

## Renesas RA Family RA6 MCU Advanced Secure Bootloader Design using MCUboot and Code Flash Dualbank Mode

## Introduction

MCUboot is a secure bootloader for 32-bit MCUs. It defines a common infrastructure for the bootloader, defines system flash layout on microcontroller systems, and provides a secure bootloader that enables easy software updates. MCUboot is an independent operating system and hardware and relies on hardware porting layers from the operating system it works with. The Renesas Flexible Software Package (FSP) integrates an MCUboot port starting from FSP v3.0.0. Users can benefit from using the FSP MCUboot Module to create a Root of Trust (RoT) for the system and perform secure booting and fail-safe application updates.

MCUboot is maintained by Linaro on the GitHub mcu-tools page https://github.com/mcu-tools/mcuboot. There is a \docs folder that holds the documentation for MCUboot in .md file format. This application note refers to the above-mentioned documents wherever possible and is intended to provide additional information that is related to using the Renesas FSP MCUboot Module.

For RA Family RA6M4, RA6M5, and RA6E1 MCU Groups, the internal code flash has a dual bank feature, which can be used to simplify and accelerate firmware updates. This dual bank feature is supported from FSP v3.6.0. This application note demonstrates secure bootloader design using this dual bank feature for a Non-TrustZone environment based on RA6M4.

Example projects using the EK-RA6M4 evaluation kit are provided in this application project. Users can review the flash layout for RA6E1 and RA5M5 and port the application to RA6E1 and RA6M5. In addition, steps for how to master an application to use with the bootloader and how to update to a new application are provided. Users can follow these steps to recreate the reference bootloader and link the example application projects included in this application project to use the bootloader.

If you are interested in a secure bootloader design using the MCUboot module with RA6 internal flash in linear mode, reference application project R11AN0497 (<u>Search | Renesas Electronics Corporation</u>).

## **Required Resources**

#### Development tools and software

- The e<sup>2</sup> studio IDE v2024-07
- Renesas Flexible Software Package (FSP) v5.5.0
- SEGGER J-link<sup>®</sup> USB driver

The above three software components: the FSP, J-Link USB drivers, and e<sup>2</sup> studio are bundled in a downloadable platform installer available on the FSP webpage at <u>renesas.com/ra/fsp</u>.

- Python v3.9 or later- https://www.python.org/downloads/
- Renesas Flash Programming (RFP) v3.16.00 or later
   <u>https://www.renesas.com/us/en/software-tool/renesas-flash-programmer-programming-gui</u>

#### Hardware

- EK-RA6M4, Evaluation Kit for RA6M4 MCU Group http://www.renesas.com/ra/ek-ra6m4
- Workstation running Windows<sup>®</sup> 10
- Two USB device cables (type-A male to micro-B male)
- One USB to TTL Serial 3.3-V UART Converter

## Prerequisites and Intended Audience

Users of this application project should have some experience with the Renesas e<sup>2</sup> studio. Users should read the **MCUboot Port** section of the FSP User's Manual as well as the MCU Hardware User's manual



**Flash Memory** section prior to working with this application project. Users should also have some knowledge of cryptography. Prior knowledge of Python usage is also helpful.

The intended audience includes product developers, product manufacturers, product support, or end users who are involved with designing application systems involving the usage of a secure bootloader.

#### Using this Application Note

Section 1. Code Flash Dual Bank Feature is an overview of the code flash dual bank feature of RA6M4 and RA6M5 MCUs. Users who are familiar with the MCU dual bank features can skip this section.

Section 2. Using the Code Flash Dual Bank Feature with MCUboot Overview covers the general flow of architecting a system using the FSP MCUboot module. For example, the memory configuration for a code flash dual bank-based bootloader using MCUboot is introduced in this section.

Section 3. Guidelines for Using the Example Projects Included covers the introduction to the example projects included in this application project. Users should review this section to understand how to use the example projects.

Section 4. Creating the Bootloader Project using Code Flash Dual Bank Mode covers the steps to create a secure bootloader using the code flash dual bank feature and MCUboot module. Users who will customize the bootloader should review this section to understand how the bootloader is structured.

Section 5.Configuring and Signing an Application Project provides the steps to configure and sign an application to use the bootloader created in section 4. Creating the Bootloader Project using Code Flash Dual Bank Mode. The included example projects are used in this section.

Section 6. Booting the Primary Application and Updating to a New Image provides instructions on how to debug and boot the primary application project and update to a new image. Users who will use the dual bank feature for the first time should review this section as it includes information about:

- Debugging and booting the primary application
- Downloading a new image using the primary image downloader
- Booting the new image

Section 7. Production Support Considerations covers the production support of provisioning the new MCU with the bootloaders and the initial application.

Section 8. Compile and Exercise the Included Example Bootloader and Application Projects provides instructions on how to run the included example projects. Users who are familiar with bootloader design using MCUboot can go to this section for a quick evaluation of the included example projects.



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## 1. Code Flash Dual Bank Feature

For the RA6M4, RA6E1, and RA6M5 MCU groups, the internal flash memory can operate in linear mode or dual bank mode. In linear mode, the code flash memory is used as one area. In dual-bank mode, the code flash memory is divided into two areas. In code flash dual bank mode, the bank swap function can be used to boot into a new application for a system that includes a bootloader.

## 1.1 RA6M4 and RA6E1 MCU Group Code Flash Configuration

Using the 1-MByte product as an example, the code flash memory in linear mode for RA6M4 includes the blocks shown in Figure 1. RA6M4 and RA6E1 Code Flash Memory in Linear Mode.

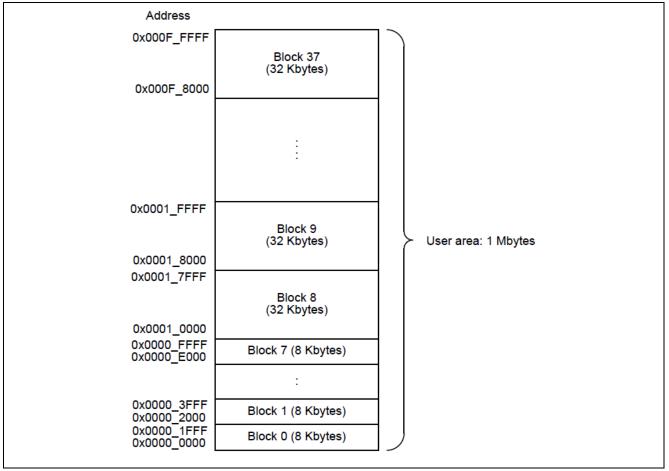


Figure 1. RA6M4 and RA6E1 Code Flash Memory in Linear Mode

#### Upper Bank Address in Code Flash Linear Mode

In code linear mode, the upper bank starting address is half of the code flash size. For example, for the 1-MByte RA6M4 and RA6E1 MCU used in this example project, the starting address of the upper bank address is 0x80000. The upper bank linear mode address is used when downloading the upper bank bootloader using MCUboot in code flash dual bank mode.



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Using the 1-MByte product as an example, the code flash memory in dual bank mode includes the blocks shown in Figure 2. RA6M4 and RA6E1 Code Flash Memory in Dual Bank Mode. The default configuration is highlighted in the red box.

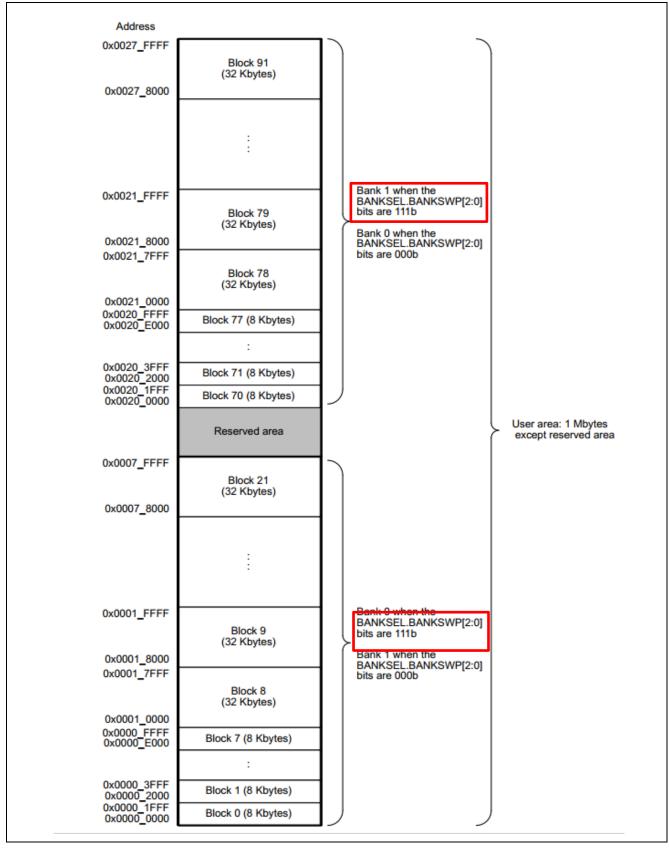


Figure 2. RA6M4 and RA6E1 Code Flash Memory in Dual Bank Mode



Table 1. RA6M4 and RA6E1 Code Flash is a summary of the code flash blocks in linear and dual bank mode. The upper bank address in dual bank mode is 0x200000 regardless of the code flash size. This address should be used with the application image downloader.

Table 1. RA6M4 and RA6E1 Code Flash
-------------------------------------

	Code Flash Range Address	
Product	Linear	Dual
1-Mbyte product	0x0000_0000 to 0x000F_FFFF	Lower side bank:
		0x0000_0000 to 0x0007_FFFF
		Upper side bank:
		0x0020_0000 to 0x0027_FFFF
768-Kbytes product	0x0000_0000 to 0x000B_FFFF	Lower side bank:
		0x0000_0000 to 0x0005_FFFF
		Upper side bank:
		0x0020_0000 to 0x0025 FFFF
512 Kbytes product	0x0000_0000 to 0x0007_FFFF	Lower side bank:
		0x0000_0000 to 0x0003_FFFF
		Upper side bank:
		0x0020_0000 to 0x0023_FFFF

Figure 3. RA6M4 and RA6E1 Code Flash Block Structure is the code flash block structure for the RA6M4 and RA6E1. The code flash erasing minimum unit is the code flash block size. The block numbering scheme is used in the block protection design.

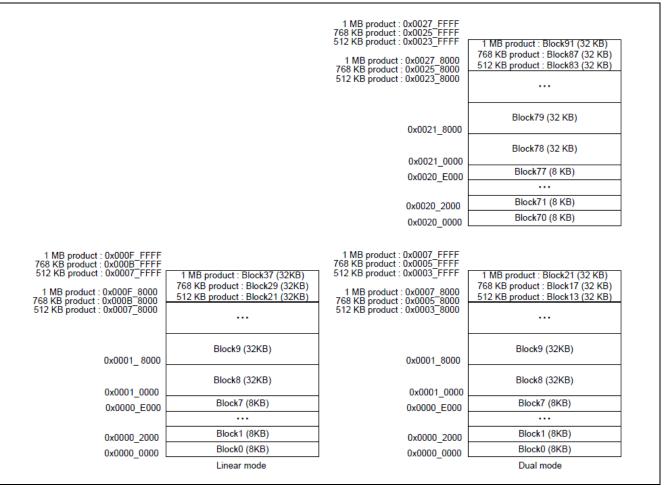


Figure 3. RA6M4 and RA6E1 Code Flash Block Structure



## 1.2 RA6M5 MCU Group Code Flash Configuration

Using the 2-MByte product as an example, the code flash memory in linear mode for the RA6M5 includes the blocks shown in Figure 4. RA6M5 Code Flash Memory in Linear Mode.

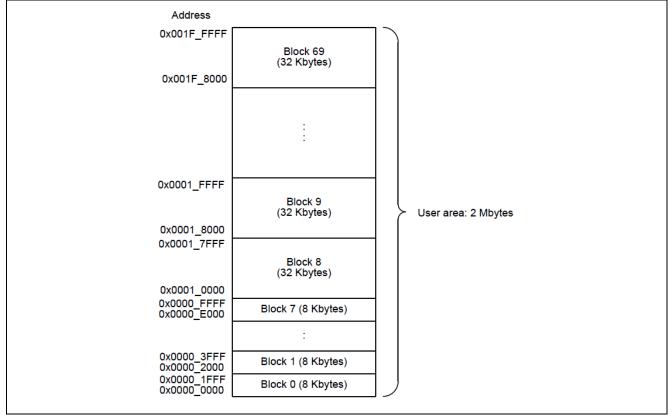


Figure 4. RA6M5 Code Flash Memory in Linear Mode

#### Upper Bank Address in Code Flash Linear Mode

In code linear mode, the upper bank starting address is half of the code flash size. For example, for the 2-MByte RA6M5 MCUs, the starting address of the upper bank address is 0x100000. The upper bank linear mode address is used when downloading the upper bank bootloader when using MCUboot in code flash dual bank mode.

Using the 2-MByte product as an example, the code flash memory for the RA6M5 in dual bank mode includes the blocks shown in Figure 5. RA6M5 Code Flash Memory in Dual Bank Mode. The default configuration is highlighted in the red box.



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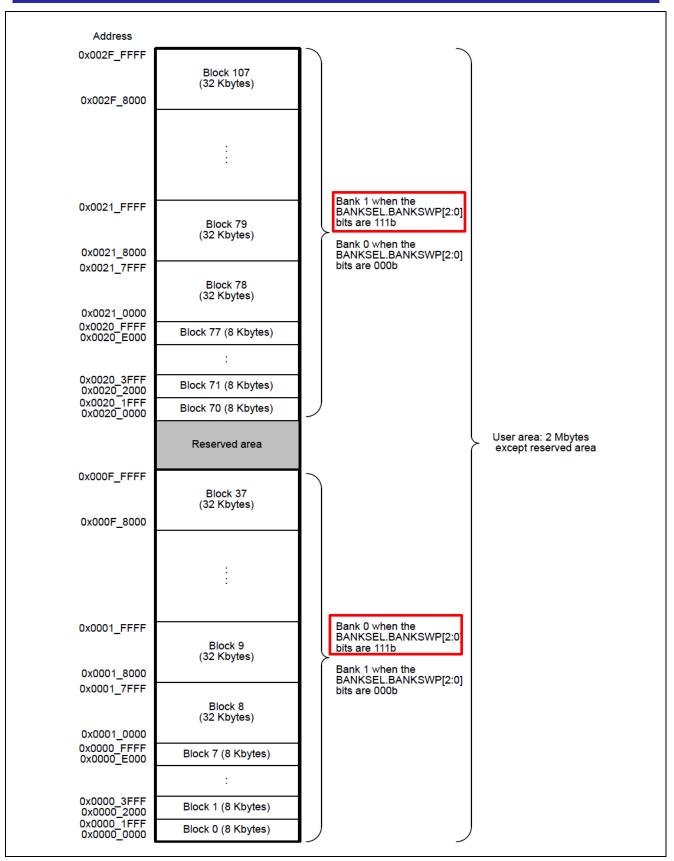


Figure 5. RA6M5 Code Flash Memory in Dual Bank Mode



Table 2. RA6M5 Code Flash is a summary of the code flash blocks in linear and dual bank mode for the RA6M5. The upper bank address in dual bank mode is 0x200000, regardless of the code flash size. This address should be used with the application image downloader.

