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'*****
'
'                Written by David Moran
' This is a genereric bootloader program
'*****
' This program is after modification by Lester Johnson
' The echo fuction is actiated for implementing TTY protocol
' and they are changes in error messages to feed in
' Visual Basic Loader program.
' Baudrate is set for 19200 bps
' The PinC.1 is for selecting mode Boot or Run
'Program Name: BootM8.Bas
'
'Include at end of regular program
'
'Bootloader Code:
'The fusebits need to be set for 128 bytes for the boot code,
'starting at $F80
'
'Fusebits:      Boot  Application      Bootloader      End of      Boot Reset
'BOOTSZ1 BOOTSZ0 Size  Flash Section  Flash Section  Application  Address
'  1          1    128    $000 - $F7F    $F80 - $FFF    $F7F        $F80
'
'Standard Intel hex file can be sent: (spaces added for readability)
'All record sizes must be even, AVR uses WORDs, not bytes
'
' :Size Address  Type                Data Bytes                Checksum
' :10      00 00      00          26 C0 B3 C0 B3 C0 B3 C0 B3 C0 C5 C0 C5 C0 D0 C0      A4
' :10      00 10      00          DB C0 E4 C0 ED C0 30 31 32 33 34 35 36 37 38 39      E7
' -
' -
' :10      05 30      00          55 DF 08 95 57 E5 57 DF 52 E5 55 DF 54 E5 53 DF      A2
' :10      05 40      00          5C E2 51 DF 53 2F 52 95 49 DF 53 2F 47 DF 01 D0      33
' :0B      05 50      00          08 95 5D E0 48 DF 5A E0 46 DF 08 95 A2 DC
' :00      00 00      01
'
'*****
$regfile = "M8def.dat"                                'Set the chip type to ATmega8

Const Ramend_lo = $5f                                  'RAM ending location to set up stack pointer
Const Ramend_hi = $04

Const Pagesize = 32                                    'Flash Memory Page Size, in WORDS

'Variable Definitions:
!.def Tmp_reg = R16                                     'Temporary register for calculations etc.
!.def Hex_reg = R17                                     'Hex calculation register

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!.def Ser_reg = R18
!.def SPM_reg = R19
!.def Rec_size = R20
!.def Chk_sum = R21

'Dummy Start code for Simulator

    jmp    $f80
End

'end program

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'Start of Bootloader Code Area

'$boot = $f80
$boot = $f7f
    nop

Disable Interrupts

_chk_for_bootload:
    cbi    DDRC,1
    sbi    PORTC,1
    sbic   PINC,1
    jmp    $0000

_bootloader_start:
    ldi    tmp_reg,Ramend_Hi
!out     SPH,tmp_reg
    ldi    tmp_reg,Ramend_Lo
!out     SPL,tmp_reg
    ldi    tmp_reg,$00
!out     UCSRA,tmp_reg
    ldi    tmp_reg,$18
!out     UCSRB,tmp_reg
    ldi    tmp_reg,$86
!out     UCSRC,tmp_reg
    ldi    tmp_reg,$00
!out     UBRRH,tmp_reg
'19.2 kbs
    ldi    tmp_reg,25
'4800
    ldi    tmp_reg,103
!out     UBRRL,tmp_reg
    clt

'Serial character buffer register
'Temporary register for SPM register settings
'Number of data bytes in this Hex file line
'Checksum storage

'Set boot vector to F80 - CORRECT VALUE
'Set boot vector to F7F and add a NOP, for BASCO

'no interrupts allowed during bootloader program

'Check for bootload, this one uses hardware, Por
'Clear the data direction bit for input
'Set the pull-up
'Skip next instruction if pin is clear
'Pin must be high, run normal code

'Otherwise, run the bootloader
'Load temp reg with the top of SRAM value
'Move out to stack pointer low byte
'Load temp reg with the top of SRAM value
'Move out to stack pointer low byte
'Load the temp register with USART settings
'Set up the USART
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'Set up the USART
'Load the temp register with USART baud rate hig
'Set up the USART

'Load the temp register with USART baud rate low

'Load the temp register with USART baud rate lo
'Set up the USART
'Clear the T flag, used to indicate end of file

