

Step	Procedure	Data Tansmit/Receive	
		Page1	Page2
1	Unlock the OTP programming: Write the following data to OTP_PROG_UNLOCK1A to OTP_PROG_UNLOCK1D and OTP_PROG_UNLOCK2A to OTP_PROG_UNLOCK2D registers. - OTP_PROG_UNLOCK1A <- data 0x02 - OTP_PROG_UNLOCK1B <- data 0xB7 - OTP_PROG_UNLOCK1C <- data 0x78 - OTP_PROG_UNLOCK1D <- data 0xBC - OTP_PROG_UNLOCK2A <- data 0x7E - OTP_PROG_UNLOCK2B <- data 0x12 - OTP_PROG_UNLOCK2C <- data 0x08 - OTP_PROG_UNLOCK2D <- data 0x6F	OK	OK
2	Check to confirm the OTP unlock procedure is successful: a. Read to confirm OTP_PROG_STAT[UNLOCK] = 1	OK	OK
3	Select the proper OTP page and start the OTP programming: a. If to be program page1, set OTP_PROG_CTRL[PAGESEL][PROG_GO] = 0x01. b. If to be program page2, set OTP_PROG_CTRL[PAGESEL][PROG_GO] = 0x03.	OK	OK
4	Wait tPROG= 100ms for the OTP programming to complete.	OK	OK
5	Check to ensure there is no error during OTP programming. The following bits are expected to be 1 after a successful OTP programming: a. OTP_PROG_STAT[DONE] = 1, OTP programming is done. No other bit will be set in this register.	OK	OK
6	Issue a digital reset to reload the registers with the updated OTP values: a. CONTROL1[SOFT_RESET] = 1	OK	OK
7	Wait tRST = 1msec tSU(WAKE_SHUT) = 10msec. for the soft reset to complete.	OK	OK
8	1.Dummy Write to synchronize all daisy chain devices DLL ramp in write direction. Broadcast write OTP_ECC_DATAIN1 through OTP_ECC_DATAIN9 = 0x00(for example).	OK	OK
	2.Setting Up Auto-Addressing. a.CONTROL1[ADDR_WR] = 1.	OK	OK
	b.DIRO_ADDR = 0x00.(for example)	OK	OK
	c.COMM_CTRL[STACK_DEV] = 0, COMM_CTRL[TOP_STACK] = 1.	OK	OK
9	3.Dummy read to synchronize all daisy chain devices DLL ramp in read direction. Broadcast read to read OTP_ECC_DATAIN1 through OTP_ECC_DATAIN9.	OK	OK
	Check to confirm the OTP programming was successful:		
	a. If page 1 is programmed, OTP_CUST1_STAT[LOADED], [PROGOK], [TRY], [OVOK], and [UVOK] bits are 1. Other bits are 0.	OK	
	b. If page 2 is programmed, OTP_CUST2_STAT[LOADED], [PROGOK], [TRY], [OVOK], and [UVOK] bits are 1. Other bits are 0.		OK