

***FlashPro-CC Flash Programmer***  
***for the CC series devices - Chipcon product from TI***  
***Remote Control Programming User's Guide***

***PM024A02 Rev.2***  
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*This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:*

- (1) this device may not cause harmful interference and*
- (2) this device must accept any interference received, including interference that may cause undesired operation.*

***NOTE:*** *This equipment has been tested and found to comply with the limits for a Class B digital devices, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of more of the following measures:*

- \* Reorient or relocate the receiving antenna*
- \* Increase the separation between the equipment and receiver*
- \* Connect the equipment into an outlet on a circuit different from that to which the receiver is connected*
- \* Consult the dealer or an experienced radio/TV technician for help.*

***Warning:*** *Changes or modifications not expressly approved by Elprotronic Inc. could void the user's authority to operate the equipment.*



---

*This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.*

*Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.*

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# 1. Introduction

**FlashPro-CC Flash Programmer (USB )** can be remotely controlled from other software applications (Visual C++, Visual Basic etc.) via a DLL library. The Multi-FPA - allows to remotely control simultaneously up to eight Flash Programming Adapters (FPAs) significantly reducing programming speed in production.

Figure 1.1 shows the connections between PC and up to eight programming adapters. The FPAs can be connected to PC USB ports directly or via USB-HUB. Direct connection to the PC is faster but if the PC does not have required number of USB ports, then USB-HUB can be used. The USB-HUB should be fast, otherwise speed degradation can be noticed. When the USB hub is used, then the D-Link's Model No: **DUB-H7, P/N BDUBH7..A2** USB 2.0 HUB is recommended.