Table 2.	RA6M5	Code Flash
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	Code Flash Range Address	
Product	Linear	Dual
2-Mbytes product	0x0000_0000 to 0x001F_FFFF	Lower side bank:
		0x0000_0000 to 0x000F_FFFF
		Upper side bank:
		0x0020_0000 to 0x002F_FFFF
1-MByte product	0x0000_0000 to 0x000F_FFFF	Lower side bank:
		0x0000_0000 to 0x0007_FFFF
		Upper side bank:
		0x0020_0000 to 0x0027_FFFF

Figure 6. RA6M5 Code Flash Block Structure is the code flash block structure for RA6M5. The code flash erase minimum unit is the code flash block size. The block numbering scheme is used in the block protection design.

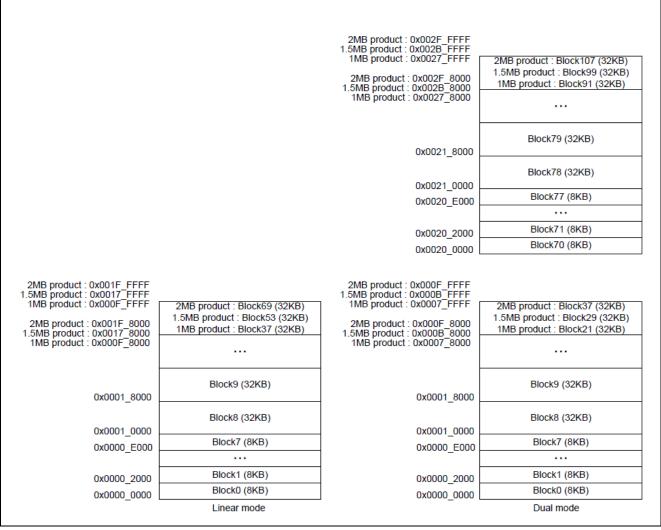


Figure 6. RA6M5 Code Flash Block Structure



## 1.3 Option-Setting Memory

The description in this section applies to both RA6M4 and RA6M5. The Option-Setting Memory of the RA6M4 and RA6M5 MCUs determines the state of the MCU after a reset. Several property settings that relate to the code flash mode are described in this section.

Address		
0x0100_A2CC to 0x0100_A2FF	Reserved area	$\backslash$
0x0100_A2C0 to 0x0100_A2CB	Block Protect Setting Register Select (BPS_SEL)	
0x0100_A294 to 0x0100_A2BF	Reserved area	
0x0100_A290 to 0x0100_A293	Bank Select Register Select (BANKSEL_SEL)	
0x0100_A284 to 0x0100_A28F	Reserved area	
0x0100_A280 to 0x0100_A283	Option Function Select Register 1 Select (OFS1_SEL)	
0x0100_A26C to 0x0100_A27F	Reserved area	Course areier
0x0100_A260 to 0x0100_A26B	Permanent Block Protect Setting Register Secure (PBPS_SEC)	Secure region
0x0100_A24C to 0x0100_A25F	Reserved area	
0x0100_A240 to 0x0100_A24B	Block Protect Setting Register Secure (BPS_SEC)	
0x0100_A214 to 0x0100_A23F	Reserved area	
0x0100_A210 to 0x0100_A213	Bank Select Register Secure (BANKSEL_SEC)	
0x0100_A204 to 0x0100_A20F	Reserved area	
0x0100_A200 to 0x0100_A203	Option Function Select Register 1 Secure (OFS1_SEC)	
0x0100_A1EC to 0x0100_A1FF	Reserved area	
0x0100_A1E0 to 0x0100_A1EB	Permanent Block Protect Setting Register (PBPS)	
0x0100_A1CC to 0x0100_A1DF	Reserved area	
0x0100_A1C0 to 0x0100_A1CB	Block Protect Setting Register (BPS)	
0x0100_A194 to 0x0100_A1BF	Reserved area	
0x0100_A190 to 0x0100_A193	Bank Select Register (BANKSEL)	
0x0100_A184 to 0x0100_A18F	Reserved area	
0x0100_A180 to 0x0100_A183	Option Function Select Register 1 (OFS1)	
0x0100_A138 to 0x0100_A17F	Reserved area	
0x0100_A134 to 0x0100_A137	Startup Area Setting Register (SAS)	
0x0100_A114 to 0x0100_A133	Reserved area	— Secure region
0x0100_A110 to 0x0100_A113	Dual Mode Select Register (DUALSEL)	
0x0100_A104 to 0x0100_A10F	Reserved area	
0x0100_A100 to 0x0100_A103	Option Function Select Register 0 (OFS0)	$\cup$

Figure 7. Option-Setting Memory



#### 1.3.1 Code Flash Bank Mode

The register that configures the code flash bank mode is in the Option-Setting Memory of the MCU. As shown in Figure 7. Option-Setting Memory, the Dual Mode Select dual bank select register DUALSEL is located at 0x0100A110.

The DUALSEL register defines whether the code flash is in linear or dual bank mode. For a blank MCU, the code flash is in linear mode. The user application can change this configuration. With current FSP support, this register is set up at compile time by configuring the property under the BSP tab (refer to Figure 35. Enable Flash Dual Bank Mode).

Bit positio	n: 31	1	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Bit fiel	d:	-	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_
Value after rese	et:								User s	etting <sup>*1</sup>							
Bit positio	n: 15	5	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bit fiel	d: _	-	-	-	-	-	-	-	-	-	-	-	-	-	B	ANKMD[2	2:0]
Value after rese	et:								User s	etting*1							
Bit	Symb	ool			Functio	n											R/W
2:0	BANK	(MD[	[2:0]			Dual n Linear	node mode	ited									R
31:3	—			1	When re	ad, the	se bits r	eturn th	e writter	n value.	The wri	ite value	should	be 1.			R

## Figure 8. Register Configuration for Code Flash Dual Bank Mode

#### 1.3.2 Startup Bank Selection

The description in this section applies to RA6E1, RA6M4, and RA6M5 Family MCUs. Bank 0 is the lower bank for a blank RA6M4 or RA6M5 MCU as defined by the Bank Select registers shown in Figure 9. Bank 0 is Default at Address 0x00000000.



Addre		SEL: 0x01 SEL_SEC SEL_SEL	: 0x0100	A210												
Bit positi	on: 31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Bit fie	eld: —	-	-	-	_	-	_	_	_	_	_	_		BLCKS	WP[3:0]	
Value after res	set:	1						User s	etting*1							
Bit positi	on: 15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bit fie	eld: —	-	-	_	_	_	_	_	_	_	_	_	_	BA	NKSWP[	2:0]
Value after res	set:	1						User s	etting*1							
Bit	Symbol		F	unctio	n											R/W
Bit 2:0	Symbol BANKS		S T	Startup E his sett 0 0 0: 1 1 1:	Bank Sv ing is v Start a Start a	witch alid in du address ( address ( g prohibi	of Bank of Bank	0 is 0x0								R/W R/W
	-		S	Startup E This sett 0 0 0: 1 1 1: Others:	Bank Sv ing is va Start a Start a Setting	alid in du address ( address (	of Bank of Bank ted	0 is 0x0 0 is 0x0	000_00	00 and	Bnak1 i	s 0x002	0_0000			
2:0	BANKS	WP[2:0]	E V S	Startup E This sett 0 0 0: 1 1 1: Others: Vhen re Block Sv Vhen all wap is o	Bank Sv ing is va Start a Start a Start a Satting ad, the vap Seli bits are enabled	alid in du address o address o g prohibi se bits re	of Bank of Bank ted eturn th 1, the b	0 is 0x0 0 is 0x0 e writter lock swa ponding	000_00 n value. ap is dis	00 and The wri abled. \	Bnak1 i te value When at	s 0x002 should	0_0000	set to 0	mode	R/W R/W

#### Figure 9. Bank 0 is Default at Address 0x00000000

Only secure developers can program BANKSEL\_SEC and BANKSEL\_SEL registers. BANKSEL\_SEC register is for secure developers, and BANKSEL register is for non-secure developers.

BANKSEL\_SEL controls whether the BANKSEL or BANKSEL\_SEC setting is applied. When BANKSEL\_SEL is 0xFFFFFF8, the setting in BANKSEL is used. When BANKSEL\_SEL is 0xFFFFFFFF, the setting in BANKSEL\_SEC is used. For Non-TrustZone based Flat projects, BANKSEL\_SEL selects the corresponding bits in the BANKSEL\_SEC register.

#### 1.3.3 Bank Swap

Startup bank selection provides a way to safely update the program by selecting a bank area to be started in dual mode during a reset.

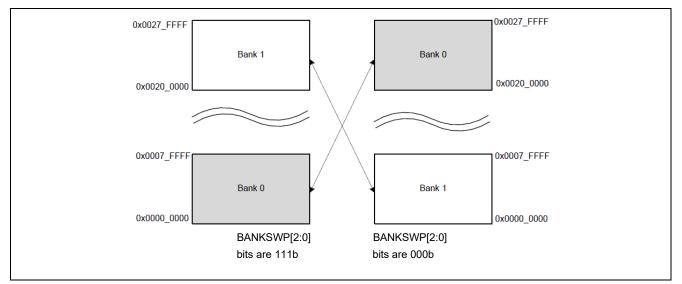


Figure 10. Example of Startup Bank Selection (For Products with 1 Mbyte of Code Flash Memory)



Bank selection can be changed at runtime through the FSP API. The BANKSWP bits in the BANKSEL register can be changed at the application level. The FSP flash driver provides the R\_FLASH\_HP\_BankSwap() API to facilitate this action. This API is automatically called from the FSP MCUboot module. The swap takes effect after the next reset.

#### 1.3.4 Code Flash Block Protection

The RA6M4 and RA6M5 MCUs implement a security function to protect the code flash against illicit tampering with or reading out of data in flash memory. The registers that define this security function reside in the Option-Setting Memory. The code flash memory can be temporarily or permanently protected from programming/erasure operation.

The registers that support the temporary code flash block protection reside in the Option-Setting Memory:

address:		
	BPS: 0x0100_A1C0, 0x0100_A1C4, 0x0100_A1C8 BPS_SEC: 0x0100_A240, 0x0100_A244, 0x0100_A248 BPS_SEL: 0x0100_A2C0, 0x0100_A2C4, 0x0100_A2C8	
Bit position:	31	0
Bit field:		
Value after reset:	User setting <sup>*1</sup>	
Note 1. The va	lue in a blank product is 0xFFFFFFFF. It is set to the value written by your application.	

Figure 11. Registers Related to Temporary Code Flash Block Protection

The BPS\_SEL register is the security attribution register; it controls whether the BPS or BPS\_SEC setting is applied. When the bit of PBS\_SEL is set to 0, the corresponding bit of the Secure register BPS\_SEC is applied.

Only secure developers can program the BPS\_SEC and BPS\_SEL registers. The BPS\_SEC register is for secure developers, and the BPS register is for non-secure developers. For Non-TrustZone based Flat projects, BPS\_SEL selects the corresponding bits in the BPS\_SEC register. The BPS and BPS\_SEC registers invalidate the programming and erasure to the code flash memory. When a BPS/BPS\_SEC bit is 0, the programming and erasure to the corresponding block are invalid.

These registers can be set by configuring the BSP stack in the RA configurator, as shown in Figure 84. Temporary Protection of the Lower Bank Bootloader Area and Figure 85. Temporary Protection of the Upper Bank Bootloader Area.

The registers that support the permanent code flash block protection reside in the Option-Setting Memory:

Address:	PBPS: 0x0100_A1E0, 0x0100_A1E4, 0x0100_A1E8 PBPS_SEC: 0x0100_A260, 0x0100_A264, 0x0100_A268	
Bit position:	310	)
Bit field:		
Value after reset:	User setting*1	_
Note 1. The va	lue in a blank product is 0xFFFFFFF. It is set to the value written by your application.	

#### Figure 12. Registers Related with Permanent Code Flash Block Protection

The BPS\_SEL also controls whether the PBPS or PBPS\_SEC setting is applied. When the bit of PBS\_SEL is set to 0, the corresponding bit of the Secure register PBPS\_SEC is applied.

Only secure developers can program the PBPS\_SEC register. The PBPS\_SEC register is for secure developers, and the PBPS register is for non-secure developers. For Non-TrustZone based Flat projects, BPS\_SEL selects the corresponding bits in the PBPS\_SEC register. The PBPS and PBPS\_SEC registers invalidate the programming and erasure to the code flash memory. When a PBPS/PBPS\_SEC bit is 0, the programming and erasure to the corresponding block are invalid.



The PBPS and PBPS\_SEC registers invalidate writes to bits of BPS and BPS\_SEC registers. The bit of this register can be set to 0 when the corresponding bit of BPS and BPS\_SEC is set to 0. When the bit of the PBPS or PBPS\_SEC register is set to 0, writing the corresponding bit of the BPS and BPS\_SEC register is invalid. Once the bit of this register is set to 0, it is impossible to change the bit to 1.Setting of these registers can be achieved by configuring the BSP Properties in the RA configurator, as shown in Figure 86. Permanent Protection of the Lower Bank Bootloader Area and Figure 87. Permanent Protection of the Upper Bank Bootloader Area.

## 2. Using the Code Flash Dual Bank Feature with MCUboot Overview

MCUboot evolved out of the Apache Mynewt bootloader, which was created by runtime.io. MCUboot was then acquired by JuulLabs in November 2018. The MCUboot github repo was later migrated from JuulLabs to the <u>mcu-tools github project</u>. In 2020, MCUboot was moved under the Linaro Community Project umbrella as an open-source project.

## 2.1 MCUboot Functionalities Overview

MCUboot handles the firmware authenticity check after start-up and the firmware switch part of the firmware update process. Downloading the new version of the firmware is out of scope for MCUboot. Typically, downloading the new version of the firmware is functionality that is provided by the application project itself. This application project provides an example of downloading a new image using the XModem protocol from the application project.

The functionality of MCUboot during booting and updating follows the process below:

The bootloader starts when the CPU is released from reset. If there are images in the Secondary App memory marked as to be updated, the bootloader performs the following actions:

- 1. The bootloader authenticates the Secondary image.
- 2. Upon successful authentication, the bootloader switches to the new image based on the update method selected. Available update methods supported by FSP are overwrite, swap, and direct XIP.
- 3. The bootloader boots the new image.

If there is no new image in the Secondary App memory region, the bootloader authenticates the Primary applications and boots the Primary image.

The authentication of the application is configurable in terms of the authentication methods and whether the authentication is to be performed with MCUboot. If authentication is to be performed, the available methods are RSA or ECDSA. The firmware image is authenticated by hash (SHA-256) and digital signature validation. The public key used for digital signature validation can be built into the bootloader image or provisioned into the MCU during manufacturing. In the examples included in this application project, the public key is built into the bootloader images.

There is a signing tool included with MCUboot: <u>imgtool.py</u>. This tool provides services for creating Root keys, key management, and signing and packaging an image with version controls. Read the MCUboot documentation to understand and use these operations.

## 2.2 Using MCUboot for Code Flash Dual Bank Mode

The FSP supports overwrite, swap, and direct XIP (execute-in-place) update mode. For flash dual bank mode, only direct XIP mode is supported. The benefits of using code flash dual bank mode in a system including a bootloader are concurrent download of new image and faster switching to the new image, in addition to the safety features provided by the MCUboot module as explained in section 2.2.1 Use Direct XIP Firmware Update Mode.

#### 2.2.1 Use Direct XIP Firmware Update Mode

When using direct XIP mode with code flash in linear mode, the active image slot alternates with each firmware update. If this update method is used, then two firmware update images must be generated: one of them is linked to be executed from the primary slot memory region, and the other is linked to be executed from the secondary slot. Direct XIP is supported in FSP versions 3.6.0 and later.



