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# Integration Manual

for S32K14X RESOURCE Driver

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# Contents

Section number	Title	Page
<b>Chapter 1</b>		
<b>Revision History</b>		
<b>Chapter 2</b>		
<b>Introduction</b>		
2.1	Supported Derivatives.....	7
2.2	Overview.....	7
2.3	About this Manual.....	8
2.4	Acronyms and Definitions.....	8
2.5	Reference List.....	8
<b>Chapter 3</b>		
<b>Building the Driver</b>		
3.1	Build Options.....	11
3.1.1	GHS Compiler/Linker/Assembler Options.....	11
3.1.2	IAR Compiler/Linker/Assembler Options.....	13
3.1.3	GCC Compiler/Linker/Assembler Options.....	14
3.2	Files required for Compilation.....	16
3.3	Setting up the Plug-ins.....	16
<b>Chapter 4</b>		
<b>Function calls to module</b>		
4.1	Function Calls during Start-up.....	17
4.2	Function Calls during Shutdown.....	17
4.3	Function Calls during Wake-up.....	17
<b>Chapter 5</b>		
<b>Module requirements</b>		
5.1	Data cache restriction.....	19
5.2	Exclusive areas to be defined in BSW scheduler.....	19
5.3	ISR Macro.....	19
5.4	ISR to configure within OS – dependencies.....	20

Section number	Title	Page
5.5	Other AUTOSAR modules - dependencies.....	20
5.6	Peripheral Hardware Requirements.....	20

## Chapter 6 Main API Requirements

6.1	Main functions calls within BSW scheduler.....	21
6.2	API Requirements.....	21
6.3	Calls to Notification Functions, Callbacks, Callouts.....	21

## Chapter 7 Memory Allocation

7.1	Sections to be defined in MemMap.h.....	23
7.2	Linker command file.....	23

## Chapter 8 Configuration parameters considerations

8.1	Configuration Parameters.....	25
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## Chapter 9 Integration Steps

## Chapter 10 External Assumptions for RESOURCE driver

# Chapter 1

## Revision History

**Table 1-1. Revision History**

Revision	Date	Author	Description
1.0	13/07/2018	NXP MCAL Team	Updated version for ASR 4.2.2S32K14X1.0.1 Release



## Chapter 2

# Introduction

This integration manual describes the integration requirements for RESOURCE Driver for S32K14X microcontrollers.

## 2.1 Supported Derivatives

The software described in this document is intended to be used with the following microcontroller devices of NXP Semiconductors .

**Table 2-1. S32K14X Derivatives**

NXP Semiconductors	s32k148_lqfp144, s32k148_lqfp176, s32k148_mapbga100, s32k146_lqfp144, s32k146_lqfp100, s32k146_lqfp64, s32k146_mapbga100, s32k144_lqfp100, s32k144_lqfp64, s32k144_mapbga100, s32k142_lqfp100, s32k142_lqfp64, s32k118_lqfp48, s32k118_lqfp64
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All of the above microcontroller devices are collectively named as S32K14X .

## 2.2 Overview

**AUTOSAR (AUTomotive Open System ARchitecture)** is an industry partnership working to establish standards for software interfaces and software modules for automobile electronic control systems.

### AUTOSAR

- paves the way for innovative electronic systems that further improve performance, safety and environmental friendliness.
- is a strong global partnership that creates one common standard: "Cooperate on standards, compete on implementation".

- is a key enabling technology to manage the growing electrics/electronics complexity. It aims to be prepared for the upcoming technologies and to improve cost-efficiency without making any compromise with respect to quality.
- facilitates the exchange and update of software and hardware over the service life of the vehicle.

## 2.3 About this Manual

This Technical Reference employs the following typographical conventions:

**Boldface type:** Bold is used for important terms, notes and warnings.

*Italic font:* Italic typeface is used for code snippets in the text. Note that C language modifiers such "const" or "volatile" are sometimes omitted to improve readability of the presented code.

Notes and warnings are shown as below:

### Note

This is a note.

