

STN Bootloader

**Firmware Update Specification for Devices
with STN Bootloader**

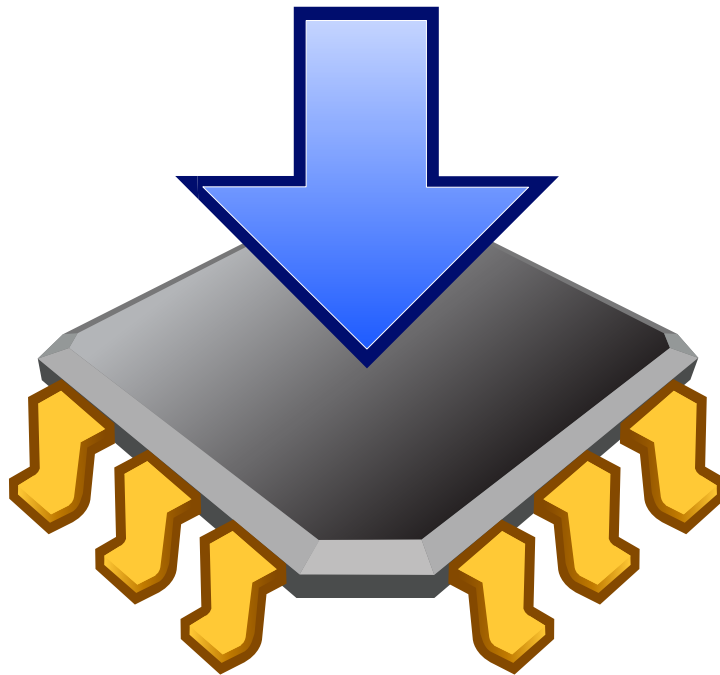


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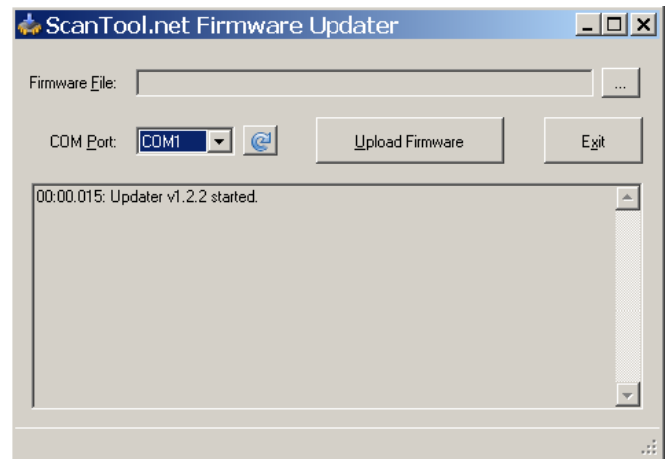
1.0 Introduction

STN Bootloader is a resident program that is factory programmed into devices designed by OBD Solutions. Its job is to write application firmware to the device's flash memory, allowing the device to be easily updated in the field. The updates can be used to remotely fix problems and add new functionality without the need for costly product recalls.

OBD Solutions provides a free utility called **Firmware Updater** (Figure 1) which can be used to upload new firmware from any computer that supports the Microsoft .NET framework. This utility is bundled with every official firmware release.

Unfortunately, in certain circumstances (e.g., in embedded environments), using the Firmware Updater may not be feasible. This document is intended to be used as a reference to allow programmers to implement the necessary algorithms for interfacing with STN Bootloader (version 2.x).

Figure 1 – STN Firmware Updater



2.0 Features

STN Bootloader has a number of properties that make it ideal for carrying out remote updates:

- **Tamper-proof.** The bootloader resides in a designated 'boot block', a small section of protected program memory, which is separate from application program memory. The firmware images are protected from tampering using strong military-grade encryption.
- **Brick-proof.** The bootloader checks the firmware that is being uploaded, to make sure it is compatible with the device. If the upload is interrupted, it can be safely restarted.
- **Superior noise immunity.** Updates can be done even over unreliable and noisy connections. The bootloader features a robust error recovery mechanism, and the integrity of each data packet is ensured by a 16-bit CRC.
- **Automatic baud rate detection** allows the firmware updater application to negotiate the optimal communication baud rate.