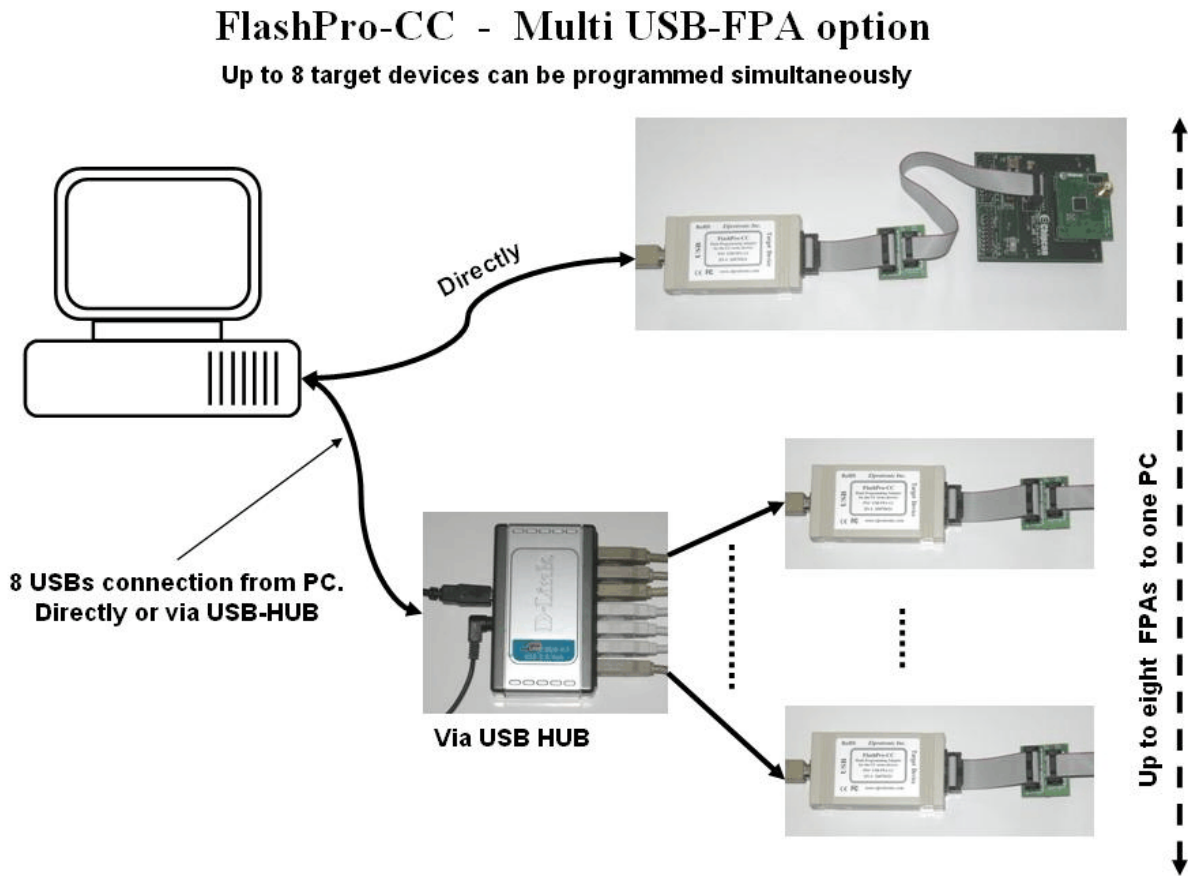


Figure 1.1



## FlashPro-CC Multi-FPA API-DLL

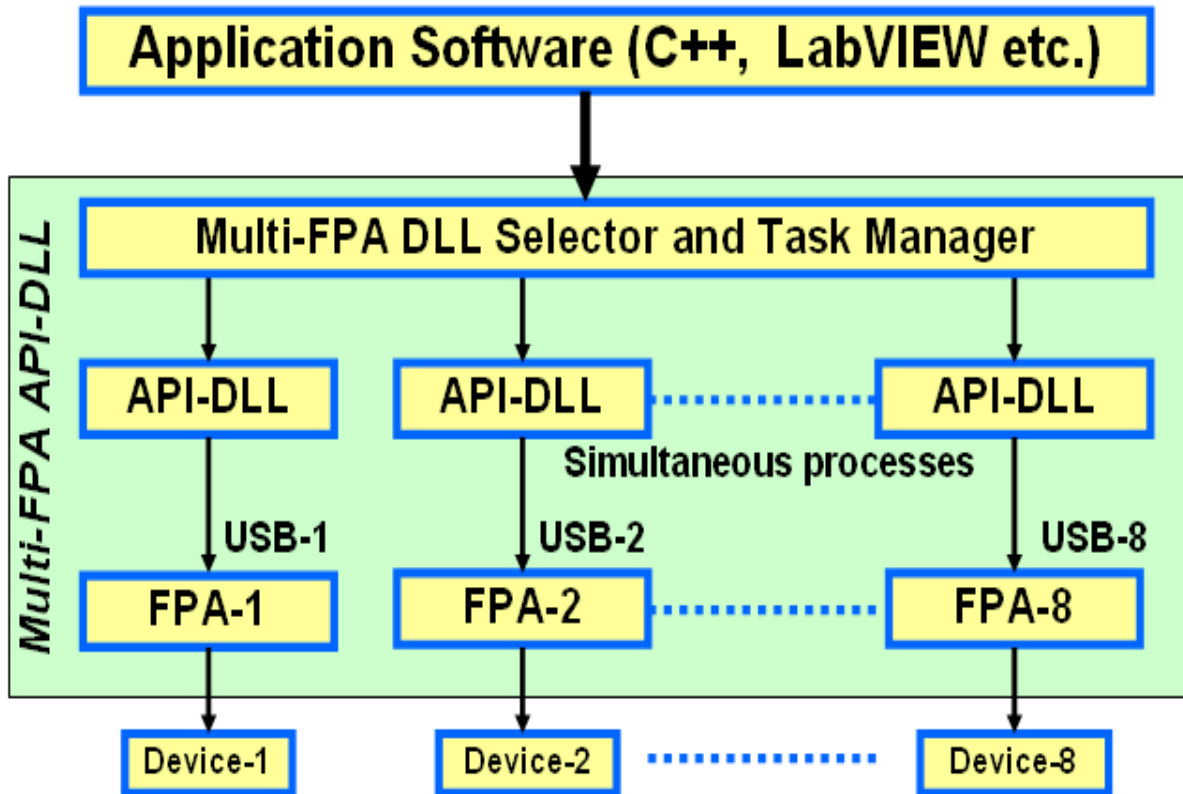


Figure 1.2

Block diagram of the Multi-FPA application DLL is presented on the Figure 1.2.

To support the Multi-FPA API-DLL feature, the software package contains nine dll files

- the Multi-FPA API-DLL selector
- eight standard single FPAs API-DLLs

Figure 1.3 shows the logical connections between dll files.

