



STR91xFA in-application programming (IAP) over Ethernet

Introduction

The STR912 is an ideal microcontroller for applications running on a network. With its Ethernet MAC interface and the capability to operate at 96 MHz, it provides a high performance solution for network-embedded applications.

This application note demonstrates how to use In-Application Programming (IAP) through the Ethernet interface. Two solutions are provided, the first using the TFTP protocol and the second using the HTTP protocol.

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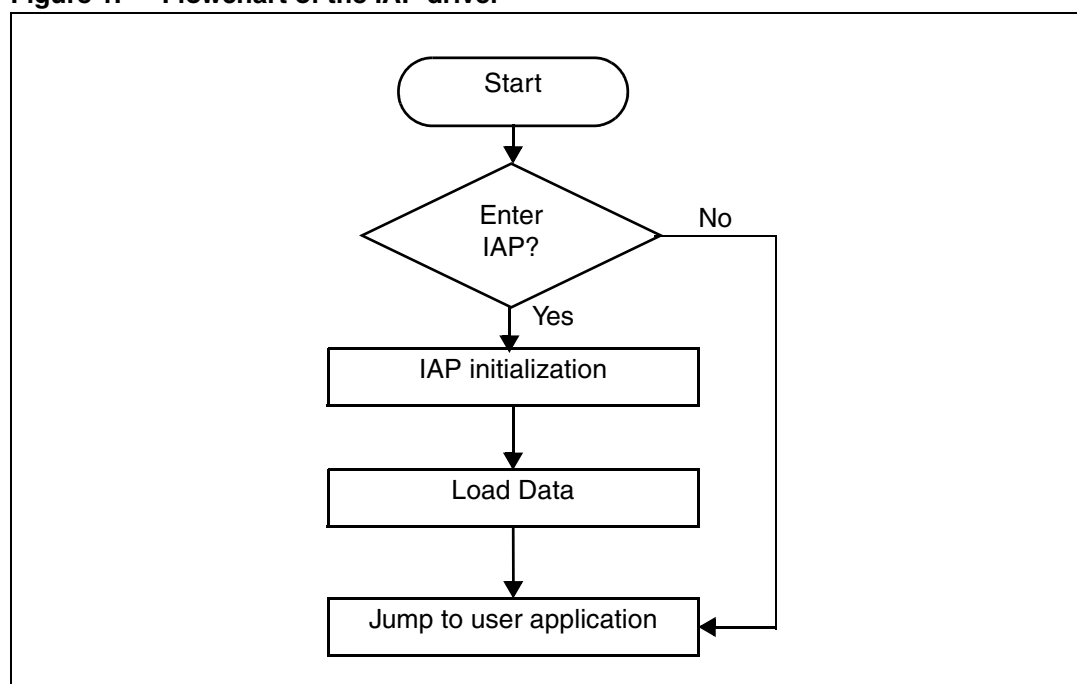
1 Theory of operation

1.1 IAP overview

In-Application Programming (IAP) is used to update the contents of the Flash memory in the field without the use of any special hardware tool. To update firmware, the user must run the IAP application that downloads the new firmware to the Flash memory.

The flowchart of the IAP driver is given below:

Figure 1. Flowchart of the IAP driver



1.2 IAP using Ethernet on STR9

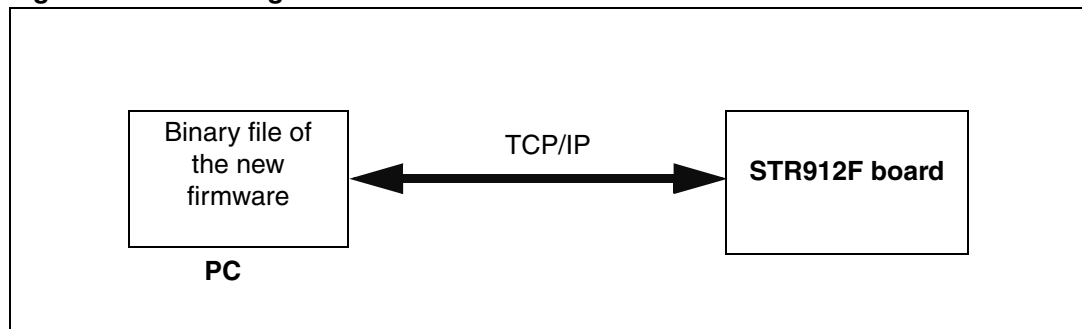
1.2.1 Ethernet interface

STR91xFA devices in 128-pin and 144-pin packages provide an IEEE-802.3-2002 compliant Media Access Controller (MAC) for Ethernet LAN communications through an industry standard Medium Independent Interface (MII). The STR91xFA requires an external Ethernet physical interface device (PHY) to connect to the physical LAN bus (twisted-pair, fiber, etc.).

1.2.2 IAP using Ethernet

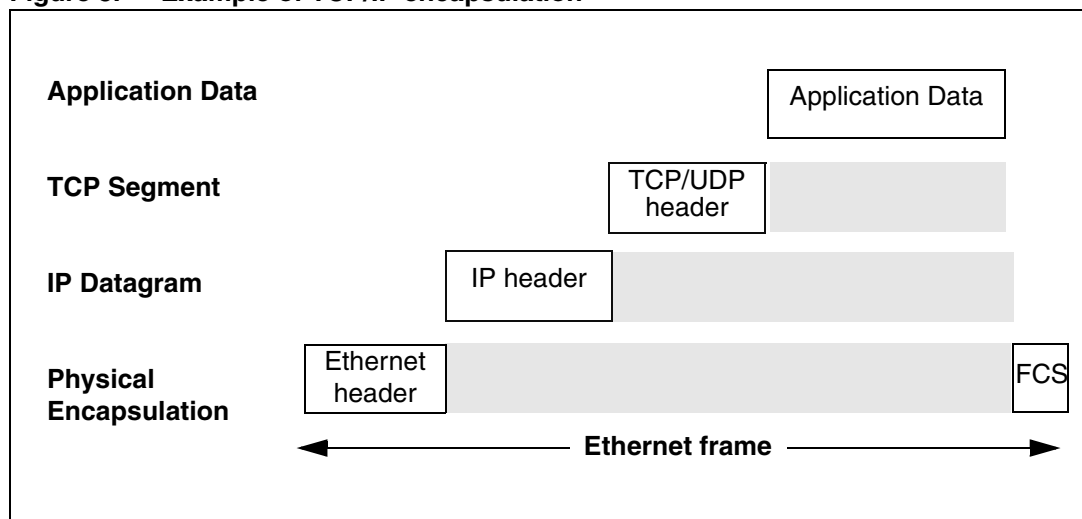
The principle of the IAP over Ethernet consists of loading the new firmware from a PC via network.

