

## SLG46824/6 MTP RA MCU Programming Example

This document describes how to use the Renesas RA MCU [e2 studio](#) C-code to program the SLG46824/6 devices. Firmware designers can analyze that code to create a modified version that is compatible with their unique microcontroller. This document also contains links to design files (see [References](#) section).

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## 1. Introduction

This application note describes how to program the SLG46824/6 GreenPAK™ Multiple-Time Programmable (MTP) device using the Renesas RA MCU [e2 studio](#) C-code.

Most GreenPAK devices are One-Time Programmable (OTP), meaning that once their Non-Volatile Memory bank (NVM) is written, it cannot be overwritten. GreenPAKs with the MTP feature (for example SLG46824 and SLG46826) have a different type of NVM memory bank that can be programmed more than once.

Renesas developed a program for its [RA MCUs](#) that allows users to program the NVM memory of the MTP GreenPAK with just a few simple steps. In this application note, the SLG46826 is used as the GreenPAK model and FPB-RA4E1 as the MCU. Renesas offers a Quick-Connect board called the QCIOT-SLG46826POCZ which facilitates rapid prototyping of the SLG46826V. This board was used to program the SLG46826 for the given example in this document.

A sample code is provided for the FPB-RA4E1 MCU using an open-source platform based on C/C++. Designers should extrapolate the techniques used in the RA MCU code for their specific platform.

For specific information regarding I<sup>2</sup>C signal specifications, I<sup>2</sup>C addressing, and memory spaces, refer to the GreenPAK In-System Programming Guide provided on the [SLG46826](#) product page. This application note provides a simple implementation of this programming guide.

### 1.1 Terminology

Term	Definition
EEPROM	Electrically erasable programmable read-only memory.
I <sup>2</sup> C	Inter-integrated circuit.
MTP	Multiple-time programmable.
NVM	Non-volatile memory.
OTP	One-time programmable.

## 2. Exporting GreenPAK NVM Data from a GreenPAK Design File

A very simple GreenPAK design will be constructed to illustrate how to export the NVM data. The design shown in [Figure 1](#) is a window comparator. Open the sample schematic file provided or create your design and save it to your local machine.

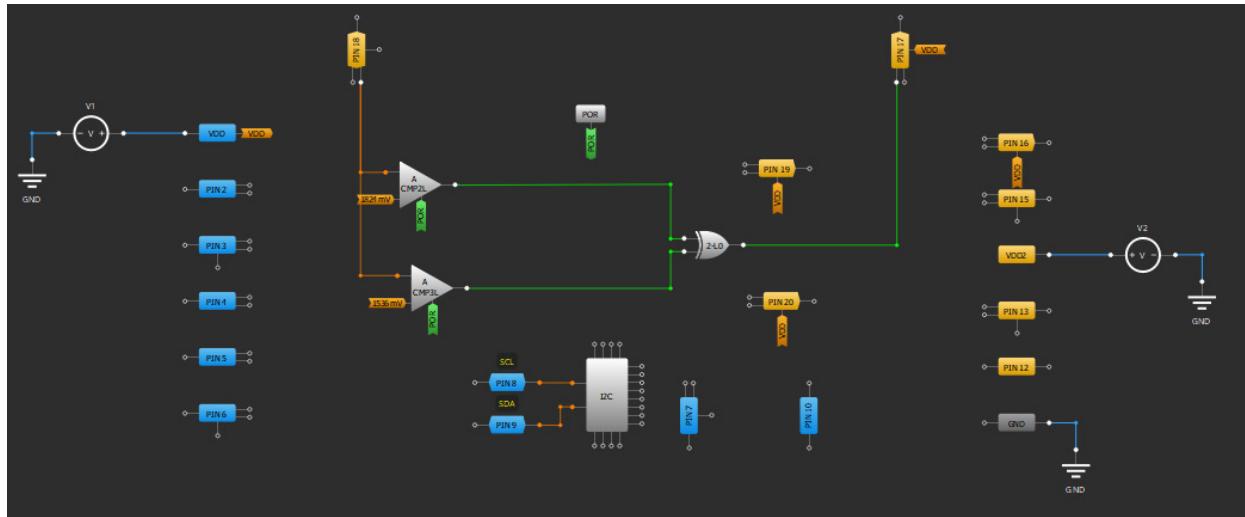


Figure 1. Simple GreenPAK Design in a SLG46826

To export the information from this design, select **File** → **Export** → **Export NVM** (see [Figure 2](#)).