# FlasPro-CC Multi FPA API-DLL

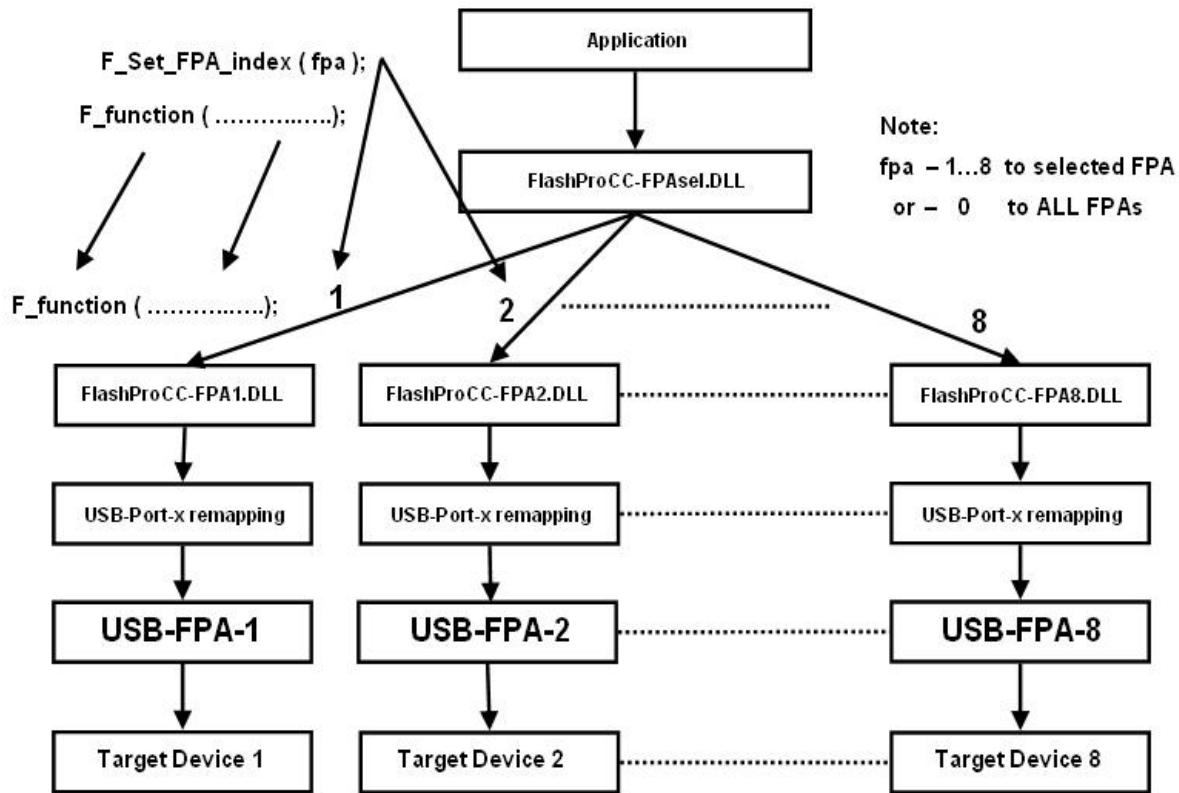


Figure 1.3

The main FlashProCC-FPAsel.dll (Multi-FPA selector) allows to transfer API-DLL functions coming from an application software to desired single application dll (FlashProCC-FPA1.dll to FlashProCC-FPA8.dll).

*Note: Software package contains one FlashProCC-FPA1.DLL. Files FlashProCC-FPA2.DLL to FlashProCC-FPA8.DLL will be copied automatically if required.*

The FlashProCC-FPAsel.dll is transparent for all API-DLL functions implemented in the single API-DLLs functions. Desired destination FPA can be selected using the selector function added to the Multi-FPA selector (FlashProCC-FPAsel.dll).

`F_Set_FPA_index( fpa );`

where the

fpa = 1 to 8 when the only one desired FPA required to be selected

or

fpa = 0 when ALL active FPAs should be selected.

The selected FPA index modified by the `F_Set_FPA_index( fpa )` instruction can be modified at any time. By default, the FPA index is 1 and if only one FPA is used then fpa index does not need to be initialized or modified. When the fpa index 1 to 8 is used, then the result is coming back to application software from the single API-DLL via transparent Multi-FPA selector. When the fpa index is 0 (ALL-FPAs) and results are the same from all FPAs, then the same result is passing back to application software. If results are not the same, then the Multi-FPA selector DLL is returning value -1 (minus 1) and all recently received results can be read individually using function

`F_LastStatus( fpa )`

Most of the implemented functions allows to use the determined fpa index 1 to 8 or 0 (ALL-FPAs). When functions return specific value, like read data etc, then only determined FPA index can be used ( fpa index from 1 to 8). When the fpa index is 0 (ALL-FPAs) then almost all functions are executed simultaneously. Less critical functions are executed sequentially from FPA-1 up to FPA-8 but that process can not be seen from the application software.

When the inactive fpa index is selected, then return value from the selected function is -2 (minus 2). When all fpa has been selected (fpa index = 0) then only active FPAs will be serviced. For example if only one FPA is active and fpa index=0, then only one FPA will be used. It is save to prepare the universal application software that allows to remote control up to eight FPAs and on the startup activate only desired number of FPAs.

It should be noticed, that all single API-DLLs (FlashProCC-FPA1.dll to FlashProCC-FPA8.dll) used with the Multi-FPA DLL (FlashProCC-FPAse1.dll) are fully independent to each other. From that point of view it is not required that transferred data to one FPA should be the same as the transferred data to the others FPAs. For example code data downloaded to FPA-1 can be different that the code data downloaded to the FPA-2, FPA-3 etc. But even in this case the programming process can be done simultaneously. In this case the desired code should be read from the code file and saved in the API-DLL-1, next code file data should be saved in the API-DLL-2 etc. When it is done, then the `F_AutoProgram` can be executed simultaneously with selected all active FPAs. All FPAs will be serviced by his own API-DLL and data packages saved in these dlls.