## 2.4 Acronyms and Definitions

Table 2-2. Acronyms and Definitions

Term	Definition
API	Application Programming Interface
ASM	Assembler Language
AUTOSAR	Automotive Open System Architecture
BSMI	Basic Software Make file Interface
C/CPP	C and C++ Source Code
DEM	Diagnostic Event Manager
DET	Development Error Tracer
N/A	Not Applicable
MCU	Micro Controller Unit
VLE	Variable Length Encoding



## 2.5 Reference List

**Table 2-3. Reference List**

#	Title	Version
1	Specification of RESOURCE Driver	AUTOSAR Release 4.2.2
2	S32K14X Reference Manual	Reference Manual, Rev. 7, 4/2018
3	S32K142 Mask Set Errata for Mask 0N33V (0N33V)	30/11/2017
4	S32K144 Mask Set Errata for Mask 0N57U (0N57U)	30/11/2017
5	S32K146 Mask Set Errata for Mask 0N73V (0N73V)	30/11/2017
6	S32K148 Mask Set Errata for Mask 0N20V (0N20V)	30/11/2017
7	S32K118 Mask Set Errata for Mask 0N97V (0N97V)	26/02/2018



## Chapter 3

# Building the Driver

This section describes the source files and various compilers, linker options used for building the Autosar RESOURCE driver for NXP Semiconductors S32K14X . It also explains the EB Tresos Studio plugin setup procedure.

### 3.1 Build Options

The RESOURCE driver files are compiled using

- Green Hills Multi 7.1.4 / Compiler 2017.1.4
- (Linaro GCC 6.3-2017.06~dev) 6.3.1 20170509 (Thu Dec 7 13:28:42 CST 2017  
build.sh rev=g7fea41d s=L631 Earmv7 -V release\_g7fea41d\_build\_Fed\_Earmv7)  
(from S32-DS-ARM\_v2018)
- IAR: V8.11.2

The compiler, linker flags used for building the driver are explained below:

#### Note

The TS\_T40D2M10I1R0 plugin name is composed as follow:

TS\_T = Target\_Id

D = Derivative\_Id

M = SW\_Version\_Major

I = SW\_Version\_Minor

R = Revision

(i.e. Target\_Id = 40 identifies CORTEXM architecture and  
Derivative\_Id = 2 identifies the S32K14X )

### 3.1.1 GHS Compiler/Linker/Assembler Options

**Table 3-1. Compiler Options**

Option	Description
-cpu=cortexm4	Selects target processor: Arm Cortex M4
-cpu=cortexm0plus	Selects target processor: Arm Cortex M0+
-ansi	Specifies ANSI C with extensions. This mode extends the ANSI X3.159-1989 standard with certain useful and compatible constructs.
-Osize	Optimize for size.
-dual_debug	Enables the generation of DWARF, COFF, or BSD debugging information in the object file
-G	Generates source level debugging information and allows procedure call from debugger's command line.
--no_exceptions	Disables support for exception handling
-Wundef	Generates warnings for undefined symbols in preprocessor expressions
-Wimplicit-int	Issues a warning if the return type of a function is not declared before it is called
-Wshadow	Issues a warning if the declaration of a local variable shadows the declaration of a variable of the same name declared at the global scope, or at an outer scope
-Wtrigraphs	Issues a warning for any use of trigraphs
-Wall	Enables all the warnings about constructions that some users consider questionable, and that are easy to avoid even in conjunction with macros.
--prototype_errors	Generates errors when functions referenced or called have no prototype
--incorrect_pragma_warnings	Valid #pragma directives with wrong syntax are treated as warnings
-noslashcomment	C++ like comments will generate a compilation error
-preprocess_assembly_files	Preprocesses assembly files
-nostartfile	Do not use Start files
--short_enum	Store enumerations in the smallest possible type
-c	Produces an object file (called input-file.o) for each source file.
--no_commons	Allocates uninitialized global variables to a section and initializes them to zero at program startup.
-keeptempfiles	Prevents the deletion of temporary files after they are used. If an assembly language file is created by the compiler, this option will place it in the current directory instead of the temporary directory. Produces an object file (called input-file.o) for each source file.
-list	Creates a listing by using the name of the object file with the .lst extension. Assembler option
-DAUTOSAR_OS_NOT_USED	-D defines a preprocessor symbol and optionally can set it to a value. AUTOSAR_OS_NOT_USED: By default in the package, the drivers are compiled to be used without Autosar OS. If the drivers are used with Autosar OS, the compiler option '-DAUTOSAR_OS_NOT_USED' must be removed from project options
-DDISABLE_MCAL_INTERMODULE_ASR_CHECK	-D defines a preprocessor symbol to disable the inter-module version check for AR_RELEASE versions. DISABLE_MCAL_INTERMODULE_ASR_CHECK: By default in the package, drivers are compiled to perform the inter-module version check as per Autosar BSW004. When the inter-module version check needs to be disabled then the DISABLE_MCAL_INTERMODULE_ASR_CHECK global define must be added to the list of compiler options.
-DGHS	-D defines a preprocessor symbol and optionally can set it to a value. This one defines the GHS preprocessor symbol.