- Advantages:
  - Faster boot time, as there is no overwrite or swap of application images needed.
  - Fail-safe and resistant to power-cut failures.
- Disadvantages:
  - Added application-level complexity to determine which firmware image needs to be downloaded.
  - Encrypted image support is not available.

For an overview and usage of other update modes, refer to R11AN0497 and the MCUboot design page:

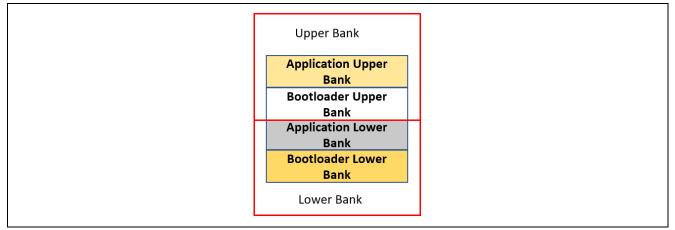
#### https://github.com/mcu-tools/mcuboot/blob/master/docs/design.md

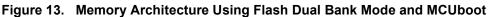
When using direct XIP mode with code flash in dual bank mode, both primary and secondary images are linked to be executed from the primary slot memory region.

Note: For Direct XIP mode, downgrade prevention is supported from the MCUboot side. When using flash dual bank mode, the update image needs to have a version number higher than the current primary image.

#### 2.2.2 Memory Configuration Overview with Dual Bank and MCUboot

The FSP MCUboot module with Flash Dual Bank mode needs a bootloader for both the lower bank and the upper bank, as shown in Figure 13. Memory Architecture Using Flash Dual Bank Mode and MCUboot. In addition, the memory allocation for the bootloader and application image must be identical.





## 2.3 Designing Bootloader and Initial Primary Application Overview

A bootloader is typically designed with the initial primary application. The following general guidelines apply to designing the bootloader and the initial primary application:

- Develop the bootloader and analyze the MCU memory resource allocation needed for the bootloader and the application. The bootloader memory usage is influenced by the application image update mode, signature type, and whether to validate the Primary Image as well as the cryptographic library used.
- Develop the initial primary application, perform the memory usage analysis, and compare with the bootloader memory allocation for consistency and adjust as needed.
- Determine the bootloader configurations in terms of image authentication and new image update mode. This may result in an adjustment of the memory-allocated definition in the bootloader project.
- Sign the application image. The signing command is output to the <bootloader project>\Debug\>bootloader project>.bld file. The application image can use a Build Variable to access this .bld file. The IDE tools use the signing command to sign the application and generate a binary file for downloading to the MCU.
- Test the bootloader and the initial primary application.

The above guidelines are demonstrated in the walk-through sections in this application note.



## 2.4 Migrating an Existing Code Flash Linear Mode MCUboot Based System

Users can follow the general steps below to migrate an MCUboot-based application system from code flash linear mode to code flash dual bank mode:

- 1. Updates for the bootloader project:
  - A. Update the code flash mode from linear mode to dual mode in the BSP tab, as shown in Figure 35. Enable Flash Dual Bank Mode.
  - B. Update the application image code flash memory allocation if needed. See section 4.2 Configure the Memory Configuration and Authentication Method for details.
- 2. Updates for the application projects:
  - A. For image downloader implementation, the image download address needs to be updated. Refer to the \src\header.h in the example application project to understand where the updates need to happen.
  - B. For development purposes, the debug configuration for the primary application needs to be updated. Refer to the debug configuration for the app\_primary\_usb project under the \example\_projects\_with\_bootloader folder to perform the update.
  - C. For production support, the scripts to generate the .srec file using the signed image need to be updated. Refer to section 5.3 Preparation for Production Support to understand the updates needed.

## 3. Guidelines for Using the Example Projects Included

 $\label{eq:unzip} {\tt ra6-dual-bank-flash-mcuboot.zip} \ to \ unpack \ the \ example \ projects \ included \ in \ this \ application \ project.$ 



Figure 14. Example Projects Included

## 3.1 Example Projects with Bootloader

Folder \example\_projects\_with\_bootloader includes a bootloader, which supports the flash dual bank feature, as well as example applications using USB or UART as the communication channel to download new application images which are configured to use the bootloader included in this folder. Users with experience working with MCUboot module can follow section 8. Compile and Exercise the Included Example Bootloader and Application Projects to directly exercise these example projects. The corresponding subfolders are:

- ra mcuboot ra6m4 dualbank: Bootloader, which enables dual bank and direct XIP update mode.
- app\_primary\_usb: Primary application, which is configured to work with the bootloader and implements XModem over USB VCOM to download a new application image. FreeRTOS is used with two threads, one thread blinks the three LEDs on EK-RA6M4 while the other thread downloads the new application image concurrently.
- app\_secondary\_usb: Secondary application, which implements the same functionality as app\_primary\_usb except only the blue and green LEDs are blinked.



- app\_primary\_uart: Primary application, which is configured to work with the bootloader and implements XModem over UART to download a new application image. FreeRTOS is used with two threads, one thread blinks the three LEDs on EK-RA6M4 while the other thread downloads the new application image concurrently.
- app\_secondary\_uart: Secondary application, which implements the same functionality as app primary uart except only the blue and green LEDs are blinked.

## 3.2 Example Projects without Bootloader

Folder \example\_projects\_without\_bootloader includes standalone example projects that a user can configure to use the bootloader project, following section 5. Configuring and Signing an Application Project. Note that these application projects do not run correctly if the flash dual bank mode is not enabled because the image downloader routine included assumes the location of the new image is in the upper bank of the RA6M4 code flash. The subfolders are:

- app\_primary\_usb: Same functionality as \example\_projects\_with\_bootloader\app\_primary\_usb, except it is not configured to work with the bootloader.
- app\_primary\_uart: Same functionality as \example\_projects\_with\_bootloader\app\_primary\_uart, except it is not configured to work with the bootloader.

A user can also use a customized application project that implements image downloading and follow section 5. Configuring and Signing an Application Project to use the bootloader.

#### 4. Creating the Bootloader Project using Code Flash Dual Bank Mode

This section demonstrates the creation process of the bootloader project utilizing MCUboot and the Flash Dual Bank Mode with the RA6M4 running in Non-TrustZone mode.

## 4.1 Include the MCUboot Module in the Bootloader Project

The following steps will guide you on starting the bootloader project creation and include the MCUboot module in the project:

1. Launch e<sup>2</sup> studio and start a new C/C++ Project. Click File > New > C/C++ Project.

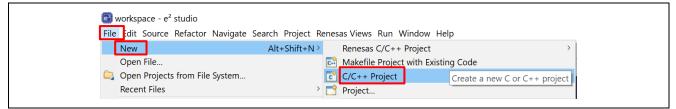


Figure 15. Start a New Project



2. Choose Renesas RA->Renesas RA C/C++ Project. Click Next.

S New C/C++ Pr	oject – 🗆 × ew C/C++ Project
All CMake Make Renesas Debug Renesas RA	Renesas RA C/C++ Project Create an executable or static library C/C++ project for Renesas RA.
?	< Back Next > Finish Cancel

Figure 16. Choose Renesas RA C/C++ Project

- 3. Provide the project name **ra\_mcuboot\_ra6m4\_dualbank** in the next screen. Click **Next**.
- 4. In the next screen, choose EK-RA6M4 for Board and click Next.

Board:	EK-RA6M4	
Device:	R7FA6M4AF3CF	FB



5. When the following screen appears, select **Flat (Non-TrustZone) Project**.

Renesas RA C/C++ Project			
Renesas RA C/C++ Project		-	
Project Type Selection			
<ul> <li>Project Type Selection</li> <li>Flat (Non-TrustZone) Project</li> <li>Renesas RA device project without TrustZone separation</li> <li>All code, data and peripheral settings will be configured in this project</li> <li>Renesas RA device will remain in secure mode</li> <li>EDMAC RAM buffers will automatically be placed in non-secure RAM</li> <li>TrustZone Secure Project</li> <li>Renesas RA device project for TrustZone secure execution</li> <li>All code, data and peripherals placed in this project will be initialized as secure</li> <li>Secure project settings such as TrustZone partitions, linker maps and a list of secure peripherals will be passed to a selected non-secure project</li> <li>Atter initialization, a call to the non-secure startup handler will be made</li> <li>TrustZone Non-secure Project</li> <li>Renesas RA device project for TrustZone non-secure execution</li> <li>All code, data and peripherals placed in this project will be initialized as non-secure</li> <li>Mat be associated with a secure project or smart bundle</li> <li>Non-secure startup handler will be called after secure code initialization</li> </ul>			
0	< Back Next > Finish	Cancel	

Figure 18. Choose Flat Project as Project Type



6. Choose Executable for Build Artifact Selection and No RTOS. Click Next.

Renesas RA C/C++ Project		– 🗆 X	
Renesas RA C/C++ Project			
Build Artifact and RTOS Selection			
Build Artifact Selection	RTOS Selection		
Executable	No RTOS	~	
Project builds to an executable file			
O Static Library			
Project builds to a static library file			
Executable Using an RA Static Library     Project builds to an executable file			
<ul> <li>Project uses an existing RA static library project</li> </ul>			
(?)	< Back Next >	Finish Cancel	
0			

Figure 19. Choose to Build Executable and No RTOS

7. Choose **Bare Metal – Minimal** for the Project Template in the next screen and click **Finish** to establish the initial project.

Project Template	e Selection	
	Bare Metal - Blinky Bare metal FSP project that includes BSP and will blink LEDs if available. This project will initialize clocks, pins, stacks, and the C runtime environment.	

#### Figure 20. Choose the Project Template

8. When the following prompt opens, click **Open Perspective**.

Open the FSP Configuration perspective?
Remember my decision     Open Perspective     No

Figure 21. Choose Open the FSP Configuration Perspective

The project is then created, and the bootloader project configuration is displayed. 9. Select the **Pins** tab and uncheck **Generate data** for **RA6M4 EK**.

Select Pin Configuration		📑 Export to CSV file  🔚 Configure Pin Driver Warnings
RA6M4 EK	<u>Manage configurations</u>	Generate data: g_bsp_pin_cfg

Figure 22. Uncheck Generate data for RA6M4 EK Pin Configuration



Use the pull-down menu to switch from **RA6M4 EK** to **R7FA6M4AF3CFB.pincfg** for the **Select Pin Configuration** option, then select the **Generate data** check box and enter **g\_bsp\_pin\_cfg**. Note that here we choose to use this configuration, which has fewer peripherals/pins configured since the bootloader does not use the extra peripheral or GPIO pins configured in the **RA6M4 EK** configuration. This also reduces some memory usage for the bootloader project.

Select Pin Configuration		[] Export to CSV file   E Configure Pin Driver Warnings
R7FA6M4AF3CFB.pincfg v	Manage configurations	Generate data: g_bsp_pin_cfg

Figure 23. Select g\_bsp\_pin\_cfg and Generate data g\_bsp\_pin\_cfg

10. Once the project is created, click the **Stacks** tab on the RA configurator. Add **New Stack -> Bootloader** -> **MCUboot**.

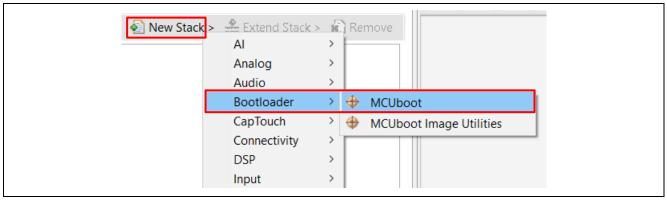


Figure 24. Add the MCUboot Port

11. Next, configure the **General** properties of **MCUboot**. We will resolve the errors in the configurator in the following steps.

For the MCUboot module, configure the **Update Mode** to **Direct XIP** and **Number of Images Per Application** to **1**.

Image: Stacks of the second	HAL/Common Stacks		
ns Console Properties X Smart Browser Smart Manual Memory  t  Property Common  Custom mcuboot_config.h Upgrade Mode Direct XIP Validate Primary Image Enabled Downgrade Prevention (Overwrite Only) Disabled	(r_ioport)		
ns Console Properties X Smart Browser W Smart Manual Memory  t  Property Value Common General Custom mcuboot_config.h Upgrade Mode Direct XIP Validate Primary Image Enabled Downgrade Prevention (Overwrite Only) Disabled	<		
>t         Property       Value         V Common       Value         V General       Custom mcuboot_config.h         Upgrade Mode       Direct XIP         Validate Primary Image       Enabled         Downgrade Prevention (Overwrite Only)       Disabled	BSP Clocks Pins Interrupts Event	Links 🙆 Stacks Components	5
Property     Value <ul> <li>Common</li> <li>General</li> <li>Custom mcuboot_config.h</li> <li>Upgrade Mode</li> <li>Direct XIP</li> <li>Validate Primary Image</li> <li>Enabled</li> <li>Downgrade Prevention (Overwrite Only)</li> <li>Disabled</li> </ul>	ns 📃 Console 🔲 Properties 🗙	🌸 Smart Browser 🔑 Smart	Manual 📋 Memory
	ət		
<ul> <li>General</li> <li>Custom mcuboot_config.h</li> <li>Upgrade Mode</li> <li>Validate Primary Image</li> <li>Enabled</li> <li>Downgrade Prevention (Overwrite Only)</li> <li>Disabled</li> </ul>		Value	2
Upgrade Mode         Direct XIP           Validate Primary Image         Enabled           Downgrade Prevention (Overwrite Only)         Disabled	_ V General		
Validate Primary Image         Enabled           Downgrade Prevention (Overwrite Only)         Disabled			
Downgrade Prevention (Overwrite Only) Disabled			
Number of Images Per Application 1			bled
	Number of Images Per A	pplication 1	

Figure 25. General Configuration for MCUboot Module



The properties configured are:

- **Custom mcuboot\_config.h**: The default mcuboot\_config.h file contains the MCUboot Module configuration that the user selected from the RA configurator. The user can create a custom version of this file to achieve additional bootloader functionalities available in MCUboot.
- **Upgrade Mode**: This property configures the application image upgrade method. The available options are Overwrite Only, Overwrite Only Fast, Swap, and Direct XIP. Only Direct XIP is supported for flash dual bank operation.
- **Validate Primary Image**: When enabled, the bootloader will perform a hash or signature verification, depending on the verification method chosen, in addition to the MCUboot magic number-based sanity check. When disabled, only a sanity check is performed based on the MCUboot magic number.
- **Number of Images Per Application:** This property allows the user to choose one image for Non-TrustZone-based applications and two images for TrustZone-based applications. Set this property to 1.
- **Downgrade Prevention (Overwrite Only):** This property applies to Overwrite upgrade mode only. When this property is **Enabled**, a new firmware with a lower version number will not overwrite the existing application.
- Note: For Direct XIP mode, download grade prevention is supported from the MCUboot side. When using flash dual bank mode, the update image needs to have a version number higher than the current primary image.

## 4.2 Configure the Memory Configuration and Authentication Method

Configure the Signing Options and Flash Layout of the MCUboot module. For the EK-RA6M4, the default memory for the code flash dual bank mode is shown in Figure 26. MCUboot Dual Bank Memory Map. This default memory map is used for the example bootloader design.

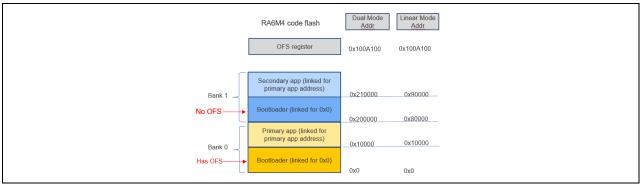


Figure 26. MCUboot Dual Bank Memory Map

From the configurator point of view, there is no need to update any of the properties for the Flash Layout as it already matches with the memory map shown in Figure 26. MCUboot Dual Bank Memory Map.