The FlashPro-CC Flash Programmer software package contains all required files to remotely control programmer from a software application. When software package is installed then by default the DLL file, library file and header file are located in:

C:\Program Files\EIprotronic\CCxx\USB FlashPro-CC\API-DLL

FlashProCC-FPAsel.dll	- Multi-FPA selection / task manager API- DLL
FlashProCC-FPA1.dll	- Single api-DLL for the UAB-FPA
FlashProCC-Dll.h	- header file for C++
FlashProCC-Dos-Dll.h	- header file for C++ (Borland) or DOS
FlashProCC-FPAsel.lib	- lib file for C++
FlashProCC-FPAsel-BC.lib	- lib file for C++ (Borland)
config.ini	- default configuration file for the FPAs
FPAs-setup.ini	- FPAs- vs USB ports configuration file

The FlashProCC-FPAsel.dll contains two groups of the same functions used in C++ application and Visual Basic (or similar) applications. All procedure names used in Visual Basic are starting from **VB\_XXXX**, when the procedure names used in C++ are starting from **F\_XXXX**. All functions starting from **F\_XXXX** using the **\_Cdecl** declarations used in C++ . Function names starting from **VB\_XXXX** has the **\_stdcall** calling declaration required in Visual Basic.

Reminding files listed above are required in run time - to initialize the flash programming adapter (config.ini) and USB setup (FPAs-setup.ini).

When the C++ application is created, then following files should be copied to the source application directory:

FlashProCC-Dll.h	- header file for C++
FlashProCC-FPAsel.lib	- lib file for C++ (Microsoft Visual C++)

or

FlashProCC-Dos-Dll.h	- header file for C++
FlashProCC-FPAsel-BC.lib	- lib file for C++ (Borland C++)

and to the release/debug application directory

FlashProCC-FPAsel.dll	- Multi-FPA selection / task manager DLL
FlashProCC-FPA1.dll	- API-DLL for the USB-FPA
config.ini	- default configuration file for the FPAs

FPAs-setup.ini

- FPAs- vs USB ports configuration file

Executable application software package in C++ or when application in Visual Basic is created, then following files should be copied to the source or executable application directory:

FlashProCC-FPAse1.dll

FlashProCC-FPA1.dll

config.ini

FPAs-setup.ini

All these files 'as is' should be copied to destination location, where an application software using the DLL library.

The config.ini file has default setup information. This file can be modified and taken directly from the FlashPro-CC Flash Programmer application software. To create required config.ini file the standard FlashPro-CC Flash programmer software should be open and required setup (memory option, communication speed etc) should be created. When this is done, programming software should be closed and the config.ini file with the latest saved configuration copied to destination location. Note, that the configuration setup can be modified using DLL library function.

Software package has a demo software written under Visual C++.net. All files and source code are located in:

C:\Program Files\Elprotronic\CCxx\USB FlashPro-CC\API-DLL-Demo\Cpp

## *2. Demo program*

---

The demo program is a small GUI program with a lot of buttons allowing to separately call functions using DLL library package software. Source code and all related project files are located in the following directory:

C:\Program Files\Elprotronic\CCxx\USB FlashPro-CC\API-DLL-Demo\Cpp

Program can be activated by selecting the FlashProCC-DLL-DemoCpp.exe located in the \release subdirectory. This demo program can also be activated from the windows menu:

**Start->Program->Elprotronic-Flash Programmer->(CCxx) USB FlashPro-CC->FlashProCC-DLL-Demo-Cpp**



When the demo program is activated, then the following dialogue screen is displayed (see figure 2.1). At the beginning the USB-FPA's configuration file should be created, that contains list off all FPAs used in the application. Using the *Notepad* editor the default FPA configuration file '*FPAs-setup.ini*' should be opened by pressing the "*Open FPAs-setup.ini*" button in the dialogue screen.

