displayed.

Command Line Syntax

```
$ commander adapter ip
```

Command Line Input Example

```
$ commander adapter ip
```

Command Line Output Example

```
IP Address: 192.168.0.5/24  
Gateway   : 192.168.0.1  
DNS Server: 192.168.0.1  
DONE
```


5.8.6 Adapter DHCP Command

This command sets up the adapter to use DHCP to automatically retrieve IP, gateway and DNS addresses. This is the default configuration. After enabling DHCP, the adapter must be restarted for the change to take effect.

Command Line Syntax

```
$ commander adapter ip --dhcp
```

Command Line Input Example

```
$ commander adapter ip --dhcp
```

Command Line Output Example

```
Enabling DHCP. The adapter must be restarted to acquire a new IP address.  
DONE
```

5.8.7 Set Static IP Configuration Command

This command sets the IP address of the adapter in Classless Inter-Domain (CIDR) notation.

Command Line Syntax

```
$ commander adapter ip --addr <IP address/prefix> [--gw <gateway address>] [--dns <dns server address>]
```

Command Line Input Example

```
$ commander adapter ip --addr 192.168.1.5/24 --gw 192.168.1.1 --dns 192.168.1.1
```

Command Line Output Example

```
Setting IP Address: 192.168.1.5/24  
Setting gateway: 192.168.1.1  
Setting DNS server: 192.168.1.1  
DONE
```

5.9 Device Erase Commands

5.9.1 Erase Chip

Executes a mass erase for devices where it is supported. On EFM32G and EFM32TG, all pages are erased instead, which is significantly slower.

Command Line Syntax

```
$ commander device masserase
```

Command Line Usage Output

```
Erasing chip...  
DONE
```

5.9.2 Erase Region

Erases a named region. For more information on the `--region` option, see section [5.2 Flash Verification Command](#).

Command Line Syntax

```
$ commander device pageerase --region <@region>
```

Command Line Input Example

```
$ commander device pageerase --region @userdata
```

Command Line Output Example

```
Erasing range 0x0fe00000 - 0x0fe00800  
DONE
```

5.9.3 Erase Pages in Address Range

Erases all flash pages affected by the given memory range. If the given range doesn't match page boundaries, it will be extended to always erase entire pages.

Command Line Syntax

```
$ commander device pageerase --range <startaddress>:<endaddress>
```

Command Line Input Example

```
$ commander device pageerase --range 0x200:0x6000
```

Erases all flash pages 0 to 11 or 0x0000 to 0x5FFF (assuming a page size of 2 kB).

Command Line Output Example

```
Erasing range 0x00000000 - 0x00006000  
DONE
```

5.10 Device Lock and Protection Commands

5.10.1 Debug Lock

Locks access to the debug interface of the device. This feature is only supported on EFM32 and EFR32 devices.

Command Line Syntax

```
$ commander device lock --debug enable
```

Command Line Usage Output

```
Locking debug access...  
DONE
```

5.10.2 Debug Unlock

Unlocks access to the debug interface of the device. This triggers a mass erase if the device was locked before.

This feature is only supported on EFM32 and EFR32 devices.

Command Line Syntax

```
$ commander device lock --debug disable
```

Command Line Usage Output

```
ERROR: Could not get MCU information
Removing all locks/protection...
Unlocking debug access (triggers a mass erase)...
DONE
```

5.10.3 Write Protect Flash Ranges

Protects all flash pages affected by the given memory range from any writes or erases. The available granularity of flash write protection is device-dependent. Consult the device reference manual for details. For EFM32 and EFR32 devices, for example, the write protect feature operates on flash pages. On EM3xx devices, this works on 8 kB or 16 kB blocks.

For all devices, if the given range doesn't match the block size supported by the device, it will be extended to always protect entire regions.

Command Line Syntax

```
$ commander device protect --write --range <startaddress>:<endaddress>
```

Command Line Input Example

```
$ commander device protect --write --range 0x0:0x4000
```

Protects all flash pages in the first 16 kB from being erased or written to. Useful for protecting a bootloader from being modified by buggy application code, for example.

