



# LPCScript User Guide

Rev. 1.7 — 22 February, 2016

User Guide



22 February, 2016

Copyright © 2014-2016 NXP Semiconductors

All rights reserved.

- 1. Revision History ..... 1
  - 1.1. v1.7 ..... 1
  - 1.2. v1.6 ..... 1
  - 1.3. v1.5.2 ..... 1
  - 1.4. v1.5 ..... 2
  - 1.5. v1.3 ..... 2
  - 1.6. v1.2 ..... 2
- 2. Introduction ..... 3
  - 2.1. LPCScript overview ..... 3
  - 2.2. Installation contents ..... 3
  - 2.3. Creating binary files ..... 4
    - 2.3.1. Image (vector) checksum ..... 4
- 3. Host and Target Setup ..... 5
  - 3.1. Target configuration ..... 5
    - 3.1.1. Keil MCB1857/4357 configuration ..... 5
    - 3.1.2. LPC-Link2 configuration ..... 5
  - 3.2. Linux install notes ..... 6
    - 3.2.1. Ubuntu (13.04 and earlier) ..... 6
    - 3.2.2. Ubuntu (13.10 and later) ..... 6
    - 3.2.3. Fedora ..... 6
  - 3.3. Installing host drivers ..... 6
    - 3.3.1. Windows: Installing DFU and VCOM drivers ..... 6
    - 3.3.2. Linux: Installing udev rules ..... 7
    - 3.3.3. Mac OS X ..... 7
  - 3.4. Booting LPCScript firmware ..... 7
  - 3.5. LPCScript serial ports ..... 7
- 4. Simple Tutorial ..... 8
  - 4.1. Basic LPCScript usage ..... 8
    - 4.1.1. Booting LPCScript ..... 8
    - 4.1.2. Obtaining information about the target MCU ..... 8
    - 4.1.3. Programming internal flash ..... 10
    - 4.1.4. Using a script ..... 11
    - 4.1.5. Programming internal flash bank B ..... 11
    - 4.1.6. Programming SPIFI ..... 11
    - 4.1.7. Erasing SPIFI ..... 11
  - 4.2. Image\_manager utility and secure booting ..... 12
    - 4.2.1. Creating an image to run from RAM ..... 13
    - 4.2.2. Programming an AES encrypted image to SPIFI flash for secure boot ..... 13
    - 4.2.3. Basic scripting ..... 14
    - 4.2.4. Advanced scripting ..... 14
    - 4.2.5. Testing secure boot images ..... 14
- 5. Reference ..... 15
  - 5.1. LPCScript ..... 15
    - 5.1.1. The LPCScript command-line tool ..... 15
    - 5.1.2. LPCScript commands ..... 16
  - 5.2. Image manager ..... 20
    - 5.2.1. Image manager command-line tool options ..... 20
  - 5.3. LPCScript example images ..... 20
- 6. Appendix A: LPCScript serial ports in depth ..... 22
  - 6.1. Multiple serial ports ..... 22
  - 6.2. Host OS serial ports ..... 22
    - 6.2.1. Windows ..... 22
    - 6.2.2. Linux ..... 22
    - 6.2.3. Mac OS X ..... 23
- 7. Legal Information ..... 24
  - 7.1. Definitions ..... 24

7.2. Disclaimers ..... 24  
7.3. Trademarks ..... 25

# 1. Revision History

---

## 1.1 v1.7

- Added flashSet command as super set of EEPROMset, this will write a single word into any supported flash memory
  - e.g. flashSet flash+offset value
- CMSIS-DAP programming script displays probe serial number/ID
- Updated binary for CMSIS-DAP debug probe firmware with new features (to ..V5\_147):
  - each probe enumerates as a unique device by adding an ascii representation of the LPC43xx serial number
  - this enables multiple LPC-Link2 debug probes to be used and identified in single or multiple debug sessions within the LPCXpressoIDE v8.1
- Various minor bug fixes

## 1.2 v1.6

- Added inline verify of flash programming operations.
- Added support for new SPIFI device – Micron N25Q128.
- Added NoBoot command for internal flash.
- Added commands for various SPIFI operations including:
  - SPIFISetSingle, SPIFISetDual, SPIFISetQuad
  - SPIFIWrite – programs entire SPI flash with sequential words
  - SPIFIRead – reads and sums entire SPI device
- Updated binary for CMSIS-DAP debug probe firmware with new features (to ..V5\_134):
  - implements #DAP\_ResetTarget# command, allowing the debugger to force a target ISP reset (requires target hardware support as implemented on LPCXpresso V2/V3 boards)
  - fixes an issue where the debugger could in some circumstances disable the SWDIO pin but never re-enable it.
- Updated binary for Segger J-Link debug probe firmware (to ..V20151006).
- Various minor bug fixes, including:
  - Correctly programs memories where size is not a power of 2.
  - PartID word 2 now fully displayed.

## 1.3 v1.5.2

- Windows only: added Start menu shortcuts for scripts to boot LPCScript and to program debug probe firmware.

- Windows only: added CMSIS-DAP drivers to drivers directory.
- Improved scripts to program debug probe firmware.
- Various minor bug fixes, including:
  - host app now correctly handles [memory\_name + offset] calculation
  - SPIFI size corrected for W25Q128FV

## 1.4 v1.5

- Added binaries for CMSIS-DAP and Segger J-Link debug probe firmware.
- Added scripts to enable easy programming of CMSIS-DAP and J-Link firmware.
- Added LPC-Link2 Debug Probe Firmware Programming guide.
- Added support for new SPIFI devices – W25Q128FV and MX25L1606.
- Improved reporting of partID information.

## 1.5 v1.3

- Added support for connections via USB1 as well as USB0.
- Added support for new SPIFI devices – W25Q40CV and PM25LQ032C.
- Fixed issue with download of binaries which are not a multiple of 4 bytes in size.
- Improved error handling when host could not gain control of target device.
- Updated documentation to reflect maximum image size for secure boot.