Take a serial numbers from the FPAs labels and write it on the desired FPAs locations FPA-1 up to FPA-8. If for example two FPAs will be used with SN 20070031 and 20070032 then the contents of the FPA's configuration file will be as follows:

```

;-----
; USB-FPA configuration setup *
; Elprotronic Inc. *
;-----

```

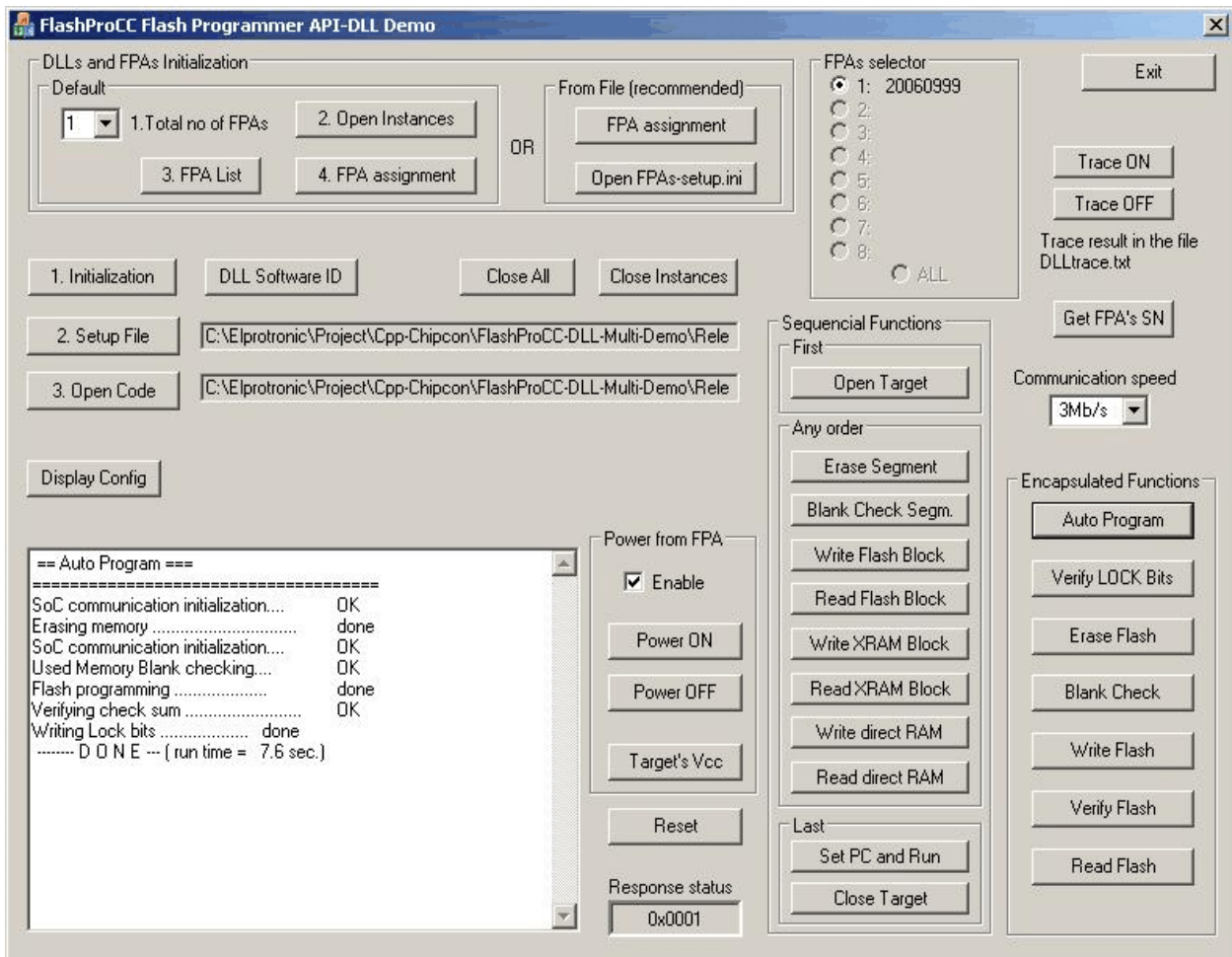


Figure 2.1 Demo program dialogue screen using DLLs.

```

; up to eight FPA can be specified and connected via USB to PC *

```

```

; syntax: *
; FPA-x Serial Number *
; where FPA-x can be FPA-1, FPA-2, FPA-3 .... up to FPA-8 *
; Serial number - get serial number from the desired FPA's label *
; Minimum one FPA's must be specified *
; FPA-x order - any *
; *
; e.g (without semicolon - comment) *
; *
;FPA-1 20050116 *
;FPA-3 20050199 *
;FPA-5 20050198 *
;=====
FPA-1 20070031
FPA-2 20070032

```

Note, that only lines without comments (without semicolon on the front ) are used by software. All lines with comment are ignored. The FPA's serial numbers and FPA's indexes can be listed in any order and with gap like FPA-1, FPA-5 etc. without FPA-2, 3 etc. Minimum one valid FPA with correct SN must be specified. Up to eight FPAs can be declared. When the FPA's configuration file is created then file should be saved using name starting from **FPA** and with extension **ini** e.g **FPAs-setup.ini**.

