

02-3 Device Trees

A systematic way to describe hardware

Much taken from:

<http://learn.adafruit.com/introduction-to-the-beaglebone-black-device-tree>

Device Tree - Overview

- A way to describe hardware in a system
- Example: how the UART interfaces with the system
 - which pins
 - how they should be muxed
 - the device to enable
 - which driver to use

History

- Under the 3.2 kernel
 - Huge influx of ARM systems in the past few years
 - ARM board files described how each board worked
 - a lot of confusion and conflicts in the Linux kernel surrounding the ARM components
- Under the 3.8 kernel
 - Any new ARM boards use the flattened device tree

Device Tree and Overlays

- The device tree is a file (or files) that describe at boot time all the hardware
- **Problem:** Embedded systems often add hardware at run time (i.e. capes)
- **Solution:** Device Tree Overlays and cape manager

gpio Example Overlay

- See Handout
- Example is a tree structure of nodes and properties (http://devicetree.org/Device_Tree_Usage)
- Start with

```
/*
 * Copyright (C) 2012 Texas Instruments Incorporated - http://www.ti.com/
 *
 * This program is free software; you can redistribute it and/or modify
 * it under the terms of the GNU General Purpose License Version 2 as
 * published by the Free Software Foundation
 *
 * Original from: github.com/jadonk/validation-scripts/blob/master/test-capemgr/
 *
 * Modified by Derek Molloy for the example on www.derekmolloy.ie
 * that maps GPIO pins for the example
 * From: https://github.com/derekmolloy/boneDeviceTree/tree/master/overlay
 */
```

Walk Through – 1

```
/dts-v1/;
/plugin/;
```

- Version and plugin

```
{
```

- Root node

```
compatible = "ti,beaglebone", "ti,beaglebone-black";
```

- describes which platforms the DT overlay works with
- most compatible -> least compatible
- Name all the platforms that you'd like to support, as it will fail to load in any platforms not mentioned.

Walk Through – 2

```
part-number = "DM-GPIO-Test";
version = "00A0";
```

- Part number and version are further guards to ensure that the proper DT overlays are loaded.
- Also used for the name of the .dts file in the form of
 <part-no>-<rev>.dts
- Also, as far as I can tell, the revision must be 00A0 on the BeagleBone Black.

Walk Through – 3

• Not in your example

```
/* state the resources this cape uses */
exclusive-use =
    /* the pin header uses */
    "P9.24", /* uart1_txd */
    "P9.26", /* uart1_rxd */
    /* the hardware ip uses */
    "uart1";
```

- exclusive-use property allows overlays to describe what resources they need, and prevents any other overlays from using those resources.

Fragments

- Describe which target to overlay
- Use to customize either mux pins or enable devices

```
fragment@0 {
    target = <am33xx_pinmux>;
    _overlay_ {
        pinctrl_test: DM-GPIO-Test-Pins {
            pinctrl-single,pins = <
                0x078 0x07 /* P9_12 60 OUTPUT MODE7 - The LED Output */
                0x184 0x2f /* P9_24 15 INPUT MODE7 none - The Button Input */
                0x034 0x37 /* P8_11 45 INPUT MODE7 pullup - Yellow Wire */
                0x030 0x27 /* P8_12 44 INPUT MODE7 pulldown - Green Wire */
                0x024 0x2f /* P8_13 23 INPUT MODE7 none - White Wire */
            >;
            /* OUTPUT GPIO(mode7) 0x07 pulldown, 0x17 pullup, 0x7f no pullup/down */
            /* INPUT GPIO(mode7) 0x27 pulldown, 0x37 pullup, 0x7f no pullup/down */
        };
    };
};
```

<https://www.kernel.org/doc/Documentation/devicetree/bindings/pinctrl/pinctrl-single.txt>

Register values

- Use the Molloy P8/P9 tables to find the register values, or

```
beagle$ exercises/node.js/findGPIO.js P9_12
{ name: 'GPIO1_28',
  gpio: 60,
  mux: 'gpmc_ben1',
  eeprom: 36,
  key: 'P9_12',
  muxRegOffset: '0x078',
  options:
    [ 'gpmc_ben1',
      'mii2_col',
      'NA',
      'mmc2_dat3',
      'NA',
      'NA',
      'mcasep0_aclkr',
      'gpio1_28' ] }
```

Register values

```
• Or
beagle$ ./findGPIO.js 7
Looking for gpio 7
{ name: 'GPIO0_7',
  gpio: 7,
  mux: 'ecap0_in_pwm0_out',
  eeprom: 4,
  pwm: { muxmode: 0, path: 'ecap.0', name: 'ECAPPWM0' },
  key: 'P9_42',
  muxRegOffset: '0x164',
  options:
    [ 'ecap0_in_pwm0_out',
      'uart3_txd',
      'spil_csl',
      'pr1_ecap0_ecap_capin_apwm_o',
      'spil_sclk',
      'mmc0_advp',
      'xdma_event_intr2',
      'gpio0_7' ] }
```

Register contents

- From the Molloy table

GPIO Settings				
Bit 6	Bit 5	Bit 4	Bit 3	Bit 2:1:0
Slew Control	Receiver Active	Pullup/Pulldown	Enable Pullup/Pulldown	Mux Mode
0 Fast 1 Slow	0 Disable 1 Enable	0 Pulldown select 1 Pullup select	0 Enabled 1 Disabled	000 Mode 0 to 111 Mode 7

e.g. INPUT GPIO(mode7) 0x27 pulldown, 0x17 pullup, 0x7f no pullup/down
e.g. OUTPUT GPIO(mode7) 0x27 pulldown, 0x37 pullup, 0x7f no pullup/down

- Or from the Technical Reference Manual
- Section 9.2.2, page 747 (of 4161!)

