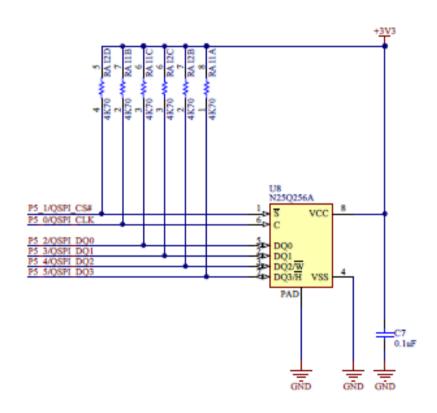
S5D9 Lab QPI Flash Micron By Michael Li (2/5/2018) https://www.miketechuniverse.com

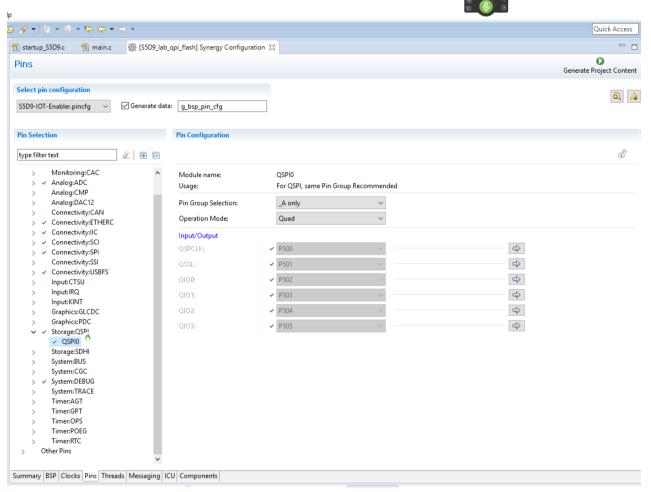
E2 Studio E 4.0.02

E2 Studio 5.4.0.023 SSP 1.3.0

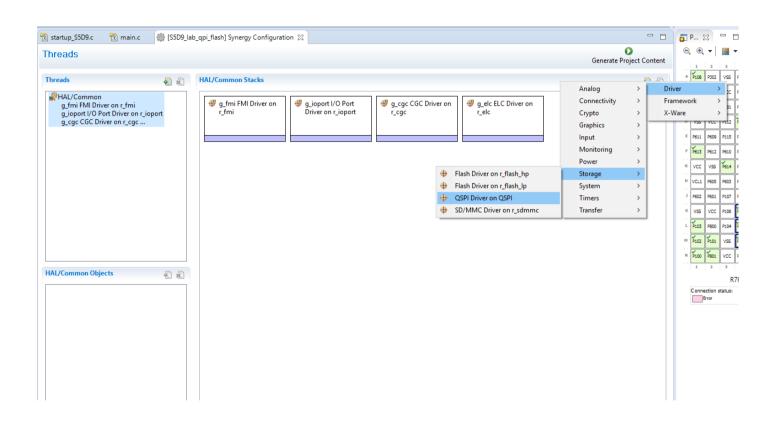
Schematic



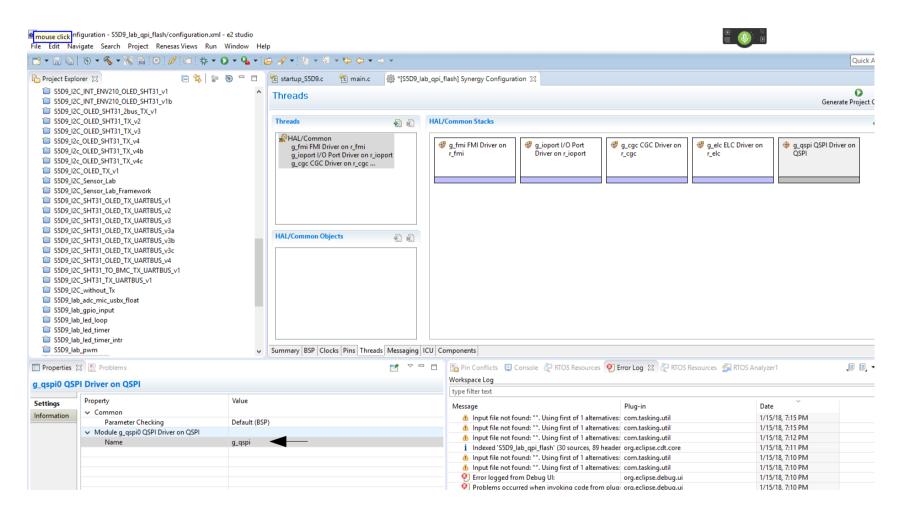
QPI Module enabled.



