http://marc.info/?l=openocd-development&m=137182292914653

Ηi,

It wasn't the first time I tried and failed to find any guides on using JTAG for its original purpose, so I felt like trying it on my own. It's still unclear how to communicate with several different devices on a chain at the same time as OpenOCD seems to require to have only one TAP in non-bypass mode at a time.

Here go draft instructions:

1. You need a BSDL file for the components you're using. For STM32s it's readily available from the vendor's website.

2. From the BSDL file you need to figure out the Boundary Scan Register Length, e.g. for STM32F100 it's shown in this line: attribute BOUNDARY_LENGTH of STM32F1_Low_Med_density_value_LQFP64 : entity is 232;

3. It's followed by attribute BOUNDARY_REGISTER of STM32F1_Low_Med_density_value_LQFP64 : entity is

which describes which bits of BSR correspond to which device's ports.

4. Read the description of the port you're interested in. E.g. PC8 is described by

" 75	(BC_1,	*,	CONTROL,	1),				" &
" 74	(BC_1,	PC8,	OUTPUT3,	Х,	75,	1,	Z),	" &
"73	(BC_4,	PC8,	INPUT,	X),				" &

which means that bit 73 reflects port's input (when it's configured as input), bit 74 defines port's output (when it's configured as output), bit 75 sets PC8 to Z-state when set to 1 and to output when set to 0.

5. Decide on what mode you need: in SAMPLE/PRELOAD mode the buffers are disconnected from the boundary scan logic and are controlled by the cpu as usual but you can still sample their values. In EXTEST mode the buffers are fully controlled by the boundary scan logic. Some SoCs (including STM32) allow to do boundary scan while SRST is held low, that makes it impossible for CPU to interfere with the test. You can control SRST state with "jtag_reset" command.