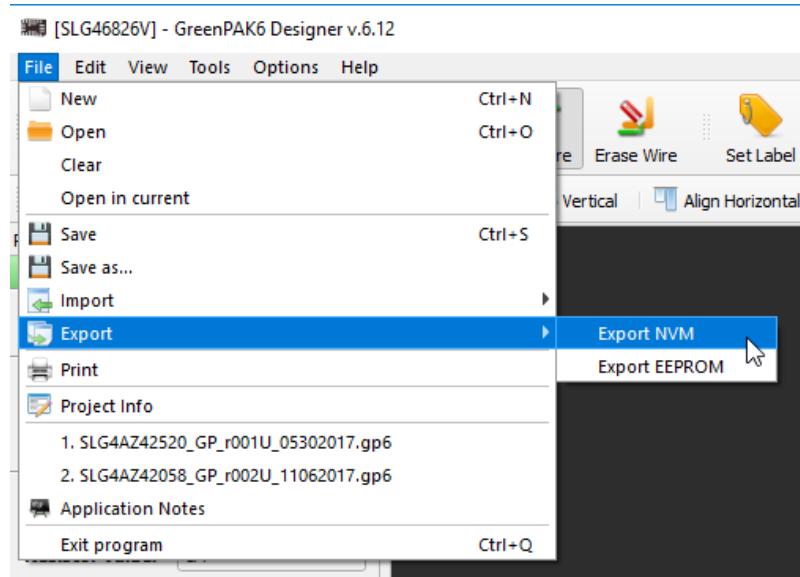


Figure 2. Exporting the NVM Data

Select the “Intel HEX Files (\*.hex)” as the file type and save the file name as **NVM\_data.hex** (see [Figure 3](#)).

**Important:** Name the file as **NVM\_data.hex** only. No other name is acceptable.



Figure 3. Save as NVM\_data.hex File

### 3. Flash the NVM Data to the MTP GreenPAK

To import the sample project shared with this application code, follow the steps below.

1. Open [e2 studio](#).

**Note:** Ensure to use the latest e2 studio (v24.4.0 or later); **FSP version v5.2.0** is the required minimum.

2. Select **File → Import → General → Existing project into workspace**. Click on the radio button **Select archive file**. Click on *Browse* to locate the **.zip** file (see [Figure 4](#)).