Threads	New Thread HAL/Common Stacks			
	🛍 Remove 📘			
	HAL/Common			
Objects	Remove			
	_			
ummary	BSP Clocks Pins Interrupts Event Links Stacks Con	ponents		
Droble	ems 📮 Console 🔲 Properties 🔀 🌸 Smart Browser	Smart Manual 🗍 Mamony		
	smart Browsel			
MCUbo	ot			
	Property	Value		
Settings	✓ Common	value		
API Info	> General			
	Signing and Encryption Options			
	> TrustZone			
		ECDSA P-256		
	> TrustZone	ECDSA P-256		
	> TrustZone Signature Type	ECDSA P-256		
	> TrustZone Signature Type Boot Record			
	> TrustZone Signature Type Boot Record Custom	confirm		
	TrustZone     Signature Type     Boot Record     Custom     Python	confirm python		
	TrustZone     Signature Type     Boot Record     Custom     Python     Encryption Scheme	confirm python	Signature Type	ECDSA P-256
	TrustZone     Signature Type     Boot Record     Custom     Python     Encryption Scheme     ✓ Flash Layout	confirm python	Signature Type Boot Record	None
	TrustZone     Signature Type     Boot Record     Custom     Python     Encryption Scheme      Flash Layout     TrustZone	confirm python Encryption Disabled		None ECDSA P-256
	TrustZone     Signature Type     Boot Record     Custom     Python     Encryption Scheme     Flash Layout     TrustZone     Bootloader Flash Area Size (Bytes)	confirm python Encryption Disabled 0x10000	Boot Record	None

Figure 27. Configure the Flash Layout and Signing Options

#### Explanation of the Above Configurations:

- **Bootloader Flash Area**: Size of the flash area allocated for the bootloader, with a boundary of 0x8000 since 0x8000 is the minimum erase size for RA6M4 code flash.
- **Image 1 Header Size**: Size of the code flash reserved for the application image header. It must meet minimum VTOR alignment requirements based on the number of interrupts implemented on the RA6M4. For the RA6M4, this property should be set to a minimum of 0x200 to support all interrupts.
- **Image 1 Flash Area Size**: Size of application image 1, including the header and trailer. For the RA6M4, this size needs to be on a boundary of 0x8000, which is the smallest flash erase size.
- Scratch Flash Area Size: This property is only needed for Swap mode. This property is not used for the flash dual bank bootloader design.
- **Signature Type:** Signing algorithm selection. The choices are:
  - **NONE:** Select this option for bootloaders that do not support signature verification.
  - ECDSA P-256: Select this option for this example bootloader design.
  - **RSA 2048 and RSA 3072:** Typically this option is not used as the time used in the authentication is much longer than the ECDSA P-256.
  - Application images using MCUboot must be signed to work with MCUboot. At a minimum, this involves adding a hash and an MCUboot-specific constant value in the image trailer.
- **Custom:** Use the default --confirm for this bootloader design. Switching to a new image is always confirmed, and the new image will be booted after a subsequent system reset. Reverting the image with Direct XIP is not supported with the current FSP version.
- Encryption Scheme: Encryption is disabled in this example implementation.



## 4.3 Configure the MbedTLS Crypto Only Module and the Flash Driver

The following steps will guide you to configure the MbedTLS module and the flash driver:

1. Right-click on Add Crypto Stack and select the MbedTLS (Crypto Only) module.

MCUboot Port for RA (rm_mcuboot_port)		MCUboot logging
	Add External Memory Implementation (Optional) stom Crypto (Protected Mode) nyCrypt (S/W Only) ypto Only)	

Figure 28. Select MbedTLS Crypto Only Module

2. Click on **Add Requires Flash** stack and select Flash (r\_flash\_hp) stack.

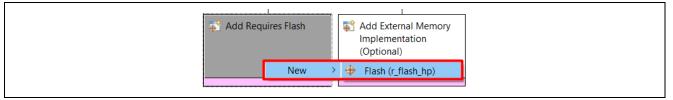


Figure 29. Add the Flash Driver

3. Next, set the **Code Flash Programming** to **Enabled**. As **Data Flash Programming** is not used in the bootloader, select **Disabled** for the **Data Flash Programming** to reduce the bootloader memory footprint.

g_flash0	Flash (r_flash_hp)	
Settings	Property	Value
-	✓ Common	
API Info	Parameter Checking	Default (BSP)
	Code Flash Programming Enable	Enabled
	Data Flash Programming Enable	Disabled
	<ul> <li>Module g_flash0 Flash (r_flash_hp)</li> </ul>	
	Name	g_flash0
	Data Flash Background Operation	Disabled
	Callback	NULL
	Flash Ready Interrupt Priority	Disabled
	Flash Error Interrupt Priority	Disabled

Figure 30. Configure the Flash Driver



4. Configure the following properties of the MbedTLS (Crypto Only) module:

MbedTLS (Crypto Only)	
BSP Clocks Pins Interrupts Event Links 🥴 Stacks	Components
ns 🔑 Smart Manual 📮 Console 🔲 Properties 🗙	🛞 Smart Browse
S (Crypto Only)	
Property V General	Value
MBEDTLS_PSA_CRYPTO_DRIVERS	Undefine
MBEDTLS_DEPRECATED_WARNING	Undefine
MBEDTLS_DEPRECATED_REMOVED	Define
MBEDTLS_CHECK_RETURN_WARNING	Undefine
MBEDTLS_ERROR_STRERROR_DUMMY	Define
MBEDTLS_MEMORY_DEBUG	Undefine
MBEDTLS_MEMORY_BACKTRACE	Undefine
MBEDTLS_PSA_CRYPTO_CLIENT	Undefine
MBEDTLS_PSA_CRYPTO_SPM	Undefine
MBEDTLS_PSA_ASSUME_EXCLUSIVE_BUFFE	RS Undefine
MBEDTLS_SELF_TEST	Undefine
MBEDTLS_THREADING_ALT	Undefine
MBEDTLS_THREADING_PTHREAD	Undefine
MBEDTLS_USE_PSA_CRYPTO	Undefine
MBEDTLS_VERSION_FEATURES	Define
MBEDTLS_ERROR_C	Define
MBEDTLS_MEMORY_BUFFER_ALLOC_C	Define
MBEDTLS_PSA_CRYPTO_C	Define
MBEDTLS_PSA_CRYPTO_SE_C	Undefine
MBEDTLS_THREADING_C	Undefine
MBEDTLS_TIMING_C	Undefine
MBEDTLS_VERSION_C	Define
MBEDTLS_MEMORY_ALIGN_MULTIPLE	Undefine

Figure 31. Configure the MbedTLS (Crypto Only) Module

5. Disable RSA to save some memory usage.

MbedTLS (Crypto Only)	
BSP Clocks Pins Interrupts Event Links 3 Stacks	
ns 🚇 Smart Manual 📮 Console 🔲 Properties 🗙	🛾 🎭 Smart Brov
5 (Crypto Only)	
Property	Value
✓ Public Key Cryptography (PKC)	
> DHM	
> ECC	
✓ RSA	
MBEDTLS_PK_RSA_ALT_SUPPORT	Undefine
MBEDTLS_RSA_NO_CRT	Define
MBEDTLS_RSA_C	Undefine
MBEDTLS_RSA_GEN_KEY_MIN_BITS	Undefine
MBEDTLS_RSA_GEN_KEY_MIN_BITS val	ue 1024

Figure 32. Disable RSA



6. Set up the Stack and Heap used by the bootloader based on the authentication mode. Set the following values in the **BSP** tab:

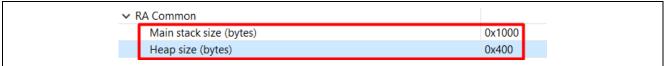


Figure 33. Configure the BSP Stack and Heap Usage

7. Add the Example Production Key module. DO NOT use the example key for production support. Users can reference R11AN0567 section "Using Custom Signing Key and Encryption Key" for a method to create customized user signing key.

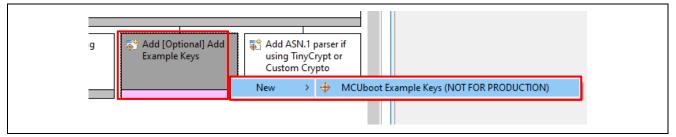


Figure 34. Add the Example Production Key module

8. Enable the **Dual Bank Mode** under the **BSP** tab.

Probler	ns 🐺 Smart Manual 📮 Console 🔲 Properties 🗙 虆 Smart Browser 🔋	Memory
EK-RA6	Μ4	
Settings	Property	Value
	package_pins	144
	✓ RA6M4	
	series	6
	✓ RA6M4 Family	
	> Security	
	> OFS0 register settings	
	> OFS1_SEL register settings	
	> OFS1 register settings	
	> Block Protection Settings (BPS)	
	> Permanent Block Protection Settings (PBPS)	
	> Clocks	
	Enable inline BSP IRQ functions	Enabled
	Startup C-Cache Line Size	32 Bytes
	Dual Bank Mode	Enabled
	Main Oscillator Wait Time	8163 cycles

Figure 35. Enable Flash Dual Bank Mode

## 4.4 Add the Boot Code

Save configuration.xml and click Generate Project Content. Then, expand the Developer Assistance->HAL/Common->MCUboot->Quick Setup and drag Call Quick Setup to the top of the hal entry.c of the bootloader project.

Add the following function call to the top of the hal entry() function:

mcuboot quick setup();



## 4.5 Compile the Bootloader Project

In the RA configurator, click Generate Project Content, then compile the project.

```
Extracting support files...

12:09:00 **** Incremental Build of configuration Debug for project ra_mcuboot_ra6m4_dualbank ****

make -r -j16 all

arm-none-eabi-size --format=berkeley "ra_mcuboot_ra6m4_dualbank.elf"

text data bss dec hex filename

58732 0 6684 65416 ff88 ra_mcuboot_ra6m4_dualbank.elf

12:09:02 Build Finished. 0 errors, 0 warnings. (took 1s.699ms)
```

#### Figure 36. Compile the Bootloader ra\_mcuboot\_ra6m4\_dualbank

There are warnings from third-party code.

## 4.6 Configure the Python Signing Environment

Signing the application image can be done using a post-build step in  $e^2$  studio, using the image signing tool imgtool.py, which is included with MCUboot. This tool is integrated as a post-build tool in  $e^2$  studio to sign the application image. If this is **NOT** the first time you have used the Python script signing tool on your computer, you can skip to section 5. Configuring and Signing an Application Project.

If this is the first time you are using the Python script signing tool on your system, you will need to install the dependencies required for the script to work. Navigate to the **ra\_mcuboot\_ra6m4\_dualbank > ra > mcu-tools > MCUboot** folder in the **Project Explorer**, right-click and select **Command Prompt**. This will open a command window with the path set to the \mcu-tools\MCUboot folder.

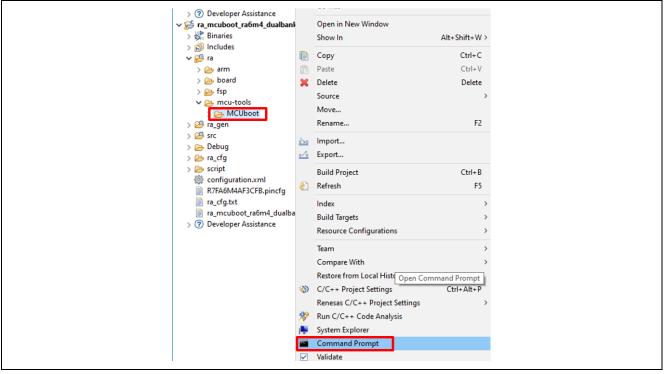


Figure 37. Open the Command Prompt

We recommend upgrading pip prior to installing the dependencies. Enter the following command to update pip:

python -m pip install --upgrade pip

Next, in the command window, enter the following command line to install all the MCUboot dependencies:

pip3 install --user -r scripts/requirements.txt

This will verify and install any dependencies that are required.



#### **Review the Signing Command**

The signing command for the application image will be automatically generated when the bootloader is compiled. In the **Project Explorer**, open the

ra\_mcuboot\_ra6m4\_dualbank\Debug\ra\_mcuboot\_ra6m4\_dualbank.bld file. The signing
command is under the section <image>.

The application image uses a **Build Variable** to link with the .bld file. This process is explained in detail in section 5.1 Configure the Application Project to Use the Bootloader. The application image has access to the .bld file, and the signing command will be automatically executed when the application image is compiled.

#### Figure 38. Signing Command in the .bld File

## 4.7 Prepare for Production Support

For production support, generate a .srec file of the bootloader to be loaded to the upper bank. This can be done by configuring a custom **Builder** within e<sup>2</sup> studio for the bootloader project.

This application project includes a bat file, process\_bootloader.bat, which runs a script using srec\_cat.exe to generate a .srec file, ra\_mcuboot\_ra6m4\_dualbank\_offset.srec, which offsets the bootloader offset to the RA6M4 flash linear mode upper bank address at 0x80000.

Note that for MCUs with different code flash sizes, the upper bank address needs to be updated accordingly. As explained in sections 1.1 RA6M4 and RA6E1 MCU Group Code Flash Configuration and section 1.2 RA6M5 MCU Group Code Flash Configuration, this address is at half of the code flash size.

Since the option-setting memory is located outside of the bank range, this process also truncates the bootloader to the bank size, which is 0x80000.

```
srec_cat Debug\ra_mcuboot_ra6m4_dualbank.srec -crop 0 0x80000 -offset 0x80000 -o
ra_mcuboot_ra6m4_dualbank_offset.srec
```

#### Figure 39. Process the Bootloader to Load to the Upper Bank: process\_bootloader.bat

Follow the steps below to configure the custom **Builder** in the bootloader project just created:

 Unzip r11an0570eu0140-ra6-advanced-mcuboot-flash-dual-bank.zip and copy \ra\_mcuboot\_ra6m4\_dualbank\process\_bootloader.bat as well as srec\_cat.exe, located in the same folder, to the project root folder of the bootloader project just created.



2. Right-click on the bootloader project, open the **Properties** page, and navigate to **Builders** page. Click **New** to start creating the customized Builder.

Figure 40. Create a New Custom Builder Entry

3. Select **Program** in the next screen, then click **OK**:

[	📴 Choose configuration type 🛛 🗆 🗙
	Choose an external tool type to create:
	<b>Q</b> Program
	OK Cancel

Figure 41. Select the Type of the Builder as Program



4. Next, provide the new Builder name Process Bootloader and click Browse Workspace to select process\_bootloader.bat file as the Location of the Builder. Also, click Browse Workspace to set the Working Directory, as shown below. Then, click Apply.

■ Edit Configuration
Edit launch configuration properties
Create a configuration that will run a program during builds
Name: Process Bootloader
📄 Main 🗞 Refresh 🖾 Environment 🗁 Build Options
Location:
\${workspace_loc:/ra_mcuboot_ra6m4_dualbank/process_bootloader.bat}
Browse Workspace Browse File System Variables
Working Directory:
\${workspace_loc:/ra_mcuboot_ra6m4_dualbank
Browse Workspace Browse File System Variables
Arguments:
×
Variables
Note: Enclose an argument containing spaces using double-quotes (").
Show Command Line Revert Apply
OK Cancel

Figure 42. Configure the Custom Builder

5. Click **OK**, then **Apply and Close** on the next screen.

<ul> <li>Properties for ra_mcuboot_</li> <li>type filter text</li> <li>Resource</li> <li>Builders</li> <li>C/C++ Build</li> <li>C/C++ General</li> <li>Git</li> <li>Project Natures</li> <li>Project References</li> <li>Renesas QE</li> <li>Run/Debug Settings</li> <li>Task Tags</li> <li>Validation</li> </ul>	ra6m4_dualbank          Builders         Configure the builders for the project:	— □ ×
?		Apply and Close Cancel

Figure 43. Custom Builder



6. Recompile the bootloader project and notice that ra\_mcuboot\_ra6m4\_dualbank\_offset.srec is created under the bootloader project root directory.