Command Line Output Example

```
Write protecting range 0x00000000 - 0x00004000
DONE
```

5.10.4 Write Protect Flash Region

Protects all flash pages in the named region from being written to or erased.

Command Line Syntax

```
$ commander device protect --write --region @<region>
```

Command Line Input Example

```
$ commander device protect --write --region @mainflash
```

Protects the entire main flash from being written to or erased.

Command Line Output Example

```
Write-protecting all pages in main flash.
DONE
```

5.10.5 Disable Write Protection

Disables write protection for all pages.

Command Line Syntax

```
$ commander device protect --write --disable
```

Command Line Output Example

```
Disabling all write protection...  
DONE
```

5.11 Device Utility Commands

5.11.1 Device Information Command

Shows detailed information about the target device.

Command Line Syntax

```
$ commander device info
```

Command Line Usage Output

```
Part Number      : EFR32MG1P233F256GM48  
Die Revision     : A0  
Production Ver   : 0  
Flash Size      : 256 kB  
SRAM Size       : 32 kB  
Unique ID       : 000b57000003b2f0  
DONE
```

5.11.2 Device Reset Command

Resets a device using a pin reset.

Command Line Syntax

```
$ commander device reset
```

Command Line Usage Output

```
Resetting chip...  
DONE
```

5.11.3 Device Recovery Command

On EFM32 and EFR32 devices, this command tries to recover a device that has lost debug access due to misconfiguration of clocks, GPIO pins, or similar. Recovery is not supported on all devices, and in some cases requires the kit corresponding to the device you want to recover, for example, an EFM32TG STK to recover an EFM32TG device.

On EM3xx devices, this command can be used to recover from option byte failure.

Command Line Syntax

```
$ commander device recover
```

Command Line Usage Output

```
Recovering "bricked" device...  
DONE
```

5.11.4 Device Z-Wave QR Code Command

The Z-Wave QR code command is used to read out the QR code from all Z-Wave devices. The QR code is 90 bytes, displayed as ASCII characters, and stored in the TOKEN_MFG_ZW_QR_CODE manufacturing token.

The QR code is generated in the chip during initialization. When the QR code is correctly initialized, the value of the manufacturing token TOKEN_MFG_ZW_INITIALIZED is changed from 0xFF to 0x00. The optional `--timeout` option is used to indicate how long Simplicity Commander should wait for the QR code to be initialized. If no time is given, the default is 5000 ms.

Command Line Syntax

```
$ commander device zwave-qrcode [--timeout <timeout in ms>]
```

Command Line Input Example

```
commander device zwave-qrcode --timeout 5000
```

Command Line Usage Output

```
QR code: 900132782003515253545541424344453132333435212223242500100435301537022065520001000000300578
DONE
```

5.12 External SPI Flash Commands

Simplicity Commander supports reading, writing, and erasing data on an external SPI flash on a limited selection of boards and devices. The following configurations are currently supported:

- The integrated SPI flash on EFR32MG1x632 and EFR32MG1x732 devices
- The MX25 SPI flash on EFR32 radio boards

5.12.1 Erase External SPI Flash Command

Use this command to erase data on an external flash. By default, the erased range is read back to verify that it was actually erased. This blank check can be disabled by including the `--noverify` option.

The `extflash erase` command always erases complete sectors. Any sector overlapping with the range provided will be erased. All currently supported flash devices have a sector size of 4096 bytes. For example, erasing with option `--range 0xE00:0x1100` will effectively erase the first two sectors (equivalent to `--range 0x0:0x2000`).

Command Line Syntax

```
$ commander extflash erase --range <range expression> [--noverify]
```

Command Line Input Example

```
$ commander extflash erase --range 0x1000:0x3000
```

Command Line Output Example

```
Erasing 8192 bytes from 0x00001000 on external flash.
Resetting target...
Uploading flashloader...
Erasing external flash...
Verifying written data...
Waiting for flashloader to become ready...
Reading from external flash...
DONE
```

5.12.2 Read External SPI Flash Command

Use this command to read from external flash.