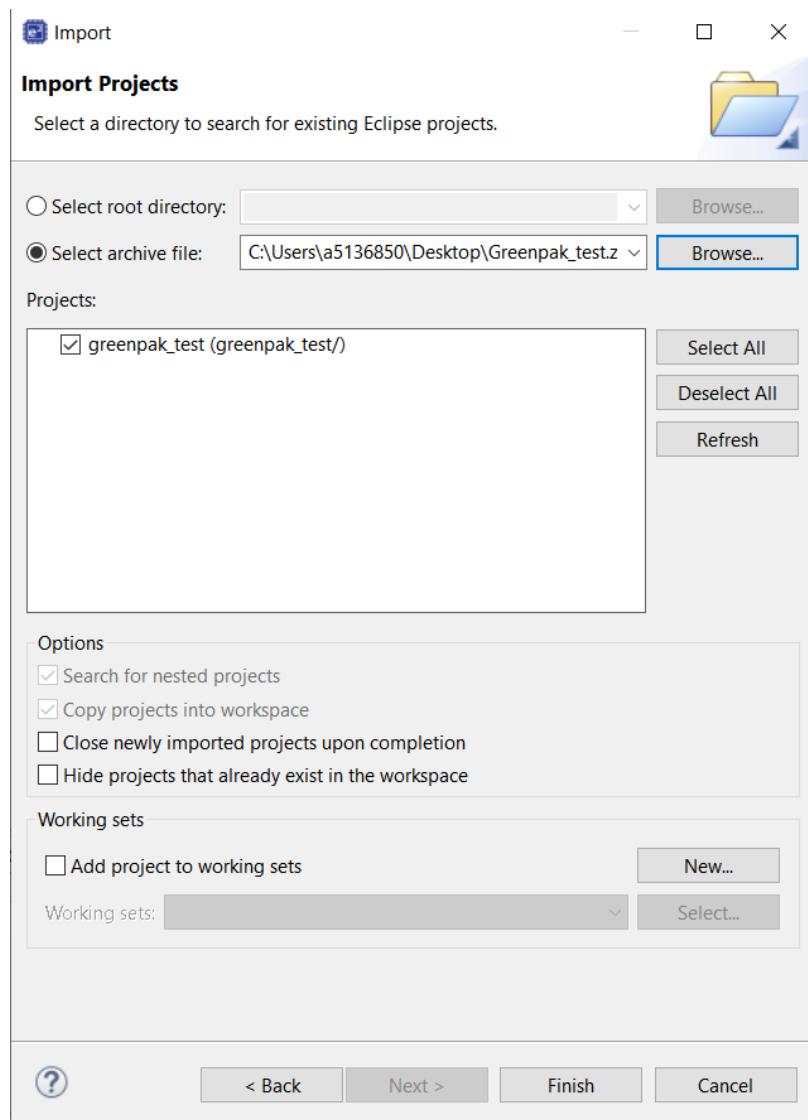


Figure 4. Import Projects Window

3. Open the workspace in the local machine by navigating to the **greenpak\_test/scr** folder location and right-clicking on **SYSTEM** → **Show In** → **System Explorer**.