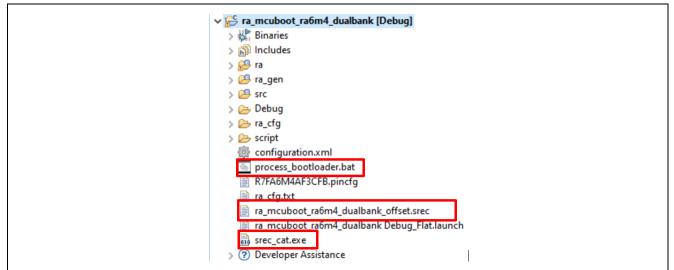


Figure 44. Rebuild the Bootloader with the Custom Builder

## 5. Configuring and Signing an Application Project

Developing an initial application to use a bootloader starts with developing and testing the application and the bootloader independently. Using the bootloader with an existing application or developing a new application to use the bootloader involves the following common steps:

- Adjust the memory map of the bootloader to allow the application and bootloader to fit the available MCU memory area.
- Configure the application to use the bootloader.
- Sign the application image.
- Developing an application to use a bootloader typically requires the application to have the capability to download a new application. This application project demonstrates how to download a new application using the USB and UART interfaces as examples. Users typically have custom methods to download new application images.

## 5.1 Configure the Application Project to Use the Bootloader

Users can follow *the FSP User's Manual section, Tutorial: Your First RA MCU Project – Blinky*, to establish a new project. This application note uses the included example project as the initial application project and guides the user through the procedures to configure the example project to use the bootloader established in section 4. Creating the Bootloader Project using Code Flash Dual Bank Mode.

Note that the steps described in this section can be applied to other existing application projects to configure the application project to use the bootloader. Be sure to consider the size of the application project. When using the bootloader with a different application project, the **Image 1 Flash Area Size** property should be adjusted accordingly.

Import the desired application projects under folder \example\_projects\_without\_bootloader to the workspace where the bootloader is created. For example, if the intended firmware update channel is USB, import app primary usb into the workspace.

Note: In this section's illustrations, the USB interface is used. The procedure for using the UART interface is similar to using USB.

Right-click on the application project folder app\_primary\_usb in the **Project Explorer** and select **Properties**. Select C/C++ Build > Build Variables, click Add and set the Variable name to **BootloaderDataFile**, and check the **Apply to all configurations** box. Change the **Type** to **File** and enter the path to the .bld file for the bootloader project ra\_mcuboot\_ra6m4\_dualbank:



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• Set \${workspace\_loc:ra\_mcuboot\_ra6m4\_dualbank}/Debug/ra\_mcuboot\_ra6m4\_dualbank.bld for the value.

type filter text	Build Variables	<> → → → 8
> Resource		
Builders V C/C++ Build	Configuration: Debug [ Active ]	<ul> <li>Manage Configurations</li> </ul>
Build Variables Environment	comparation	manage configurations.
Logging Settings	Define a New Build Variable	× Add
Tool Chain Editor	Variable name: BootloaderDataFile	Edit
> C/C++ General Git	Apply to all configurations	Delete
Project Natures	Type: File ~	
Project References Renesas QE	Value: 6m4_dualbank}/Debug/ra_mcuboot_ra6m4_dualbank.bld	Browse
Run/Debug Settings		
Task Tags > Validation		
,		
	E	ing external builder
	ОК	{VAR}, internal builder may Cancel
		Restore Defaults Apply

Figure 45. Configure the Build Variable to Use the Bootloader

Click OK, then Apply and Apply and Close in the next screen.

#### 5.2 Signing the Application Image

Note: If you rebuild the bootloader project after changing any of the signing and signature **Properties** of the MCUboot module, you will need to **Generate Project Content** again to bring in the updated .bld file.

When using Direct XIP mode, each application can define a version number. This is achieved by defining an Environment Variable: MCUBOOT\_IMAGE\_VERSION.

For applications that support signature verification, the signing key can be configured using the Environment Variable MCUBOOT\_IMAGE\_SIGNING\_KEY. If there is no signature verification, then it is not necessary to set Environment Variable MCUBOOT\_IMAGE\_SIGNING\_KEY.

Open the **Properties** page of the project app\_primary\_usb, under **Environment**, click **Add** and configure MCUBOOT\_IMAGE\_VERSION.

type filter text	Environment			<> ▼ <	> - 8
<ul> <li>&gt; Resource Builders</li> <li>~ C/C++ Build Build Variables</li> <li>Environment</li> </ul>	Configuration: Debug [ Active	]		✓ Manage Configura	tions
Logging Settings	Environment variables to set			Ad	dd
Tool Chain Editor > C/C++ General Git	Variable Va AMS_KEEP_FILE \$() AMS_LICENSE_PATH \$()				lect
Project Natures Project References	New variable		×		elete
Renesas QE Run/Debug Settings	Value: 1.0.0		ables	Und	lefine
Task Tags > Validation	Add to all configurations				
		ОК	Cancel		
	Append variables to native ended				
	Replace native environment v	with specified one			
				Restore Defaults App	ply
?				pply and Close Cance	el

Figure 46. Configure the Application Version



Similarly, add the new variable for MCUBOOT\_IMAGE\_SIGNING\_KEY.

Properties for app_primary_us	b Environment				
Specific extension     Resource     Builders     C/C++ Build     Build Variables     Environment	Configuration: Debug [	Active ]			Configurations
Logging Settings Tool Chain Editor	Environment variables to Variable	Value	Origin		Add Select
> C/C++ General Git Project Natures	AMS_KEEP_FILE AMS_LICENSE_PATH	\$0 \$0	USER: PREFS USER: PREFS	×	Edit Delete
Project References Renesas QE Run/Debug Settings Task Tags > Validation	Name: MCUBOOT_IMAC Value: Ibank]/ra/mcu-to	ools/MCUboot/root-ec-	p256.pem Variable		Undefine
	<ul> <li>Append variables to na</li> </ul>	ative environment	OK Can	cel	
	Replace native environ		2	Restore Defaults	Apply
?				Apply and Close	Cancel

#### Figure 47. Configure the Private Signing Key

Note that the private key used for signing the application image is indicated in the signing command.

 $\{workspace\_loc:ra\_mcuboot\_ra6m4\_dualbank\}/ra/mcu-tools/MCUboot/root-ec-p256.pem is used for the example bootloaders. This key is used for testing purposes only. For real-world use case and production support, users MUST change this to the private key of their choice.$ 

Figure 48. Configure the Application Image version number and Signing Key is the result of the above configuration. Click **Apply and Close**.

Resource Builders				
C/C++ Build	Configuration: Debug [ Active ]		✓ Manage Co	onfiguration
Build Variables				
Environment				
Logging	Environment variables to set			Add.
Settings Tool Chain Editor	Variable	Value	Origin	Select
C/C++ General	AMS_KEEP_FILE	\$(}	USER: PREFS	Select
Git	AMS_LICENSE_PATH	\$(}	USER: PREFS	Edit.
Project Natures	CWD	C:\Users\ \fsp_git\ra-solutions-rvc\application_projects\r11an0570\example_proj	BUILD SYSTEM	Delet
Project References	GCC_VERSION	13.2.1	BUILD SYSTEM	Delet
Renesas QE	MCUBOOT_IMAGE_SIGNING_KEY	{workspace_loc:ra_mcuboot_ra6m4_dualbank}/ra/mcu-tools/MCUboot/root-ec-p256.pem	USER: CONFIG	Undefi
Run/Debug Settings	MCUBOOT_IMAGE_VERSION	1.0.0	USER: CONFIG	
Task Tags	PATH	C:\Program Files (x86)\Arm GNU Toolchain arm-none-eabi\13.2 Rel1\bin\;\${renesas.build.utilsPa	BUILD SYSTEM	
Validation	PWD	C:\Users\ \fsp_git\ra-solutions-rvc\application_projects\r11an0570\example_proj	BUILD SYSTEM	
	TCINSTALL	C:\Program Files (x86)\Arm GNU Toolchain arm-none-eabi\13.2 Rel1\	BUILD SYSTEM	
	TC_VERSION	13.2.1.arm-13-7	BUILD SYSTEM	
	<		>	
	Append variables to native environ	iment		
	Replace native environment with sp	pecified one		
			Restore Defaults	Apply

#### Figure 48. Configure the Application Image version number and Signing Key

To be able to recompile the project whenever the Environment Variables are updated, it is recommended to add a Pre-build step to always delete the .elf file, as shown in Figure 49. Configure the Pre-build Command, so the application project is always recompiled.



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type filter text	Settings 🗘 🕆 🖒	▼ 00
<ul> <li>Resource</li> <li>Builders</li> <li>C/C++ Build</li> <li>Build Variables</li> </ul>	Configuration: Debug [Active]	S
Environment Logging Settings Tool Chain Editor > C/C++ General Git Project Natures	<ul> <li>Tool Settings Toolchain Pre-build Steps Pre-build steps</li> <li>Pre-build steps</li> <li>Command(s):</li> <li>rm -f \$(ProjName).elf</li> <li>Description:</li> </ul>	
Project References Renesas QE	×	

#### Figure 49. Configure the Pre-build Command

At this point, a user can click **Generate Project Content** and compile the newly created application project and ensure that \Debug\app primary usb.bin.signed is generated.

#### 5.3 **Preparation for Production Support**

For production support, a .srec file based on the signed application image needs to be generated. This .srec file offsets the application to the start address of the primary application, 0x10000 based on Figure 26. MCUboot Dual Bank Memory Map.

```
srec_cat Debug\app_primary_usb.bin.signed -binary -offset 0x10000 -o
app_primary_usb_singed_offset.srec
```

#### Figure 50. Create app\_primary\_usb\_signed\_offset.srec

Follow steps similar to section 4.7 Prepare for Production Support to add the custom **Builder** and compile the primary application:

- 1. Copy \example\_projects\_with\_bootloader\app\_primary\_usb\srec\_cat.exe and process\_signed\_binary\_primary.bat to the root of project app\_primary\_usb.
- 2. Follow section 4.7 Prepare for Production Support to create the new **Builder**. The finished configuration should look like Figure 51. Configure the Custom Builder for the Primary Application.



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📴 Edit Configuration — 🗆 🗙
Edit launch configuration properties
Create a configuration that will run a program during builds
Name: Process Signed Binary Primary
📄 Main 🔗 Refresh 🖾 Environment 🔁 Build Options
Location:
\${workspace_loc:/app_primary_usb/process_signed_binary_primary.bat}
Browse Workspace Browse File System Variables
Working Directory:
\${workspace_loc:/app_primary_usb}
Browse Workspace Browse File System Variables
Arguments:
· · · · · · · · · · · · · · · · · · ·
Variables
Note: Enclose an argument containing spaces using double-quotes (").
Show Command Line Revert Apply
non commune inc. herer hypry
(?) OK Cancel
UK Cancer

Figure 51. Configure the Custom Builder for the Primary Application

3. Click Generate Project Content and compile the app\_primary\_usb project. Ensure that app\_primary\_usb\_signed\_offset.srec is generated under the root of the app\_primary\_usb project.

✓ 👺 app_primary_usb
> 🐝 Binaries
> 🔊 Includes
> 🥵 ra
> 😕 ra_gen
> 🥵 src
> 📂 Debug
> 🧽 ra_cfg
> 😂 script
app_primary_usb_signed_offset.srec
app_primary_usb.elf.jlink
app_primary_usb.elf.launch
🎲 configuration.xml
process_signed_binary_primary.bat
R7FA6M4AF3CFB.pincfg
ra_cfg.txt
📷 srec_cat.exe
> ⑦ Developer Assistance

Figure 52. Signed Primary Image Offset to the Primary Slot

## 6. Booting the Primary Application and Updating to a New Image

To update the application, the primary application needs to provide an image downloader. A new image will also need to be prepared to test the image downloader function.

## 6.1 Prepare a Secondary Image

In this project, a secondary image is created to test the downloading functionality of the primary application. The new application can be created by either modifying the existing application or creating a new application project. If a new application project is used, the user needs to establish the linkage to the bootloader by



following <u>section 5. Configuring and Signing an Application Project</u>. The newly created application project must also provide a method to download the new application to the upper bank.

In this application project, we will import the initial application project to the same workspace, rename the new project, and perform minor updates.

Right-click in the white space in the **Project Explorer** area and select **Import** and choose **Rename & Import Existing C/C++ Project into Workspace**.

🕲 Import — 🗆	×
Select Rename and Import and Existing C/C++ Project into the workspace	1
Select an import wizard:         type filter text	•
(?) < Back Next > Finish Cance	el

Figure 53. Import the Initial Application

Once the Import window opens, name the project app\_secondary\_usb, check Select root directory, and click Browse:

3 Import	- 🗆 X
Rename & Import Project	
Select a directory to search for existing Eclipse projects.	
Project name: app_secondary_usb	
Use default location	
Location: C(Users)	Browse
Create Directory for Project	DIOWSE
Choose file system: default	
Import from:	
Select root directory:	V Browse
O Select archive file:	<ul> <li>Browse</li> </ul>
Projects:	
Options	
Keep build configuration output folders	
? < Back Next > Finis	Cancel

Figure 54. Name the New Application

Browse into the Workspace folder and select app\_primary\_usb.



📴 Import			
Rename & Import Pro	oject		
Select a directory to sea	rch for existing Eclipse projects.		
Project name: app_seco	ondary_usb		
Use default location			
Location: C:\	Users\		Browse
✓ C	create Directory for Project		
Choose file system: def	ault 🗠		
Import from:			
Select root directory:	:	mary_usb 🗸	Browse
O Select archive file:		~	Browse
Projects:			
app_primary_usb			-
٢			>
Options Keep build configura	ation output folders		
?	< Back Next >	Finish	Cancel

Figure 55. Select Initial Primary Application

Click Finish. The new application project will be created with the following attributes:

- When importing the primary application, the **Build Variable** and **Environment Variables** are automatically imported.
- The custom Builder "Process Signed Binary Primary" is also imported. For a clean project, a user must manually remove this Builder and the corresponding support files from the secondary project.
- Unlike in normal XIP Mode operation, the linker script symbol XIP\_SECONDARY\_SLOT\_IMAGE must be undefined in Dual Bank mode. By default, XIP\_SECONDARY\_SLOT\_IMAGE is undefined in the linker script symbol, so no action needs to be taken here.

Change the Environment variable for the Secondary Image version, shown in Figure 56. Change MCUBOOT\_IMAGE\_VERSION Variable.