QPI Driver



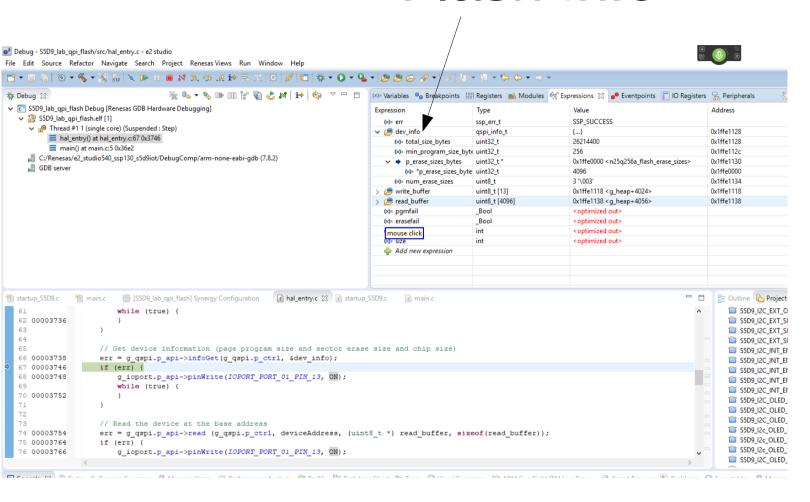
Properties



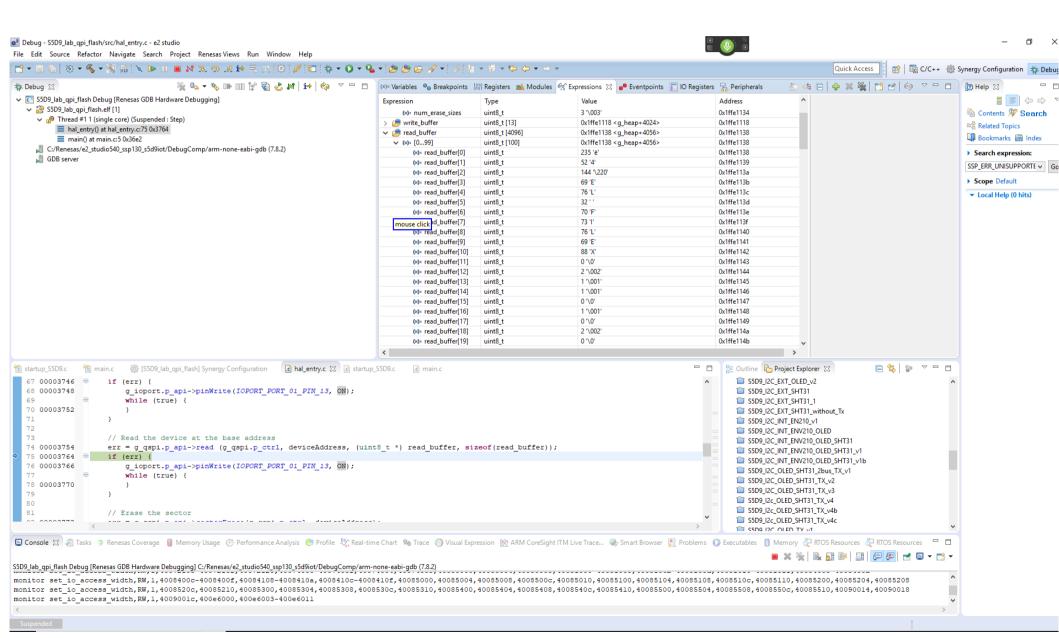
Code Desciption

```
▼ 😘 ▼ 🤔 😂 🔗 ▼ 📝 🗉 🕥 🔄 ▼ 🖓 ▼ 🂝 → 🗢 ▼
   ic hal_entry.c ic system_thread_entry.c ic hal_entry.c ⊠ hal_entry.c ⊠
           Project: QPI Flash Driver Lesson
           Name: Michael Li
           Company: Consultant
           Web page: https://www.miketechuniverse.com/
           Date: 1/12/2018
           SSP version: 1.30
           E2 Studio version: 5.4.0.023
           Description: Use QPI driver to access NOR Serial Flash device on the board.
                        device base address = 0x600000000.
                        Any other address can be accessed by add an offset address to the base address
                        i.e. Sector 1 address = base address + 4096
                        1. read device information
                        2. read the sector
                        2. erase the sector
                        3 read the sector
                        3. verify that the data is all Oxff after erase
                        4. program a string in the first page of the sector.
                        5. read the sector
                        6. verify the program data against the the read data.
           Configuration: Port 5 (default configured)
        #include "hal data.h"
        #include <stdio.h>
        #include <string.h>
        #define OFF false
        #define ON true // inverted by the board design.
        #define PAGESIZE 256
        #define SECTORSIZE 4096
        #define BUFSIZE 4096
      ovoid hal_entry(void)
           ssp err t
           qspi_info_t dev_info;
           uint8 t
                          *deviceAddress = (uint8 t *) 0x600000000; // base address (why? 8bit unsigned integer)
           uint8_t
                          read_buffer[BUFSIZE];
                                                                // sector read buffer
           //uint8 t
                          write buffer[] = "This is a test.";
                          write buffer[] = "Hello World!";
           uint8 t
                                                                // page program write content
```