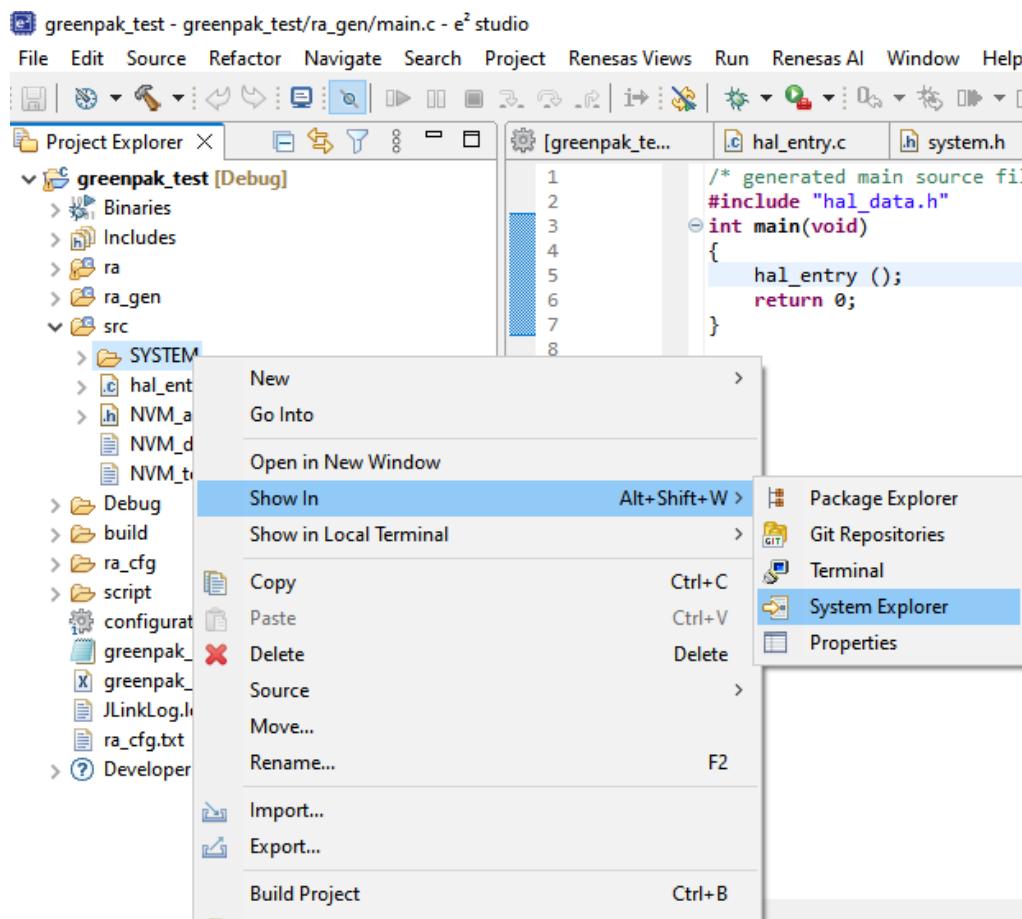


Figure 5. Opening the Workspace in a Local Machine

4. Copy the saved **NVM\_data.hex** file in this location.

Name	Date modified	Type	Size
SYSTEM	5/21/2024 1:26 PM	File folder	
hal_entry.c	4/24/2024 2:12 PM	C File	3 KB
NVM_array.h	5/16/2024 11:38 AM	H File	2 KB
<b>NVM_data.hex</b>	5/16/2024 11:38 AM	HEX File	1 KB
NVM_to_array.py	5/11/2024 9:33 PM	Python Source File	2 KB