Aesource     Builders     C(C++ Build     Buid Variables     Environment     Logging     Settings     Tool Chain Editor     / C(C++ General     Git     Project Natures     Project Natures     Project References     Renesa QE     Ruv/Debug Settings     Task Tags     / Validation     / Value     // CAUSERSIDE (Configuration: Debug [Active]     // Manage Configurations.     // Add     // Settings     // Cubers/     // Settings     // Table     // Cubers/     // Builto SYSTEM     // Cubers/     // Cubers/     // Settings     Task Tags     // Valued      // Cubers/     // Cub	type filter text	Environment					>> - 8
Settings Tool Chain Editor > (C(++ General Git Project Natures Project References Reneas OE Raw/Debug Settings Task Tags > Validation CuBOOT_IMAGE_VER 10.0 CuBOOT_IMAGE_VER 10.0 CUBOOT_IMA	Builders VC/C++ Build Build Variables Environment Logging					<ul> <li>✓ Manage Co</li> </ul>	
	Tool Chain Editor > C/C++ General Git Project Natures Project References Renesas QE Run/Debug Settings Task Tags	AMS_KEEP_FILE AMS_LICENSE_PATH CWD GCC_VERSION MCUBOOT_IMAGE_SIG MCUBOOT_IMAGE_VER Edit variable Name: MCUBOOT_MAGE	\$() \$() C<\Users\ 13.2.1 \$(workspace_locra_mcu 1.0.0	USER: PREFS USER: PREFS BUILD SYSTEM BUILD SYSTEM USER: CONFIG USER: CONFIG	5	Restore Defaults	Edit Delete Undefine

Figure 56. Change MCUBOOT\_IMAGE\_VERSION Variable



#### Update Existing Application to a New Application

To demonstrate the application update, update the application to blink the blue and green LED only.

Perform the following code updates in blinky thread entry.c:

```
Change below section of code in blinky_thread_entry:
    /* Update all board LEDs */
    for (uint32_t i = 0; i < leds.led_count; i++)
    {
        /* Get pin to toggle */
        uint32_t pin = leds.p_leds[i];
        /* Write to this pin */
        R_BSP_PinWrite((bsp_io_port_pin_t) pin, pin_level);
    }
To:
    /* update the blue led */
    R_BSP_PinWrite(leds.p_leds[0], pin_level);
    /* update the green led */
    R_BSP_PinWrite(leds.p_leds[1], pin_level);</pre>
```

#### Figure 57. Update the LED Control

Save the updated source file, click Generate Project Content, and then compile the new project.

If you create a new application project and would like to debug the new project with the bootloader, follow the instructions in section 5. Configuring and Signing an Application Project. When debugging an update image with the bootloader, you can treat the update image as the primary application.

#### 6.2 Set Up the Hardware

If using app primary usb as the initial application project:

- Connect J10 (USB Debug) using a USB micro to B cable from the EK-RA6M4 to the development PC to provide power and debug connection using the onboard debugger.
- USB FS device mode jumper setting: Connect pins 2 and 3 on J12, and connect jumper J15.
- Connect J11 (USB FS) using a USB micro to B cable from the EK-RA6M4 to the development PC to provide USB Device connection.

If using app primary uart as the initial application project:

- Connect J10 using a USB micro to B cable from the EK-RA6M4 to the development PC to provide power and debug connection using the onboard debugger.
- Connect the three pins in Table 3. Connection through the UART Interface on the UART to USB converter to the EK-RA6M4.

#### Table 3. Connection through the UART Interface

UART to USB Converter	RA6M4
RX	P101 (TX)
ТХ	P100 (RX)
GND	GND

## 6.3 Erase the MCU

When MCUboot is used in flash dual bank mode, the code flash mode needs to start in linear mode. Erasing the MCU Option-Setting Memory settings will configure the code flash mode to linear mode. Erasing the entire MCU memory is recommended. The MCU can be erased through a variety of methods. A user can



erase the MCU flash using the Renesas Device Partition Manager, Renesas Flash Programmer, or thirdparty tools like JFlash Lite.

Note: If the MCU is in code flash dual bank mode, make sure to restore to linear mode prior to proceeding to the rest of the application note sections. The rest of the operations assume the device starts in code flash linear mode. They will not work if the device is already in code flash dual bank mode.

#### 6.3.1 Use the Renesas Flash Programmer

The Renesas Flash Programmer (RFP) can detect the flash mode when a new RFP project is created.

Note: Prior to connecting with the RFP, power cycle the development board.

Connect the EK-RA6M4 to the PC through J10 USB Debug. Launch RFP and create a new RFP project. Click **File** -> **New Project**.

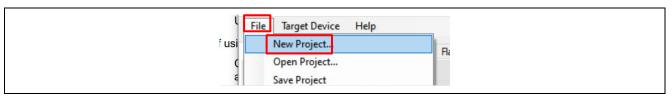


Figure 58. Create a New RFP Project

Configure the **Microcontroller** selection as well as the **Tool** used for communication. Then, click **Connect**.

🌠 Create New Project	_	-	×
Project Information			
Microcontroller: RA	~		
Project Name: new_rfp_project			
Project Folder: C:\a_dual_bank_bo	ot	Browse	
Communication Tool: J-Link ~ Interfa Tool Details Num: Auto Select	ce: 2 wire UART V		
	Connect	Cance	ł

Figure 59. Configure the New Project

Once the connection is successfully established, the user can open the **Block Settings** page to check the Code Flash configurations.

If the RA6M4 flash is in code flash linear mode, **Blocks Settings** are presented as in Figure 60. Flash in Linear Mode.

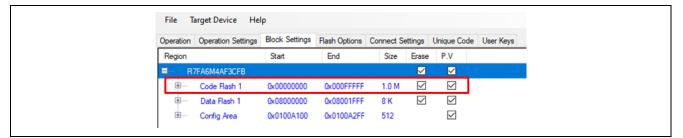


Figure 60. Flash in Linear Mode

If the RA6M4 flash is in flash dual bank mode, **Block Settings** are presented as in Figure 61. Flash in Dual Bank Mode.



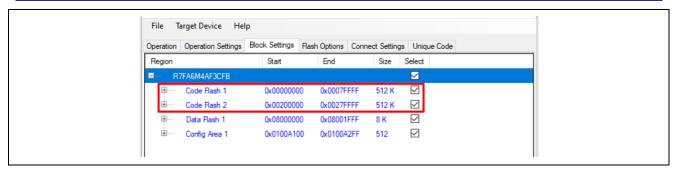
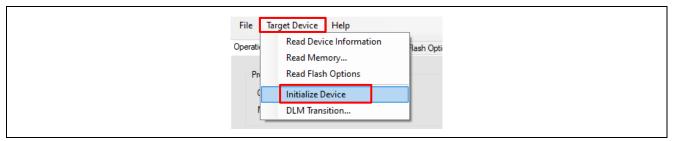


Figure 61. Flash in Dual Bank Mode

Whether the MCU is in flash dual bank mode or flash linear mode, the **Initialize Device** command can erase the entire flash, including the Config Area, and thus return the MCU to code flash linear mode.



#### Figure 62. Initialize Device Command

If the **Initialize Device** is successful, the message in Figure 63. Initialize Device Succeeded will be presented in the status window.



Figure 63. Initialize Device Succeeded

#### 6.3.2 Use the SEGGER J-Flash Lite

J-Flash Lite is a free, simple graphical user interface that allows downloading into flash memory of target systems. J-Flash Lite is part of the J-Link Software and Documentation package that is installed when the <u>J-Link software & documentation pack</u> is installed.

To use J-Flash Lite, connect the USB Debug port J10 to the PC and launch J-Flash Lite. Select the **Device** and debug **Interface** and communication speed.

SEGGER J-Flash Lite V7.98b			×
Device       R7FA6M4AF	Interface SWD  4000 kHz	C	DK

Figure 64. Launch the J-Flash Lite

Click **OK**. In the next screen, select **Erase Chip**.



SEGGER J-Flash Lite V7.98b — 🛛 🗙
File Help
Target
Device         Interface         Speed           R7FA6M4AF         SWD         4000 kHz
Data File (bin / hex / mot / srec /)  Erase Chip
Program Device
Log
Connecting to J-Link Connecting to target Erasing Done.
Ready

Figure 65. Erase the MCU using J-Flash Lite

Note that when using Segger J-Flash Lite 7.98b or earlier, the Erase operation needs to be performed twice if the device is already in dual bank mode. This may be fixed in later J-Flash Lite versions.

### 6.3.3 Use Renesas Device Partition Manager

Power cycle the evaluation board EK-RA6M4 after a debug session to use the Renesas Device Partition Manager. Within e<sup>2</sup> studio, navigate to **Run -> Renesas Debug Tools -> Renesas Device Partition Manager**. Select J-Link as the connection method and select the action **Initialize device back to factory default**.

Click Run. The MCU will be erased.



Renesas Device Partition Manager   Device Family: Renesas RA    Action Change debug state   Set TrustZone secure / non-secure boundaries initialize device back to factory default   Target MCU connection: J-Link    Connection Type: SCI    Emulator Connection: Serial No   Serial No/IP Address: Debugger supply voltage (V):   Debugger supply voltage (V): 0   Debug state to change to: Secure Software Development   Memory partition sizes Browse.   Code Flash Secure (KB) 512   Code Flash Secure (KB) 0   SRAM Secure (KB) 0   SRAM Secure (KB) 0   Command line tool: C.\Users\ \_eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic   Connecting	×
Action   Read current device information Change debug state   Set TrustZone secure / non-secure boundaries Initialize device back to factory default   Target MCU connection: SCI   Connection Type: SCI   Emulator Connection: Serial No   Serial No/IP Address: Image: Secure Software Development   Debugger supply voltage (V): 0   Connection Speed (bps for SCI, Hz for SWD): 9600   Debug state to change to: Secure Software Development   Memory partition sizes Image: Secure Software Development   Use Renesas Partition Data file Browse.   Code Flash Secure (KB) 512   Code Flash Secure (KB) 0   SRAM Secure (KB) 0   SRAM Secure (KB) 0   SRAM NSC (KB) 0   Command line tool: Cammand line tool:   C:\Users\ \.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Action   Read current device information Change debug state   Set TrustZone secure / non-secure boundaries Initialize device back to factory default   Target MCU connection: SCI   Connection Type: SCI   Emulator Connection: Serial No   Serial No/IP Address: Image: Secure Software Development   Debugger supply voltage (V): 0   Connection Speed (bps for SCI, Hz for SWD): 9600   Debug state to change to: Secure Software Development   Memory partition sizes Image: Secure Software Development   Use Renesas Partition Data file Browse.   Code Flash Secure (KB) 512   Code Flash Secure (KB) 0   SRAM Secure (KB) 0   SRAM Secure (KB) 0   SRAM NSC (KB) 0   Command line tool: Cammand line tool:   C:\Users\ \.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Action   Read current device information Change debug state   Set TrustZone secure / non-secure boundaries Initialize device back to factory default   Target MCU connection: SCI   Connection Type: SCI   Emulator Connection: Serial No   Serial No/IP Address: Image: Secure Software Development   Debugger supply voltage (V): 0   Connection Speed (bps for SCI, Hz for SWD): 9600   Debug state to change to: Secure Software Development   Memory partition sizes Image: Secure Software Development   Use Renesas Partition Data file Browse.   Code Flash Secure (KB) 512   Code Flash Secure (KB) 0   SRAM Secure (KB) 0   SRAM Secure (KB) 0   SRAM NSC (KB) 0   Command line tool: Cammand line tool:   C:\Users\ \.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Action   Read current device information Change debug state   Set TrustZone secure / non-secure boundaries Initialize device back to factory default   Target MCU connection: SCI   Connection Type: SCI   Emulator Connection: Serial No   Serial No/IP Address: Image: Secure Software Development   Debugger supply voltage (V): 0   Connection Speed (bps for SCI, Hz for SWD): 9600   Debug state to change to: Secure Software Development   Memory partition sizes Image: Secure Software Development   Use Renesas Partition Data file Browse.   Code Flash Secure (KB) 512   Code Flash Secure (KB) 0   SRAM Secure (KB) 0   SRAM Secure (KB) 0   SRAM NSC (KB) 0   Command line tool: Cammand line tool:   C:\Users\ \.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Read current device information Change debug state   Set TrustZone secure / non-secure boundaries initialize device back to factory default   Target MCU connection: J-Link   Connection Type: SCI   Emulator Connection: Serial No   Serial No/IP Address: Debugger supply voltage (V):   Debugger supply voltage (V): 0   Connection Speed (bps for SCI, Hz for SWD): 9600   Debug state to change to: Secure Software Development   Memory partition sizes Browse.   Use Renesas Partition Data file Browse.   Code Flash NSC (KB) 0   Data Flash Secure (KB) 512   Code Flash NSC (KB) 0   SRAM Secure (KB) 256   SRAM NSC (KB) 0   Command line tool: C:\Users\ \.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Set TrustZone secure / non-secure boundaries     Target MCU connection:     J-Link   Connection Type:   SCI    Sci    Emulator Connection:   Serial No/IP Address:   Debugger supply voltage (V):   0   Connection Speed (bps for SCI, Hz for SWD):   9600   Debug state to change to:   Secure Software Development   Memory partition sizes   Use Renesas Partition Data file     Browse.   Code Flash Secure (KB)   512   Code Flash NSC (KB)   0   SRAM Secure (KB)   256   SRAM NSC (KB)   0   Command line tool:    C:\Users\   C:\Users\   Let in the col:   C:\Users\   Complexition Set in the col:   C:\Users\   Command line tool:   C:\Users\	
Target MCU connection:       J-Link         Connection Type:       SCI         Emulator Connection:       Serial No         Serial No/IP Address:       Image: Connection Serial No/IP Address:         Debugger supply voltage (V):       0         Connection Speed (bps for SCI, Hz for SWD):       9600         Debug state to change to:       Secure Software Development         Memory partition sizes       Image: Code Flash Secure (KB)         Code Flash Secure (KB)       512         Code Flash Secure (KB)       0         SRAM Secure (KB)       0         SRAM Secure (KB)       0         SRAM NSC (KB)       0         Command line tool:       Command line tool:	
Connection Type: SCI   Emulator Connection: Serial No   Serial No/IP Address: Image: Connection Speed (bps for SCI, Hz for SWD):   Debugger supply voltage (V): 0   Connection Speed (bps for SCI, Hz for SWD): 9600   Debug state to change to: Secure Software Development   Memory partition sizes Image: Code Flash Secure (KB)   Code Flash Secure (KB) 512   Code Flash Secure (KB) 0   Data Flash Secure (KB) 0   SRAM Secure (KB) 0   SRAM NSC (KB) 0   Command line tool: C:\Users\_\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Emulator Connection: Serial No   Serial No/IP Address:	
Serial No/IP Address:   Debugger supply voltage (V):   0   Connection Speed (bps for SCI, Hz for SWD):   9600   Debug state to change to:   Secure Software Development   Memory partition sizes   Use Renesas Partition Data file   Code Flash Secure (KB)   512   Code Flash NSC (KB)   0   Data Flash Secure (KB)   256   SRAM Secure (KB)   0   Command line tool:   C:\Users\\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Debugger supply voltage (V): 0   Connection Speed (bps for SCI, Hz for SWD): 9600   Debug state to change to: Secure Software Development   Memory partition sizes   Use Renesas Partition Data file   Code Flash Secure (KB)   512   Code Flash NSC (KB)   0   Data Flash Secure (KB)   256   SRAM Secure (KB)   0   Command line tool:   C:\Users\_\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Connection Speed (bps for SCI, Hz for SWD): 9600   Debug state to change to: Secure Software Development   Memory partition sizes   Use Renesas Partition Data file   Code Flash Secure (KB)   512   Code Flash NSC (KB)   0   Data Flash Secure (KB)   256   SRAM Secure (KB)   256   SRAM NSC (KB)   0	
Debug state to change to:       Secure Software Development         Memory partition sizes         Use Renesas Partition Data file         Browse.         Code Flash Secure (KB)         512         Code Flash NSC (KB)         Data Flash Secure (KB)         SRAM Secure (KB)         SRAM Secure (KB)         Command line tool:         C:\Users\\eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Memory partition sizes         Use Renesas Partition Data file         Browse.         Code Flash Secure (KB)       512         Code Flash NSC (KB)       0         Data Flash Secure (KB)       0         SRAM Secure (KB)       256         SRAM NSC (KB)       0         Command line tool:       C:\Users\\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Use Renesas Partition Data file       Browse.         Code Flash Secure (KB)       512         Code Flash NSC (KB)       0         Data Flash Secure (KB)       0         SRAM Secure (KB)       256         SRAM NSC (KB)       0         Command line tool:       C:\Users\\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Code Flash Secure (KB)       512         Code Flash NSC (KB)       0         Data Flash Secure (KB)       0         SRAM Secure (KB)       256         SRAM NSC (KB)       0         Command line tool:       C:\Users\\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Code Flash Secure (KB)       512         Code Flash NSC (KB)       0         Data Flash Secure (KB)       0         SRAM Secure (KB)       256         SRAM NSC (KB)       0         Command line tool:       C:\Users\\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Code Flash NSC (KB)       0         Data Flash Secure (KB)       0         SRAM Secure (KB)       256         SRAM NSC (KB)       0         Command line tool:       C:\Users\\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
Data Flash Secure (KB)       0         SRAM Secure (KB)       256         SRAM NSC (KB)       0         Command line tool:       C:\Users\\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
SRAM Secure (KB)       256         SRAM NSC (KB)       0         Command line tool:       C:\Users\\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic	
SRAM NSC (KB)       0         Command line tool:	
C:\Users\ \.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic Brow:	
C:\Users\\.eclipse\com.renesas.platform_275918369\DebugComp\RA\Devic Brow	
Connecting	e
Connecting	^
Loading library : SUCCESSFUL!	
Establishing connection : SUCCESSFUL! Checking the device's TrustZone type : SUCCESSFUL!	
Checking the device's TrustZone type : SUCCESSFUL! CONNECTED.	
Initializing device and rolling back DLM state to SSD	
SUCCESSFUL!	
Disconnecting	
DISCONNECTED.	
SUMMARY OF RESULT	
Connection : SUCCESSFUL! Device initialization : SUCCESSFUL!	
END SUMMARY	
Import Export Run Close	v