The IAP application over Ethernet should be built on top of a TCP/IP suite protocol.

Figure 2. IAP using Ethernet

The full TCP/IP suite consists of numerous protocols, ranging from the low level protocol to the application level protocol.

The TCP/IP suite uses encapsulation to provide abstraction of protocols and services. Generally, a protocol at a higher level uses a protocol at a lower level to help it fulfil its purpose.

Figure 3. Example of TCP/IP encapsulation

The control of the physical layer is performed by the ENET FWLib, which is the Ethernet driver developed by STMicroelectronics for the STR91xFA MAC/DMA controller (ENET). For more information please refer to STR91xFA ENET Firmware Library User Manual (UM0248).

1.2.3 Application layer

The Application Layer is in charge of loading the file. The TCP/IP stack provides dedicated solutions for file loading over network, such as the Trivial File Transfer Protocol (TFTP) which is a very simple file transfer protocol.

This protocol transfers files from a server following a request. Therefore, you must have TFTP server on the network to perform file loading.

Another way to load data, without using a server, is to use the HyperText Transfer Protocol (HTTP). HTTP provides file uploading solutions using HTML forms.

Both IAP methods, using the TFTP and HTTP protocols, are described in the next sections.

2 IAP using TFTP

This method uses dynamic IP address assignment. A DHCP server is needed for this purpose. The following sections give an introduction to the TFTP and DHCP protocols.

2.1 TFTP protocol overview

Trivial File Transfer Protocol (TFTP) is a very simple file transfer protocol, with the functionality of a very basic form of FTP. Since it is so simple, it is easy to implement in a very small amount of memory, an important consideration for embedded applications.

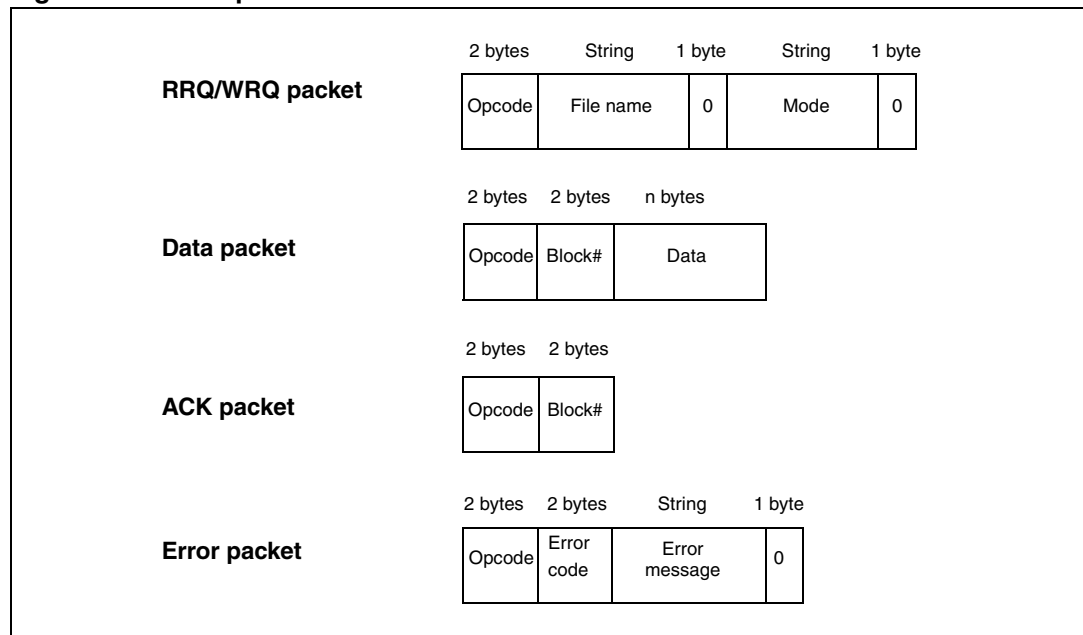
A transfer begins with a request to read a file, which also serves to request a connection. If the server grants the request, the connection is opened and the file is sent in fixed length blocks of 512 bytes. Each data packet contains one block of data, and must be acknowledged by an acknowledgment packet before the next packet can be sent. A data packet of less than 512 bytes signals the termination of a transfer.

TFTP supports five types of packets, all of which have been mentioned above:

Table 1. TFTP opcode packet

Opcode	Operation
1	Read request (RRQ)
2	Write request (WRQ)
3	Data
4	Acknowledgment (ACK)
5	Error

The TFTP header of a packet contains the opcode associated with that packet.

Figure 4. TFTP packets

The mode field contains the string "netascii", "octet", or "mail" that are the modes defined in the protocol. Octet mode is used to transfer a file that is in the 8-bit format of the machine from which the file is being transferred.

2.2 DHCP protocol overview

DHCP is a protocol used by networked computers (clients) to obtain IP addresses and other parameters such as the default gateway, subnet mask, and a name of a boot file from a DHCP server. It facilitates access to a network because these settings would otherwise have to be made manually for the client to participate in the network.

DHCP operations fall into four basic phases. These phases are DHCP Discovery, DHCP Offers, DHCP Requests and DHCP Acknowledgment.

The Client-Server DHCP interaction is described below:

- The client broadcasts a DHCP DISCOVER message on its local physical subnet.
- When a DHCP server receives a DHCP DISCOVER, it reserves an IP address for the client and send a DHCP OFFER message across the network to the client.
- When the client, in our case it is the STR912 board, receives a DHCP OFFER, it must tell all the other DHCP servers that it has accepted an offer. To do this, the client broadcasts a DHCP REQUEST message that could contain the call for extra information.
- When the DHCP server receives the DHCP REQUEST message from the client, it initiates the final phase of the configuration process. This acknowledgement phase involves sending a DHCP ACK packet to the client.