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_send_boot_msg:                                'Send a bootloader started message
    ldi    ser_reg, asc("B")                  'Load "B" to show bootloader enabled
    rcall _send_ser                           'Call routine to send a character

_read_lines:                                   'Read in the lines from serial port to SRAM
    rcall _receive_hex_line                   'Receive a single line from the UART into SRAM

_parse_line:                                  'Decode the current hex line
    ldi    XH,$01                             'Point to start of line, high byte, uses $0100
    ldi    XL,$00                             'Point to start of line, low byte
    clr    chk_sum                           'Clear the checksum register for this line

_read_header:
    ld     tmp_reg,x+                          'Get first character, should be ":"
    cpi    tmp_reg, asc(":")                  'Compare with ":" to send as error flag
    breq   _header_ok                         'Fine, read the next record
_header_err:
    ldi    ser_reg, asc("!")                  'Not ":", send error character
    rcall _send_ser                           'Header error
_header_ok:                                  'Call routine to send a character
                                              'Fine, read the next record

_read_record_size:
    rcall _char_to_byte                       'Read the data byte count for this line
    mov    rec_size,hex_reg                   'Call routine to convert two characters to byte
    tst    rec_size                           'Save number of bytes in this line
    brne   _read_address                     'Test if record size is zero for this line
    !set                                        'Not the final line, continue
    rjmp  _write_current_page                 'Set the T flag indicating write last page
                                              'Final line, write current page exit to main pro

_read_address:
    rcall _char_to_byte                       'Read the address high byte and low bytes into Z
    mov    ZH,hex_reg                         'Call routine to convert two characters to byte
    rcall _char_to_byte                       'Load ZH with page address high byte
    mov    ZL,hex_reg                         'Call routine to convert two characters to byte
                                              'Load ZL with page address low byte

_read_record_type:
    rcall _char_to_byte                       'Read the record type for this line
                                              'Call routine to convert two characters to byte

_read_data_pairs:
    rcall _char_to_byte                       'Read the rest of the data bytes
    mov    r0,hex_reg                         'Call routine to convert two characters to byte
    rcall _char_to_byte                       'Save in R0, LS Byte of page write buffer
    mov    r1,hex_reg                         'Call routine to convert two characters to byte
                                              'Save in R1, MS Byte of page write buffer

_store_word:
    ldi    spm_reg,1                          'Store current R1/R0 Word in page buffer at prop
                                              'Load SPM Enable (SPMEN)

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    rcall _exec_spm                                'Execute current SPM, return is in exec_spm

_check_byte_count:
    subi  rec_size,2                               'Check if this was the last word of the line
    breq  _read_checksum                           'Decrement the Record Size by two bytes
    subi  ZL,$FE                                   'Done with this data, read checksum
    rjmp  _read_data_pairs                         'Not done, increment the low address byte by two
                                                'Go back and read the next two characters

_read_checksum:
    rcall _char_to_byte                            'Byte count = record size, next is checksum for
    breq  _checksum_ok                             'Call routine to convert two characters to byte
_checksum_err:
    ldi   ser_reg, asc("#")                        'Must have added to zero, checksum is okay
    rcall _send_ser                               'Checksum or other decoding error detected
    _checksum_ok:                                '! zamiast #                                'Load
                                                'Call routine to send a character

'Done decoding and storing one complete input line, so check if this page is full

_chk_page_full:
    mov   tmp_reg, ZL                              'Check if this page is full
    andi  tmp_reg, ((Pagesize - 1 ) * 2)           'Load the address low byte into the temp reg
    cpi   tmp_reg, ((Pagesize - 1 ) * 2)           'AND with page size for this device, mask bits
                                                'Compare with page size for this device

    brne  _read_lines                              'Page buffer is not full, read another line

_write_current_page:
                                                'Write current page if the page buffer is full

_erase_page:
    ldi   spm_reg, 3                               'Erase Page, page address is in Z12-Z6
    rcall _exec_spm                               'Load Page Erase (PGERS) and SPM Enable (SPMEN)
                                                'Execute current SPM