**Table 3-2. Assembler Options**

Option	Description
-cpu=cortexm4	Selects target processor: Arm Cortex M4
-cpu=cortexm0plus	Selects target processor: Arm Cortex M0+
-c	Produces an object file (called input-file.o) for each source file.
-preprocess_assembly_files	Preprocesses assembly files
-asm=list	Creates a listing by using the name of the object file with the .lst extension. Assembler option

**Table 3-3. Linker Options**

Option	Description
-Mn	Map file numeric ordering
-delete	Removal from the executable of functions that are unused and unreferenced
-v	Display removed unused functions
-ignore_debug_references	Ignores relocations from DWARF debug sections when using -delete.
-map	Creates a detailed map file
-keepmap	Keep the map file in the event of a link error
-lstartup	Link libstartup library -Run-time environment startup routines
-lsys	Link libsys library -Run-time environment system routines
-larch	Link libarch library -Target-specific run-time support. Any file produced by the Green Hills Compiler may depend on symbols in this library.
-lansi	Link libansi library -the standard C library
-L(/lib/thumb2)	Link thumb2 library
-lutf8_s32	Include utf8_s32.a to use the Wide Character Functions

### 3.1.2 IAR Compiler/Linker/Assembler Options

**Table 3-4. Compiler Options**

Option	Description
--cpu=Cortex-M4	Selects target processor: Arm Cortex M4
--cpu=Cortex-M0+	Selects target processor: Arm Cortex M0+
--cpu_mode=thumb	Selects generating code that executes in Thumb state.
--endian=little	Specifies the endianness of core: little endian.
-Ohz	Sets the optimization level to High, favoring size.
-c	Produces an object file (called input-file.o) for each source file.
--no_clustering	Disables static clustering optimizations.
--no_mem_idioms	Makes the compiler to not optimize code sequences that clear, set, or copy a memory region.
--no_explicit_zero_opt	Places the zero initialized variables in data section instead of bss.
--debug	Makes the compiler include information in the object modules.

*Table continues on the next page...*

**Table 3-4. Compiler Options (continued)**

Option	Description
--diag_suppress=Pa050	Suppresses diagnostic messages (warnings) about non-standard line endings.
-DAUTOSAR_OS_NOT_USED	-D defines a preprocessor symbol and optionally can set it to a value. AUTOSAR_OS_NOT_USED: By default in the package, the drivers are compiled to be used without Autosar OS. If the drivers are used with Autosar OS, the compiler option '-DAUTOSAR_OS_NOT_USED' must be removed from project options
-DIAR	-D defines a preprocessor symbol and optionally can set it to a value. This one defines the IAR preprocessor symbol.
--require_prototypes	Forces the compiler to verify that all functions have proper prototypes.
--no_wrap_diagnostics	Disables line wrapping of diagnostic messages issued by compiler.
--no_system_include	Disables the automatic search for system include files.
-e	Enables language extensions. This option is needed by FLS driver which uses _packed structures.

**Table 3-5. Assembler Options**

Option	Description
--cpu=Cortex-M4	Selects target processor: Arm Cortex M4
--cpu=Cortex-M0+	Selects target processor: Arm Cortex M0+
--cpu_mode=thumb	Selects generating code that executes in Thumb state.
-g	Use this option to disable the automatic search for system include files.