Table 9-1. Pad Control Register Field Descriptions

Bit	Field	Value	Description
31:7	FUNCTION	0	General purpose I/O
6	SLWCTRL	0	Select between fast or slow slew rate
5	RECVACT	0	Receiver disabled
4	PULLUPSEL	0	Pullup/pulldown type selection
3	PULLUPEN	0	Pullup/pulldown enable
2:1	PULLDOWN	0	Pullup/pulldown disabled
0	MUXMODE	0	Pullup/pulldown disabled

1) Some peripherals do not support slew rate control. To determine which peripherals support each slew rate, see AM335x ARM Cortex-A8 Interrupts and DMA for peripheral register descriptions.

Fragments - 2

- Enables gpio

```
fragment@1 {
    target = <&ocp>;
    __overlay__ {
        test_helper: helper {
            compatible = "bone-pinmux-helper";
            pinctrl-names = "default";
            pinctrl-0 = <&pinctrl_test>;
            status = "okay";
        };
    };
};
```

Firmware

- DT Overlays live in /lib/firmware

```
beagle$ ls /lib/firmware
3com
BB-ADC-00A0.dtbo
BB-ADC-00A0.dts
BB-BONE-AUDI-01-00A0.dtbo
BB-BONE-AUDI-01-00A0.dts
BB-BONE-BACON-00A0.dtbo
BB-BONE-PRU-01-00A0.dtbo
BB-BONE-PRU-01-00A0.dts
BB-I2CI-00A0.dtbo
BB-I2CI-00A0.dts
BB-SPI0-00A0.dtbo
BB-SPI0-00A0.dts
BB-SPI1-00A0.dtbo
bone_pwm_P8_46-00A0.dtbo
bone_pwm_P8_46-00A0.dts
bone_pwm_P9_14-00A0.dtbo
bone_pwm_P9_14-00A0.dts
bone_pwm_P9_16-00A0.dtbo
bone_pwm_P9_16-00A0.dts
cape-bone-adafruit-lcd-00A0.dtbo
cape-bone-adafruit-lcd-00A0.dts
cape-bone-nixie-00A0.dts
cape-bone-pinmux-test-00A0.dtbo
cape-bone-tester-00A0.dts
cape-bone-weather-00A0.dtbo
cape-bone-weather-00A0.dts
```

compiled

Source

Listing Overlays

- beagle\$ export SLOTS=/sys/devices/bone_capemgr.*/slots
- See what's loaded

```
beagle$ cat $SLOTS
0: 54:PF---
1: 55:PF---
2: 56:PF---
3: 57:PF---
4: ff:P-O-L Bone-LT-eMMC-2G,00A0,Texas Instrument,BB-BONE-EMMC-2G
5: ff:P-O-L Bone-Black-HDMI,00A0,Texas Instrument,BB-BONELT-HDMI
```

Defined in .bashrc

No Capes

Compiling and Loading Overlays

- Compile with

```
beagle$ dtc -O dtb -o DM-GPIO-Test-00A0.dtbo -b 0 -@ DM-GPIO-Test.dts
```

Compiling the overlay from .dts to .dtbo

- Or

```
beagle$ ./build
```

Compiling the overlay from .dts to .dtbo

- Install

```
beagle$ cp DM-GPIO-Test-00A0.dtbo /lib/firmware
```

```
beagle$ echo DM-GPIO-Test > $SLOTS
```

Verify Overlay

- Check to be sure it worked

```
beagle$ cat $SLOTS
0: 54:PF---
1: 55:PF---
2: 56:PF---
3: 57:PF---
4: ff:P-O-L Bone-LT-eMMC-2G,00A0,Texas Instrument,BB-BONE-EMMC-2G
5: ff:P-O-L Bone-Black-HDMI,00A0,Texas Instrument,BB-BONELT-HDMI
7: ff:P-O-L Override Board Name,00A0,Override Manuf,DM-GPIO-Test
```

- Remove with

```
beagle$ echo -7 > $SLOTS
```

Making it persistent

- You have to run the command...

```
beagle$ echo DM-GPIO-Test > $SLOTS
```

- ...everytime you boot

- However you can make it automatically run at boot time with

```
beagle$ mount /dev/mmcblk0p1 /media/BEAGLEBONE/
```

- This 'mounts' the FAT partition of the eMMC at /media/BEAGLEBONE/

```
beagle$ ls /media/BEAGLEBONE/
```

```
App      ID.txt      MLO.orig    autorun.inf  u-boot.img.orig
Docs     LICENSE.txt README.md    u-boot.img   uEnv.txt
Drivers  MLO         START.htm   u-boot.img.new uEnv.txt.orig
```

- Edit the file uEnv.txt and add

```
capemgr.extra_override=DM-GPIO-Test-00A0
```

```
capemgr.enable_partn=DM-GPIO-Test
```

Not working with this kernel