Figure 5. DHCP header

Opcode	Hardware Type	Hardware Addr. Length	Hop Count
Transaction ID			
Number of seconds		Flags	
Client IP Address			
Your IP Address			
Server IP Address			
Gateway IP Address			
Client Hardware Address (16 Bytes)			
Server Hostname (64 Bytes)			
Boot Filename (128 Bytes)			
Vendor specific information (64 Bytes)			

2.3 IAP method

The STR912 client must connect to a TFTP server and request a binary file of the new firmware. To connect to a server, a client must have an IP address on the network. The DHCP provides to a client an IP address and a file path.

To implement DHCP and TFTP servers in the PC we have chosen the Tftpd32, which is a freeware package copyrighted 1998-2006 by Philippe Jounin and downloadable from the website: <http://tftpd32.jounin.net>.

Note: The presence of more than one DHCP server causes incorrect behavior in the application. So make sure that you have only one DHCP server on the network.

Figure 6. IAP communication state diagram

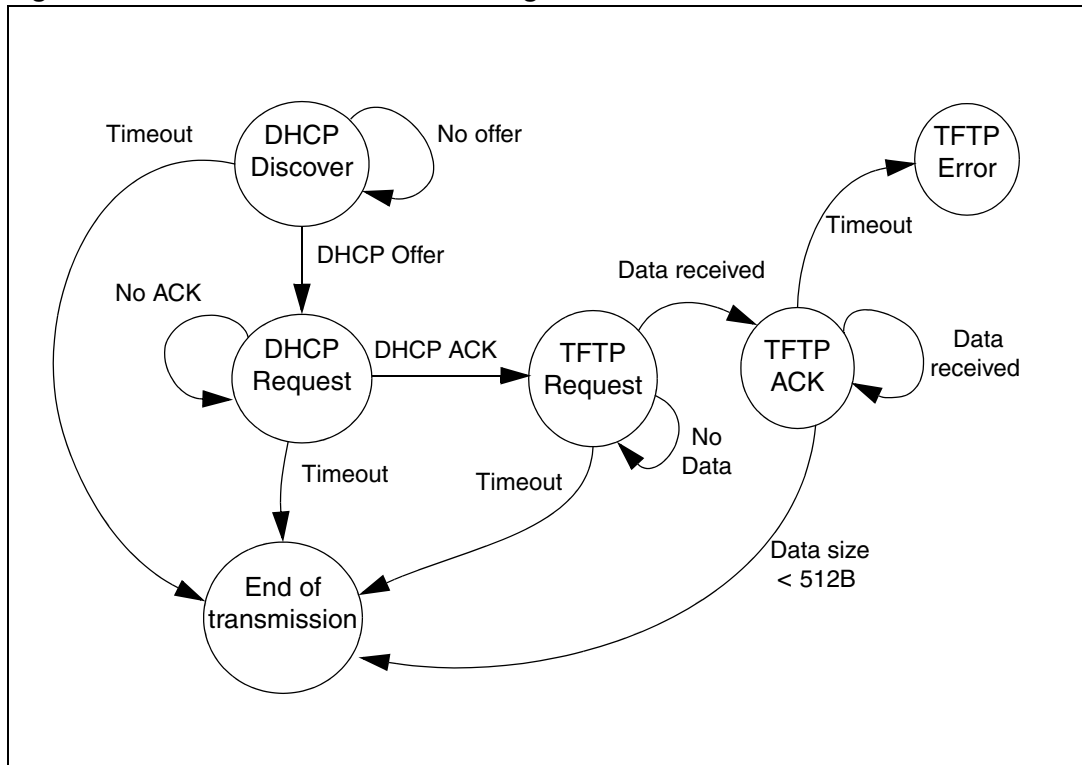
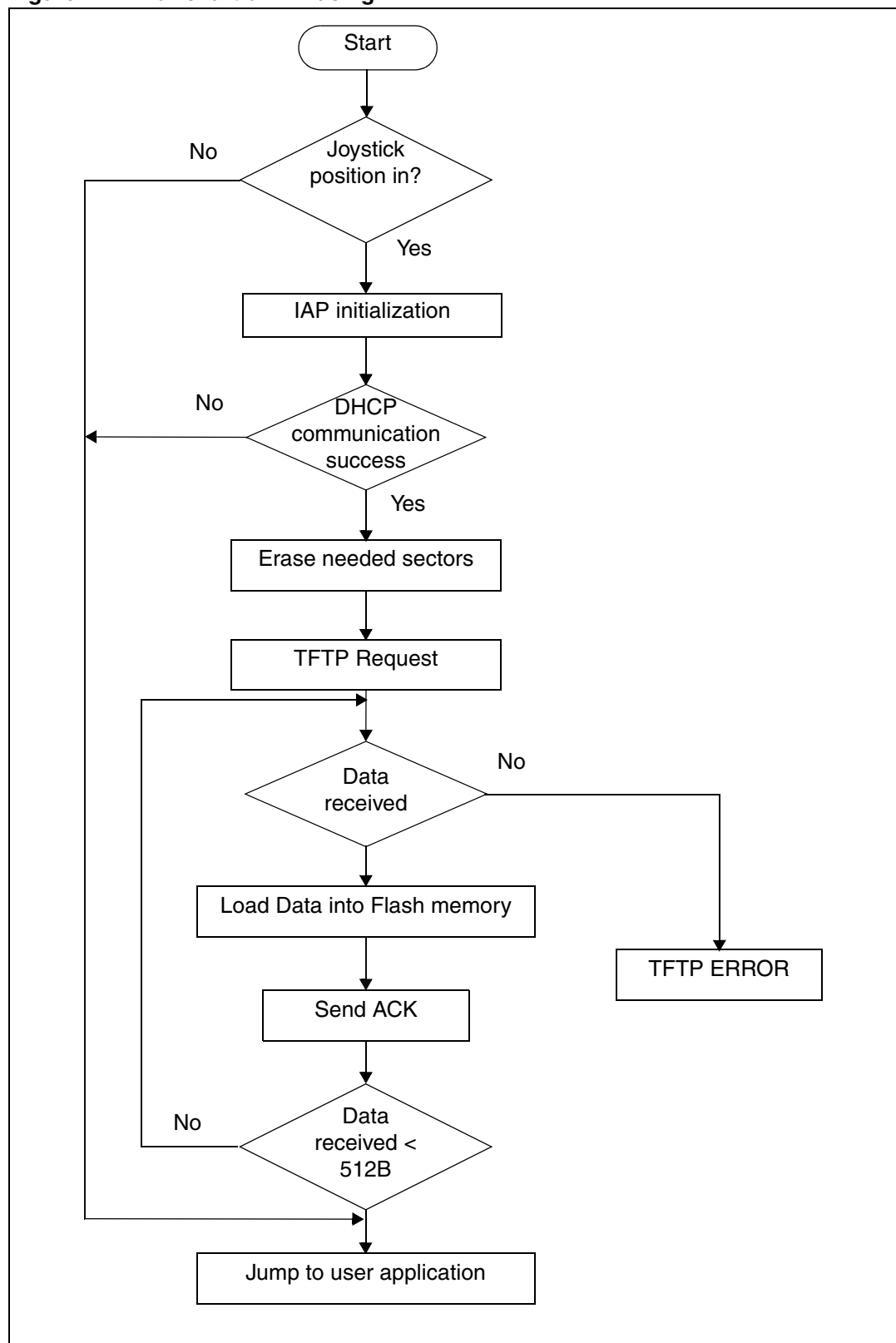