Connect all required FPA's to USB connectors and run the **FlashProCC-DLL-Demo-Cpp.exe** demo software. First the DLL instances should be opened and all connected FPA's should be assigned to desired FPA's indexes. It is recommended to press the button '**FPA assignment**' located inside the frame named '**From File (recommended)**'. When this button is pressed, then the DLL function named

```
F_OpenInstancesAndFPAs( FileName );
```

is called. The list of defined FPA's serial numbers are taken from the FPAs configuration file and assigned all FPAs to desired FPA indexes (1 to 8). Number of instances to be opened is calculated automatically, one per available and valid FPA. On described example with two FPAs in the '**FPAs selector**' will display two valid FPAs with list of used FPAs' serial numbers. All, others FPA-x fields will be disabled. In this example only two DLL instances becomes opened. Valid FPA indexes becomes 1,3 and ALL.

**Note:** When one or more FPA adapters are connected to PC and the "FPAs-setup.ini" does not contain valid FPA serial numbers, then the first detected FPA (and only one) will be activated.

Other method (old method - not recommended) that allows to open required number of instances uses '**2. Open Instances**' button in '**Default**' frame. First the number of the instances should be defined in the '**Total no of FPAs**' location. When the '**2. Open Instances**' button is pressed, then the DLL function named

```
F_OpenInstances( no );
```

called where 'no' - number of instances to be opened.. When the dll instances are opened, then it is possible to check the access to the FPA connected to PC via USB ports. Pressing button '**3. FPA list**' ( function `F_Check_FPA_access(index)`; called in loop for index = 1,2,3..8 ) allows to check the access to these adapters. On the end the button '**4. FPA assignment**' ( function `F_Check_FPA_access(index)`; with desired '*fpa*' and USB indexes) allows to assign desired FPA adapter to '*fpa*' index. All these steps can be done automatically when the function `F_OpenInstancesAndFPAs( FileName )` described above is used (used button '**FPA assignment**' located inside the frame named '**From File (recommended)** ).

When the FPA(s) has been assigned then all adapters should be activated by pressing the '**1. Initialization**' button. This initialization calls the DLL function **F\_Initialization** and communication between programming adapter and PC is established. Report message is displayed in the report window ( uses the **F\_ReportMessage** function). By default the *config.ini* file is empty and to make a required programmer setup the setup file should be downloaded to programmer. It can be done by pressing the button '**2.Setup File**', (executing **F\_ConfigFileLoad** DLL function). Setup file can be prepared first using standard FlashPro-CC programming software with GUI. Also desired code file can be downloaded by pressing the button '**3. Open Code**' (executing **F\_ReadCodeFile** DLL function).

There are seven buttons located on the right side of demo dialogue screen. Each of them calls one encapsulated function from the following list - **F\_AutoProgram**, **F\_Memory\_Erase**, **F\_Memory\_Blank\_Check**, **F\_Memory\_Write**, **F\_Memory\_Verify** and **F\_Memory\_Read**

When any of these button is pressed, then a function, exactly in the same way how it is done in the standard FlashPro-CC Flash Programming software (GUI) is executed. Also buttons **Power ON/OFF**, **RESET** has the same action as related buttons in standard programmer. Refer to the *FlashPro-CC Flash Flash Programmer for the CC series devices - User's Manual* for details of these functions.

In the central part on dialogue screen there are buttons that can call the sequential DLL functions.

Button Open Target                      - **F\_Open\_Target\_Device()**;

Button Erase Segment	- <b>F_Segment_Erase(...);</b>
Button Blank Check Segm.	- <b>F_Sectors_Blank_Check(...);</b>
Button Write Flash Block	- <b>F_Copy_Buffer_to_Flash(...);</b>
Button Read Flash Block	- <b>F_Copy_Flash_to_Buffer(...)</b>
Button Write XRAM Block	- <b>F_Copy_Buffer_to_XRAM(...);</b>
Button Read XRAM Block	- <b>F_Copy_XRAM_to_Buffer(...);</b>
Button Write direct RAM	- <b>F_Copy_Buffer_to_direct_RAM(...);</b>
Button Read direct RAM	- <b>F_Copy_direct_RAM_to_Buffer(...);</b>
Button Set PC and Run	- <b>F_Set_PC_and_RUN(...);</b>
Button Close Target	- <b>F_Close_Target_Device();</b>

When a sequential function is called then *Open Target* (calling **F\_Open\_Target\_Device** DLL function) must be pressed first. After that any button calling a sequential function can be pressed - in any order and as many times as required. On the end of sequential communication the button *Close Target* (calling **F\_Close\_Target\_Device** DLL function) should be pressed.

In the presented demo software all sequential functions have very small task to perform to demonstrate how to use the DLL functions. See source code of the DLL-Demo program in the software package in the ..\Demo-DLL subdirectory for details.