Command Line Syntax

```
$ commander extflash read --range <range expression>
```

Command Line Input Example

```
$ commander extflash read --range 0x0:+0x20
```

Command Line Output Example

```
Reading 32 bytes from 0x00002000 on external flash.
Resetting target...
Uploading flashloader...
Waiting for flashloader to become ready...
Reading from external flash...
{address: 0 1 2 3 4 5 6 7 8 9 A B C D E F}
00002000: 48 65 6C 6C 6F 20 57 6F 72 6C 64 21 0A FF FF FF
00002010: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
DONE
```

5.12.3 Write External SPI Flash Command

Use this command to write to external flash.

Any existing content in the affected flash sectors will be erased before writing.

In contrast to the `flash` command for internal flash, the `extflash write` command always flashes the raw content of the given file. If, for example, an S-record file is provided, the ASCII content of the file is written; the S-record format is not parsed and written to the addresses specified in the file.

Command Line Syntax

```
$ commander extflash write <filename> --address <start address>
```

Command Line Input Example

```
$ commander extflash write myfile.txt --address 0x2000
```

Command Line Output Example

```
Flashing 13 bytes to 0x00002000 on external flash.
Resetting target...
Uploading flashloader...
Waiting for flashloader to become ready...
Erasing external flash...
Writing to external flash...
Verifying written data...
Waiting for flashloader to become ready...
Reading from external flash...
DONE
```

5.13 Advanced Energy Monitor Measure Command

The Advanced Energy Monitor (AEM) command measures the average current in a time window. The `--windowlength` is in milliseconds (ms) and is defined as the duration where current samples will be measured and averaged. The default is 100 ms if no time is given.

Command Line Syntax

```
$ commander aem measure [--windowlength <time in ms>]
```

Command Line Input Example

```
$ commander aem measure --windowlength 200
```

Command Line Output Example

```
Averaged over 200 ms:  
Current [mA]: 5.359  
Power [mW]  : 17.763  
Voltage [V]  : 3.314  
DONE
```

5.14 Serial Wire Output Read Commands

Simplicity Commander supports reading and dumping data received over Serial Wire Output (SWO) using the `swo read` command. When the command is executed, the target device is reset. The command will then read and dump SWO data until the application is terminated by pressing Ctrl+C, or one of the conditions described below is met.

5.14.1 Configure SWO Speed

This command sets the SWO speed frequency in Hz. The default SWO speed is 875000 Hz. The SWO speed must match the frequency used by the target application.

Command Line Syntax

```
$ commander swo read [--swospeed <frequency in Hz>]
```

Command Line Input Example

```
$ commander swo read --swospeed 1000000
```

Command Line Output Example

```
<data written by the target application at 1 MHz>  
Got signal 2, exiting...
```

5.14.2 Read SWO Until Timeout

This command sets the number of seconds for the adapter to wait without receiving data before it times out. The default is to never time out.

Command Line Syntax

```
$ commander swo read [--timeout <timeout in s>]
```

Command Line Input Example

```
$ commander swo read --timeout 1
```

Command Line Output Example

```
<data written by the target application>  
Timeout: No SWO output for 1 seconds.  
DONE
```

5.14.3 Read SWO Until a Marker Is Found

If the `--endmarker` option is used, the command will terminate after finding the specified string in the SWO stream.

Command Line Syntax

```
$ commander swo read [--endmarker <end marker>]
```

Command Line Input Example

```
$ commander swo read [--endmarker --finished--]
```

Command Line Output Example

```
<data written by the target application>
--finished--
DONE
```

5.14.4 Dump Hex Encoded SWO Output

If the `--hex` option is used, all input and output is converted to a hexadecimal string. This is useful if the target dumps binary data. If the `--hex` option is used, `--endmarker` must also be hex-encoded.