## 1.6 v1.2

- First public release.

## 2. Introduction

---

### 2.1 LPCScript overview

LPCScript is a fast flash and security programming tool for the LPC18/43 family of microcontrollers. Key features include:

- Multi-Platform Support (Windows, Mac, Linux)
- Scriptable interface
- Programming of internal and SPIFI flash
  - Support for a wide range of SPIFI devices
  - Optimised for high speed operation – typically 100-200KB/sec, depending upon flash device, host OS and host computer.
- Programming EEPROM (internal flash parts only)
- Programming One-Time Programmable (OTP) memory
- Generating and programming 128 bit AES keys (S parts only)
- Encrypting and programming secure images (S parts only)



#### Important Note

Due to export control regulations, support for creating AES keys and secure images is not included in some versions of LPCScript. Please contact your supplier for details on obtaining a version of LPCScript that supports these features.

LPCScript consists of two parts, a multi-platform command line tool and an MCU firmware monitor. In use, the firmware monitor is downloaded to the target MCU using USB DFU support built into the on-chip ROM (using the target MCU USB0 or USB1 port). The firmware creates a virtual serial port (VCOM) over USB to communicate with the host.

The LPCScript host tool provides a command-line interface to the firmware, giving access to the programmable features of the MCU. It can be invoked with a single command or a script file containing a sequence of commands.

Standard host tools, such as Windows batch files or Linux/Mac shell scripts, can be used with the LPCScript host tool to automate multiple operations, such as binary file encryption, programming binary files to flash devices, setting boot options, configuring VID/PID, and finally simulating MCU reset.

LPCScript is flexible and fast, and is suitable for one off programming and testing or semi-automated production programming.

### 2.2 Installation contents

An LPCScript installation contains these directories:

- **bin** — containing the host and target executables
- **docs** — containing LPCScript documentation
- **images** — a set of pre-built binaries for testing and experimenting with LPCScript features on Keil MCB1857/4357 or LPC-Link2 boards

- **scripts** — script for booting LPCScript firmware, programming debug probes and various example scripts described later in this document
- **probe\_firmware** — contains debug probe firmware images for programming LPC-Link2 and LPCXpressoV2/V3 debug probes. For more information, please see the ‘LPC-Link2 Debug Probe Firmware Programming’ manual.
- **Drivers** (Windows only) — Windows drivers for the booted and unbooted LPCScript target.

## 2.3 Creating binary files

LPCScript can be used to download either plain binary files or binary files wrapped with a header (as described later). This means that you will need to configure your development tools to generate plain binary files.

If you are using the LPCXpresso IDE, then to create a binary file suitable for downloading via LPCScript you will need to enable post-build steps for your project. For more details, please see:

<http://www.lpcware.com/content/faq/lpcxpresso/generating-srec-binary-and-ihex-files>

For creating binary files with other toolchains, please check their documentation.

### 2.3.1 Image (vector) checksum

When booting from **internal** flash, the LPC18/LPC43 ROM bootloader uses a simple checksum of the flash image to check for a valid boot image. This (vector) checksum is stored in the 8th vector (offset 0x1c) and is calculated as the 1’s complement of the sum of the first 7 32-bit values (vectors) in the image. If the checksum is not valid, the ROM bootloader will not start the image. This checksum **only** applies when booting from internal flash and is not applicable to external (i.e. SPIFI) flash.

By default, the LPCScript **program** command does not calculate the checksum, and programs the binary image directly into the target memory, unchanged. An option is provided to allow the checksum to be generated and programmed while flash programming the device:

- **+c** — Use this option to calculate the checksum and place it into the correct flash location. This option is useful if your toolchain does not support the creation of the checksum, or if the system used to build the binary image has not calculated the checksum.

Similarly, the LPCScript **verify** command does not calculate the checksum but performs a word-for-word comparison of the binary image against the target memory. However, two options are provided to give additional control over verifying the checksum:

- **+c** — Use this option to calculate the checksum on the image to be verified before starting the verify operation.
- **+i** — Use this option to ignore the checksum word during the verify operation. This may be useful when verifying an image in a flash bank whose checksum has been zeroed by the IAP setboot function.



### 3. Host and Target Setup

#### 3.1 Target configuration

To use the LPCScript tool, the target MCU (i.e. the device to be programmed) must be configured to boot from either its USB0 or USB1 port and reset. If your board has both USB ports available, use of USB0 is preferred since this usually supports faster operation.

**Note:** This boot mode requires that a 12 MHz external crystal is connected to the XTAL1/2 pins. Please see the LPC18/43 user manual for more information.

LPC18/43 parts can be configured to boot from several different sources. The boot mode is normally determined by the states of the boot pins P2\_9, P2\_8, P1\_2, and P1\_1. These are typically brought onto a development board as DIP switches or jumpers.



#### Warning

The OTP memory can be programmed to override these boot pin settings. If this is done, it may no longer be possible to boot the LPCScript firmware.

In the tutorial section of this manual we shall make use of the following boot sources:

- boot from USB0 – to DFU boot the LPCScript firmware
- boot from SPIFI flash – to run an image from SPIFI flash
- boot from internal flash – to run an image from internal flash.



#### Note

If a valid image is programmed into parts with internal flash, on reset the LPC18/43 will boot this image unless the ISP input is held during reset. This behavior overrides the settings of the OTP and boot pins.

The following subsections describe the target configuration of specific boards. For other boards, please see their documentation.

#### 3.1.1 Keil MCB1857/4357 configuration

- To boot from USB0: boot jumpers P2\_9 and P1\_2 set to L, P2\_8 and P1\_1 set to H.
- To boot from SPIFI: boot jumpers P2\_9, P1\_2 and P2\_8 set to L, P1\_1 set to H.