3.0 Basic Operation

Devices that feature the STN bootloader operate in three distinct modes:

- Startup mode
- Bootloader mode
- Normal mode

On startup, or after a hard reset, the device is in **startup mode**, where it waits for a predefined amount of time (by default, 200 milliseconds) for the bootloader session to be initiated. If during this time the device receives a *Connect* command from the host, it enters **bootloader mode**, and remains there until a reset. Note that the device will not respond to any bootloader commands until it receives a valid *Connect* command.

If the bootloader session is not initiated within the startup mode window, and valid firmware is present,

the device will enter **normal mode** and run the application firmware.

If the firmware is not valid (e.g., a firmware upload was interrupted by a power loss or a reset) the device will remain in startup mode indefinitely, until it receives the *Connect* command.

To enter bootloader mode, the host application must first reset the device by cycling its power, pulsing the RESET pin, or issuing a reset command ('ATZ' for STN1100 family devices). After a short pause to give the device a chance to restart (approximately 50 ms), send the *Connect* command to the bootloader. If the device replies with a "Connect ACK", consider the bootloader session started and proceed with the firmware upload. See section 6.0 "Firmware Update Procedure" for more information.

4.0 Communication Protocol

STN bootloader employs a basic communication protocol that is robust, simple to use, and easy to implement.

Flow control is built into the protocol. Thus, for every received command, there is a response (an ACK or a NACK).

All multibyte values are big-endian and are transmitted most significant byte first.

4.1 UART Settings

The bootloader communicates with the host via UART. The following communication settings are used:

- 8 data bits
- No parity
- 1 stop bit
- Automatic baud rate detection

The bootloader supports a wide range of baud rates. All standard RS-232 baud rates are supported in addition to a few higher baud rates. The following formula can be used to calculate all supported baud rates (expressed in bits per second):

$$\text{Baud Rate} = \frac{10,000,000}{\text{divisor}}$$

where *divisor* is an integer between 1 and 65,536.

Baud rate is automatically detected during the reception of the first <STX> character of each command packet. The bootloader will reply on the same baud rate.

4.2 Packet Format

All data that is transmitted to or from the device follows this basic packet format:

<STX><STX>[<DATA1>...<DATAn>]<CRCH><CRCL><ETX>

where each <...> represents a byte and [...] represents the data field. The start of a packet is indicated by two 'Start of TeXt' control characters (<STX>), and is terminated by a single 'End of TeXt' control character (<ETX>). The last two bytes before the <ETX> are the 16-bit CCITT CRC.

4.3 Control Characters

Three control characters have special meaning. Two of them, <STX> and <ETX>, were introduced in the previous section. The third control character is the <DLE> ('Data Link Escape'), described later in this section. Table 1 provides a summary of the three control characters.

Table 1 – Control Characters

Control	Value	Description
<STX>	0x55	Start of TeXt
<ETX>	0x04	End of TeXt
<DLE>	0x05	Data Link Escape

The <DLE> is used to identify a value that could be interpreted in the data field or CRC as a control character. Within the data field or CRC, the bootloader will always accept the byte following a <DLE> as data, and will always send a <DLE> before bytes 0x55, 0x04, and 0x05 that are part of data or CRC and should not be interpreted by the receiver as control characters.

For example, if a byte of value 0x55 is transmitted as part of the data field, rather than as the <STX> control character, the <DLE> character is inserted before the 0x55 byte. In other words, the following response packet (hex):

55	55	49	04	4C	55	8A	05	9B	92	04
STX	STX									ETX

will be transmitted as

55	55	49	05	04	4C	05	55	8A	05	05	9B	92	04
STX	STX		DLE			DLE			DLE				ETX

The process of using <DLE> to escape data bytes that may be misinterpreted as control characters, is called “**byte stuffing**”.

Note: Control characters are not considered data and are not included in the CRC calculation.

4.4 CRC

The error detection during communication is accomplished using a standard 16-bit CCITT CRC (XModem) algorithm. Table 2 details the CRC parameters. Appendix B: CRC Sample Code lists sample code for the CRC calculation.

Table 2 – CRC Parameters

Width	16 bits
Polynomial	0x1021
Initial Value	0x0000
Final XOR Value	0x0000
Reflection	none
Check Value	0x31C3

CRC is calculated on the data field prior to byte stuffing. It is transmitted after the data field, and before the <ETX> control character.