Figure 66. Erase the MCU using Renesas Device Partition Manager



## 6.4 Start the Debug Session

Follow the steps below to start the debug session:

 Disable flash content caching from the Debugger setting.
 Right-click on project app\_primary\_usb -> Debug As -> Debug Configurations, navigate to Debugger -> Debug Tool Settings, and uncheck Allow caching of flash contents. Otherwise, when debugging bootloader applications, the memory window may show wrong information.

Debug hardware: J-Link ARM 🛛 🗸 Target Devic	ce: R7FA6M4AF	
GDB Settings Connection Settings Debug Tool S	ettings	
~ I0		^
Use Default IO Filename	Yes	~
IO Filename	\${support_area_loc}	
✓ General Debug		
Reset After Reload	Yes	~
✓ Memory		
Endian	Little Endian	~
∨ Break		
Use Flash Breakpoints	Yes	~
Allow Simulation	No	$\sim$
∨ Flash		
Flash Bus Type		$\sim$
Flash Memory Type		$\sim$
WorkRam Start		
WorkRam End		
Erase on-chip program flash before downloa	ad Yes	$\sim$
Erase on-chip data flash before download	Yes	$\sim$
Use CFI-Flash	Yes	~
CFI Start	0x0	
CFI End	0x0	
<ul> <li>Semihosting</li> </ul>		
Semihosting breakpoint address		
✓ RTOS		
RTOS Integration in Debug View	No	~
RTOS Debugging - Large Number of Threads	s. No	~
✓ System		
Allow caching of flash contents	No	~
<ul> <li>Time Measurement</li> </ul>		
Run Break Time Measurement	Yes	~

Figure 67. Disable Flash Content Caching



Configure the load image and symbols properties.
 Open the Debug Configurations: app\_primary\_usb -> Debug As -> Debug Configurations.
 Make sure app\_primary\_usb Debug\_Flat is selected and select the Startup tab.
 Click Add..., then Workspace, navigate to the ra\_mcuboot\_ra6m4\_dualbank project, and select the ra\_mcuboot\_ra6m4\_dualbank.elf file from the debug folder. Click OK.

[			
	Add download module	×	
	Specify download module name:	g\ra_mcuboot_ra6m4_dualbank.elf	
	Variables Search Project	Workspace File System	
		OK Cancel	

Figure 68. Add the Bootloader Project to Debug Configuration

3. Change the **Load type** of the **Program Binaries** for the **app\_primary\_usb** project to **Symbols only** by clicking on the cell for **Load type** and selecting **Symbols only** from the drop-down menu.

Load image and symbols			
Filename	Load type	Offset (hex)	On connect
Program Binary [app_primary_usb.elf]	Symbols only		Yes
✓ ra_mcuboot_ra6m4_dualbank.elf [C:\a_d	Image and Symbols	0	Yes
•			

Figure 69. Select to load Symbols only for the Application Project

4. Follow similar steps to add the signed primary image and the upper bank bootloader. Choose **Image only** as the **Load type** for the upper bank bootloader and choose **Raw Binary** as the **Load type** for the primary application image.

Filename	Load type	Offset (hex)	On connect	Add
Program Binary [app_primary_usb.elf]	Symbols only		Yes	
app_primary_usb.bin.signed [C:\Users\a50	Raw Binary	10000	Yes	Edit
✓ ra_mcuboot_ra6m4_dualbank.elf [C:\Users	Image only	80000	Yes	Remove
✓ ra_mcuboot_ra6m4_dualbank.elf [C:\Users	Image and Symbols	0	Yes	
	inage and symbols			Moveu
				Move dow

Figure 70. Add the Signed Primary Image and Upper Bank Bootloader

5. Click **Debug**. The debugger should hit the reset handler in the bootloader.

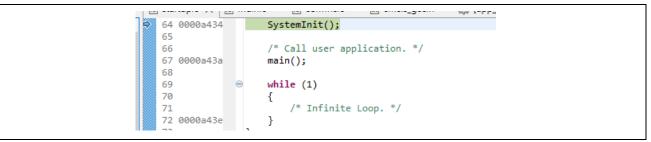


Figure 71. Start the Application Execution



6. Choose **Remember my decision** and click **Switch** if prompted to switch the perspective.

📴 Cor	nfirm Perspective Switch	×
?	This kind of launch is configured to open the Debug perspective when it suspends. This Debug perspective supports application debugging by providing views for displaying the debug stack, variables and breakpoints. Switch to this perspective?	
Ren	nember my decision Switch No	

Figure 72. Switch the Perspective

Click Resume location to run the project.
 The program should now be paused in main at the hal\_entry() call in the bootloader.

<pre>1  /* generated main source file - do not edit */ 2  #include "hal_data.h"</pre>
3 ⊖ int main(void)
4 1 ⇒ 5 0000012c hal entry ();
6 00000132 return 0;
7 }

Figure 73. Start the Application Execution

#### 8. Click 🏴 to run again.

The red, blue, and green LEDs on the EK-RA6M4 should now be blinking while the blinky application is running.

## 6.5 Program the New Application Using the Primary Application Downloader

Follow the steps below to program the new application created in section 6.1 Prepare a Secondary Image:

1. Open Tera Term and choose the USB Serial Port (COM number may be different for your setup). Then click **OK**.

<sup>4</sup> Tera Term: New co	onnection		×
○ тср⁄ір	Service: (	myhost.example.com ✓ History Telnet TCP port#: 22 SSH SSH version: SSH2 ✓ Other IP version: AUTO ✓	
Serial	Port:	COM7: USB Serial Port (COM7) ~	

Figure 74. Open the COM Port

Note: When using the UART interface, select the Serial Terminal and set the **Speed** to 115200. Skip this step if using the USB interface.



Tera Term: Serial port setu	up and connection	×
Port:	<b>COM7</b> ~	New setting
Speed:	<mark>115200</mark> ~	J
Data:	8 bit $\sim$	Cancel
Parity:	none ~	
Stop bits:	1 bit $\sim$	Help
Flow control:	none ~	

#### Figure 75. Configure the Baud Rate if using UART Interface

The menu in Figure 76. Tera Term Menu will be displayed on the Tera Term.

Please select from below menu options: 1 — Display image slot info 2 — Download and boot the new image (XModem)

Figure 76. Tera Term Menu

2. Select option **1** to print the image slot information.

M	
\T	****
* Primary Image Slot	*
***************	
Image version:	1.0 (Rev: 0, Build: 0)
Primary image start a	ddress: 0x00010000
	0x0200 (512 bytes)
Protected TLV size:	
Image size:	0x0000B2B4 (45748 bytes)
*****	
* Secondary Image Slo	t ×
******	
	255.255 (Rev: 65535, Build: -1)
	address: 0x00210000
	ØxFFFF (65535 bytes)
Protected TLV size:	ØxFFFF (65535 bytes)
Image size:	ØxFFFFFFFF (-1 bytes)

#### Figure 77. Print the Image Slot Information

3. Select option 2 to download the secondary image using the primary image downloader.



Figure 78. Choose Option 2 to Download the New Image using XModem



4. Open the **Transfer** interface of the Tera Term.

M	COM5	- Tera Te	erm VT						
File	Edit	Setup	Control	Window	Help				
	New co	onnecti	on	Alt+N	009F6C <4	0812 byt	es)		
	Duplica	ate sess	ion	Alt+D					
	Cygwir	n conne	ction	Alt+G	255 (Rev:	65535 -	Bui	(1- :h[	
	Log				FFFFFF FF <65535	butes)			
	Pause l	Logging	)		FF <65535 FFFFFF <-	bytes)	<b>)</b>		
	Comm	ent to l	.og			1			
	View Lo	og							
	Show L	.og dial	og						
	Stop Lo	ogging	(Q)						
	Send fi	le			w image (	XModem)			
Г	Transfe	r		>	Kermit	>			
	SSH SC	:Р			XMODE	vi →		Receive	
	Change	e direct	ory		YMODE	M >		Send	
	Replay	Log			ZMODE	v >	Г		

Figure 79. Start Transfer from Tera Term

5. Choose \app\_secondary\_usb\Debug\app\_secondary\_usb.bin.signed, then click **Open**.

Tera Term: XMODEM Send		
Look in: Debug	✓ Ø Ø ▷ □•	
Name	Date modified	Туре
na 🔤	9/23/2024 10:29 AM	File folder
ra_gen	9/23/2024 10:29 AM	File folder
src	9/23/2024 10:29 AM	File folder
app_secondary_usb.bin.signed	9/23/2024 10:29 AM	SIGNED File
app_secondary_usb.elf	9/23/2024 10:29 AM	ELF File
app_secondary_usb.elf.in	9/23/2024 10:29 AM	IN File
app_secondary_usb.map	9/23/2024 10:29 AM	Linker Address Map

Figure 80. Choose the Signed Secondary Image

The secondary image is then downloaded and programmed to the upper bank.

Tera Term: XMODEM Send	×	
	dary_usb.b (checksum) 837 107136 0:00	
Cancel	81.7%	

Figure 81. Download the New Image via XModem

## 6.6 Boot the New Application

The system will automatically reboot after the new image is downloaded.

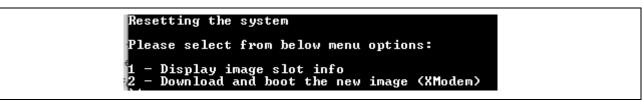
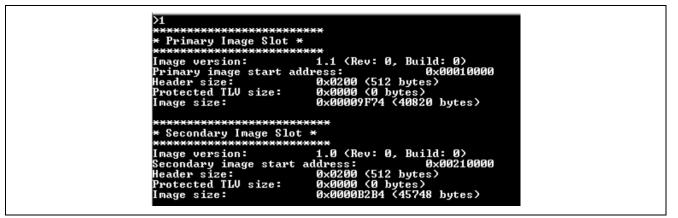


Figure 82. The New Image is Booted



Select option **1** to read the swapped memory layout.





Note that even though the secondary image is booted, it cannot be debugged as the symbol downloaded to the debugger is for the primary image.

Also, if you want to perform further updates, the new image must have a version higher than the current image in the primary slot.

### 7. Production Support Considerations

This section describes one possible production flow. Users may adapt this procedure to their own needs wherever possible.

#### 7.1 Protect the Bootloader Using Flash Block Protection

The secure bootloader protects the Root of Trust of the system. It should be protected from alteration by the application. Based on Figure 36. Compile the Bootloader ra\_mcuboot\_ra6m4\_dualbank; the bootloader is located in the first 64-KB region. Based on Figure 3. RA6M4 and RA6E1 Code Flash Block Structure, the blocks that need to be protected are blocks 0 to 7 for the lower bank and 70 to 77 for the upper bank.

Users can set up these blocks to be temporarily protected in the ra\_mcuboot\_ra6m4\_dualbank project under the BSP tab. If these blocks are protected temporarily, the block protection setting can be reset by performing the MCU erase operations described in section 6.3 Erase the MCU.

Summary	BSP Clocks Pins Interrupts Event Links Stacks	s Components
Probler	ns 🚇 Smart Manual 📮 Console 🔲 Properti	es 🗙 虆 Smart Browser 🔋 Memory 💠 Debug
EK-RA6	И4	
Settings	Property	Value
	package_pins	144
	✓ RA6M4	
	series	6
	✓ RA6M4 Family	
	> Security	
	> OFS0 register settings	
	> OFS1_SEL register settings	
	> OFS1 register settings	
	<ul> <li>Block Protection Settings (BPS)</li> </ul>	
	✓ BPS0	
	Flash Block 0	
	Flash Block 1	
	Flash Block 2	
	Flash Block 3	
	Flash Block 4	
	Flash Block 5	
	Flash Block 6	
	Flash Block 7 Flash Block 8	
	Flash Block 8 Flash Block 9	
	Flash Block 9	

Figure 84. Temporary Protection of the Lower Bank Bootloader Area



Summary	BSP Clocks	Pins Interrupts Event Links Stacks Comp	onents	
Roblem	ns 🔑 Sma	rt Manual 📮 Console 🔲 Properties 🗙 🍕	Smart Browser	🚺 Memory 🐐 Debug
EK-RA6N	14			
Settings	Property		Value	
	pac	:kage_pins	144	
	V RA6M	4		
	seri	es	6	
	✓ RA6M <sup>4</sup>	4 Family		
	> Sec	2		
		50 register settings		
		51_SEL register settings		
		51 register settings		
		ck Protection Settings (BPS)		
		BPSO		
		BPS1		
	~	BPS2		
		Flash Block 70 (Dual Mode Only)		
		Flash Block 71 (Dual Mode Only)		
		Flash Block 72 (Dual Mode Only)		
		Flash Block 73 (Dual Mode Only)		
		Flash Block 74 (Dual Mode Only)		
		Flash Block 75 (Dual Mode Only)		
		Flash Block 76 (Dual Mode Only) Flash Block 77 (Dual Mode Only)		
		1		
		Flash Block 78 (Dual Mode Only) Flash Block 79 (Dual Mode Only)		
		Flash Block 79 (Dual Mode Only)		

Figure 85. Temporary Protection of the Upper Bank Bootloader Area

Users can set up these blocks to be permanently protected in the <code>ra\_mcuboot\_ra6m4\_dualbank</code> project under the BSP tab.