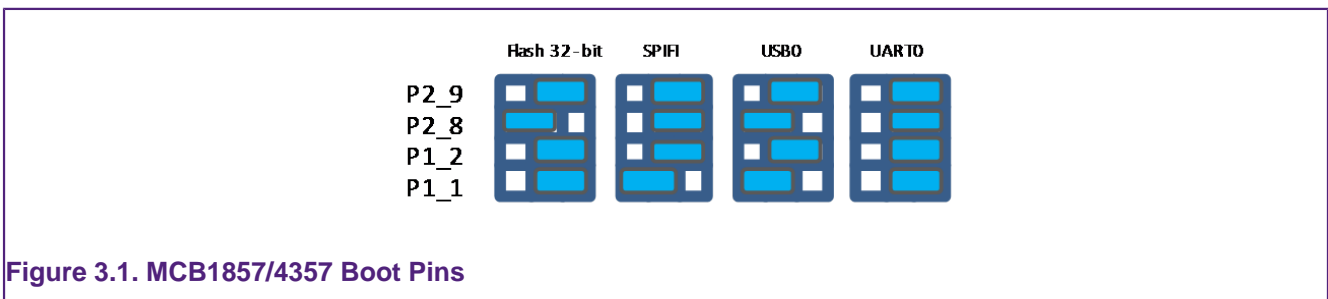


Figure 3.1. MCB1857/4357 Boot Pins

#### 3.1.2 LPC-Link2 configuration

LPC-Link2 can operate as both a debug probe and an development board for the LPC4370 MCU. For exploring the LPC4370 with LPCScript:

- To boot from USB0: JP1 not fitted.

- To boot from SPIFI: JP1 fitted.

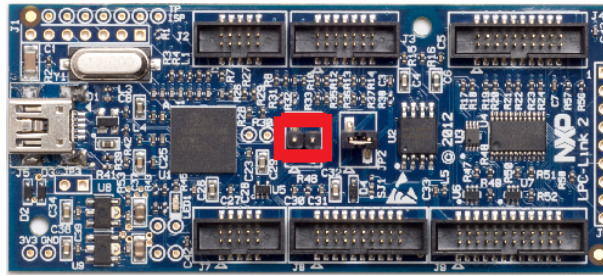


Figure 3.2. LPC-Link2 JP1 Boot Pin

**Note** The MCU on the LPC-Link2 has no internal flash.

## 3.2 Linux install notes

The `lpcscript` installer and the tool itself are 32-bit applications and requires 32-bit libraries to run.

To install the required 32-bit libraries on a 64-bit installation, run the command appropriate to your system:

### 3.2.1 Ubuntu (13.04 and earlier)

```
sudo apt-get update
sudo apt-get install linux32 ia32-libs
```

### 3.2.2 Ubuntu (13.10 and later)

```
sudo apt-get update
sudo apt-get install libc6:i386 libusb-dev:i386 uuid-dev:i386
```

### 3.2.3 Fedora

```
sudo yum install glibc.i686 libgcc.i686 libstdc++.i686 libusb.i686 libuuid.i686
```

## 3.3 Installing host drivers

Depending on the chosen host, device drivers may be required as detailed below.

### 3.3.1 Windows: Installing DFU and VCOM drivers

If LPCXpresso v7 or later has been installed on your PC, all necessary drivers will have been installed. However, to use LPCScript on a 'clean' machine, two device drivers need to be installed:

- `LpcDevice` – the Windows device driver for an unbooted LPC18/43 MCU in DFU mode
- `LPC-LinkII UCom` – the Windows device for the LPCScript firmware USB serial port.

To install the drivers, a script called **InstallDrivers** is provided in the **scripts** directory. This script must be run as an Administrator to enable the drivers to be installed.

### 3.3.2 Linux: Installing udev rules

Linux does not require a driver for VCOM. However, by default, the tty device (i.e. `/dev/ttyACM*`) is not writable by regular users. To correct this a 'udev rules' file must be installed. A udev rules file is provided in the **scripts** directory and can be installed by running the following command:

```
sudo scripts/install_udev_rules
```

### 3.3.3 Mac OS X

Mac OS X does not require any special procedure for working with the USB serial port.

## 3.4 Booting LPCScript firmware

Before using the LPCScript host tool, the LPCScript firmware image must be downloaded into the RAM of the target MCU. This is done by connecting the target's configured boot USB port to the host and using the **boot\_lpcscript** script, located in the **scripts** directory of the installation.



#### Note

Due to restrictions with the `dfu-util` utility used by `boot_lpcscript`, only one unbooted MCU may be connected. However, they may be connected and booted one at a time. After that, any number of MCUs with the LPCScript firmware may be connected and programmed by the LPCScript host tool, each of them communicating over a different USB serial (VCOM) port.

## 3.5 LPCScript serial ports

Once booted, the LPCScript firmware enumerates as a USB serial (VCOM) device on the host. In most circumstances this will be detected automatically when LPCScript is launched on the host.

If more than one MCU running LPCScript firmware is connected to a host, or other VCOM connections exist, then you will be prompted to select the appropriate serial port, as below:

```
Multiple serial ports found:  
COM5  
COM7  
Use -d serial_port to select
```

For more details regarding serial ports selection and potential problems, see Chapter 6.

## 4. Simple Tutorial

### 4.1 Basic LPCScript usage

In this tutorial we are going to use LPCScript to program some applications into the internal flash and SPIFI flash of a Keil MCB1857 or MCB4357 board. Ensure this board is configured to boot from USB0 and has been reset (this may require ISP to be held during reset/power on). See Section 3.4 on booting LPCScript firmware for more details.

#### 4.1.1 Booting LPCScript

Open a command prompt on your host machine, navigate to the **scripts** subdirectory and execute the command to download the LPCScript firmware to the target MCU.

For Windows this is:

```
boot_lpcscript.cmd
```

Alternatively, this script may be called directly from the LPCScript entry in the Windows Start menu.