**Erase Segment:** Erase segment at location 0x1000 (segment size 1 or 2k )

**Blank Check Segm.** Segment blank check Erase at location 0x1000 to 0x107F

**Write Flash Block** Write 16 bytes to the flash memory at location 0x1020 to 0x102f using function

**F\_Copy\_Buffer\_to\_Flash( 0x1020, 16);**

Following data are written no targets:

0x1020 -> 10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F

**Read Flash Block** Read 64 bytes from target device starting from the flash memory address at 0x1000. On the report screen only 16 bytes from each target devices taken from addresses 0x1020 to 0x102F are displayed.

**Write XRAM Block** Write 16 bytes to XRAM at location 0xF000 to 0xF00F using function

**F\_Copy\_Buffer\_to\_XRAM( 0xF000, 16);**

Following data are written no targets:

30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F

**Read XRAM Block** Read 16 bytes XRAM starting from address at 0xF000. On the report screen 16 bytes from each target devices taken from addresses 0xF000 to 0xF00F are displayed

**Write direct RAM** Write 16 bytes to direct RAM at location 0x60 to 0x6F using function **F\_Copy\_Buffer\_to\_direct\_RAM( 0x60, 16);**  
Following data are written no targets:  
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F

**Read direct RAM** Read 16 bytes direct RAM starting from address at 0x60. On the report screen 16 bytes from each target devices taken from addresses 0x60 to 0x6F are displayed

**Set PC and Run** Small program is written and downloaded to each target devices. Following program is saved in the XRAM at location stated from 0xF100.

```
//Downloaded code to RAM - address 0xF100
0xC2, 0xAF,      // clr  EA (Enable mask)
0xE4,           // clr  A
0x90, 0xF0, 0x00, // mov  DPTR, #0xF000
0x79, 0x10,     // mov  R1, #0x10
loop:
0xF0,           // movx  @dptr,A
0x04,           // inc  A
0xA3,           // inc  dptr
0xD9,0xFB,     // DJNZ  R1,loop
//done, fake a breakpoint
0xA5,           // DB  0xA5
0x00,           // NOP
```

Written program is modifying contents of the XRAM at locations 0xF000 to 0xF00F. The new XRAM vales should be 0x00, 0x01, 0x02,..... 0x0F. When the Set PC and Run program is pressed, then the contents described above is downloaded to XRAM and function

**Set\_PC\_and\_RUN( 1, 0xF100 );**

is executed. When program is finished, then XRAM at location should be modified. XRAM contents can be read by pressing the ***Read XRAM Block*** button.

To make a test do following steps (from the beginning):

1. FPA List
2. Initialization
3. Setup File
4. Power from FPA - Enable
5. Open Target
6. Write XRAM Block
7. Read XRAM Block ( remember XRAM contents)
8. Set PC and RUN
9. Read XRAM Block ( compare with the contents from point 7 ).

On the right part of the dialogue screen are located buttons with encapsulated functions like Autoprogram, Erase Flash etc. Encapsulated functions are not requires to call the **F\_Open\_Target\_Device()** function. All functions, including “Open..”, “Close...” are build-in inside the encapsulated functions (see chapter 4 for details).

## 3. Getting Started

---

The Multi-FPA API-DLL software package is the same for the application written under Visual C++, Visual Basic, LabView etc. When the desired application is created then all files from the Elprotronic directory

C:\Program Files\Elprotronic\CCxx\USB FlashPro-CC\API-DLL

should be copied to the executable destination directory.

It is recommended to start the standard FlashPro-CC (GUI) programming software to verify if the hardware and the drivers setup are correct. Using the FlashPro-CC programming software the fully functional setup that satisfy desired requirements should be created. When it is done then using the “*File->Save Setup as..*” option the configuration file should be saved. This file can be used “as is” in the application uses Multi-FPA API-DLL. Copy and paste the required configuration to your destination directory, where your application software is installed. It is recommended to use the demo program and verify if the setup in your PC and destination directory are done correctly. To do that copy the executable file

***FlashProCC-DLL-DemoCpp.exe***

from location

C:\Program Files\Elprotronic\CCxx\USB FlashPro-CC\API-DLL-Demo\Cpp\release

to your destination location where your application software is installed. Run the demo program. Follow instruction described in chapter 2 how to use the demo program.

### 3.1 Example with single FPA API DLL

---

The API-DLL always uses two API-DLL - selector DLL and AOI-DLL. When one FPA is used only, then selector DLL always should select the first FPA. Also it is recommended to use the first detected FPA, since only one FPA is typically connected to PC. The application software can be simplified in this case. All instructions related to single FPA are detailed described in the chapters 4.2, 4.3 and 4.4. Instructions specific to Multi-FPA features described in the chapter 4.1.

