

Application Note: AN00154

Using flash memory for persistent storage

This application note demonstrates how to use XFLASH option --data to store persistent data within flash memory.

This application note provides an example that uses the boot partition in flash memory to store the application and the data partition in flash memory to store persistent application data. Once booted the application reads data from the data partition using the xCORE flash library and use it to illuminate the LED's in various patterns.

Required tools and libraries

- xTIMEcomposer Tools - Version 13.2

Required hardware

This application note is designed to run on an XMOS startKIT.

The example code provided with the application has been implemented and tested on the startKIT but there is no dependency on this board and it can be modified to run on any development board.

Prerequisites

- This document assumes familiarity with the XMOS xCORE architecture, the XMOS tool chain and the xC language. Documentation related to these aspects which are not specific to this application note are linked to in the references appendix.
- This document assumes familiarity with flash memory, the xCORE flash library and the XMOS tool XFLASH.
- For descriptions of XMOS related terms found in this document please see the XMOS Glossary¹.

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¹<http://www.xmos.com/published/glossary>