_write_page:
    andi  ZL, $C0                                  'Page address range is Z12-Z6 for Mega8
    ldi   spm_reg, 5                               'Ensure that Z5 - Z0 are 0
    rcall _exec_spm                               'Load page write (PGWRT) and SPM Enable (SPMEN)
                                                'Execute current SPM

_enable_page:
    rcall _wait_spm                               'Re-enable the Read-While-Write section
    ldi   spm_reg, 11                             'Check if current write is complete
    rcall _exec_spm                               'Set RWWSRE and SP MEN only
                                                'Execute current SPM

_check_end_of_file:
    brtc  _read_lines                             'Check if this is the end of the file
                                                'Not the last page, continue to read in data lin

_exit_bootloader:
    ldi   ser_reg, asc("D")                       'Done, exit the bootloader code
                                                'Load "D" to send as done flag

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'rcall _send_ser                                'Call routine to send a character

jmp $0000                                        'Jump to main program reset vector

'*****
'Send a serial character
_send_ser:
    sbis UCSRA,UDRE                                'Send a serial characater
    rjmp _send_ser                                'Check if USART data register is empty
    !out UDR,ser_reg                                'Not ready yet, wait
    ret                                            'Send serial register
'*****
'Get one line from the serial port and store at start of SRAM
_receive_hex_line:
    ldi XH,$01                                'Set pointers to SRAM location $0100
    ldi XL,$00                                'Above all registers

    ldi ser_reg, asc("?")                    'No data now, so load "?" to request next charac
    rcall _send_ser                            'Call routine to send a character

_receive_hex_line_char:
    sbis UCSRA,RXC                                'Get a character from UART and add to buffer
    rjmp _receive_hex_line_char                'Check UART for a serial character received
    in tmp_reg,UDR                                'No, check again...
'Diag Comment2 Lines                            'Store input character in temp register
    ldi ser_reg, asc("*")                    'Echo this character for troubleshooting
    mov ser_reg,tmp_reg                        'Call routine to send a character
    rcall _send_ser

'Diag                                            'Compare with <H0D>, input line terminator

    cpi tmp_reg,13
    breq _receive_hex_line_char

    cpi tmp_reg,10                                'Compare with <H0A>, input line terminator
    breq _receive_hex_line_end                'Yes, line is finished, branch to end
    st x+,tmp_reg                                'Otherwise store value then increment buffer and
    rjmp _receive_hex_line_char                'Go back and get next character

_receive_hex_line_end:
    ret                                            'This input line is finished, so
'*****                                          'Done with this line, so return
'Get two characters from buffer, add to checksum and return with result in hex_reg
_char_to_byte:

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    ld    hex_reg,x+           'Load character into hex_reg, increment X
    subi  hex_reg,$41          'ASCII Value minus $41, "A"
    brcc  _char_to_byte1      'Branch if value was greater than $41
    subi  hex_reg,$F9          'Not greater, subtract $F9
_char_to_byte1:
    subi  hex_reg,$F6          'Subtract $F6
    lsl   hex_reg              'Shift this data
    lsl   hex_reg              'Left for four bits
    lsl   hex_reg              'To move it into the
    lsl   hex_reg              'High nibble

    ld    tmp_reg,x+           'Get next character,
    subi  tmp_reg,$41          'ASCII Value minus $41, "A"
    brcc  _char_to_byte2      'Branch if value was greater than $41
    subi  tmp_reg,$F9          'Not greater, subtract $F9
_char_to_byte2:
    subi  tmp_reg,$F6          'Subtract $F6

    add   hex_reg,tmp_reg      'Add into hex register
    add   chk_sum,hex_reg      'Add it into the checksum for this line
    ret

'*****
_exec_spm:                     'Execute the current SPM instruction
    !out  spmcr,spm_reg        'Send to SPM Control Register
    spm                          'Do SPM instruction

_wait_spm:                     'Check if current flash write is complete
    in    spm_reg,spmcr        'Get the SPM control Register
    sbrc  spm_reg,spmen        'Check if SPM Enable flag is clear
    rjmp  _wait_spm            'No, go back and wait for SPME flag cleared
    ret                        'Flag cleared, Return
'*****

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