Figure 7. Flowchart of IAP using TFTP



2.4 Running the IAP application

2.4.1 User project configuration

- The user application to be loaded must be built at address 0x80000 which is the location of Bank0 if it has been remapped. There is no need to remap Bank0 and Bank1 as this has already been done in the IAP software.
- In the file 91x_fmi.h, uncomment the line "#define Remap_Bank_1" to be compatible with the bank remapping.

An example is provided with this application to show the project settings of a user program which can be loaded in the STR91xFA internal Flash using IAP.

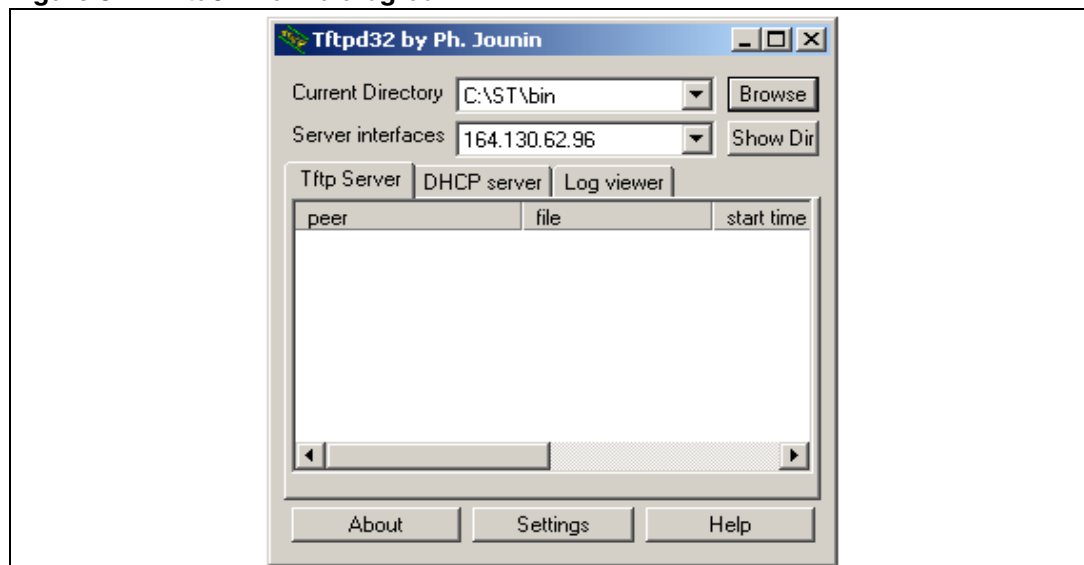
2.4.2 PC configuration

If your local network already supports DHCP and TFTP, you can skip this part and use your existing installation.

To implement both DHCP and TFTP servers we will use the Philippe Jounin's TFTP32 software.

- Install and start the TFTP32. It should look like this:

Figure 8. Tftd32 main dialog box



- Click on the button labeled Settings. This will open a new dialog box.
- The Base Directory is the subdirectory of the file to upload. Select your own subdirectory using the browser.

