

Serialized Quick Turn Programming Specification for PIC16/17

OVERVIEW

Serialization is a method of programming PIC16/17 microcontrollers whereby each chip is programmed with a slightly different code. Typically, all locations are programmed with the same basic code except for a few contiguous bytes which are programmed with a different number (referred to as 'key' or 'ID number' or 'serial number') in each member. Typical applications of such programming are remote transmitters for car alarms or garage door openers where each unit must have a different access code.

Microchip offers a flexible SQTP program, whereby a customer can simply specify the nature of serialization. The 'serial number' generation and programming will be taken care of by the factory.

1.0 SERIALIZATION SCHEME SUPPORTED

1.1 Locations:

The serial number must reside in contiguous locations with up to sixteen locations used. Furthermore these locations must be coded as RETLW NN, where NN= 8-bit random code, in the finished product. For details on how the RETLW instruction is typically used for serialization purposes, please see Appendix A. The customer code must be supplied without the serial code in these locations. These locations must be blank or the assembled value of a RETLW H'FF' instruction. in the customer code provided to Microchip. Microchip will insert the serial code at these locations during programming. Hex files must be in Intel hex 8-bit merged format. See Appendix B for details.

1.2 <u>Numbering Schemes:</u>

Random: Truly random numbers are generated. However, there is no guarantee that the numbers will be non-repeating although the probability of such an occurrence will be infinitesimally small for a reasonably large field.

Pseudo-Random: Pseudo-random sequences of requested length (e.g. 32-bit long if four locations are used) starting with a 'seed value' selected by the factory. The customer may optionally specify the starting value. Pseudo-random sequences, by definition are non-repeating until all possible values are used.

Sequential: Sequential numbers are generated. User specifies the "starting number" and an increment value. In sequential numbering, the least significant digit is in the lowest memory location. The increment value must be between 1 and 255.

Numbers are always in hex and not in BCD or any other format.

2.0 PROGRAMMING SEQUENCE

The factory will program the "basic code" first, then program the serial number and finally program the codeprotection fuse. Program memory will be verified at each stage except after code protection. Optionally, the factory may choose to program the "basic code" and the "serial number" at the same time. The customer may specify an ID number (four hex digits) to be programmed in the ID locations or elect to leave them unprogrammed.

3.0 SAMPLES

Three (3) verification samples will be provided. These will be programmed with factory selected random or sequential codes in the serialization locations. The three parts will be programmed with three different serial codes. If order entry has been completed, then the samples will reflect the first three codes. If code protection is requested, then one of the three samples will be code protected.

4.0 THE FOLLOWING LIMITATIONS APPLY TO THE SQTP PROGRAM

- 1. During shipment of serialized parts, no particular sequence can be guaranteed.
- 2. In sequential or pseudo-random numbering scheme, there may be missing serial numbers (e.g. due to QC sampling).
- 3. A list of serial numbers programmed can not be provided, nor will such a list be generated or maintained by Microchip.
- 4. For sequential and pseudo-random numbering schemes, Microchip will maintain last number used in last shipment and use the next number as the starting number for the next shipment. The customer should be prepared to provide a "new starting number" in the event the flow is disrupted due to unforeseen events.

APPENDIX A:

Implementing a table in the program memory of PIC16C5X and PIC16C5XA:

The PIC16C5X and the PIC16C5XA family uses Harvard architecture, in which the program memory is separate from data memory. All instructions operate on data that is fetched from the register file or data memory. Since there are no instructions to read from or write to the program memory, simply storing data words in program memory is of no use. There is, however, a simple and elegant way to implement constant tables in the program memory by using the RETLW instruction. This instruction returns from a subroutine as well as loads an 8-bit constant into the W register. The following example shows how to get a byte of "serial information" from the table stored at location 000h in PIC16C54:

	ORG RETLW RETLW RETLW RETLW RETLW RETLW RETLW	OFFh OFFh OFFh OFFh OFFh OFFh	;store serial numbers ;end of serial ;numbers
main_prog	ORG	XYZ	;This is main program
MOVLW CALL	byte_num get_1byte;		;byte_num = 0 for 1st ;byte
e get_lbyte	MOVWF	PC	<pre>;write W to program ;counter ;W = offset = 0 for ;lst byte ;end of get_lbyte sub ;routine</pre>

END

The next example shows how a serial number may reside at location other than 000h.

main_prog	ORG 2	XYZ	;This is main program
MOVLW	byte_num		;byte_num = 0 for 1st ;byte
CALL	get_1byte;		-
•			
•			
get_1byte	e ADDWFPC		;W = offset
	RETLW	Offh	;
	RETLW	Offh	;end of serial
			inumbers
•			
•			
END			

