jedec_flash_param_table_t

∨ 🥏 read_1_4_info	struct {}	{}	
(x)= dummy_clocks_1_4_4_read	uint32_t	4	
(x)= mode_clocks_1_4_4_read	uint32_t	2	
(x)= inst_1_4_4_read	uint32_t	235	EB
(x)= dummy_clocks_1_1_4_read	uint32_t	8	
(x)= mode_clocks_1_1_4_read	uint32_t	0	
(x)= inst_1_1_4_read	uint32_t	107	6B
> @ read_1_2_info	struct {}	{}	
> / read_22_44_check	struct {}	{}	
> 🥭 read_2_2_info	struct {}	{}	
✓	struct {}	{}	
(x)= reserved0	uint32_t	65535	
(x)= dummy_clocks_4_4_4_read	uint32_t	4	
(x)= mode_clocks_4_4_4_read	uint32_t	2	
(x)= inst_4_4_4_read	uint32_t	235	EB
✓ erase_info	struct {} [4]	0x20216948	
erase_info[0]	struct {}	{}	
(×)= size	uint8_t	12 '\f'	
(×)= inst	uint8_t	32 ' '	sector
erase_info[1]	struct {}	{}	
(×)= size	uint8_t	15 '\017'	
(x)= inst	uint8_t	82 'R'	Block 32K
✓ erase_info[2]	struct {}	{}	
(x)= size	uint8_t	16 '\020'	
(x)= inst	uint8_t	216 'Ø'	Block
✓ erase_info[3]	struct {}	{}	Diock
(x)= size	uint8_t	0 ./0.	
{} 10	uint8_t	255 'ÿ'	?
4 g	uint32 t	13191715	

		YY SIZC
✓	struct {}	{}
mode_4_4_4_disable_seq	uint32_t	10
⋈- mode_4_4_4_enable_seq	uint32_t	4
⋈ support_mode_0_4_4	uint32_t	1
⋈- mode_0_4_4_exit_method	uint32_t	16
⋈ mode_0_4_4_entry_method	uint32_t	12
quad_enable_requirement	uint32_t	2
⋈ hold_reset_disable	uint32_t	0
(4) reserved0	uint32_t	255
> 🥭 mode_config_info	struct {}	{}
> 🥭 read_1_8_info	struct {}	{}
> /= xpi_misc_info	struct {}	{}
> / mode_octal_info	struct {}	{}
> 🥭 max_speed_info_xpi	struct {}	{}
(x): has_4b_addressing_inst_table	_Bool	false

flash_4b_inst_tbl	jedec_4byte_addressing_inst_table	{}
(A)= has_4b_addressing_inst_table	_Bool	fals
> 🥭 max_speed_info_xpi	struct {}	{}
> 🥭 mode_octal_info	struct {}	{}
> 🥭 xpi_misc_info	struct {}	{}
(x)= inst_1_1_8_read	uint32_t	0
(x)= mode_clocks_1_1_8_read	uint32_t	0
(x)= dummy_clocks_1_1_8_read	uint32_t	0
(x)= inst_1_8_8_read	uint32_t	0
(x)= mode_clocks_1_8_8_read	uint32_t	0
(x)= dummy_clocks_1_8_8_read	uint32_t	0
✓	struct {}	{}
(x)= enter_4_byte_addrssing	uint32_t	12
(x)= exit_4_byte_addressing	uint32_t	76
(x)= soft_reset_rescue_support	uint32_t	48
(x)= reserved0	uint32_t	1
(x): status_reg_write_enable	uint32_t	11
	struct {}	{}

✓ 🥭 flash_4b_inst_tbl	jedec_4byte_addressing_inst_table	{}
cmd_4byte_support_info	struct {}	{}
⇔ support_1_1_1_read	uint32_t	0
(x)= support_1_1_1_fast_read	uint32_t	0
(x): support_1_1_2_fast_read	uint32_t	0
(x): support_1_2_2_fast_read	uint32_t	0
🕪 support_1_1_4_fast_read	uint32_t	0
⋈= support_1_4_4_fast_read	uint32_t	0
⇔ support_1_1_1_page_program	uint32_t	0
(x)= support_1_1_4_page_program	uint32_t	0
(x)= support_1_4_4_page_program	uint32_t	0
(x)= support_erase_type1_size	uint32_t	0
(x)= support_erase_type2_size	uint32_t	0
support_erase_type3_size	uint32_t	0
(x)= support_erase_type4_size	uint32_t	0
(x)= support_1_1_1_dtr_read	uint32_t	0
(x)= support_1_2_2_dtr_read	uint32_t	0
(x)= support_1_4_4_dtr_read	uint32_t	0
(x)= support_volatile_sector_lock_read_cm	uint32_t	0
🕪 support_volatile_sector_lock_write_cn	uint32_t	0
🕪 support_nonvolatile_sector_lock_read	uint32_t	0
(x): support_nonvolatile_sector_lock_write	uint32_t	0
(x): reserved	uint32_t	0