Figure 9. Tftpd32 Settings

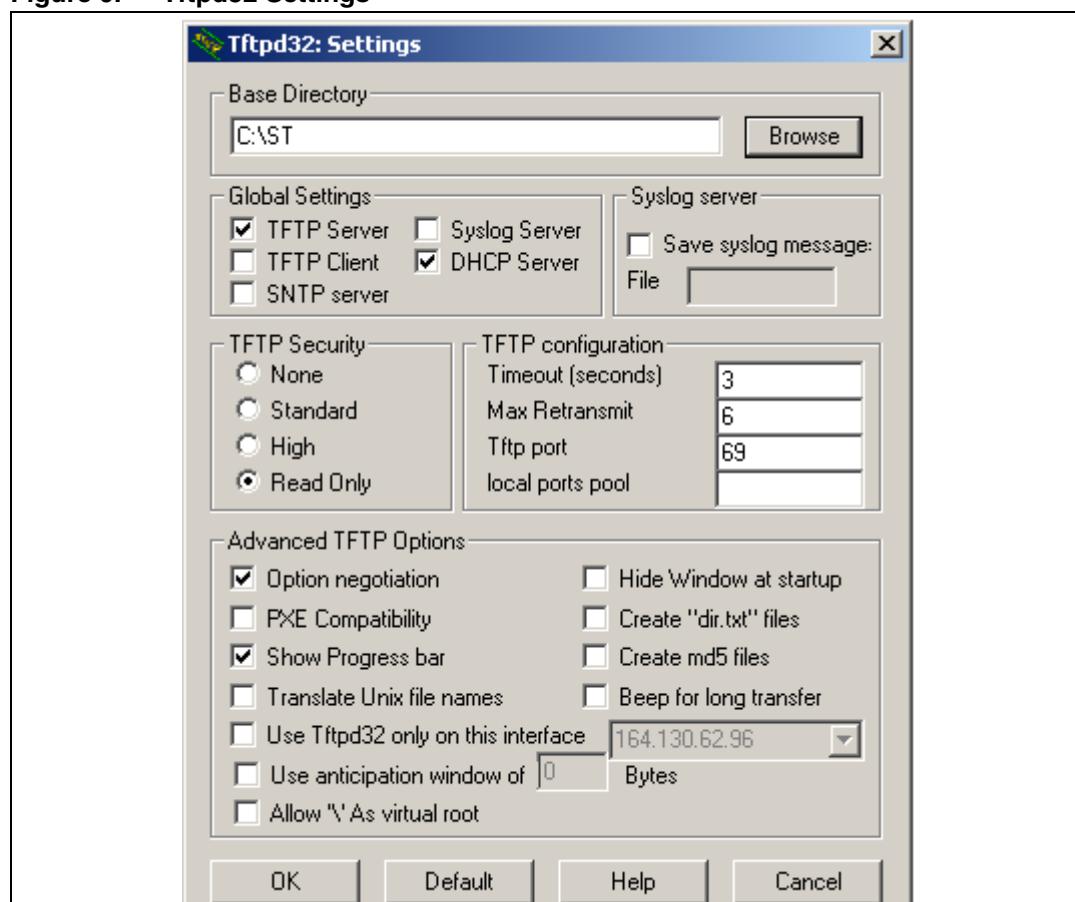
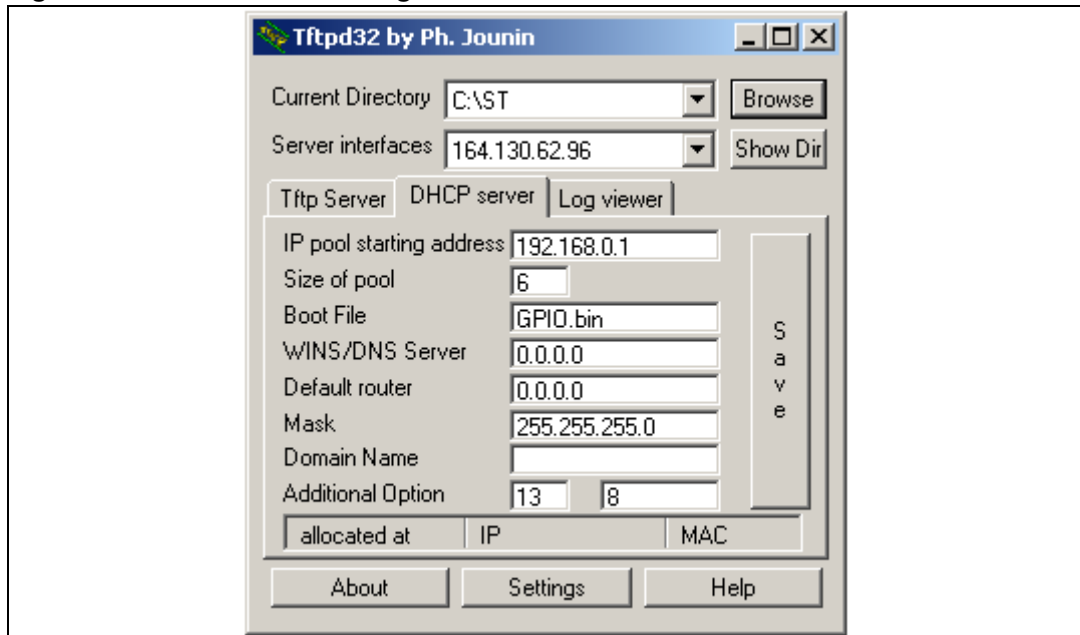


Figure 10. DHCP Server configuration

- The IAP application has to request an IP address from the DHCP pool. Enter the IP pool starting address and the number of available addresses in the pool. The sample above offers IP addresses from 192.168.0.01 up to and including 192.168.0.07.
- The boot file is the name of the raw binary image of the application you want to upload to the STR912 Flash memory.
- There's no need to specify a WINS/DNS server address or default router unless your IAP application requires direct Internet access. Make sure that the network mask and the IP pool addresses fit your local network configuration.
- Additional Option is used to define the size of the file to download. For this put 13 in the first blank that is the number of the size file option and insert the size of the file in term of 512 bytes in the second, i.e. if the file size is 4 Kbytes you will put 8.
- Finally press Save to let TFTP32 store the values in the Windows registry and select the TFTP Server tab to return to the initial window.

2.4.3 How to start IAP operation

At reset, the position of the joystick button selects if IAP operation is started or not:

- If the joystick button is pressed in, the IAP starts.
- Else, the system jumps to the user application stored in Bank0.

To use the IAP driver efficiently, please use the following procedure:

1. 1. Using the CAPS tool, remap the banks of the Flash memory like this:
Bank 1 at 0x00 and make it the boot bank at power up.
Bank 0 at 0x80000.
2. Using JTAG, load the IAP driver into Bank1.
3. On the host PC, start TFTP32 and make sure that the configuration is as described in [Section 2.4.2: PC configuration](#).
4. Place the binary file of the new firmware to be loaded in the Base Directory, selected in the TFTP32, and make sure that the project configuration described [Section 2.4.2: PC configuration](#) was respected.
5. Enter the size of the file in number of 512bytes in the option field of the dialog box.
6. Connect the STR912 board to a PC using a crossover Ethernet cable or through an Ethernet switch.
7. If you are using a firewall application, you will need to disable it.
8. Press the reset button while holding the joystick button pressed in to start the IAP process.
9. Finally, if you want to reset your application you have just to press the reset button.

2.5 Driver description

IAP using the TFTP driver is built with the same architecture as the TCP/IP model.

The interface Network/Application is composed of layers, which are managed by files taken from the Ethernet software.

Ethernet is an open source hardware and software project for building tiny embedded Ethernet devices. For more information please refer to: www.ethernut.de/

The framework of the whole application is implemented in the main file.

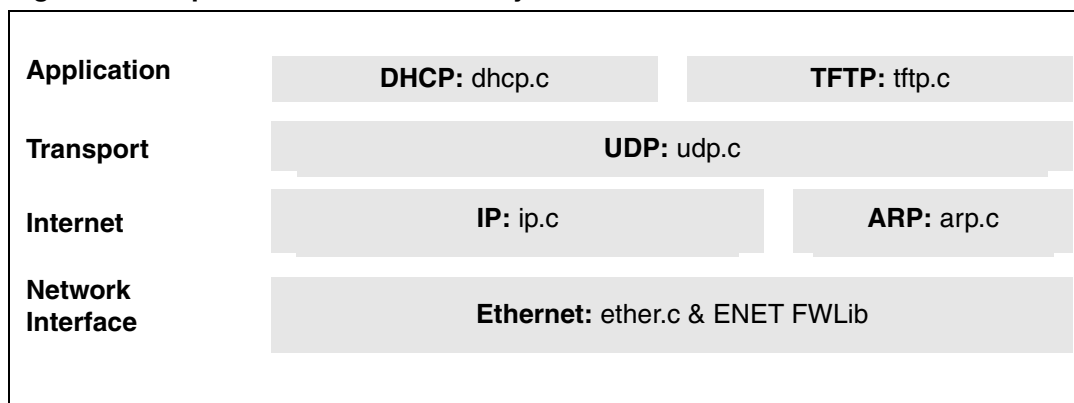
[Table 2](#) describes the various files that make up the IAP driver:

Table 2. IAP driver description

File name	Description
main.c	A framework of the IAP application.
util.c	Contains functions that configure and control the joystick, the delay and the Flash erase tasks.
lcd.c	LCD driver.
tftp.c	Implementation of the TFTP protocol with function for load in Flash memory.
dhcp.c	Implementation of the DHCP protocol.
udp.c	Implementation of the UDP protocol.
ip.c	Implementation of the IP protocol.
arp.c	Implementation of the ARP protocol.
ether.c	Includes the functions that interface the Physical Layer and the TCP/IP stack.