**Table 3-6. Linker Options**

Option	Description
--map filename	Produces a map file.
--no_library_search	Disables automatic runtime library search.
--entry _start	Treats the symbol _start as a root symbol and as the start of the application.
--enable_stack_usage	Enables stack usage analysis.
--skip_dynamic_initialization	Suppress dynamic initialization during system startup.
--no_wrap_diagnostics	Disables line wrapping of diagnostic messages issued by linker.
--config	Specifies the configuration file to be used by the linker.

### 3.1.3 GCC Compiler/Linker/Assembler Options

**Table 3-7. Compiler Options**

Option	Description
-c	Produces an object file (called input-file.o) for each source file.
-Os	Use optimization for size.

*Table continues on the next page...*

**Table 3-7. Compiler Options (continued)**

Option	Description
-ggdb3	Produce debugging information for use by GDB. Level 3 includes extra information, such as all the macro definitions present in the program.
-mcpu=cortex-m4	Selects target processor: Arm Cortex M4
-mcpu=cortex-m0plus	Selects target processor: Arm Cortex M0+
-mthumb	Selects generating code that executes in Thumb state.
-ansi	Specifies ANSI C with extensions.
-mlittle-endian	Generate code for a processor running in little-endian mode.
-fomit-frame-pointer	Removes the frame pointer for all functions, which might make debugging harder.
-msoft-float	Use software floating-point instructions.
-fno-common	Specifies that the compiler should place uninitialized global variables in the data section of the object file, rather than generating them as common blocks.
-Wall	Enables all the warnings about constructions that some users consider questionable, and that are easy to avoid even in conjunction with macros.
-Wextra	Enables some extra warning flags that are not enabled by '-Wall'.
-Wstrict-prototypes	Warn if a function is declared or defined without specifying the argument types.
-Wno-sign-compare	Do not warn when a comparison between signed and unsigned values could produce an incorrect result when the signed value is converted to unsigned.
-fstack-usage	Generates an extra file that specifies the maximum amount of stack used, on a per-function basis.
-fdump-ipa-all	Enables all inter-procedural analysis dumps.
-Werror=implicit-function-declaration	Generates an error when the prototype of the function is not defined..
-DAUTOSAR_OS_NOT_USED	-D defines a preprocessor symbol and optionally can set it to a value. AUTOSAR_OS_NOT_USED: By default in the package, the drivers are compiled to be used without Autosar OS. If the drivers are used with Autosar OS, the compiler option '-DAUTOSAR_OS_NOT_USED' must be removed from project options
-DGCC	-D defines a preprocessor symbol and optionally can set it to a value. This one defines the GCC preprocessor symbol.

**Table 3-8. Assembler Options**

Option	Description
-mcpu=cortex-m4	Selects target processor: Arm Cortex M4
-mcpu=cortex-m0plus	Selects target processor: Arm Cortex M0+
-c	Produces an object file (called input-file.o) for each source file.
-mthumb	This option specifies that the assembler should start assembling Thumb instructions.
-x assembler-with-cpp	Indicates that the assembly code contains C directives and the C preprocessor must be run.

**Table 3-9. Linker Options**

Option	Description
-Map=filename	Print a link map to the file mapfile.

*Table continues on the next page...*

**Table 3-9. Linker Options (continued)**

Option	Description
-T scriptfile	Use scriptfile as the linker script. This script replaces ld's default linker script (rather than adding to it), so commandfile must specify everything necessary to describe the output file.

## 3.2 Files required for Compilation

The RESOURCE module does not contain any compilable code so it has no dependencies during compilation for S32K14X microcontrollers.

## 3.3 Setting up the Plug-ins

The RESOURCE driver was designed to be configured by using the EB Tresos Studio (version EB tresos Studio 23.0.0 b170330-0431 or later.)

### Location of various files inside the RESOURCE module folder:

- VSMD (Vendor Specific Module Definition) file in EB tresos Studio XDM format:
  - ..\Resource\_TS\_T40D2M10I1R0\config\Resource.xdm
- VSMD (Vendor Specific Module Definition) file(s) in AUTOSAR compliant EPD format are placed in folder:
  - ..\Resource\_TS\_T40D2M10I1R0\autosar

### Steps to generate the configuration:

1. Copy the module folder Resource\_TS\_T40D2M10I1R0 into the Tresos plugins folder.
2. Set the desired Tresos Output location folder for the generated sources and header files.
3. Use the EB tresos Studio GUI to modify ECU configuration parameters values.
4. Generate the configuration files.

