sliceKIT board support library

The sliceKIT support library for managing the flash port multiplex on the xCORE sliceKIT core board.

Software version and dependencies

This document pertains to version 2.0.1 of this library. It is known to work on version 14.1.1 of the xTIMEcomposer tools suite, it may work on other versions.

The library does not have any dependencies (i.e. it does not rely on any other libraries).

1 API

This library runs a some initial code on booting to configure the ports for the sliceKIT Core Board to either route ports 1A,1B,1C and 1D on tile[0] to the SPI flash during the application or to the STAR and TRIANGLE slice card slots.

To use the library just include it in the USED_MODULES list in your application makefile. There is no need to call any specific function in your application, the code will run on boot automatically.

The default is to route the ports to the slice card slots. SPI Flash will still work for booting but cannot be accessed during the application. To route these ports to flash during the application create a slicekit_conf.h file in your application and set the following define:

```
#define SLICEKIT_ENABLE_FLASH 1
```

If you do enable flash, then clearly you will not be able to access the pins on the slice cards connected to these ports.

If this library is used when the application target is not SLICEKIT-L2, SLICEKIT-U16, SLICEKIT-A16 or SLICEKIT-L16 then this module will do nothing.

APPENDIX A - Known Issues

There are no known issues.

APPENDIX B - sliceKIT support library change log

B.1 2.0.1

- Update to source code license and copyright

B.2 2.0.0

- Restructured

B.3 1.0.3

- Moved from sc_util
- Fix code that assumes tile[0] gets node ide 0

B.4 1.0.2

- Fix module_slicekit_support to work with L16 target

B.5 1.0.1

- No change to slicekit support (changes to sc_util where module used to be)

B.6 1.0.0

- Initial Version