In addition, the driver includes the ENET FWLib, which is the driver of the STR91xFA ENET, and some files of the STR91xFA standard library.

Figure 11. Implementation of TCP/IP layers



3 IAP using HTTP

3.1 HTTP overview

HyperText Transfer Protocol is the underlying protocol used by the World Wide Web. HTTP defines how messages are formatted and transmitted, and what actions Web servers and browsers should take in response to various commands.

The HTTP protocol is a request/response protocol. Most HTTP communication is initiated by a user agent and consists of a request to be applied to a resource on the origin server. In the simplest case, this may be accomplished via a single connection between the user agent and the origin server.

3.2 Request methods

HTTP Requests are primarily requests sent by the client browser to the web server software. These requests are coded into the packet as plain text. They inform the Web server what the client is looking for and indicate how the server should go about delivering the content or service requested.

A request message from a client to a server includes, within the first line of that message, the method to be applied to the resource, the identifier of the resource, and the protocol version in use.

HTTP defines eight methods indicating the desired action to be performed on the identified resource.

Table 3. HTTP request methods

Method	Description
GET	Requests a representation of the specified resource.
HEAD	Asks for the response identical to the one that would correspond to a GET request, but without the response body.
POST	Submits data to be processed (e.g. from an HTML form) to the identified resource.
PUT	Uploads a representation of the specified resource.
DELETE	Deletes the specified resource.
TRACE	Echoes back the received request, so that a client can see what intermediate servers are adding or changing in the request.
OPTIONS	Returns the HTTP methods that the server supports. This can be used to check the functionality of a web server.
CONNECT	For use with a proxy that can change to being an SSL tunnel.

3.3 Uploading files with HTTP

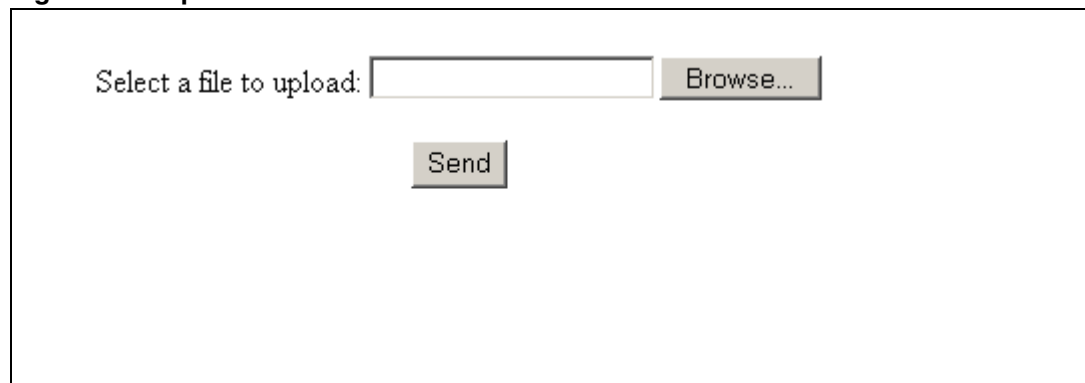
The HTTP protocol offers the possibility to upload files using HTML forms that allow the producer of the form to submit files of data requested from the user reading the form.

The HTML code to include in the web page in order to request a file from a user is as follows:

```
<FORM action="_URL_" METHOD=POST ENCTYPE="multipart/form-data">  
<h2>Select a file to upload : </h2>  
<INPUT type="file" name="userfile"><BR><BR>  
<INPUT type="submit" value="Send File" name="button">  
</FORM>
```

That will give the form below:

Figure 12. Upload File Form

The image shows a web form titled "Select a file to upload:". It contains a text input field for the file name, followed by a "Browse..." button. Below these, there is a "Send" button. The entire form is enclosed in a rectangular border.

Selecting the "Browse" button would cause the browser to enter into a file selection mode appropriate for the platform.

When the user completes the form, and selects the SUBMIT element, the browser should send the form data and the content of the selected files.

3.4 IAP method

With this method, the file upload user interface uses an HTML form.

The client, in this case a PC that contains the binary file of the new firmware, must connect to the STR912 board, which include an embedded Web server, and ask for the directory containing the file to be uploaded.

The client first asks for the home page that contains a file upload form by sending a GET Request. Then it submits the file to upload.

The communication between the HTTP server, in this case the IAP application, and the HTTP client, a PC, is shown in [Figure 13](#).