Command Line Syntax

```
$ commander swo read [--hex] [--endmarker <hex encoded end marker>]
```

Command Line Input Example

```
$ commander swo read --hex --endmarker 50415353
```

Command Line Output Example

```
0a5374617274696e6720746573742067726f757020434d550a434d553a333836323a546573745f434d555f4275675f363639393a50415353
DONE
```

5.15 NVM3 Commands

The Third Generation Non-Volatile Memory (NVM3) module in the Gecko SDK provides a way to store data in non-volatile memory (flash) on EFM32 and EFR32 devices. Refer to *UG103.7: Non-Volatile Memory Fundamentals* or *AN1135: Using Third Generation Non-Volatile Memory (NVM3) Data Storage in Dynamic Multiprotocol Applications* for more details on NVM3.

Simplicity Commander supports reading out the NVM3 data area from a device and parsing the NVM3 data to extract stored values. This can be useful in a debugging scenario where you may need to find out the stored state of an application that has been running for some time.

5.15.1 Read NVM3 Data From a Device

This command searches for an NVM3 area in the device's flash and dumps the content to a file in .bin, .s37 or .hex format.

The optional `--range` parameter can be used to specify the memory range where Simplicity Commander should search for NVM3 data. If no range is given, the entire flash is searched.

Command Line Syntax

```
$ commander nvm3 read -o <outfile> [--range <startaddress>:<endaddress>]
```

Command Line Input Example

```
$ commander nvm3 read -o my_nvm3_data.s37
```

Scans through the device flash and searches for a valid NVM3 area. When it is found, the NVM3 area is written to the file named `my_nvm3_data.s37`.

Command Line Output Example

```
Reading 24576 bytes from 0x000fa000...  
Writing to my_nvm3_data.s37...  
DONE
```

5.15.2 Parse NVM3 Data

This command takes an image file containing NVM3 data and parses the contents. The parsed NVM3 objects are printed to standard out.

The optional `--range` parameter can be used to specify the memory range where Simplicity Commander should search for NVM3 data. If no range is given, the entire file is searched.

The optional `--key` parameter can be used to specify specific NVM3 keys to look up. It can be used multiple times to look up more than one key at a time. Objects with more than eight bytes of data will be truncated when listing all objects. Use the `--key` parameter to select objects whose data should be displayed.

Command Line Syntax

```
$ commander nvm3 parse <file> [--range <startaddress>:<endaddress>] [--key <object key>]
```

Command Line Input Example

```
$ commander nvm3 parse my_nvm3_data.s37
```

Scans through the given file and searches for valid NVM3 data. When it is found, the data is parsed and printed to standard out.

Command Line Output Example

```
Parsing file my_nvm3_data.s37...  
Found NVM3 range: 0x000FA000 - 0x00100000  
All NVM3 objects:  
  KEY -      TYPE -      SIZE - DATA  
0x00001 -      Data -       4 B - 2A 00 00 00  
0x00002 -      Data -      16 B - 73 36 57 CA 6B CE CF E2 (+ 8 more bytes)  
0x00003 -    Counter -       4 B - 2  
  
NVM3 erase count: 1  
  
DONE
```

5.15.3 Initialize NVM3 Area in a File

The `nvm3 initfile` command creates a blank NVM3 area in an image file. For example, this feature is useful to create a file that the `nvm3 set` command can work on to create a default set of NVM3 data that can be written during production.

The size and location of the NVM3 area must be given and must match the size and location used in the embedded application using the NVM3 area.

Command Line Syntax

```
$ commander nvm3 initfile --address <location> --size <size in bytes> --device <target device part number> --outfile <image file>
```

Command Line Input Example

```
$ commander nvm3 initfile --address 0xfa000 --size 0x6000 --device EFR32MG12P233F1024 --outfile my_nvm3_data.s37
```

This creates a 24 kB NVM3 area spanning the flash address range 0xfa000 - 0x100000.

Command Line Output Example

```
Placing NVM3 area at address 0x000fa000
Writing to my_nvm3_data.s37...
DONE
```

5.15.4 Write NVM3 Data Using a Text File

The `nvm3 set` command takes an image file containing an NVM3 data region and sets the value of one or more NVM3 objects. The objects may already exist, in which case the value is updated. If the object does not already exist, it is created. The definition of the data to write can be passed either as a text file (`--nvm3file`) or as command line parameters (`--object` and `--counter`).