After a response is received, it must first be unstuffed. Then the CRC is calculated over the entire data packet (including the CRC bytes). If the reception is successful, the CRC calculation result will equal zero.

4.5 Commands

The data field of each packet transmitted to the bootloader should contain one command and (optionally) its associated data. Commands must be transmitted to the bootloader in the following format:

<command><data length>[<data>]

Table 3 details the command format. Commands supported by the bootloader are detailed in section 5.0 “Bootloader Commands”.

Table 3 – Command Format

Field	Length (bytes)	Description
<command>	1	Bootloader command
<data length>	2	Length of command payload
[<data>]	variable	Optional command payload

Bytes comprising a command do not have to be sent back-to-back. However, there cannot be more than 200 milliseconds between any two bytes. If this timeout occurs, the bootloader will abort receiving the command, and will revert to looking for the start of the next command packet.

4.6 Responses

The data field of each packet received from the bootloader contains one response and its associated data. The responses are transmitted by the bootloader in the following format:

<ACK/NACK><command><data length>[<data>]

Table 4 details the response format.

Table 4 – Response Format

Field	Length	Description
<ACK/NACK>	2 bits	Success/error indication: 01 = ACK 10 = NACK

<command>	6 bits	Command which this response is acknowledging
<data length>	1 byte	Length of response payload
[<data>]	variable	Optional response payload

4.6.1 ACK Responses

Upon successful execution of each command, the bootloader responds with an ACK response in the following format:

<0x40|command><data length>[<data>]

See section 5.0 “Bootloader Commands” for details on responses to each bootloader command.

4.6.2 NACK Responses

When the bootloader encounters an error while processing a command, it will respond with a NACK response. NACK responses have a fixed length of three bytes (one data byte) and are in the following format:

<0x80|command><0x01><error code>

Table 5 lists possible error codes.

Table 5 – Error Codes

Error Type	Error Code (hex)	Description
Communication	01	CRC error
	02	Received packet too long
Command Validation	10	Unknown command
	11	Invalid command format
Firmware Upload	30	Sequence error
	50	Authentication error
	80	Programming error
	90	Verification error

4.6.2.1 Communication Errors

NACK responses indicating communication errors have their command field set to 0x00, because the integrity of the packet has been compromised or could not be verified, and the byte received in place of the command field may not correspond to the command actually sent by the host. These errors may occur for any bootloader command. The following two errors indicate communication problems:

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CRC

The bootloader responds with this error when the received packet fails the CRC check. To recover from this error, resend the packet.

Packet Too Long

Whenever the size of the bootloader's internal buffer is exceeded, it will stop receiving the command and wait for the <ETX> character; after it receives the <ETX>, the bootloader will respond with the Packet Too Long error.

When properly formatted, none of the commands with fixed data length will generate this error. However, the *SendChunk* command accepts a variable data length parameter, and may generate this error if the data length exceeds the maximum chunk size supported by the bootloader. See *StartUpload* command description for more information.

4.6.2.2 Command Validation Errors

After the bootloader receives a packet and verifies the CRC, it proceeds to validate the command. The following two errors may be generated for any command received by the bootloader:

Unknown Command

<command> field of a packet received by the bootloader does not match any of the supported commands.

Command Format

This error will be generated by an incorrect formatting of the <data> field. This can happen if the data length is incorrect, or the data values are outside of the supported range.

4.6.2.3 Firmware Upload Errors

Firmware upload errors can occur at any point during the firmware upload sequence. The two commands that can generate these errors are *StartUpload* and *SendChunk*.

Sequence

This error is returned when a firmware upload sequence error is detected. Conditions that can cause this error are:

- *SendChunk* command received before *StartUpload* command
- Chunk number is out of sequence
- The number of bytes received by the bootloader exceeds the number specified by the <image size> field of the *StartUpload* command

Authentication

This error will be returned if the host software attempts to upload a firmware image for the wrong device. It can also be caused by a corrupted firmware image.

If an attempt is made to upload an invalid firmware image, most of the time this will be detected within the first few packets and the old firmware will remain intact.

Programming

This error will be returned if the bootloader encounters any errors while attempting to program the uploaded firmware. To attempt a recovery, reset the device and try uploading the firmware again.

Validation

This error is similar to the Programming error. However, it has a special meaning for firmware images of the Validation type. See section 6.0 "Firmware Update Procedure" for more information.