Figure 13. IAP using HTTP transfers

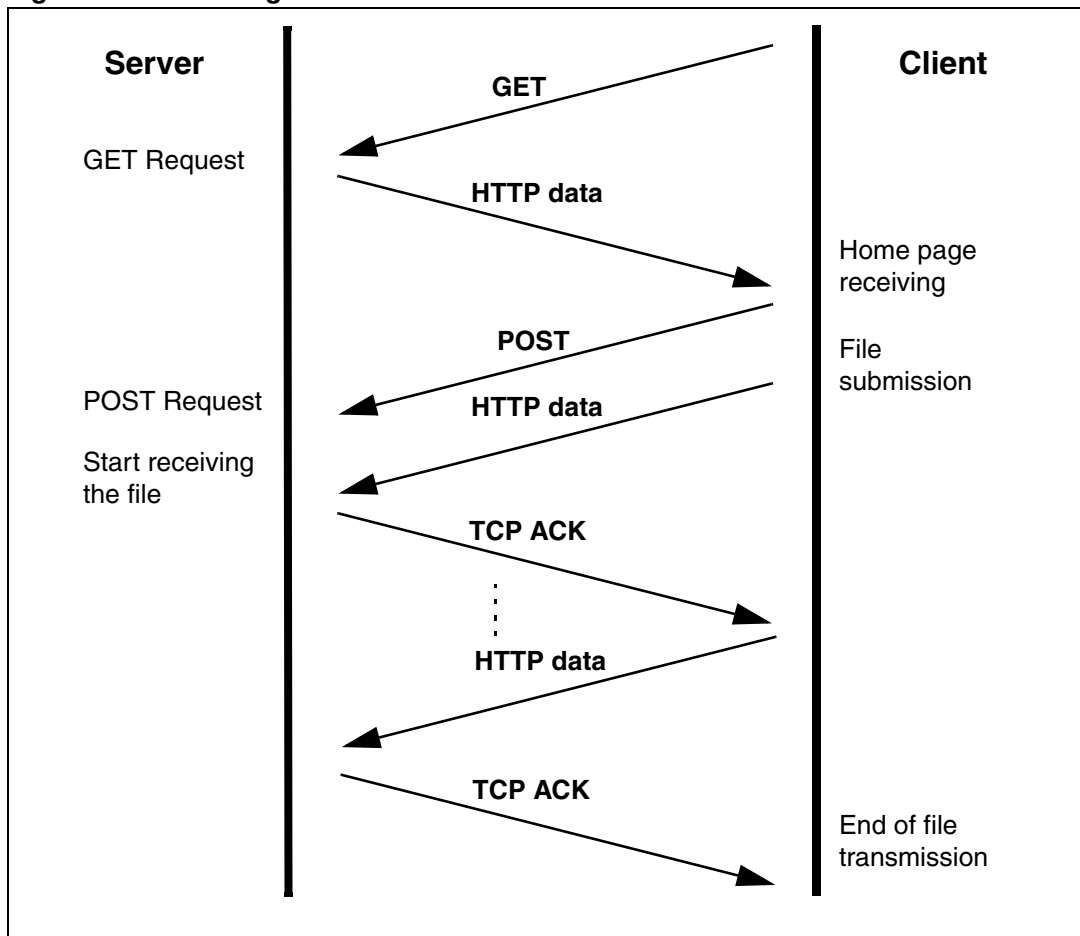
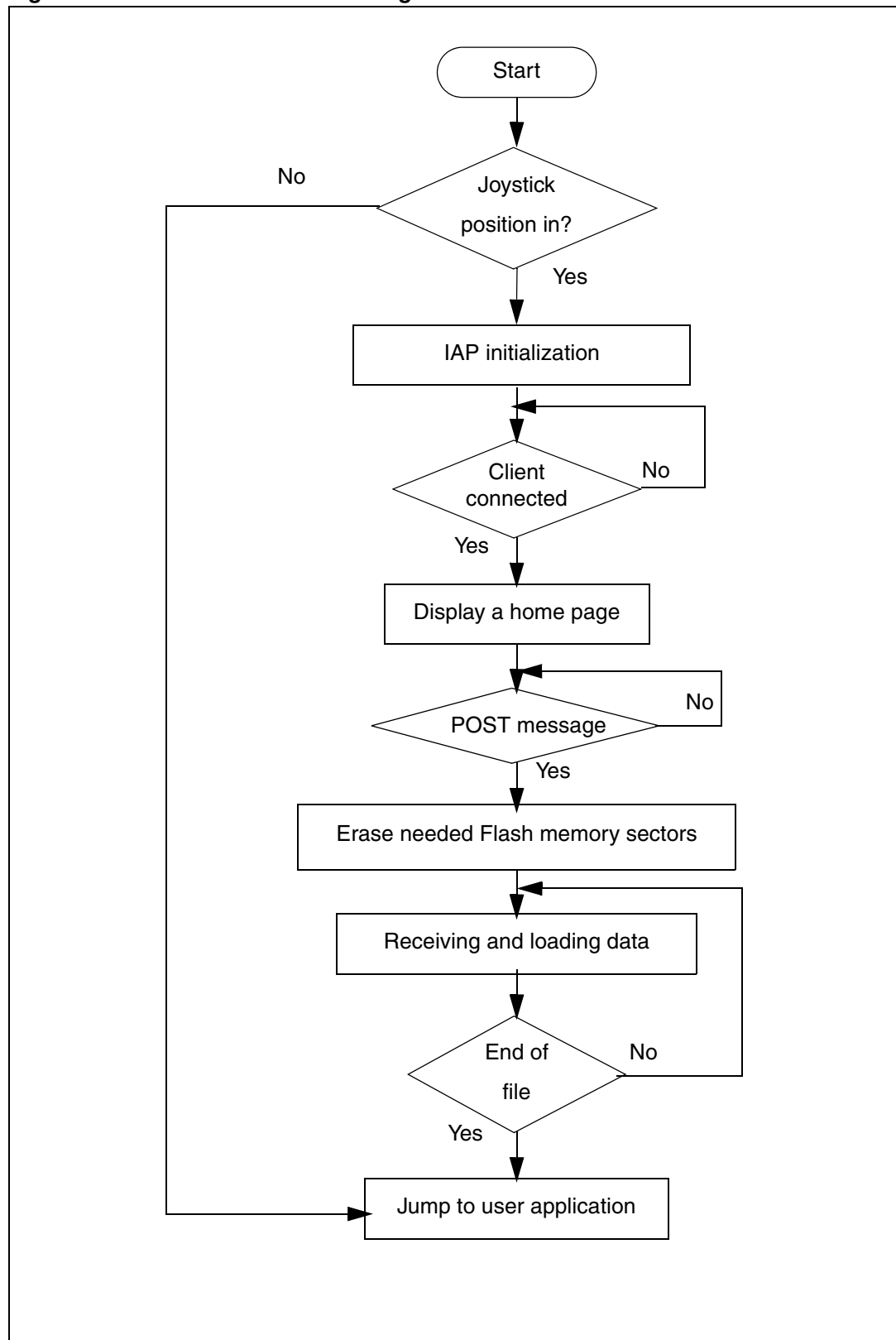