APPENDIX B:

Standard hex file format for serial programming:

The hex file containing the 'serial numbers' will be in Intel hex 8-bit format. Since the PIC16C5X and the PIC16C5XA have 12-bit data words, all addresses are doubled in this hex format. Each line of the hex file will be for a new part. Each line can contain only up to 16 bytes (i.e. eight PIC16C5X, PIC16C5XA instruction words). The format is as follows:

:NNAAAATTHHHHHHH.....HHCC

where:

- NN = byte count on current line (max 10h allowed)
- AAAA = address in four hex digits
- TT = record type, always 00 except 01 for EOF
- HH = Two digit hex data byte
- CC = Two digit hex checksum

WORLDWIDE SALES & SERVICE

AMERICAS

Corporate Office

Microchip Technology Inc. 2355 West Chandler Blvd. Chandler, AZ 85224-6199 Tel: 602 786-7200 Fax: 602 786-7277 *Technical Support:* 602 786-7627 *Web:* http://www.microchip.com/

Atlanta

Microchip Technology Inc. 500 Sugar Mill Road, Suite 200B Atlanta, GA 30350 Tel: 770 640-0034 Fax: 770 640-0307

Boston

Microchip Technology Inc. 5 Mount Royal Avenue Marlborough, MA 01752 Tel: 508 480-9990 Fax: 508 480-8575

Chicago

Microchip Technology Inc. 333 Pierce Road, Suite 180 Itasca, IL 60143 Tel: 708 285-0071 Fax: 708 285-0075

Dallas

Microchip Technology Inc. 14651 Dallas Parkway, Suite 816 Dallas, TX 75240-8809 Tel: 214 991-7177 Fax: 214 991-8588

Dayton

Microchip Technology Inc. Suite 150 Two Prestige Place Miamisburg, OH 45342 Tel: 513 291-1654 Fax: 513 291-9175

Los Angeles

Microchip Technology Inc. 18201 Von Karman, Suite 1090 Irvine, CA 92715 Tel: 714 263-1888 Fax: 714 263-1338

AMERICAS (continued) New York

Microchip Technology Inc. 150 Motor Parkway, Suite 416 Hauppauge, NY 11788 Tel: 516 273-5305 Fax: 516 273-5335 San Jose Microchip Technology Inc. 2107 North First Street, Suite 590

San Jose, CA 95131 Tel: 408 436-7950 Fax: 408 436-7955 **Toronto** Microchip Technology Inc. 5925 Airport Road, Suite 200

 5925 Airport Road, Suite 200

 Mississauga, Ontario L4V 1W1, Canada

 Tel: 905 405-6279
 Fax: 905 405-6253

ASIA/PACIFIC

Hong Kong

Microchip Technology Rm 3801B, Tower Two Metroplaza, 223 Hing Fong Road, Kwai Fong, N.T., Hong Kong Tel: 852 2 401 1200 Fax: 852 2 401 3431

Korea

Microchip Technology 168-1, Youngbo Bldg. 3 Floor Samsung-Dong, Kangnam-Ku, Seoul, Korea Tel: 82 2 554 7200 Fax: 82 2 558 5934

Singapore

Microchip Technology 200 Middle Road #10-03 Prime Centre Singapore 188980 Tel: 65 334 8870 Fax: 65 334 8850

Taiwan

Microchip Technology 10F-1C 207 Tung Hua North Road Taipei, Taiwan, ROC Tel: 886 2 717 7175 Fax: 886 2 545 0139

EUROPE

United Kingdom

Arizona Microchip Technology Ltd. Unit 6, The Courtyard Meadow Bank, Furlong Road Bourne End, Buckinghamshire SL8 5AJ Tel: 44 1 628 850303 Fax: 44 1 628 850178

France

Arizona Microchip Technology SARL Zone Industrielle de la Bonde 2 Rue du Buisson aux Fraises 91300 Massy - France Tel: 33 1 69 53 63 20 Fax: 33 1 69 30 90 79

Germany

Arizona Microchip Technology GmbH Gustav-Heinemann-Ring 125 D-81739 Muenchen, Germany Tel: 49 89 627 144 0 Fax: 49 89 627 144 44

Italy

Arizona Microchip Technology SRL Centro Direzionale Colleoni Palazzo Taurus 1 V. Le Colleoni 1 20041, Agrate Brianza, Milan Italy Tel: 39 39 689 9939 Fax: 39 39 689 9883

JAPAN

Microchip Technology Intl. Inc. Benex S-1 6F 3-18-20, Shin Yokohama Kohoku-Ku, Yokohama Kanagawa 222 Japan Tel: 81 45 471 6166 Fax: 81 45 471 6122

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