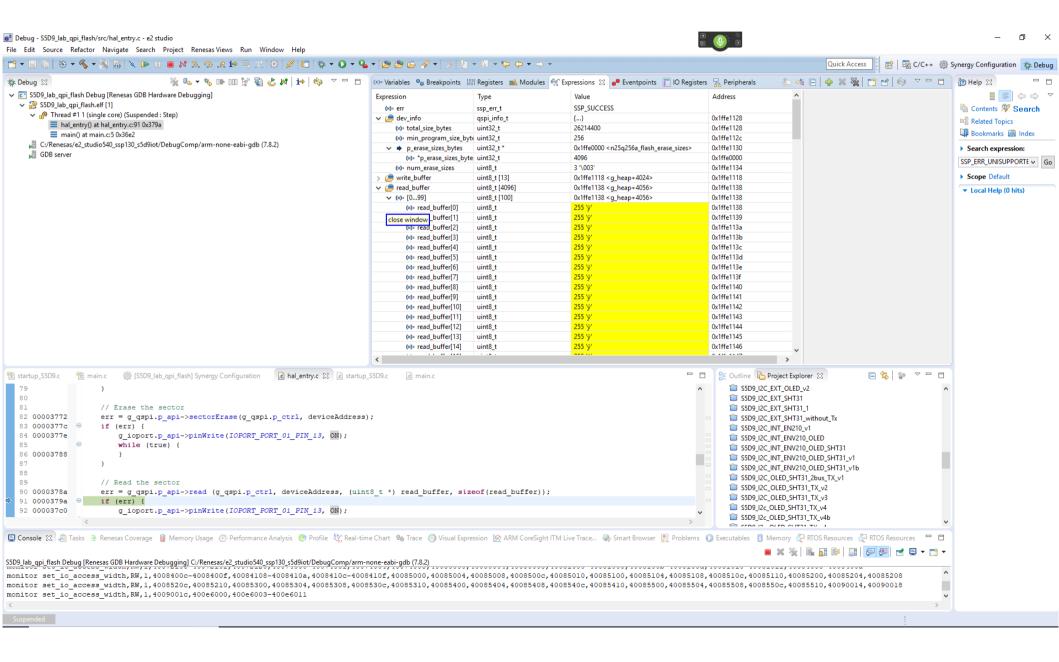
Flash Info



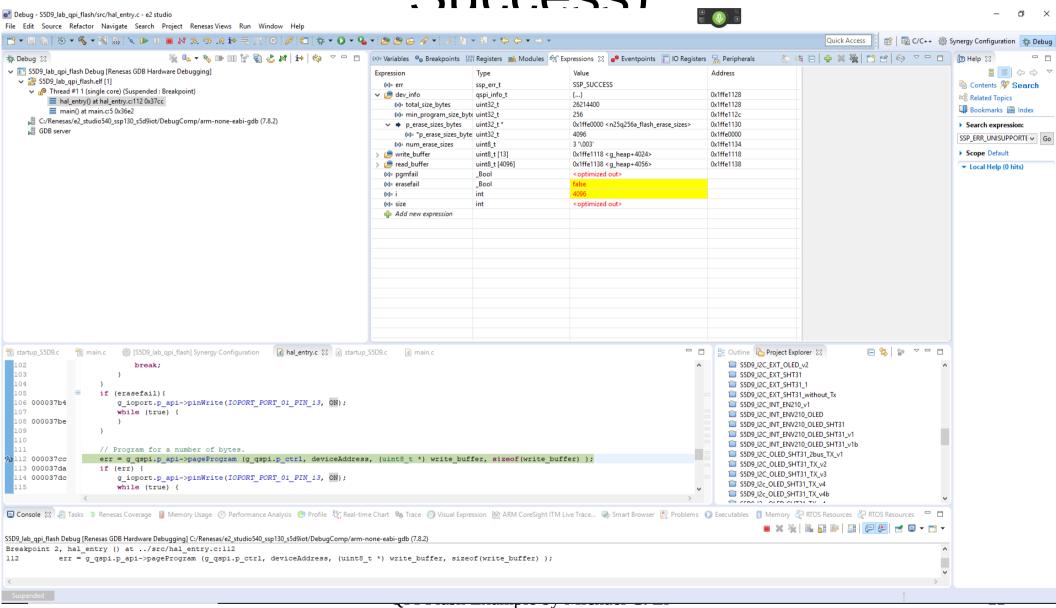
1st Read (some data) Need to erase the sector.