Figure 6. Copying the Exported Hex File

5. Use the hammer icon to build the project on e2 studio. The project should compile with **0 errors and 0 warnings**.

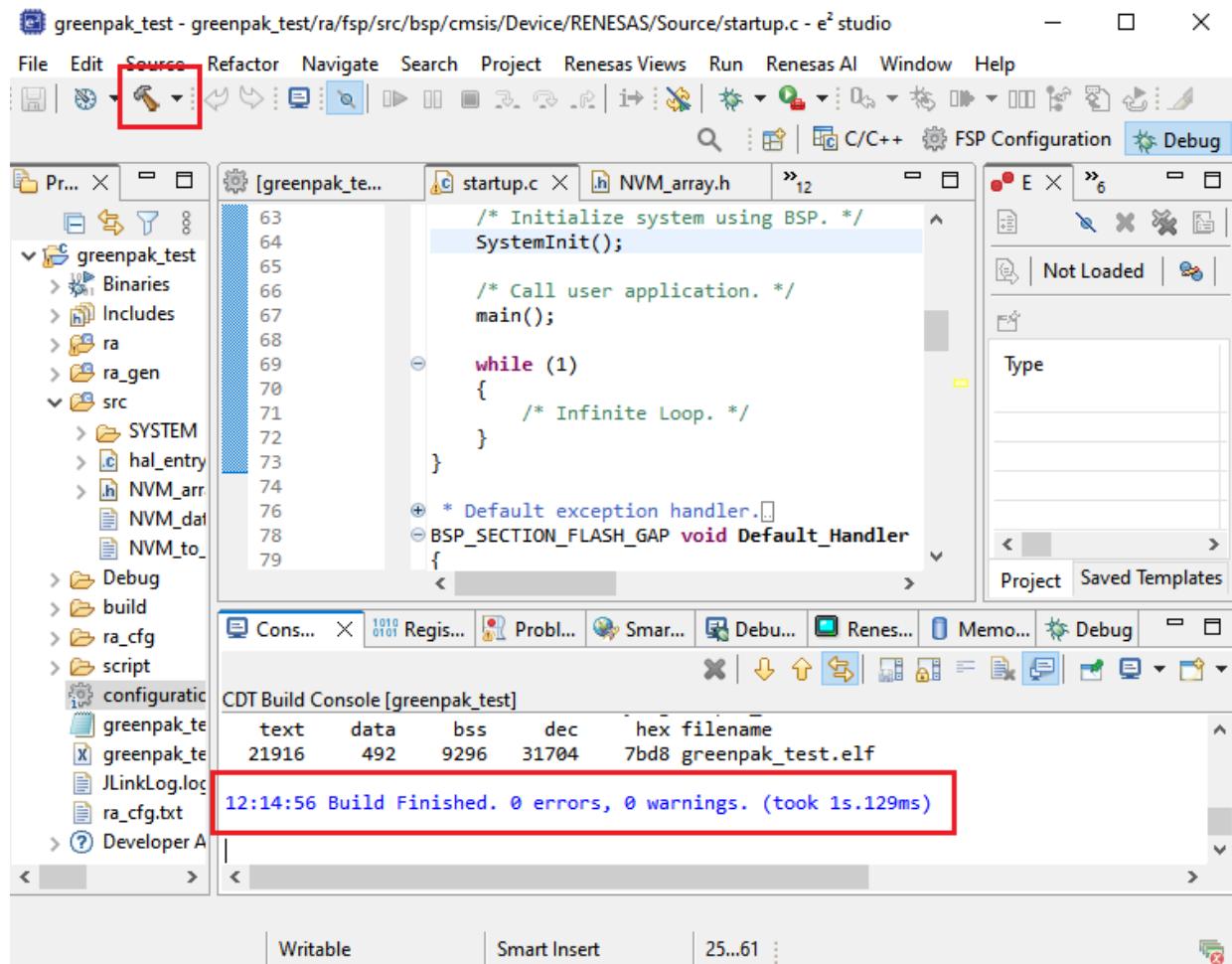


Figure 7. Building and Compiling with 0 Errors and 0 Warnings

6. Connect J1 of the QCIOT-SLG46826POCZ board to PMOD1 of the FPB-RA4E1 board as shown in Figure 8.

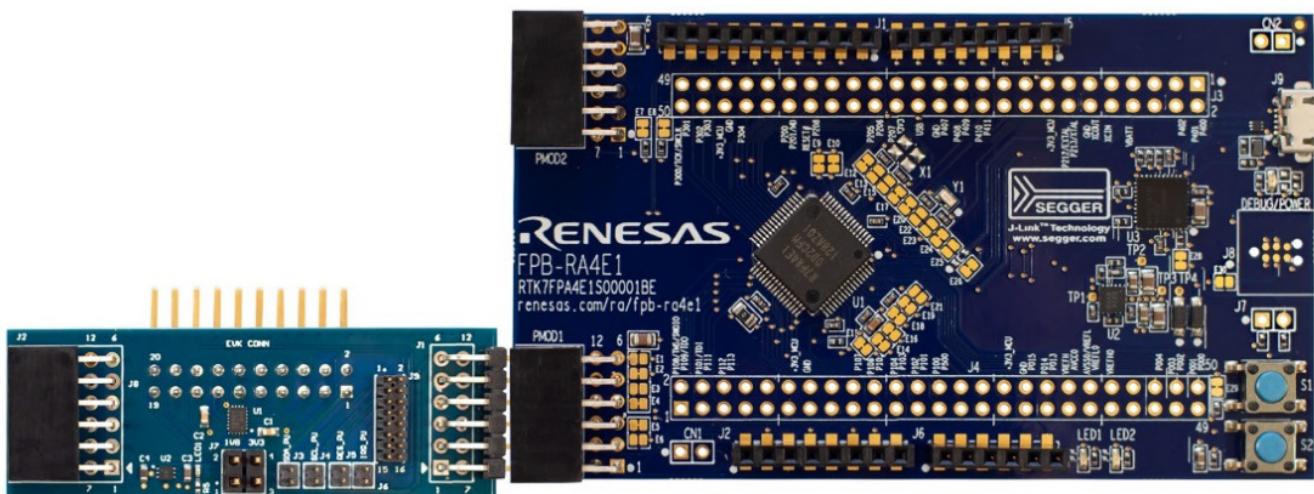
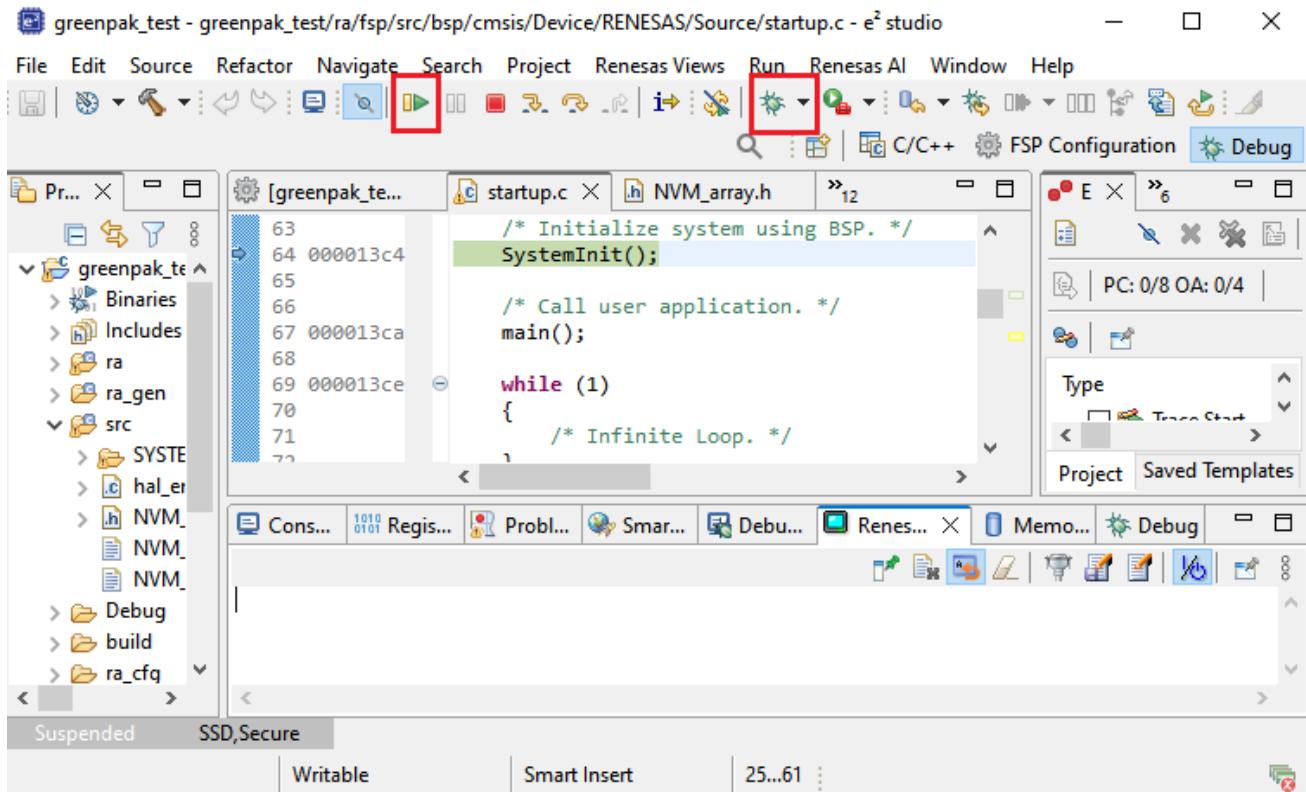


Figure 8. RA MCU and QCIOT Board Connection

**Note:** The FPB-RA4E1 and QCIOT-SLG46826POCZ boards both have  $4.7\text{k}\Omega$  internal pull-up resistors. For the QCIOT-SLG46826POCZ board, internal SDA and SCL pull-ups are on J3 and J4 respectively. The FPB-RA4E1 also has an internal pull-up, so there is no need to connect pull-ups on the QCIOT-SLG46826POCZ board. If the MCU board does not have internal pull-ups, then the QCIOT-SLG46826POCZ pull-ups can be connected.