On non-Windows hosts, use:

```
./boot_lpcscript
```

A message similar to this should now be displayed, confirming that the LPCScript firmware has been downloaded:

```
Booting LPCScript target with "LPCScript_48.bin.hdr"  
LPCScript target booted
```

#### 4.1.2 Obtaining information about the target MCU

Now we use LPCScript to tell us something about the target MCU. Navigate to the **bin** subdirectory and enter a command such as the following.

```
lpcscript querypart
```

This displays details of the part and how much internal flash it has:

```
partID = 0xa001c830 0x0  
decode = LPC4357: BankA 512 KB, BankB 512 KB  
Core Clock = 180000000
```

We can also get more information about the flash — both internal flash and any connected SPIFI flash devices:

```
lpcscript queryflash
```

In this example we have details of two banks of internal flash, one block of EEPROM and external SPIFI flash:

```
Number of Flash Devices = 4
```

```
Name = SPIFI
Base = 0x14000000
Size = 0x400000
Page = 0x100
Sector = 0x10000
Blank = 0xff
Buffer = 0x8000
-
Name = BankA
Base = 0x1a000000
Size = 0x80000
Page = 0x1000
Sector = 8-64KB
Blank = 0xff
Buffer = 0x8000
-
Name = BankB
Base = 0x1b000000
Size = 0x80000
Page = 0x1000
Sector = 8-64KB
Blank = 0xff
Buffer = 0x8000
-
Name = EEPROM
Base = 0x20040000
Size = 0x3f80
Page = 0x80
Sector = NA
Blank = 0x0
Buffer = 0x8000
```

We can also obtain more details on the SPIFI flash:

```
lpcscript queryspifi
```

which in this case is a 4MB Spansion part:

```
Device family = S25FL032P
Device size = 0x400000
Erase Sector size = 0x10000
Write page size = 0x100
SPIFI final rate = 60000000
Devices supported by firmware:
- PM25LQ032C
- MX25L1606E
- MX25L1635E
- MX25L3235E
- MX25L6435E
- MX25L8035E
- S25FL016K
- S25FL032P
- S25FL064P
- S25FL129P 64kSec
- S25FL129P 256kSec
- S25FL164K
```

```
- S25FL256S 64kSec
- S25FL256S 256kSec
- S25FL512S
- W25Q40CV
- W25Q32FV
- W25Q64FV
- W25Q128FV
- W25Q80BV
```

The output also lists the SPIFI devices supported by this version of LPCScript.

Support for SPIFI flash within LPCScript is provided by the LPCOpen SPIFI library.



**Note**

Certain SPIFI devices share common internal identifiers – for example a W25Q16DV is a ‘clone’ of S25FL016K. As a result, some parts that are not listed above may still work without issue.

**4.1.3 Programming internal flash**

Having obtained some information on the target MCU, we will now program an image into the internal flash:

```
lpcscript program ..\images\MCB1800_blinky_BankA.bin BankA
```

Once programming is completed it will return a confirmation message, for example:

```
..
Programmed 5456 bytes to 0x1a000000 in 0.021s (258.923KB/sec)
```



**Note**

The flash address to program can either be specified as a numeric hex address or (if programming from the base address of the flash) as the name returned from a **queryflash** command. Images can be programmed at an offset from the flash base address, but care must be taken to link and align such images to a flash sector base address.

We can also run a **verify** operation to confirm that the image has programmed correctly:

```
lpcscript verify ..\images\MCB1800_blinky_BankA.bin BankA
```

which, once completed, will return a confirmation message like this:

```
.
Verified 5456 bytes to 0x1a000000 in 0.004s (1370.402KB/sec)
```

If you now reset the board, you should see the image you programmed running on the target MCU.



**Tip**

Alternatively, you can run the image using the LPCScript command **gotolImage BankA**.

#### 4.1.4 Using a script

Rather than passing single commands to LPCScript, you can use the `-s` argument to pass a file of commands. Thus we could combine the above sequence to **program** and **verify** into a single script file called (for example) 'bankAprog.txt' and containing:

```
program ..\images\MCB1800_blinky_BankA.bin BankA
verify ..\images\MCB1800_blinky_BankA.bin BankA
```

We could then execute this script using:

```
lpcscript -s bankAprog.txt
```

#### 4.1.5 Programming internal flash bank B

The commands for programming and running an image from bank B are similar to those for bank A. However, an additional command is required to force booting from bank B, because bank A is the default.

```
program ..\images\MCB1800_blinky_BankB.bin BankB
verify ..\images\MCB1800_blinky_BankB.bin BankB
setboot BankB
```

The following command can then be used to switch back to booting the bank A image.

```
lpcscript setboot BankA
```

#### 4.1.6 Programming SPIFI

Firstly, for a part with internal flash, you may need to erase the internal flash in order for code in SPIFI to boot from reset. To do this use:

```
lpcscript erase BankA
lpcscript erase BankB
```

Then program the image into SPIFI flash using:

```
lpcscript program ..\images\MCB1800_blinky_SPIFI.bin SPIFI
lpcscript verify ..\images\MCB1800_blinky_SPIFI.bin SPIFI
```

Remember that you will need to change the boot jumpers in order to boot from SPIFI flash at reset.

#### 4.1.7 Erasing SPIFI

SPIFI flash can be erased in the same way as internal flash.

```
lpcscript erase SPIFI
```



#### Warning

Erasing some SPIFI devices can take many seconds so it may appear that the process has hung. This is not the case – be patient!

You can also erase a portion of a flash device, as below:

```
lpcscript erasesector SPIFI
```

This will erase one sector of the SPIFI flash starting from the SPIFI flash base address.

**Note:** The size of one sector of a flash device is reported by the queryflash command.

Multiple sequential sectors can also be erased using a single command:

```
lpcscript erasesector SPIFI 4
```



### Tip

Some SPIFI flash support optimised whole device erase, so for programming large images, faster overall performance may be seen by performing an erase before a programming operation.