5.0 Bootloader Commands

5.1 Control Commands

Control commands are used for establishing and terminating the bootloader session and to aid in error recovery. All control commands have their data length

field set to 0x0000. Table 6 summarizes control commands supported by the current version of STN Bootloader.

Table 6 – Control Commands

Command	Name	Description
03	Connect	Start bootloader session
02	Reset	Reset device
01	ResendLast	Resend last response

Connect

Start bootloader session. After successfully receiving this command, the bootloader turns off the startup timer, and the device will remain in bootloader mode until it is reset (via hardware reset or a *Reset* command). The bootloader will not respond to any other command with either 'ACK' or 'NACK' unless it receives the Connect command.

Reset

Terminate bootloader session, and reset the device. Send *Reset* after successfully uploading the firmware, to restart the device in normal mode.

ResendLast

Resend last response. This command can be used to recover from a communication error during reception of a bootloader response (e.g., UART framing error or a failed CRC check).

5.2 Device Information Commands

Table 7 summarizes device information commands supported by the current version of STN Bootloader. These commands can be used in bootloader mode to

request information about the device. All device information commands must have their data length field set to 0x0000.

Table 7 – Device Information Commands

Command	Name	Description
06	GetVersion	Get bootloader version
07	GetDevID	Get device ID
08	GetHWRev	Get hardware revision
0A	GetSerialNumber	Get serial number
0B	GetDeviceName	Get Device Name
0F	GetFWStatus	Get firmware status (valid/invalid)

GetVersion

Get bootloader version. Returns bootloader version in the following format (data length = 2):

<major><minor>

GetDevID

Get device ID. Returns device ID as a big-endian 16-bit integer (data length = 2). See Appendix C: Device IDs for the list of possible device IDs.

GetHWRev

Get device hardware revision. Returns device hardware revision in the following format (data length = 2):

<major><minor>

GetSerialNumber

Get device serial number. Returns serial number as 8 ASCII characters (data length = 8).

GetDeviceName

Get device name. Returns device name as an ASCII string. Data length is fixed at 32 bytes. For strings shorter than 32 bytes, the remaining data bytes will be padded with 0s.

GetFWStatus

Get firmware status. Reports whether valid application firmware is present (data length = 1). If valid firmware is not present, returns 0; any other value indicates valid firmware.

Use this command to verify that the firmware was properly programmed after upload.

5.3 Firmware Upload Commands

Table 8 summarizes firmware upload commands supported by the current version of STN Bootloader,

which are used to upload each firmware image as specified by the firmware file.

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Table 8 – Firmware Upload Commands

Command	Name	Description
30	StartUpload	Start firmware image upload
31	SendChunk	Send the next firmware image chunk

StartUpload

Start firmware image upload. Every firmware image upload must be preceded by a *StartUpload* command. The *StartUpload* command packet has the following format:

<0x30><0x04>[<image size><mode>]

Table 9 details the data field format of the *StartUpload* command.

Table 9 – StartUpload Command Format

Field	Length (bytes)	Description
<image size>	3	Firmware image size
<mode>	1	Mode. Must be set to 0x01

The response to *StartUpload* command is a big-endian 16-bit integer specifying the maximum chunk size that can be accepted by the bootloader (data length = 2).

SendChunk

Send the next firmware image chunk. Firmware chunk length must be a multiple of 16 bytes, and

cannot exceed the maximum chunk size returned by the *StartUpload* command. The chunk size can be varied to achieve the optimum balance between firmware upload speed, progress granularity, and the speed of error recovery.

The *SendChunk* command packet has the following format:

<0x31><chunk_len+2>[<chunk num><chunk>]

Table 10 details *SendChunk* command data field format.

Table 10 – SendChunk Command Format

Field	Length (bytes)	Description
<chunk num>	2	Chunk number
<chunk>	variable	Firmware image chunk data

Chunk number is a sequential number assigned to each chunk. It must be set to 0 for the first chunk and then incremented by one for each subsequent chunk.

The response to *SendChunk* command contains the 16-bit chunk number (data length = 2).