### Dependencies

- None.



## **Chapter 4**

### **Function calls to module**

#### **4.1 Function Calls during Start-up**

The RESOURCE module does not contain any functions that can be used by other entities. There is nothing to be initialized at runtime for this module.

#### **4.2 Function Calls during Shutdown**

The RESOURCE module does not contain any functions that can be used by other entities

#### **4.3 Function Calls during Wake-up**

The RESOURCE module does not contain any functions that can be used by other entities



## Chapter 5

# Module requirements

### 5.1 Data cache restriction

None

### 5.2 Exclusive areas to be defined in BSW scheduler

None.

### 5.3 ISR Macro

MCAL drivers use the ISR macro to define the functions that will process hardware interrupts. Depending on whether the OS is used or not, this macro can have different definitions:

a. OS is not used - AUTOSAR\_OS\_NOT\_USED is defined:

i. If USE\_SW\_VECTOR\_MODE is defined:

```
#define ISR(IsrName) void IsrName(void)
```

In this case, drivers' interrupt handlers are normal C functions and the prolog/epilog handle the context save and restore.

ii. If USE\_SW\_VECTOR\_MODE is not defined:

```
#define ISR(IsrName) INTERRUPT_FUNC void IsrName(void)
```

In this case, drivers' interrupt handlers must save and restore the execution context.

Custom OS is used - AUTOSAR\_OS\_NOT\_USED is not defined

```
#define ISR(IsrName) void OS_isr_##IsrName()
```

In this case, OS is handling the execution context when an interrupt occurs. Drivers' interrupt handlers are normal C functions.

Other vendor's OS is used - AUTOSAR\_OS\_NOT\_USED is not defined. Please refer to the OS documentation for description of the ISR macro.

## 5.4 ISR to configure within OS – dependencies

None.

## 5.5 Other AUTOSAR modules - dependencies

None.

## 5.6 Peripheral Hardware Requirements

None.



## **Chapter 6**

### **Main API Requirements**

#### **6.1 Main functions calls within BSW scheduler**

None.

#### **6.2 API Requirements**

None.

#### **6.3 Calls to Notification Functions, Callbacks, Callouts**

None.



## **Chapter 7**

# **Memory Allocation**

### **7.1 Sections to be defined in MemMap.h**

None.

### **7.2 Linker command file**

Memory shall be allocated for every section defined in RESOURCE\_MemMap.h





## Chapter 8

# Configuration parameters considerations

Configuration parameter class for Autosar RESOURCE driver fall into the following variants as defined below:

### 8.1 Configuration Parameters

Specifies whether the configuration parameter shall be of configuration class Post Build.

**Table 8-1. Configuration Parameters**

Configuration Container	Configuration Parameters	Configuration Variant	Current Implementation
CommonPublishedInformation	ArReleaseMajorVersion	VariantPreCompile	VariantPreCompile
	ArReleaseMinorVersion	VariantPreCompile	VariantPreCompile
	ArReleaseRevisionVersion	VariantPreCompile	VariantPreCompile
	ModuleId	VariantPreCompile	VariantPreCompile
	SwMajorVersion	VariantPreCompile	VariantPreCompile
	SwMinorVersion	VariantPreCompile	VariantPreCompile
	SwPatchVersion	VariantPreCompile	VariantPreCompile
	VendorApilInfix	VariantPreCompile	VariantPreCompile
	VendorId	VariantPreCompile	VariantPreCompile
ResourceGeneral	ResourceSubderivative	VariantPreCompile	VariantPreCompile



## Chapter 9

# Integration Steps

This section gives a brief overview of the steps needed for integrating ECU Resource Manager :

- Generate the required RESOURCE configurations. For more details refer to section [Files required for Compilation](#)
- Allocate proper memory sections in RESOURCE\_MemMap.h and linker command file. For more details refer to section [Sections to be defined in MemMap.h](#)
- Compile & build the RESOURCE with all the dependent modules. For more details refer to section [Building the Driver](#)





## **Chapter 10**

### **External Assumptions for RESOURCE driver**

The section presents requirements that must be complied with when integrating RESOURCE driver into the application.



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