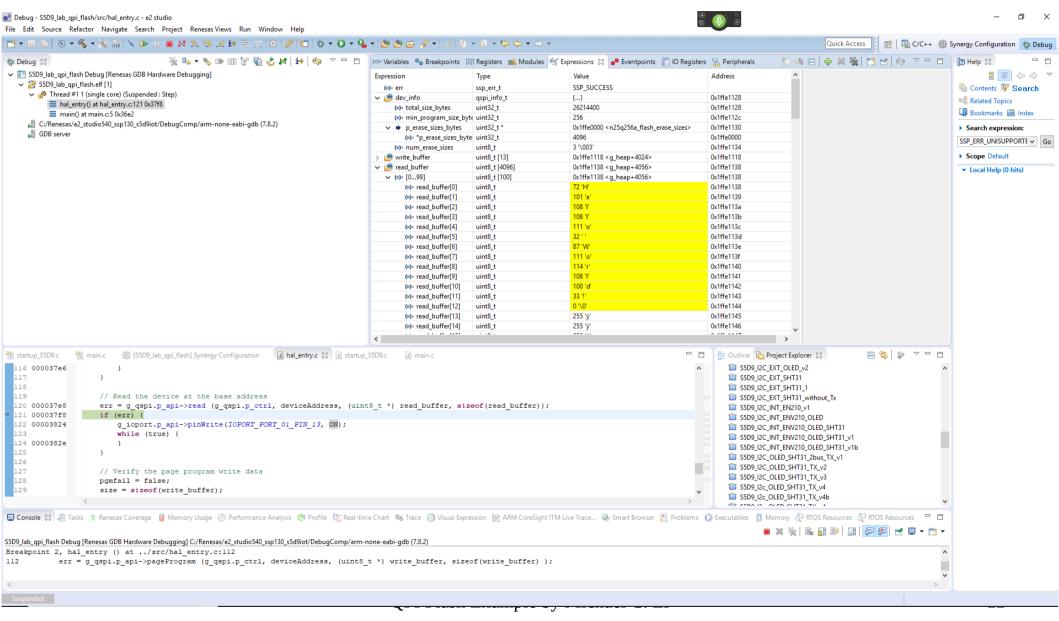
After Sector Erase



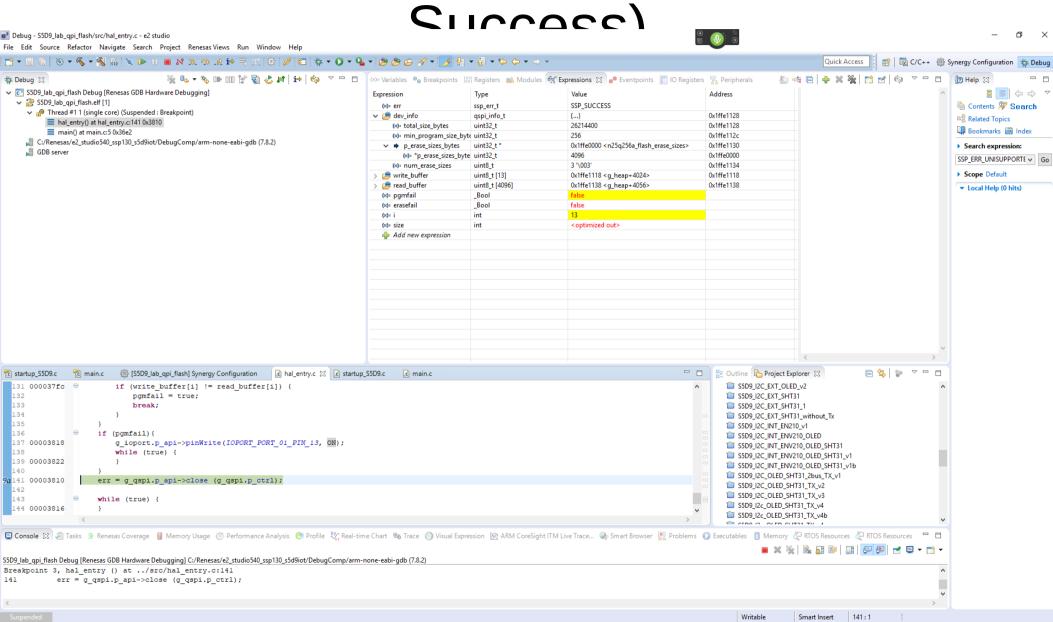
Erase Fail = False (Operation Success)



Read After Program



Program Fail = False (Program



Read Again After Power down/up (Data is still good)