## 4.2 Image\_manager utility and secure booting



### Note

Support for encrypting images is not available in all versions of LPCScript.

Supplied as part of the LPCScript package is a utility called `image_manager`, which provides two main functions. It can:

- add standard header information to a binary file required for either a DFU or a Secure boot operation from SPIFI Flash (LPC18S/43S parts only)
- encrypt a binary file using a supplied AES key.

Full details on secure boot are given in the User Manual for the MCU. However, there are some key points to note about secure booting from SPIFI flash.

- Any binary image designed for secure booting must be linked to run from RAM at 0x10000000 and be no larger than the size of the local SRAM block starting at 0x10000000. This is essential since the image will be decoded and copied into this SRAM block before being executed.



### Note

Check the User Manual for your MCU to determine the size of this SRAM block

The AES key used to encrypt the image must be programmed into the MCU OTP memory.



### Important Warning

Programming an AESkey into the MCU is a one-time-only operation. The programming of a key sets its value permanently in one-time-programmable memory, and future debug connections are disabled.

Therefore under most circumstances this is the last operation to be performed before the MCU enters service.

In operation, LPCScript is designed to be fully script driven. However, the examples in this section explain some key points as separate operations.



### 4.2.1 Creating an image to run from RAM

Sometimes it can be useful to download an image (built to run at 0x10000000) into RAM and execute it – for example, in order to test an image that you will later encrypt for secure booting (which is covered in more detail in the next subsection).

To do this we first need to generate a version of the binary containing a header. Navigate to the **images** subdirectory and enter:

```
..\bin\image_manager -i MCB1800_blinky_RAM.bin \  
-o MCB1800_blinky_RAM.bin.hdr --bin
```

which will generate the required file with a header. The output should look like this:

```
image_manager v2.0.4 (Build 18) (Oct 7 2014 13:48:27)  
Writing out file: MCB1800_blinky_RAM.bin.hdr, size - 4624 bytes
```

Now, to download to RAM, you can use the `boot_lpcscript` script. First reset your board with the boot pins set to boot from USB0, and then enter:

```
..\scripts\boot_lpcscript MCB1800_blinky_RAM.bin.hdr
```

This will download your executable image (instead of the default LPCScript firmware) to RAM, and then execute it.

### 4.2.2 Programming an AES encrypted image to SPIFI flash for secure boot

Develop and test an application using your favourite toolchain – such as LPCXpresso. Ensure it is **linked** and **tested** to run from RAM at 0x10000000 and is less than the size of the local SRAM bank at 0x10000000. Extract a binary image from the generated .axf file.

- DFU boot the LPCScript firmware onto the MCU.
- Call LPCScript with a single command to generate a 128-bit key from the MCU random generator.
- Call Image Manager to encrypt the binary image with the 128-bit key and add the required header.
- Call LPCScript and pass a single command to flash the encrypted image.
- Call LPCScript and pass a single command to verify the flash operation.
- Call LPCScript and pass a single command to program the AES 128-bit key into OTP memory on the MCU.



#### Important Warning

Once an AES key is programmed into the MCU, no further debug operations will be possible with that device.

```
boot_lpcscript  
lpcscript genkeytarget  
--->>> 977e4c70dd602705570b82f2c4333989  
image_manager -key 977e4c70dd602705570b82f2c4333989 \  
--i <path to binary> -o <path to binary.hdr> --bin
```

```
lpcscript program <path to binary.hdr> SPIFI
lpcscript verify <path to binary.hdr> SPIFI
```

If there are no errors and you no longer need to perform debug operations on this device, do:

```
lpcscript aesProgramKey1 977e4c70dd602705570b82f2c4333989
```

### 4.2.3 Basic scripting

As described in Section 4.1.4, you can use the `-s` argument to pass a file of commands to LPCScript in one operation. The following example script combines three of the steps described above:

```
# commands to flash, verify and program an AES key
program <path to binary.hdr> SPIFI
verify <path to binary.hdr> SPIFI
aesProgramKey1 977e4c70dd602705570b82f2c4333989
```

You would run it like this:

```
lpcscript -s <path to script file>
```

### 4.2.4 Advanced scripting

It is also possible to combine the scripting ability of LPCScript with the facilities provided by the host system's command line (shell scripts or batch files). The **scripts** subdirectory of the LPCScript bundle contains example scripts.

For example, the 'encrypt\_and\_program' script creates a (random) AES key, encrypts a binary image, programs it into SPIFI flash, and then sets the AESkey on the target MCU. Its usage is:

```
encrypt_and_program <path to binary>
```

### 4.2.5 Testing secure boot images

Make sure the image works when DFU booted directly into RAM before you try to encrypt it.

When testing secure booting, you can encrypt a binary file with a '0' key and test it on the MCU without having programmed any AESkey into the MCU.



#### Warning

Do not program the MCU AESkey with 0. Doing this will have the same effect as any other AESkey programming – no further debug operations will be possible with this MCU. You can boot from a file that is encrypted with a '0' key **without** programming the AESkey.

## 5. Reference

### 5.1 LPCScript

#### 5.1.1 The LPCScript command-line tool

The command-line tool `lpcscript` reads commands, executes them on the target and displays the results. The tool takes the following options.