Figure 14. Flowchart of the IAP using HTTP



3.5 Running the IAP application

3.5.1 User project configuration

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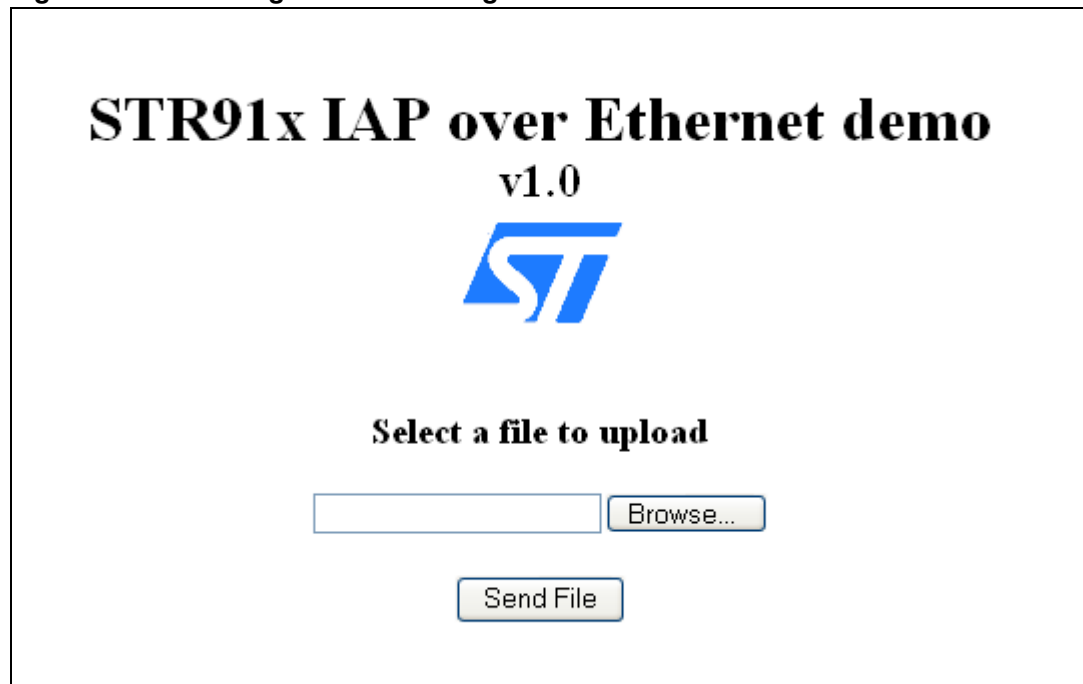
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Bank 1 at 0x00 and make it the boot bank at power up.
Bank 0 at 0x80000.
2. Using JTAG, load the IAP driver into Bank1.
3. Connect the STR912 board to a PC using a crossover Ethernet cable or through an Ethernet switch.
4. If you are using a firewall application, you will need to disable it.
5. Press the reset button while holding the joystick button pressed in to start the IAP process.
6. With an internet browser, connect to the board using the following address: 192.168.0.1. The page shown in [Figure 15](#) should appear on the browser:
7. Select the directory of the binary file of the new firmware to upload and press the Send File button.
8. When the transfer is terminated, the page in [Figure 16](#) is displayed
9. If you want to execute the uploaded code, select Jump and validate. Or, if you want to upload another file, select Back and validate.

Figure 15. IAP using HTTP Home Page

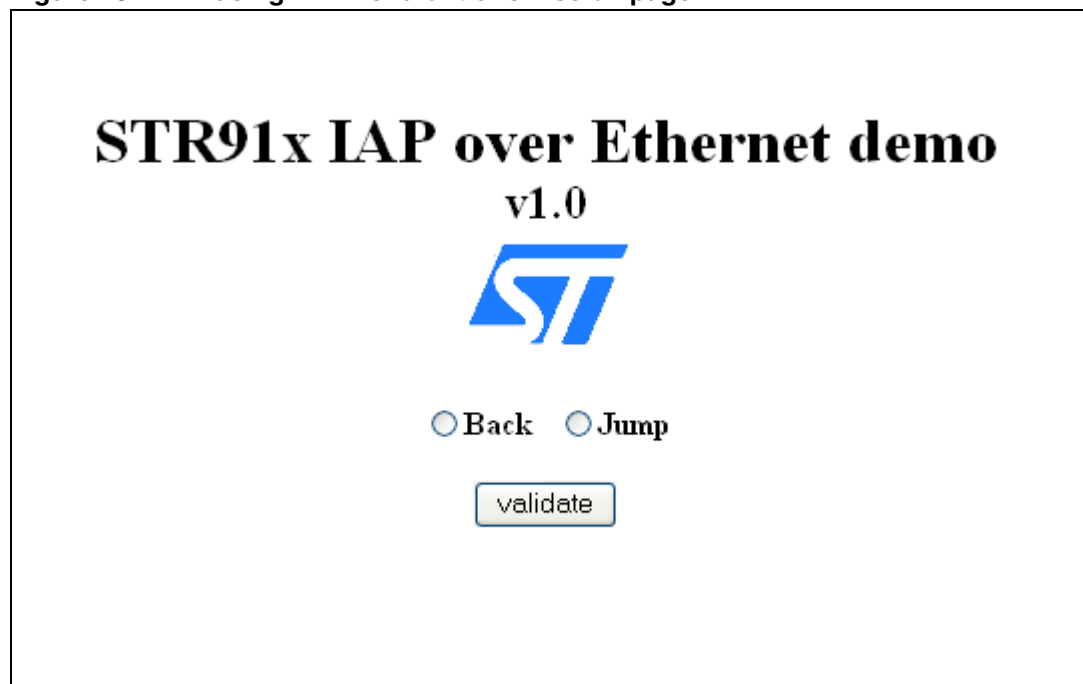


STR91x IAP over Ethernet demo
v1.0



Select a file to upload

Figure 16. IAP using HTTP end of transmission page



STR91x IAP over Ethernet demo
v1.0



☐ Back ☐ Jump

3.6 Driver description

The IAP using HTTP application is a mini web server that offers possibility to upload files. It is based on the uIP stack that manages all TCP/IP traffic. uIP is a free TCP/IP stack designed originally for 8-bit/16-bit microcontrollers. For more details about the uIP stack please refer to: www.sics.se/~adam/uip/.

The Application Layer is controlled by functions included in the "httpd.c" file.

In addition, there are some configuration and control functions included in the file "util.c", the ENET FWLib folder, which is the driver of the STR91xFA ENET, and some files from the STR91xFA Standard library.

4 Revision history

Table 4. Document revision history

Date	Revision	Changes
04-Feb-2008	1	Initial release.

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