6. Source manual_bs.tcl (attached) and call "init_bs <bstap>
<bsrlength>". This should be done after "init" call.

7. Proceed with your tests by calling "sample_get_bit_bsr <bitn>" and other functions from manual_bs.tcl

An example of a semi-automated boundary scan test for an STM32VLDiscovery board is attached, here follows the log:

```
adapter speed: 1000 kHz
adapter_nsrst_delay: 100
jtag_ntrst_delay: 100
cortex_m3 reset_config sysresetreq
Info : clock speed 1006 kHz
Info : JTAG tap: stm32flx.cpu tap/device found: 0x3ba00477 (mfg: 0x23b, part: 0xba00, ver: 0x3)
Info : JTAG tap: stm32f1x.bs tap/device found: 0x06420041 (mfg: 0x020, part: 0x6420, ver: 0x0)
Info : stm32f1x.cpu: hardware has 6 breakpoints, 4 watchpoints
Starting basic STM32VLDiscovery JTAG boundary scan test
All LEDs should be OFF, press Enter
Green LED should be ON, blue LED OFF, press Enter
Green and blue LEDs should be ON, press Enter
Blue LED should be ON, green LED OFF, press Enter
Green and blue LEDs should be ON, do NOT press the USER button, press Enter
Green and blue LEDs should be ON, DO press the USER button, press Enter
Green and blue LEDs should be ON, do NOT press the USER button, press Enter
Green and blue LEDs should be ON, DO press the USER button, press Enter
All tests passed SUCCESSFULLY, exiting
shutdown command invoked
Be free, use free (<a href="http://www.gnu.org/philosophy/free-sw.html" rel="nofollow">http://www.gnu.org/philosophy/free-sw.html" rel="nofollow">http://www.gnu.org/philosophy/free-sw.html</ar
mailto:fercerpav@gmail.com
<a href="http://marc.info/?l=openocd-development&m=137182292914653&q=p3"><b>["manual_bs.tcl" (app
# Init global variables to work with the boundary scan register
# the first argument is tap name, the second is BSR length
proc init_bs {tap len} {
     global bsrtap bsrlen
     set bsrtap $tap
     set bsrlen $len
     init_bsrstate
     # disable polling for the cpu TAP as it should be kept in BYPASS
     poll off
     sample_mode
}
# In this mode BSR doesn't control the outputs but can read the current
# pins' states, the CPU can continue to function normally
proc sample_mode {} {
     global bsrtap
     # SAMPLE/PRELOAD
     irscan $bsrtap 2
}
# Connect BSR to the boundary scan logic
proc extest_mode {} {
     global bsrtap
     # EXTEST
     irscan $bsrtap 0
}
# Write bsrstateout to target and store the result in bsrstate
proc exchange_bsr {} {
```

```
global bsrtap bsrstate bsrstateout
    update_bsrstate [eval drscan [concat $bsrtap $bsrstateout]]
    return $bsrstate
}
# Check if particular bit is set in bsrstate
proc get_bit_bsr {bit} {
   global bsrstate
    set idx [expr $bit / 32]
    set bit [expr $bit % 32]
    expr ([lindex $bsrstate [expr $idx*2 + 1]] & [expr 2**$bit]) != 0
}
# Resample and get bit
proc sample_get_bit_bsr {bit} {
    exchange_bsr
    get_bit_bsr $bit
}
# Set particular bit to "value" in bsrstateout
proc set_bit_bsr {bit value} {
    global bsrstateout
    set idx [expr ($bit / 32) * 2 + 1]
    set bit [expr $bit % 32]
    set bitval [expr 2**$bit]
    set word [lindex $bsrstateout $idx]
    if {$value == 0} {
        set word [format %X [expr $word & ~$bitval]]
    } else {
       set word [format %X [expr $word | $bitval]]
    }
    set bsrstateout [lreplace $bsrstateout $idx $idx 0x$word]
   return
}
# Set the bit and update BSR on target
proc set_bit_bsr_do {bit value} {
    set_bit_bsr $bit $value
    exchange_bsr
}
proc init_bsrstate {} {
    global bsrtap bsrlen bsrstate bsrstateout
    set bsrstate ""
    for {set i $bsrlen} {$i > 32} {incr i -32} {
        append bsrstate 32 " " 0xFFFFFFFF " "
    }
    if {$i > 0} {
        append bsrstate $i " " 0xFFFFFFFF
    }
    set bsrstateout $bsrstate
    return
}
proc update_bsrstate {state} {
    global bsrstate
    set i 1
    foreach word $state {
        set bsrstate [lreplace $bsrstate $i $i 0x$word]
        incr i 2
    }
}
<a href="http://marc.info/?l=openocd-development&m=137182292914653&q=p4"><b>["stm32vldiscovery_bs
# Example script to test STM32VLDiscovery with boundary scan
```

init echo "\n\nStarting basic STM32VLDiscovery JTAG boundary scan test\n" source manual_bs.tcl init_bs stm32f1x.bs 232 extest_mode exchange_bsr echo "All LEDs should be OFF, press Enter" read stdin 1 # Set PC9 to output 1 set_bit_bsr 72 0 set_bit_bsr_do 71 1 echo "Green LED should be ON, blue LED OFF, press Enter" read stdin 1 # Set PC8 to output 1 set_bit_bsr 75 0 set_bit_bsr_do 74 1 echo "Green and blue LEDs should be ON, press Enter" read stdin 1 # Set PC9 to output 0 set_bit_bsr_do 71 0 echo "Blue LED should be ON, green LED OFF, press Enter" read stdin 1 # Set PC9 to output 1 set_bit_bsr_do 71 1 foreach i {0 1} { echo "Green and blue LEDs should be ON, do NOT press the USER button, press Enter" read stdin 1 # Read PAO state, there's a pulldown on board if {[sample_get_bit_bsr 187] == 1} { echo "Button is stuck at 1: ERROR, aborting" shutdown return } echo "Green and blue LEDs should be ON, DO press the USER button, press Enter" read stdin 1 if {[sample_get_bit_bsr 187] == 0} { echo "Button is stuck at 0: ERROR, aborting" shutdown return } } echo "All tests passed SUCCESSFULLY, exiting" shutdown _____ This SF.net email is sponsored by Windows: Build for Windows Store. http://p.sf.net/sfu/windows-dev2dev Configure |

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