Option	Description
<code>-h</code>	Display this help message.
<code>-d devicename</code>	Use <i>devicename</i> for the USB serial port connected to the target. Using '?' as the devicename will cause <code>lpcscript</code> to display available usb serial ports and exit.
<code>-s script</code>	Read a script from a file.
<code>-t</code>	Read scripts from the terminal (stdin).
<code>[ -x] command</code>	Execute 'command' only. Use of <code>-x</code> is optional.
<b>The <code>-x</code>, <code>-s</code> and <code>-t</code> options are mutually exclusive.</b>	
<code>-v name=value</code>	Define a variable <i>name</i> with the value <i>value</i> .  In script commands, surround variables with square brackets (e.g. <code>[myvariablename]</code> ) to reference the variable in the script. Simple text replacement is performed on each script line.
<code>-p</code>	Pause before each script command.
<code>-e dnqst</code>	Set command echo options:  <code>q</code> (quiet) - echo nothing (default) <code>d</code> (debug) - echo additional information <code>n</code> (noisy) - echo everything <code>s</code> (script) - echo script commands <code>t</code> (target) - echo target commands <code>e</code> (exit) - display a message on exit

Example invocations:

```
# Display help.
lpcscript -h
```

```
# Display information about the connected target
lpcscript -x targetinfo
# the '-x' is optional...
lpcscript targetinfo
```

```
# explicitly select a serial device and read commands from the file 'script'.
lpcscript -d COM15 -s script
```

```
# Use /dev/ttyACM0 as the serial device and execute the command 'queryflash'.
lpcscript -d /dev/ttyACM0 queryflash
```

### 5.1.2 LPCScript commands

This table lists the commands that LPCScript supports. All of them are case insensitive. The commands can be used in scripts (which are executed using `lpcscript -s`) or individually with `lpcscript -x`.

Command	Parameters	Description
<b>aes_programkey1</b>	<i>32_hex_digits</i>	takes an AES key of 32 hex digits and permanently programs it as key1
<b>aes_programkey2</b>	<i>32_hex_digits</i>	takes an AES key of 32 hex digits and permanently programs it as key2
<b>batchmode</b>	0/1	sets 'batch mode' to reduce command echo from the target (issued automatically by the command-line tool)
<b>blankcheck</b>	<i>flash_device (**)</i>	verifies that the flash device has been set to its blank value
<b>call</b>	<i>address</i>	starts executing code at <i>address</i>
<b>datapacket</b>	<i>offset data</i>	provides up to 32 words of data to the data buffer (used by the <b>program</b> and <b>verify</b> commands)
<b>databurst</b>	<i>size offset checksum</i>	provides binary data to the data buffer (used by the <b>program</b> and <b>verify</b> commands)
<b>dataset</b>	<i>num_words data</i>	clears the data buffer to the byte value in <i>data</i> (used by the <b>program</b> and <b>verify</b> commands)
<b>echo</b>	<i>parameters</i>	echoes the parameters (useful for displaying messages to a user)
<b>EEPROMSet</b>	<i>offset word</i>	programs a word of data into EEPROM at <i>offset</i> from base address
<b>erase</b>	<i>flash_device (**)</i>	erases the whole flash at the <i>base_address</i>

<b>erasesector</b>	<i>address</i>	erases the flash sector at the address
<b>genkeyhost</b>		uses the host to generate a random 128-bit key and display it (uses host-specific UUID functions). Not available in all versions of LPCScript
<b>genkeytarget</b>		uses the target to generate a random 128-bit AES key and display it. Not available in all versions of LPCScript
<b>gotoimage</b>	<i>address</i>	fakes booting from the provided address (loads the SP from base_address, loads the PC from base_address+4 and starts executing)
<b>help</b>		displays the commands available
<b>memdisplay</b>	<i>start_address end_address</i>	displays target memory
<b>otp_progBootSrc</b>	<i>num</i>	calls ROM function to set boot source – see MCU documentation
<b>otp_progJTAGDis</b>		calls ROM function to disable JTAG permanently – see MCU documentation
<b>otp_progUSBID</b>	<i>PID VID</i>	calls the ROM function to set the USB PID and VID – see MCU documentation
<b>otp_proggp0 (*)</b>	<i>num num num num mask mask mask mask</i>	calls ROM function to program OTP GP bank – see MCU documentation
<b>otp_proggp1 (*)</b>	<i>num num num num mask mask mask mask</i>	calls ROM function to program OTP GP bank – see MCU documentation
<b>otp_proggp2 (*)</b>	<i>num num num num mask mask mask mask</i>	calls ROM function to program OTP GP bank – see MCU documentation
<b>otp_proggp2_0</b>	<i>num mask</i>	calls ROM function to program OTP GP word – see MCU documentation
<b>otp_proggp2_1</b>	<i>num mask</i>	calls ROM function to program OTP GP word – see MCU documentation
<b>otp_proggp2_2</b>	<i>num mask</i>	calls ROM function to program OTP GP word – see MCU documentation

<b>otp_genrand</b>		calls ROM function to generate random 128-bit AES key
<b>pause</b>	on/off/message	pauses, waiting for user input (setting pause mode 'on' asks the user to confirm execution of each command)
<b>print</b>	<i>string</i>	prints the string
<b>program</b>	[+c/+w1/+w2/+w4] <i>binary_file/fill_value</i> <i>flash_device</i> (**)	( programs the <i>binary_file</i> into the flash device starting at <i>flash_device</i> . If +c is specified, the vector checksum is calculated and inserted into the image in memory before programming. +w1, +w2 or +w4 are used to program memory with a 1-byte, 2-byte or 4-byte <i>fill_value</i> with an optional length of <i>fill_length</i> .
<b>programpage</b>	<i>address</i>	programs a page from the data buffer into the page starting at <i>address</i>
<b>resetCore</b>		calls out to the Reset Generation Unit to perform a core reset
<b>queryflash</b>		displays information about the connected internal and external flash devices
<b>queryID</b>		displays the 4-word unique part identifier as: Word1 Word2 Word3 Word4
<b>queryOTPMem</b>		displays OTP memory block
<b>querypart</b>		displays information about the target
<b>querypartdetailed</b>		displays detailed information about the target
<b>queryspifi</b>		displays information about connected SPIFI devices (uses the LPCOpen SPIFI Library)
<b>setboot</b>	BankA/BankB	for parts with two internal flash banks, sets the appropriate bank to boot
<b>setVidPid</b>	<i>VID PID</i>	sets the USB VID and PID into the OTP memory
<b>SPIFIsetsingle</b>		sets SPI flash to single speed