The text file passed by the `--nvm3file` option must have the following format:

- Each line defines a single object or counter.
- Empty lines are ignored.
- Lines starting with `#` are ignored.

Each line in the file must have the following syntax:

```
<key>:<type>:<data>
```

`<key>` is the NVM3 object key which is the unique identifier used by the embedded application. It has a maximum size of 20 bits (maximum value 0xFFFFF).

`<type>` is the NVM3 object type. It can be one of two values: `OBJ` or `CNT`. `OBJ` indicates a plain byte array. `CNT` indicates an NVM3 counter type (32-bit unsigned integer).

`<data>` is the value the object should be set to. For counter types, the value is interpreted as an unsigned integer which can be prefixed with `0x` to indicate a hexadecimal value. Byte arrays are always parsed as hexadecimal and should not be prefixed with `0x`.

Example File

```
0x00001 : OBJ : 01020304AABCCDD
0x01000 : CNT : 0x80
0x01001 : CNT : 42
```

This file sets the object with ID 0x1 to be a byte array of eight bytes in length with the contents above.

The object with ID 0x1000 is a counter with value 0x80 (128). The object with ID 0x1001 is a counter with value 42.

Command Line Syntax

```
$ commander nvm3 set <input image file> --nvm3file <filename> --outfile <image file>
```

Command Line Input Example

```
$ commander nvm3 set my_nvm3_data.s37 --nvm3file nvm3_objects.txt --outfile my_modified_nvm3_data.s37
```

`nvm3_objects.txt` is parsed for NVM3 objects following the format described above. The given input image file is scanned for a valid NVM3 region. The objects defined in the text file are written into the NVM3 region and the modified output is written to the output image file.

Command Line Output Example

```
Parsing file my_nvm3_data.s37...
Found NVM3 range: 0x000FA000 - 0x00100000
Setting NVM3 object: 0x00001 = 01020304AABCCDD
Setting NVM3 counter: 0x01000 = 128 (0x00000080)
Setting NVM3 counter: 0x01001 = 42 (0x0000002a)
Writing to my_modified_nvm3_data.s37...
DONE
```

5.15.5 Write NVM3 Data Using CLI Options

In some cases, it may be more convenient to set the NVM3 object data directly from the command line without using a text file. In this instance, use the command line options `--object` and `--counter`.

The two options both use the same syntax: `<key>:<data>`. The definitions of `<key>` and `<data>` are the same as in [5.15.4 Write NVM3 Data Using a Text File](#). The only difference between the two formats is that the `<type>` field has been removed because it is given by the command line option name instead.

Command Line Syntax

```
$ commander nv3 set <input image file> --object <key>:<data> --counter <key>:<data> --outfile <image file>
```

Command Line Input Example

```
$ commander nv3 set my_nv3_data.s37 --object 0x1:01020304AABBCCDD --counter 0x1000:0x80 --counter 0x01001:42 --outfile my_modified_nv3_data.s37
```

All `--object` and `--counter` parameters are parsed according to the format above. The given input image file is scanned for a valid NVM3 region. The objects defined in the text file are written into the NVM3 region and the modified output is written to the output image file.

Command Line Output Example

```
Parsing file my_nv3_data.s37...
Setting NVM3 object: 0x00001 = 01020304AABBCCDD
Setting NVM3 counter: 0x01000 = 128 (0x00000080)
Setting NVM3 counter: 0x01001 = 42 (0x0000002a)
Writing to my_modified_nv3_data.s37...
DONE
```

5.16 CTUNE Commands

Wireless Gecko (EFR32™) portfolio devices support configuring the crystal oscillator load capacitance in software. The crystal oscillator load capacitor tuning (CTUNE) values are tuned during the production test of both Wireless Gecko-based modules and Silicon Labs Wireless Starter Kit (WSTK) radio boards. For modules, the optimal value for each device is written to the Device Information (DI) page in flash. For radio boards, the optimal value for each board is written to an EEPROM that is inaccessible to the software running on the target device, but readable by Simplicity Commander. The `ctune` commands support reading out the stored CTUNE values from these locations, and writing and reading the CTUNE manufacturing token.