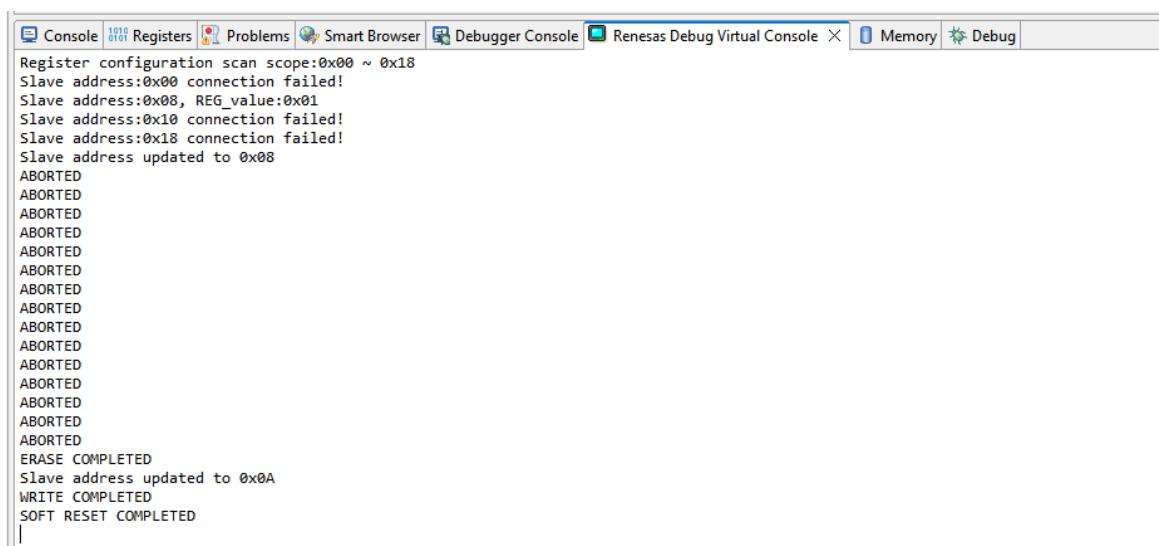
7. Connect the FPB-RA4E1 board to the PC USB port and click on the debug icon. Click the play button icon twice.



### Figure 9. Flash and Run the Code

## 4. Renesas Debug Console Output

To view the Debug Console details, select *Renesas Views* → *Debug* → *Renesas Debug Virtual Console*.



**Figure 10. Debug Console Output**

## 5. Software Flow

This section provides a brief overview of the software flow.

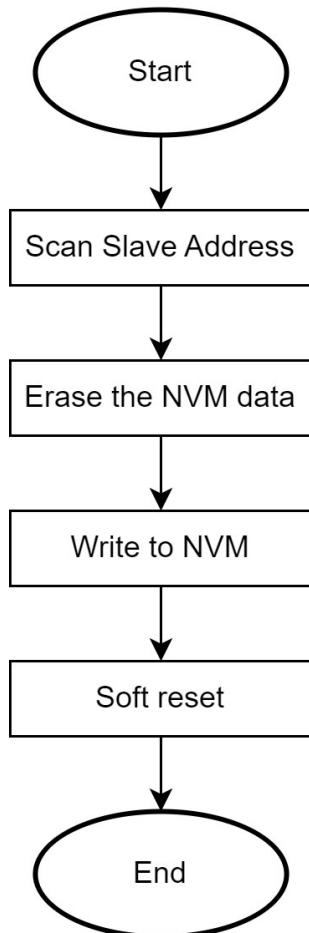


Figure 11. Software Flow Diagram

- **Scan Slave Address** – The sample code scans for the slave (target) address and displays the selected slave address. The scan scope can be 0x00, 0x08, 0x10 or 0x18.
- **Erase the NVM data** – Clears the NVM data prior to writing the data to the NVM memory.
- **Write to NVM** – Writes 16 bytes to the NVM memory using the page write.
- **Soft reset** – To reload the register data from the NVM into the registers, a soft reset is required.

## 6. Programming Tips and Best Practices

This section provides various programming tips and practices for preventing common pitfalls associated with erasing and writing to the NVM address space of the SLG46824/6 device.