6.0 Firmware Update Procedure

Basic firmware update steps are as follows:

1. Load firmware file header into memory
2. Start bootloader session (*Connect*)
3. Verify bootloader version (*GetVersion*). Proceed only if the major version is 2.
4. Upload each firmware image (see Appendix A: Firmware File Format for details):
 - a. Send *StartUpload* command
 - b. Send firmware image using *SendChunk* commands until all bytes of the firmware image have been transmitted
5. Send *GetFWStatus* command to verify that the application firmware was successfully uploaded

Appendix A: Firmware File Format

Firmware images to be used with STN Bootloader are released as binary files with a .bin extension. The STN firmware file format is detailed in this section.

The current file version is 5. If any other file version is detected, you should abort the upload, because the

firmware will not be compatible with the file layout described in this document. Table 11 describes STN firmware file structure. All multi-byte values are big-endian.

Table 11 – Firmware File Structure

	Field	Size (bytes)	Description
File Header	Signature	6	File signature (ASCII STNFWv)
	Version	2	File version (ASCII 05)
	Device ID Count	1	Size of device IDs array
	Device IDs Array	[Dev ID Count] * 2	Device IDs of compatible devices that can be programmed with this firmware
	FW Image Descriptors Count	1	Size of firmware descriptors array (see Table 12)
	FW Image Descriptors Array	[FW Image Desc Count] * 12	Optional firmware descriptors array
	FW Images	Variable	Firmware images, specified by firmware image descriptors

Table 12 – Firmware Image Descriptor Format

Field	Length (bytes)	Description
Image Type	1	Firmware image type (see Table 13)
Reserved	1	
Next FW Index	1	Next firmware image to upload. 0xFF means there are no more images to upload.
Error FW Index	1	Firmware to upload on error. Used only for images of 'Validation' type.
Image Offset	4	Absolute file offset to beginning of firmware image
Image Size	4	Size of firmware image in bytes

Table 13 – Firmware Image Types

FW Image Type	Value (hex)	Description
Normal	00	Go to [Next FW Index] on success, handle all errors normally (ignore [Error FW Index])
Normal, Tolerate Errors	01	Go to [Next FW Index] on success; if connection is lost, reconnect, then continue with the [Next FW Index] ; if device comm error occurs, send <i>ResetDevice</i> command, reconnect, then continue with the [Next FW Index] ; handle all other errors normally (ignore [Error FW Index])
Validation	10	Go to [Next FW Index] on success, go to [Error FW Index] on Validation error, handle all other errors normally