5.16.1 CTUNE Get Command

This command retrieves the CTUNE value stored in the Device Info page, the value stored in EEPROM on the board, and the value written to the CTUNE manufacturing token. The values are displayed.

Command Line Syntax

```
$ commander ctune get
```

Command Line Input Example

```
$ commander ctune get
```

Command Line Output Example

```
Getting CTUNE values from the Device Info page, stored in EEPROM on the board, and the MFG token.
DI:      Not set
Board: 346
Token: 346
DONE
```

Note: Not all devices have the CTUNE value stored in both the Device Info page and in EEPROM on the board. If this is the case, the value is displayed as "Not set".

5.16.2 CTUNE Set Command

This command sets the CTUNE manufacturing token to the value specified by the value option.

Command Line Syntax

```
$ commander ctune set <value>
```

Command Line Input Example

```
$ commander ctune set --value 346
```

Command Line Output Example

```
Setting CTUNE token to 346  
DONE
```

5.16.3 CTUNE Autoset Command

This command retrieves the CTUNE value from EEPROM on the board and sets the CTUNE manufacturing token to this value.

Command Line Syntax

```
$ commander ctune autoset
```

Command Line Input Example

```
$ commander ctune autoset
```

Command Line Output Example

```
Getting CTUNE value stored on the board...  
Board: 346  
Setting the CTUNE value...
```

6. Software Revision History

The following subsections summarize the new features of Simplicity Commander by version number.

6.1 Version 1.7

2018-11-28

- Added CTUNE manufacturing token commands.

6.2 Version 1.5

2018-10-02

- Added support for analyzing the memory usage of the application using an Application Address Table (AAT).

6.3 Version 1.4

2018-09-19

- Added support for module part numbers (e.g. BGM111) as --device parameter
- Module part numbers will be read from the device when it exists (new modules only)

6.4 Version 1.3

2018-08-14

- Added support for manipulating and writing NVM3 data.
- Added support for custom token definition files in any location.

6.5 Version 1.2

2018-03-23

- Added support for creating GBL images using the LZMA compression algorithm.

6.6 Version 1.1

2018-01-19

- Added support for writing CRC32 to an image as a means of integrity check when not using Secure Boot.
- Added the nvm3 command which supports reading NVM3 data from a device and parsing an image file containing NVM3 data.

6.7 Version 1.0

2017-11-28

- Added support for EM3xx devices.

6.8 Version 0.25

2017-06-09

Added support for lz4 compression of GBL files:

- `gbl create --compress lz4`

6.9 Version 0.24

2017-04-25

Added commands that support the Gecko Bootloader Security features:

- `convert --secureboot`
- `gbl keygen --type ecc-p256`
- `gbl keyconvert`
- `gbl create`
- `--bootloader option`
- `--sign option`
- `--extsign option`
- `gbl sign`

6.10 Version 0.22

2017-03-03

Added commands that support the Gecko Bootloader (GBL) file format:

- `gbl create`
- `gbl parse`
- `gbl keygen`

6.11 Version 0.21

2017-02-02

Added commands:

- `ebl create`
- `ebl parse`

Deprecated and hid these commands that only support version 2 of the EBL format:

- `ebl encrypt`
- `ebl decrypt`

These commands have been replaced by `ebl create` and `ebl parse` which support both version 2 and 3 of the EBL format.

Changed command:

- Creating and parsing EBL files using the `convert` command has been deprecated, but still supports parsing and creating EBL v2 files for backwards compatibility. New applications should use the `ebl create` and `ebl parse` commands instead.

6.12 Version 0.16

2016-06-16

Added commands:

- `aem measure`
- `adapter ip`
- `swo read`

6.13 Version 0.15

2016-04-27

Added commands:

- `extflash`
- `adapter reset`
- `adapter dbgmode`

6.14 Version 0.14

2016-02-05

Added commands:

- `device lock`
- `device protect`
- `device pageerase`
- `device recover`

6.15 Version 0.13

Not released

- Added `tokenheader` command.