<b>SPIFisetdual</b>		sets SPI flash to dual speed (if supported)
<b>SPIFisetquad</b>		sets SPI flash to quad speed (if supported)
<b>SPIFread</b>		sequential word read and sum of whole device
<b>SPIFlwrite</b>		programs whole device with sequential words, requires no host interaction
<b>targetInfo</b>		displays information about the target, including partID, flash configuration and unique ID
<b>timer</b>	start/stop/print	<b>start</b> starts a timer; <b>stop</b> stops a timer; <b>print</b> displays the current value of the timer
<b>var</b>	<i>name=value</i>	defines a variable called <i>name</i> to have the value <i>value</i> (most useful when defined on invocation of the <code>lpcscript</code> tool to pass environment variables to the script; reference a variable in a script by surrounding it with square brackets, e.g. <code>[myvariablename]</code> )
<b>verify</b>	<code>[+c/+i/+w1/+w2/+w4] binary_file/fill_value flash_device (fill_length) (**)</code>	( verifies that the flash contents match the contents of <i>binary_file</i> . If <code>+c</code> is specified the vector checksum is calculated and inserted into the image in memory before verifying. If <code>+i</code> is specified, the vector checksum is ignored during the verify. <code>+w1</code> , <code>+w2</code> or <code>+w4</code> are used to verify memory against a 1-byte, 2-byte or 4-byte <i>fill_value</i> with an optional length of <i>fill_length</i>
<b>verifypage</b>	<i>address</i>	verifies memory at <i>address</i> against the data buffer (used by the <b>verify</b> command)
<b>version</b>		displays version information for the host application and the target firmware

(\*) not available in all ROM versions

(\*\*) where *flash\_device* can be: BankA, BankB, EEPROM, SPIFI, an address, or an expression such as SPIFI+0x10000. The alias 'all' can also be used on the erase and blankcheck commands to specify all memories.

```
# Use different ways to specify a target address.
lpcscript program <path_to_bin> SPIFI
lpcscript program <path_to_bin> SPIFI+0x10000
lpcscript program <path_to_bin> 0x14000000
lpcscript program <path_to_bin> 0x14010000
```

```
# Alias 'all' can be used on erase and blankcheck commands
lpcscript erase all
lpcscript blankcheck all
```

## 5.2 Image manager

The command-line tool `image_manager` adds a header to an executable binary file to create a valid boot image for SPI boot or other use. It can also be used for encrypting a boot image with an AES key. Note that boot headers are not needed for memory that can execute-in-place, such as SPIFI or EMC.

### 5.2.1 Image manager command-line tool options

The `image_manager` tool takes the following options.

Option	Description
<code>-i <i>input_binary_file_name</i></code>	name of the binary file to be processed
<code>-o <i>output_file_name</i></code>	name of the output binary file
<code>--cde</code>	sets output file type to cde
<code>--bin</code>	sets output file type to binary
<code>--key <i>aeskey</i></code>	uses this AES key, provided as 32 hex digits, to encrypt the image. Not available in all versions of LPCScript
<code>--crc</code>	adds CRC to the image header
<code>--size <i>bytes</i></code>	image size in bytes (given in decimal)
<code>--magic <i>number</i></code>	Magic number for a header as two hex digits (default is 1A); only valid for plain image
<code>--ibase <i>base</i></code>	image base offset in bytes in decimal
<code>--frame <i>size</i></code>	image frame size in bytes in decimal (default is 512); only valid for plain image
<code>--help</code>	displays help text

**Note:** In all cases, options may be prefixed with single - or double -- dashes.

## 5.3 LPCScript example images

The `images` subdirectory of an LPCScript installation contains example binary files for the Keil MCB18xx/43xx and LPC-Link2. These examples will flash the available LEDs to signify what code is running and whether any errors have been detected by the self check code within the binaries.

These binary files have a common name format:

```
[_board _][_exemplename _][_MemoryDevice _].bin
```



An example is:

Link2\_Small\_SPIFI.bin

The LED flash patterns for the various example binaries are listed in the tables below.

Board	Example	SPIFI
LPC-Link2	Small	Blink 3 times, pause
LPC-Link2	Medium	Blink 4 times, pause
LPC-Link2	Fill	Blink 5 times, pause

Board	Example	BankA	BankB	SPIFI	RAM
MCB18/43	Blinky	x.....o	xx.....o	xxx.....o	xxxx.....o
MCB18/43	Large	x.....oo	xx.....oo	xxx.....oo	xxxx.....oo
MCB18/43	Fill	x.....ooo	xx.....ooo	xxx.....ooo	xxxx.....ooo

x - flash  
o - on  
. - off

If an error is detected in the self-check code of the binary, the left and right LEDs will both flash rapidly.

## 6. Appendix A: LPCScript serial ports in depth

### 6.1 Multiple serial ports

When LPCScript firmware is booted, it will enumerate on the host as a USB serial (VCOM) port. In normal operation LPCScript (host) will be able to detect and use the correct serial port automatically. However this automatic detection cannot identify the port to use if multiple USB serial ports are found. The solution is to manually identify the correct serial port and specify it to LPCScript using the `-d` switch.

```
lpcscript -d <serial port> ...
```

Identifying USB serial ports on the supported host operating systems is discussed below.

**Note** If you try to run `lpcscript` and pass it the wrong serial port information, or run it without booting the LPCScript firmware, then you will get an error similar to the following (the details depend on the port and the host operating system):

```
Error com71: The system cannot find the file specified.
```

### 6.2 Host OS serial ports

#### 6.2.1 Windows

The device will appear as a *COM* port (e.g. COM5). The COM port number will vary, depending on the configuration of the PC, and whether other serial devices have been installed. A number of methods are provided to list available serial ports.