### 6.1 Executing Precise 16-Byte NVM Page Writes

Avoid these three techniques when writing data to the NVM:

1. Page writes with less than 16 bytes.
2. Page writes with more than 16 bytes.
3. Page writes that don't begin at the first register within a page (in other words, 0x10, 0x20, etc.).

If any of the above techniques are used, the MTP interface will disregard the I<sup>2</sup>C write to avoid loading the NVM with incorrect information.

**Recommendation:** Perform an I<sup>2</sup>C read of the NVM address space after writing to verify the correct data transfer.

### 6.2 Transferring NVM Data into the Matrix Configuration Registers

When the NVM is written, the matrix configuration registers are not automatically reloaded with the newly written NVM data. The transfer must be initiated manually by cycling the PAK VDD or by generating a soft reset using I<sup>2</sup>C. By setting register <1601> in address 0xC8, the device re-enables the Power-On Reset (POR) sequence and reloads the register data from the NVM into the registers.

### 6.3 Resetting the I<sup>2</sup>C Address after an NVM Erase

When the NVM is erased, the NVM address containing the I<sup>2</sup>C slave address is set to 0000. After the erase, the chip will maintain its current slave address within the configuration registers until the device is reset as described above. Once the chip has been reset, the I<sup>2</sup>C slave address must be set in address 0xCA within the configuration registers each time the GreenPAK is power-cycled or reset. Continue this until the new I<sup>2</sup>C slave address page has been written in the NVM.

## 7. Errata Discussion

When writing to the “Page Erase Byte” (Address: 0xE3), the SLG46824/6 produces a non-I<sup>2</sup>C compliant ACK after the “Data” portion of the I<sup>2</sup>C command. This behavior might be interpreted as a NACK depending on the implementation of the I<sup>2</sup>C master.

To accommodate for this behavior, abort the I<sup>2</sup>C transaction after waiting for 40ms as shown in [Figure 12](#). This section of code provides a delay of 40ms at the end of every I<sup>2</sup>C command in the `erasesIg46826()` function. This function is used to erase the NVM and EEPROM pages.

```

p_ctrl->communication_finished = false;
err
      =
p_ctrl->p_comms_i2c_instance->p_api->write(p_ctrl->p_comms_i2c_instance->p_ctrl,
R_BSP_SoftwareDelay (40, BSP_DELAY_UNITS_MILLISECONDS);
R_IIC_MASTER_Abort (&g_i2c_master0_ctrl);

```

**Figure 12. ACK Behavior Modification**

Despite the presence of a NACK, the NVM and EEPROM erase functions will execute properly. For a detailed explanation of this behavior, refer to “Issue 2: Non-I<sup>2</sup>C Compliant ACK Behavior for the NVM and EEPROM Page Erase Byte” in the [SLG46824/6 Errata](#) document.

## 8. Conclusion

This application note provided a description for the process of programming the MTP SLG46826 GreenPAK using the Renesas RA MCU. For any questions regarding the sketch, contact one of Renesas' Field Application Engineers or post your question on our [forum](#). For more in-depth information regarding MTP programming registers and procedures, refer to the [In-System Programming Guide](#).

## 9. References

### [GreenPAK Designer Software, Software Download and User Guide](#)

- Download for opening **.gp6** files and viewing the proposed circuit design

### [The GreenPAK Cookbook](#)

- Download for opening and viewing **.gp6** files for the proposed circuit design

### [GreenPAK Development Tools](#)

- Use the GreenPAK development tools to freeze the design into your own customized IC in minutes

### [GreenPAK Application Notes](#)

- A complete library of application notes featuring design examples as well as explanations of features and blocks within the IC

### [In-System Programming Guide](#)

- In-system programming procedures for SLG46824 and SLG46826

For related documents and software not listed above, visit [GreenPAK™ Programmable Mixed-Signal Products](#).

## 10. Revision History

Revision	Date	Description
1.00	Sep 12, 2024	Initial release.

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