Note: If these blocks are protected permanently, these areas cannot be erased and reprogrammed through the lifetime of the MCU. Users need to be very cautious when setting up permanent protection. The MCU erase operations described in section 6.3 Erase the MCU will not be able to erase these blocks.

		s Pins Interrupts Event Links Stacks C Int Manual 📮 Console 🔲 Properties		ar 🗍 Mamani 🖑 Dahua
	ns 🫶 sma			ser 🕕 Memory 🐅 Debug
EK-RA6	M4			
Settings	Property		Value	
setungs	✓ RA6M	4		
	ser	ies	6	
	✓ RA6M	4 Family		
	> Se	curity		
	> OF	S0 register settings		
		S1_SEL register settings		
		S1 register settings		
		ock Protection Settings (BPS)		
		manent Block Protection Settings (PBPS)		
	~	PBPS0		
		Flash Block 0 Flash Block 1		
		Flash Block 2	<ul><li>✓</li></ul>	
		Flash Block 3		
		Flash Block 4		
		Flash Block 5		
		Flash Block 6		
		Flash Block 7		
		Flash Block 8		
		Flash Block 9		

Figure 86. Permanent Protection of the Lower Bank Bootloader Area



Summary	BSP Clocks Pins Interrupts Event Links Stacks Compone	nts
Rroblem	ns 🚇 Smart Manual 📮 Console 🔲 Properties 🗙 鎟 S	Smart Browser 🔋 Memory 🔅 Debug
EK-RA6N	И4	
Settings	Property	Value
Jettings	package_pins	144
	✓ RA6M4	
	series	6
	✓ RA6M4 Family	
	> Security	
	> OFS0 register settings	
	> OFS1_SEL register settings	
	> OFS1 register settings	
	> Block Protection Settings (BPS)	
	<ul> <li>Permanent Block Protection Settings (PBPS)</li> </ul>	
	> PBPS0	
	> PBPS1	
	✓ PBPS2	
	Flash Block 70 (Dual Mode Only)	
	Flash Block 71 (Dual Mode Only)	
	Flash Block 72 (Dual Mode Only)	
	Flash Block 73 (Dual Mode Only)	
	Flash Block 74 (Dual Mode Only)	
	Flash Block 75 (Dual Mode Only) Flash Block 76 (Dual Mode Only)	
	Flash Block 77 (Dual Mode Only)	
	Flash Block 78 (Dual Mode Only)	
	Flash Block 79 (Dual Mode Only)	
	- Than block is (Dual Mode Only)	5

Figure 87. Permanent Protection of the Upper Bank Bootloader Area

The included example bootloader does not include the block settings to enable block protection. Users can enable them prior to field deployment.

### 7.2 Provision the Bootloaders and the Initial Application to MCU

Users can combine the <code>.srec</code> files generated from the above sections into one <code>.srec</code> file and program it to the MCU during production.

The three images to be combined are:

- Bootloader for the Lower Bank: ra\_mcuboot\_ra6m4\_dualbank.srec
- Bootloader for the Upper Bank: ra mcuboot ra6m4 dualbank offset.srec
- Application for the Lower Bank: app\_primary\_usb\_signed\_offset.srec

The following command assumes the user executes from the location of the srec\_cat.exe and have all three input files exist under the same folder as the srec\_cat.exe. Use the following command to generate one combined .srec from the above three .srec files:

```
srec_cat ra_mcuboot_ra6m4_dualbank.srec ra_mcuboot_ra6m4_dualbank_offset.srec
app_primary_usb_signed_offset.srec -o combined.srec
```

To download combined.srec, users can use RFP or J-Flash Lite, as shown in Figure 88. Load combined.srec file using J-Flash Lite and Figure 91. Selecting combined.srec file and execute the command.

Note: Prior to download combined.srec, users need to erase the MCU first, follow the instructions in section 6.3 Erase the MCU.



• Download (\*.srec) file using J-Flash Lite.

SEGGER J-Flash Lite V7.98b	- 🗆	×
File Help		
Target Device Interface R7FA6M4AF SWD	Speed 4000 kHz	
Data File (bin / hex / mot / srec /) 0_mcuboot_dualbank\combine_srec	Erase	e Chip
Program Device		
Log	•	
Selected file: C:\Users\trung.tran-quoc\Docum Data file contains 5 memory ranges: #0:0x00000000 - 0x0000E483 (58500 Bytes) #1:0x00010000 - 0x0100A133 (517252 Bytes) #2:0x0100A100 - 0x0100A133 (20 Bytes) #3:0x0100A143 - 0x0100A137 (4 Bytes) #4:0x0100A200 - 0x0100A2CF (208 Bytes)	ents\RVC_TASK_24_2H\	migrat
<		>
Ready		

Figure 88. Load combined.srec file using J-Flash Lite

• Download (\*.srec) file using Renesas Flash Programmer (RFP).

Launch RFP and create a new RFP project. Click **File > New Project**.

File Target Device Help			
New Project	Connect Settings	Unique Code	
Open Project Save Project	s Connect Settings	Unique Code	

Figure 89. Create a New RFP Project

Configure the Microcontroller selection as well as the Tool used for communication. Then, click Connect.

Create New Project		_		×	]
	RA ra_mcuboot_dualbank	~	Browse		
Communication Tool: J-Link Tool Details	V Interface: SWD V	đ	Can	cel	

Figure 90. Configure the New Project

Select a program file and execute the command.



File Target Device Help Operation Operation Settings Block Settings C	Connect Settings Unique Code
Project Information	
Current Project: ra_mcuboot_dualbank	k.pj
Microcontroller: RA	
Program Files	
	v11an0570_mcuboot_dualbank \combine_srect combined.sre
CRC-32: B1802DDB	Add/Remove Files
Command	
Erase >> Program >> Verify	
Star	rt 🛛

Figure 91. Selecting combined.srec file and execute the command

If the download (\*.srec) file is successful, the message in Figure 92. Download combined.srec file succeeded will be presented in the status window.

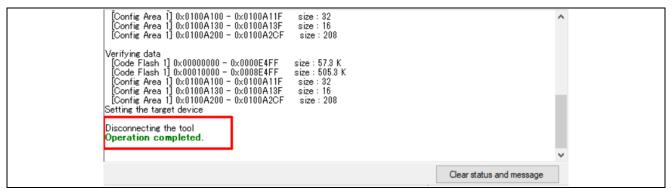


Figure 92. Download combined.srec file succeeded

Once the device is deployed to the field, the application update can be achieved using the image downloader implemented in the application project.



## 8. Compile and Exercise the Included Example Bootloader and Application Projects

## 8.1 Using USB as the Download Interface

For the USB interface, three projects are needed:

- ra mcuboot ra6m4 dualbank
- app\_primary\_usb
- app\_secondary\_usb

Users can follow the steps below to run the example projects in the folder \ra6-dual-bank-flash-mcuboot\example\_projects\_with\_bootloader:

- 1. Follow the instructions in section 6.2 Set Up the Hardware to set up the hardware.
- 2. Import the above-mentioned three projects to a Workspace.
- 3. Open the configuration.xml file from project ra\_mcuboot\_ra6m4\_dualbank.
- 4. Click Generate Project Content.
- 5. Compile the project ra\_mcuboot\_ra6m4\_dualbank.
- 6. Open the configuration.xml file from project app\_primary\_usb.
- 7. Click Generate Project Content.
- 8. Compile the app\_primary\_usb.
- 9. Open the configuration.xml file from project app\_secondary\_usb.
- 10. Click Generate Project Content.
- 11. Compile the app\_secondary\_usb project.
- 12. Erase the entire chip following instructions in section 6.3 Erase the MCU.
- 13. Debug the application from project  $app\_primary\_usb$  in the e<sup>2</sup> studio environment.
- 14. Resume the program execution twice. All three LEDs should be blinking.
- 15. Stop the debug session and power cycle the EK-RA6M4.
- 16. Open Tera Term with the enumerated COM port (USB Serial Device).
- 17. Use Tera Term to send the \app\_secondary\_usb\Debug\app\_secondary\_usb.bin.signed to the MCU following the instructions in section 6.6 Boot the New Application. This will take about 30 seconds.
- 18. The system will be reset automatically after the download.
- 19. Blue and green LEDs should be blinking.
- 20. Enter menu item 1 to confirm the image with version 1.1.0 is located in the primary slot (lower bank) and the image with version 1.0.0 is located in the secondary slot (upper bank).

## 8.2 Using the UART as the Download Interface

For the UART interface, three projects are needed:

- ra\_mcuboot\_ra6m4\_dualbank
- app primary uart
- app secondary uart

Users can follow the steps below to run the example projects in the folder \ra6-dual-bank-flash-mcuboot\example\_projects\_with\_bootloader:

- 1. Follow the instructions in section 6.2 Set Up the Hardware to set the hardware.
- 2. Import the above-mentioned three projects to a workspace.
- 3. Open the configuration.xml file from project ra\_mcuboot\_ra6m4\_dualbank.
- 4. Click Generate Project Content.
- 5. Compile the project ra\_mcuboot\_ra6m4\_dualbank.
- 6. Open the configuration.xml file from project app\_primary\_uart.
- 7. Click Generate Project Content.
- 8. Compile app\_primary\_uart.



- 9. Open the configuration.xml file from project app\_secondary\_uart.
- 10. Click Generate Project Content.
- 11. Compile the app\_secondary\_uart project.
- 12. Erase the entire chip following the instructions in section 6.3 Erase the MCU.
- **13.** Debug the application from project app\_primary\_uart in the e<sup>2</sup> studio environment.
- 14. Resume the program execution twice. All three LEDs should be blinking.
- 15. Stop the debug session and power cycle the EK-RA6M4.
- 16. Open the Tera Term with the enumerated COM port and set up the baud rate as 115200.
- 17. Use Tera Term to send the \app\_secondary\_uart\Debug\app\_secondary\_uart.bin.signed to the MCU by following section 6.6 Boot the New Application. This will take about 50 seconds.
- 18. The system will reset automatically after the download.
- 19. Blue and green LEDs should be blinking.
- 20. Enter menu item 1 to confirm the image with version 1.1.0 is located in the primary slot (lower bank) and the image with version 1.0.0 is located in the secondary slot (upper bank).

## 9. References

- 1. Renesas RA Family MCU Securing Data at Rest using Security MPU Application Project (R11AN0416)
- 2. Renesas RA Family RA6 Series MCU Basic Secure Bootloader Design using MCUboot with Code Flash Linear Mode Application Project (R11AN0497)
- 3. Renesas RA Family RA2 Series MCU Secure Bootloader Design using MCUboot Application Project (R11AN0516)
- 4. Renesas RA Family RA6 Series MCU Advanced Secure Bootloader Design using MCUboot with Encrypted Image and QSPI (R11AN0567)



## 10. Website and Support

Visit the following URLs to learn about the RA family of microcontrollers, download tools and documentation, and get support.

EK-RA6M4 Resources RA Product Information Flexible Software Package (FSP) RA Product Support Forum Renesas Support renesas.com/ra/ek-ra6m4 renesas.com/ra renesas.com/ra/fsp renesas.com/ra/forum renesas.com/support



## **Revision History**

		Descript	Description			
Rev.	Date	Page	Summary			
1.00	Mar.21.22	-	First release document			
1.10	Nov.11.22	-	Updated Operation Flow based on e <sup>2</sup> studio 2022-10 or later. Used FSP v4.0.0. Document title changed from "RA6 Secure Bootloader Update using MCUboot and Flash Dual Bank" to "RA6 Secure Firmware Update using MCUboot and Flash Dual Bank"			
1.11	Nov.23.22	-	Corrected typo, added Figure 56 and included RA6E1.			
1.20	Feb.28.24	-	Minor documentation updates and migrate to FSP v5.0.0			
1.30	May.17.24	-	Added bat files.			
1.40	Oct.01.24	-	Update to FSP v5.5.0			
1.41	Mar.13.25	-	Correct description about code flash programming unit and block protect setting			



# General Precautions in the Handling of Microprocessing Unit and Microcontroller Unit Products

The following usage notes are applicable to all Microprocessing unit and Microcontroller unit products from Renesas. For detailed usage notes on the products covered by this document, refer to the relevant sections of the document as well as any technical updates that have been issued for the products.

#### 1. Precaution against Electrostatic Discharge (ESD)

A strong electrical field, when exposed to a CMOS device, can cause destruction of the gate oxide and ultimately degrade the device operation. Steps must be taken to stop the generation of static electricity as much as possible, and quickly dissipate it when it occurs. Environmental control must be adequate. When it is dry, a humidifier should be used. This is recommended to avoid using insulators that can easily build up static electricity. Semiconductor devices must be stored and transported in an anti-static container, static shielding bag or conductive material. All test and measurement tools including work benches and floors must be grounded. The operator must also be grounded using a wrist strap. Semiconductor devices must not be touched with bare hands. Similar precautions must be taken for printed circuit boards with mounted semiconductor devices.

2. Processing at power-on

The state of the product is undefined at the time when power is supplied. The states of internal circuits in the LSI are indeterminate and the states of register settings and pins are undefined at the time when power is supplied. In a finished product where the reset signal is applied to the external reset pin, the states of pins are not guaranteed from the time when power is supplied until the reset process is completed. In a similar way, the states of pins in a product that is reset by an on-chip power-on reset function are not guaranteed from the time when power is supplied until the power is supplied until the power is supplied until the power reaches the level at which resetting is specified.

3. Input of signal during power-off state

Do not input signals or an I/O pull-up power supply while the device is powered off. The current injection that results from input of such a signal or I/O pull-up power supply may cause malfunction and the abnormal current that passes in the device at this time may cause degradation of internal elements. Follow the guideline for input signal during power-off state as described in your product documentation.

4. Handling of unused pins

Handle unused pins in accordance with the directions given under handling of unused pins in the manual. The input pins of CMOS products are generally in the high-impedance state. In operation with an unused pin in the open-circuit state, extra electromagnetic noise is induced in the vicinity of the LSI, an associated shoot-through current flows internally, and malfunctions occur due to the false recognition of the pin state as an input signal become possible.

5. Clock signals

After applying a reset, only release the reset line after the operating clock signal becomes stable. When switching the clock signal during program execution, wait until the target clock signal is stabilized. When the clock signal is generated with an external resonator or from an external oscillator during a reset, ensure that the reset line is only released after full stabilization of the clock signal. Additionally, when switching to a clock signal produced with an external resonator or by an external oscillator while program execution is in progress, wait until the target clock signal is stable.

6. Voltage application waveform at input pin

Waveform distortion due to input noise or a reflected wave may cause malfunction. If the input of the CMOS device stays in the area between  $V_{IL}$  (Max.) and  $V_{IH}$  (Min.) due to noise, for example, the device may malfunction. Take care to prevent chattering noise from entering the device when the input level is fixed, and also in the transition period when the input level passes through the area between  $V_{IL}$  (Max.) and  $V_{IH}$  (Min.).

7. Prohibition of access to reserved addresses

Access to reserved addresses is prohibited. The reserved addresses are provided for possible future expansion of functions. Do not access these addresses as the correct operation of the LSI is not guaranteed.

8. Differences between products

Before changing from one product to another, for example to a product with a different part number, confirm that the change will not lead to problems. The characteristics of a microprocessing unit or microcontroller unit products in the same group but having a different part number might differ in terms of internal memory capacity, layout pattern, and other factors, which can affect the ranges of electrical characteristics, such as characteristic values, operating margins, immunity to noise, and amount of radiated noise. When changing to a product with a different part number, implement a systemevaluation test for the given product.

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## **Corporate Headquarters**

TOYOSU FORESIA, 3-2-24 Toyosu, Koto-ku, Tokyo 135-0061, Japan

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