- The LPCScript application can be run to display serial ports. Open a Windows Command Prompt and run `lpcscript -d ?`, noting the COM port displayed.
- A script called `ListLPCComPorts` is provided in the **scripts** directory to list suitable ports. To run this script, open a Windows Command Prompt, run the script, and note the COM port displayed.
- The COM port number can also be found by looking in the Device Manager for “LPC USB VCom Port” and noting the device name displayed.

#### 6.2.2 Linux

With no other VCOM devices attached, the device will normally be `/dev/ttyACM0`.

- The LPCScript application can be run to display serial ports. Open a terminal and run `lpcscript -d ?`, noting the device port displayed.
- Alternatively, open a terminal and type `ls /dev/ttyACM*` — the device will typically appear with a name of the form `/dev/ttyACM*`, with the actual name depending on other serial devices that are attached.

#### Common issues

After booting the LPCScript firmware, you may experience two issues when trying to use the `lpcscript` command line tool

- `/dev/ttyACM0: Permission denied`. This error will be displayed if you have not installed the `udev` drivers. To resolve this issue follow the instructions to **Linux: Installing udev rules**, earlier in this document.

- `/dev/ttyACM0: Device or resource busy`. On some computers, it can take 20-30 seconds for Linux to load the correct device drivers and make them available. The only solution is to wait for the drivers to be loaded.

### 6.2.3 Mac OS X

With no other VCOM devices attached, the device will normally be `/dev/tty.usbmodemNXP-71`.

- The LPCScript application can be run to display serial ports. Open a terminal and run `lpcscript -d ?`, noting the device port displayed.
- Alternatively, open a terminal and type `ls /dev/tty.*` — the device will appear as `/dev/tty.usbmodem*`, with the actual name depending on other serial devices that are attached.

## 7. Legal Information

---

### 7.1 Definitions

**Draft** — The document is a draft version only. The content is still under internal review and subject to formal approval, which may result in modifications or additions. NXP Semiconductors does not give any representations or warranties as to the accuracy or completeness of information included herein and shall have no liability for the consequences of use of such information.

### 7.2 Disclaimers

**Limited warranty and liability** — Information in this document is believed to be accurate and reliable. However, NXP Semiconductors does not give any representations or warranties, expressed or implied, as to the accuracy or completeness of such information and shall have no liability for the consequences of use of such information. NXP Semiconductors takes no responsibility for the content in this document if provided by an information source outside of NXP Semiconductors.

In no event shall NXP Semiconductors be liable for any indirect, incidental, punitive, special or consequential damages (including – without limitation – lost profits, lost savings, business interruption, costs related to the removal or replacement of any products or rework charges) whether or not such damages are based on tort (including negligence), warranty, breach of contract or any other legal theory.

Notwithstanding any damages that customer might incur for any reason whatsoever, NXP Semiconductors' aggregate and cumulative liability towards customer for the products described herein shall be limited in accordance with the Terms and conditions of commercial sale of NXP Semiconductors.

**Right to make changes** — NXP Semiconductors reserves the right to make changes to information published in this document, including without limitation specifications and product descriptions, at any time and without notice. This document supersedes and replaces all information supplied prior to the publication hereof.

**Suitability for use** — NXP Semiconductors products are not designed, authorized or warranted to be suitable for use in life support, life-critical or safety-critical systems or equipment, nor in applications where failure or malfunction of an NXP Semiconductors product can reasonably be expected to result in personal injury, death or severe property or environmental damage. NXP Semiconductors and its suppliers accept no liability for inclusion and/or use of NXP Semiconductors products in such equipment or applications and therefore such inclusion and/or use is at the customer's own risk.

**Applications** — Applications that are described herein for any of these products are for illustrative purposes only. NXP Semiconductors makes no representation or warranty that such applications will be suitable for the specified use without further testing or modification.

Customers are responsible for the design and operation of their applications and products using NXP Semiconductors products, and NXP Semiconductors accepts no liability for any assistance with applications or customer product design. It is customer's sole responsibility to determine whether the NXP Semiconductors product is suitable and fit for the customer's applications and products planned, as well as for the planned application and use of customer's third party customer(s). Customers should provide appropriate design and operating safeguards to minimize the risks associated with their applications and products.

NXP Semiconductors does not accept any liability related to any default, damage, costs or problem which is based on any weakness or default in the customer's applications or

products, or the application or use by customer's third party customer(s). Customer is responsible for doing all necessary testing for the customer's applications and products using NXP Semiconductors products in order to avoid a default of the applications and the products or of the application or use by customer's third party customer(s). NXP does not accept any liability in this respect.

**Export control** — This document as well as the item(s) described herein may be subject to export control regulations. Export might require a prior authorization from competent authorities.

**Evaluation products** — This product is provided on an "as is" and "with all faults" basis for evaluation purposes only. NXP Semiconductors, its affiliates and their suppliers expressly disclaim all warranties, whether express, implied or statutory, including but not limited to the implied warranties of non-infringement, merchantability and fitness for a particular purpose. The entire risk as to the quality, or arising out of the use or performance, of this product remains with customer.

In no event shall NXP Semiconductors, its affiliates or their suppliers be liable to customer for any special, indirect, consequential, punitive or incidental damages (including without limitation damages for loss of business, business interruption, loss of use, loss of data or information, and the like) arising out of the use of or inability to use the product, whether or not based on tort (including negligence), strict liability, breach of contract, breach of warranty or any other theory, even if advised of the possibility of such damages.

Notwithstanding any damages that customer might incur for any reason whatsoever (including without limitation, all damages referenced above and all direct or general damages), the entire liability of NXP Semiconductors, its affiliates and their suppliers and customer's exclusive remedy for all of the foregoing shall be limited to actual damages incurred by customer based on reasonable reliance up to the greater of the amount actually paid by customer for the product or five dollars (US\$5.00). The foregoing limitations, exclusions and disclaimers shall apply to the maximum extent permitted by applicable law, even if any remedy fails of its essential purpose.

## 7.3 Trademarks

**Notice:** All referenced brands, product names, service names and trademarks are property of their respective owners.