6.16 Version 0.12

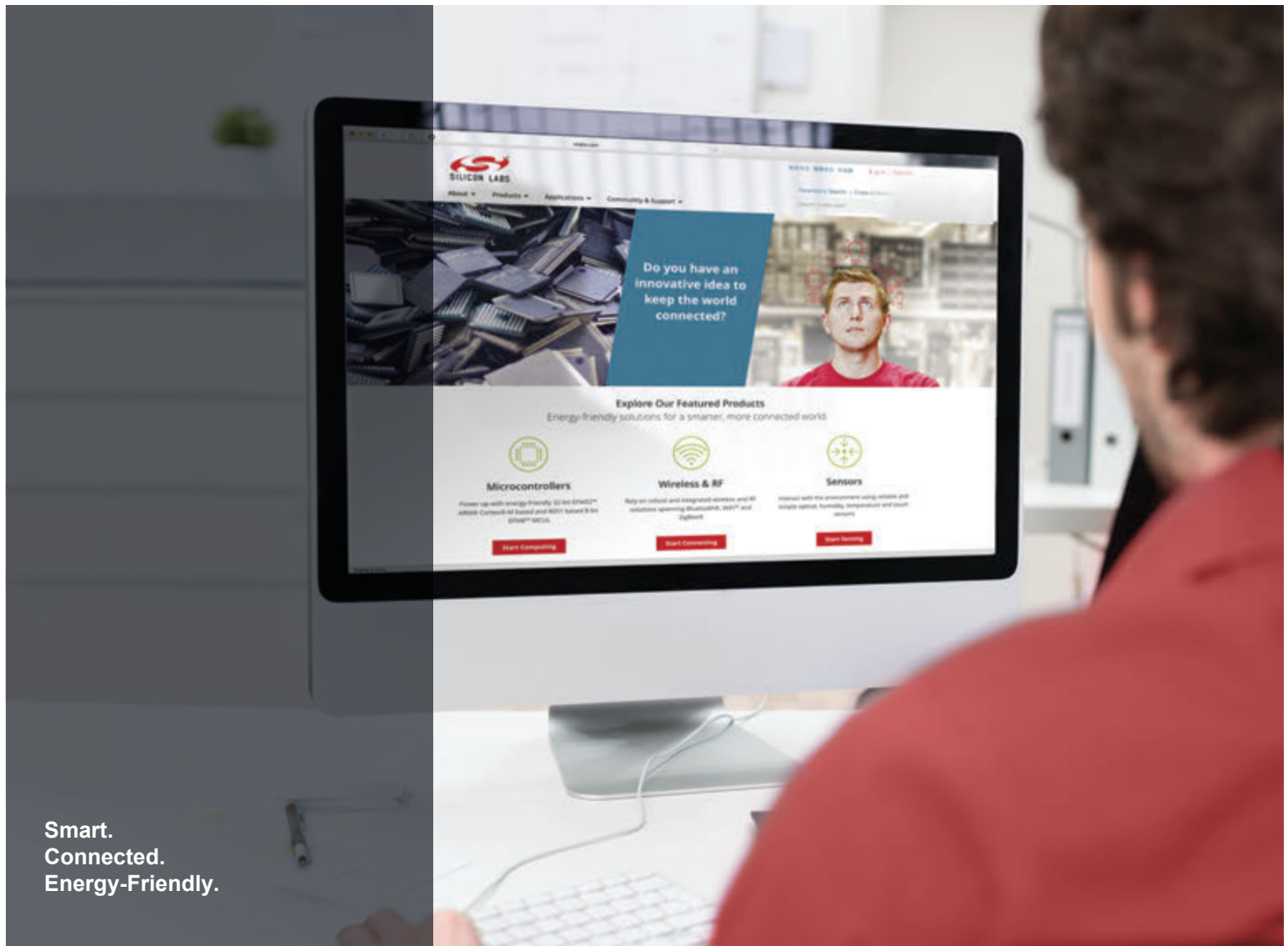
2016-01-20

- Added support for EFR32 custom tokens.

6.17 Version 0.11

2016-01-15

Initial release.



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Silicon Laboratories Inc.
400 West Cesar Chavez
Austin, TX 78701
USA

<http://www.silabs.com>