
Skip MPF XMM7160 User Manual

This is a Multiple Partition format scheme. Use skip bad block scheme for each partition. Block0 will be taken as good block, even if the BB mark was overwritten.

Relevant User Options

The following special features on the special features tab apply to this scheme. The default values might work in some cases but please make sure to set the right value according to your system.

Please note only the below special feature items are related to this scheme and ignore any others. If any of below items doesn't exist, please check whether the right version has been installed or contact Data I/O for support by submitting Device Support Request through this address:

<http://www.dataio.com/support/dsr.asp>

Bad Block Handling Type = " Skip MPF XMM7160 "

Spare Area = " Enabled "

PartitionTable File = " C:\PartitionTable.mbn "

Check BB Marker In DataFile = " Disabled "

Error bits allowed in one page: How many error bits allowed within one page while verify, this depends on the ECC method. [Normally required, default is 0].

BB: mark position : Specify bad block mark position within spare area.

" FFFFFFFF " (Default), for new device programming,

For reprogramming, If BB mark moved to byte24, please set value " 18 " for 8-bit device, and set value " c " for 16-bit device.

BB: mark mask : Specify bad block mark position within spare area and its mask LOGIC_1 of the mask means this bit is not care. Default as semi vendor specified

Partition Table Format:

- A binary file with fixed length of 256 bytes.
- Organization: 16 rows x 4 columns. Each table item is 32-bits, little endian byte ordering.
- Each row of the table describes configuration for one partition. Up to 16 partitions can be used.
- Partition configuration:
 - i. **Start Addr:** address of start of partition in flash blocks. The programmer will set the file read pointer and the programmer write pointer to Start Addr. If Start Addr is 0xFFFFFFFF, skip to the next partition.
 - ii. **End Addr:** last valid block in the current partition. The last data block programmed must be equal to or less than End Addr, otherwise the programmer will reject the flash device.
 - iii. **Actual Data Length:** number of blocks of data to read from the input file and write to the flash in the current partition.
 - iv. **Note:** For optimal option, the following example should be used and the 3rd to the last partitions should be adjusted as needed.

Revision History

V1.0 02/14/2018
Initial release

Appendix

You can get the file " Description of common NAND Special Features.pdf" from <http://ftp.dataio.com/FCNotes/BBM/>