Appendix B: CRC Sample Code

Table-based Algorithm

```
unsigned short crcTable[256] =
{
    0x0000, 0x1021, 0x2042, 0x3063, 0x4084, 0x50A5, 0x60C6, 0x70E7,
    0x8108, 0x9129, 0xA14A, 0xB16B, 0xC18C, 0xD1AD, 0xE1CE, 0xF1EF,
    0x1231, 0x0210, 0x3273, 0x2252, 0x52B5, 0x4294, 0x72F7, 0x62D6,
    0x9339, 0x8318, 0xB37B, 0xA35A, 0xD3BD, 0xC39C, 0xF3FF, 0xE3DE,
    0x2462, 0x3443, 0x0420, 0x1401, 0x64E6, 0x74C7, 0x44A4, 0x5485,
    0xA56A, 0xB54B, 0x8528, 0x9509, 0xE5EE, 0xF5CF, 0xC5AC, 0xD58D,
    0x3653, 0x2672, 0x1611, 0x0630, 0x76D7, 0x66F6, 0x5695, 0x46B4,
    0xB75B, 0xA77A, 0x9719, 0x8738, 0xF7DF, 0xE7FE, 0xD79D, 0xC7BC,
    0x48C4, 0x58E5, 0x6886, 0x78A7, 0x0840, 0x1861, 0x2802, 0x3823,
    0xC9CC, 0xD9ED, 0xE98E, 0xF9AF, 0x8948, 0x9969, 0xA90A, 0xB92B,
    0x5AF5, 0x4AD4, 0x7AB7, 0x6A96, 0x1A71, 0x0A50, 0x3A33, 0x2A12,
    0xDBFD, 0xCBDC, 0xFBBF, 0xEB9E, 0x9B79, 0x8B58, 0xBB3B, 0xAB1A,
    0x6CA6, 0x7C87, 0x4CE4, 0x5CC5, 0x2C22, 0x3C03, 0x0C60, 0x1C41,
    0xEDAE, 0xFD8F, 0xCDEC, 0xDDCD, 0xAD2A, 0xBD0B, 0x8D68, 0x9D49,
    0x7E97, 0x6EB6, 0x5ED5, 0x4EF4, 0x3E13, 0x2E32, 0x1E51, 0x0E70,
    0xFF9F, 0xEFBE, 0xDFDD, 0-CFFC, 0xBF1B, 0xAF3A, 0x9F59, 0x8F78,
    0x9188, 0x81A9, 0xB1CA, 0xA1EB, 0xD10C, 0xC12D, 0xF14E, 0xE16F,
    0x1080, 0x00A1, 0x30C2, 0x20E3, 0x5004, 0x4025, 0x7046, 0x6067,
    0x83B9, 0x9398, 0xA3FB, 0xB3DA, 0xC33D, 0xD31C, 0xE37F, 0xF35E,
    0x02B1, 0x1290, 0x22F3, 0x32D2, 0x4235, 0x5214, 0x6277, 0x7256,
    0xB5EA, 0xA5CB, 0x95A8, 0x8589, 0xF56E, 0xE54F, 0xD52C, 0xC50D,
    0x34E2, 0x24C3, 0x14A0, 0x0481, 0x7466, 0x6447, 0x5424, 0x4405,
    0xA7DB, 0xB7FA, 0x8799, 0x97B8, 0xE75F, 0xF77E, 0xC71D, 0xD73C,
    0x26D3, 0x36F2, 0x0691, 0x16B0, 0x6657, 0x7676, 0x4615, 0x5634,
    0xD94C, 0xC96D, 0xF90E, 0xE92F, 0x99C8, 0x89E9, 0xB98A, 0xA9AB,
    0x5844, 0x4865, 0x7806, 0x6827, 0x18C0, 0x08E1, 0x3882, 0x28A3,
    0xCB7D, 0xDB5C, 0xEB3F, 0xFB1E, 0x8BF9, 0x9BD8, 0xABBB, 0xBB9A,
    0x4A75, 0x5A54, 0x6A37, 0x7A16, 0x0AF1, 0x1AD0, 0x2AB3, 0x3A92,
    0xFD2E, 0xED0F, 0xDD6C, 0xCD4D, 0xBDAA, 0xAD8B, 0x9DE8, 0x8DC9,
    0x7C26, 0x6C07, 0x5C64, 0x4C45, 0x3CA2, 0x2C83, 0x1CE0, 0x0CC1,
    0xEF1F, 0xFF3E, 0xCF5D, 0xDF7C, 0xAF9B, 0xBFBA, 0x8FD9, 0x9FF8,
    0x6E17, 0x7E36, 0x4E55, 0x5E74, 0x2E93, 0x3EB2, 0x0ED1, 0x1EF0
};
```

```
unsigned short UpdateCcittCrc(unsigned short crc, unsigned char data)
{
    return (crc << 8) ^ crcTable[(crc >> 8) ^ data];
}
```

```
unsigned short CalculateCcittCrc(unsigned char* data, int len)
{
    unsigned short crc = 0;

    while (len-- > 0)
        crc = UpdateCcittCrc(crc, *data++);

    return crc;
}
```

Efficient Bitwise Algorithm

```

unsigned short UpdateCcittCrc(unsigned short crc, unsigned char data)
{
    unsigned short x;

    x = ((crc >> 8) ^ data) & 0xFF;
    x ^= x >> 4;
    crc = (crc << 8) ^ (x << 12) ^ (x << 5) ^ x;

    return crc;
}

```

```

unsigned short CalculateCcittCrc(unsigned char* data, int len)
{
    unsigned short crc = 0;

    while (len-- > 0)
        crc = UpdateCcittCrc(crc, *data++);

    return crc;
}

```

Appendix C: Device IDs

Table 14 lists device IDs for OBD Solutions devices currently in production.

Table 14 – Device IDs

Device ID (hex)	Device Name
1000	OBDDLink CI
1100	OBDDLink
1101	OBDDLink S
1110	STN1110
1120	microOBD 200
1130	OBDDLink SX
1200	STSP200 – ECUsim CAN PIM
1300	STSP300 – ECUsim 5100 PIM
1310	STS2000 – ECUsim 2000

Appendix D: Revision History

Revision A (January 25, 2011)

Initial release of this document.

Appendix E: Contact Information

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