Initialization opening procedure for the USB-FPA can be as follows:

```

F_OpenInstancesAndFPAs( "*"# "*" ); // DLL and FPA (one only) initialization
F_Set_FPA_index( 1 ); // select FPA 1 for
F_Initialization( ); // init FPA

```

Below is an example of the simplified (without error handling procedures) application program written in C++ that allows to initialize one FPA, and run an autoprogram with the same features like an autoprogram in the standard FlashPro-CC (GUI) software.

### 1. Download data to target device

```

F_OpenInstancesAndFPAs( "*"# "*" ); // DLL and FPA (one only) initialization
F_Set_FPA_index( 1 ); // select FPA 1
F_Initialization( ); // init FPA
F_ReadConfigFile( filename ); // read configuration data and save
// to API-DLL
F_ReadCodeFile( format, filename ); // read code data and save to DLL

do
{
    status = F_AutoProgram(1); //start autoprogram
    if ( status != TRUE )
    {
        status = F_LastStatus(1);
        .....
    }
    else
    {
        .....
    }
} while(1); //make an infinite loop until last target device programmed
.....
F_CloseInstances();

```

## 3.2 Example with Multi-FPA API DLL

---

The code example described below uses Multi-FPA API-DLL. The Multi-FPA API-DLL is a shell that allows to transfer incoming instructions from the application software to desired FPA. All instructions related to single FPA are detailed described in the chapters 4.2, 4.3 and 4.4. Instructions specific to Multi-FPA features described in the chapter 4.1.



Initialization opening procedure for the USB-FPA can be as follows:

```
F_OpenInstancesAndFPAs( FPAs-setup.ini); // DLL and FPA initialization
F_Set_FPA_index( ALL_ACTIVE_FPA );      // select all FPA's
F_Initialization( );                    // init all FPA's
```

In the example above number of the opened USB-FPAs are specified in the '*FPAs-setup.ini*'

Below is an example of the simplified (without error handling procedures) application program written in C++ that allows to initialize all dlls and FPA, and run an autoprogram with the same features like an autoprogram in the standard FlashPro-CC (GUI) software.

### 1. Download data to all target devices (uses USB-FPAs)

```
F_OpenInstancesAndFPAs( FPAs-setup.ini); // DLL and FPA initialization
F_Set_FPA_index( ALL_ACTIVE_FPA );      // select all FPA's
F_Initialization( );                    // init all FPA's
F_ReadConfigFile( filename );           // read configuration data and save
                                          // to all API-DLLs
F_ReadCodeFile( format, filename );     // read code data and save to all
                                          // API-DLLs

do
{
    status = F_AutoProgram( 1 );
        //start autoprogram-to program all targets simultaneously with
        //the same downloaded data to all target devices.
    if ( status != TRUE )
    {
        if ( status == FPA_UNMACHED_RESULTS )
        {
            for (n=1; n<=MAX_FPA_INDEX; n++ ) status[n] = = F_LastStatus( n);
            .....
        }
        else
        {
            .....
        }
    }
} while(1); //make an infinite loop until last target device programmed
.....
F_CloseInstances();
```

Note, that all single API-DLL are independent from each others and it is not required that all data and configuration should be the same for each API-DLLs (each FPAs, or target devices) . For example - code data downloaded to the target devices connected to first FPA can be the same

(but it is not required) as code data downloaded to the target devices connected to second FPA etc. In the example below the downloaded code to target devices are not the same .

## 2. Download independent data to target devices (uses USB-FPAs)

```

F_OpenInstancesAndFPAs( FPAs-setup.ini); // DLL and FPA initialization
F_Set_FPA_index( ALL_ACTIVE_FPA );      // select all FPA's
F_Initialization( );                    // init all FPA's
.....
F_Set_FPA_index( ALL_ACTIVE_FPA );      // select all FPA's
F_ReadConfigFile( filename );           // read configuration data and save
                                          // to all API-DLLs
F_Set_FPA_index( 1 );                   // select FPA 1
F_ReadCodeFile( format, filename1 );    // read code data and save to
                                          // API-DLL-1
F_Set_FPA_index( 2 );                   // select FPA 2
F_ReadCodeFile( format, filename2 );    // read code data and save to
                                          // API-DLL-2
.....
F_Set_FPA_index(7 );                    // select FPA 7
F_ReadCodeFile( format, filename7 );    // read code data and save to
                                          // API-DLL-7
F_Set_FPA_index( 8 );                   // select FPA 8
F_ReadCodeFile( 8, format, filename8 ); // read code data and save to
                                          // API-DLL-8
F_Set_FPA_index( ALL_ACTIVE_FPA );      // select all FPA's
do
{
    status = F_AutoProgram( 1 );
    //start autoprogram - to program all targets simultaneously
    //with the independent downloaded data to all target devices.

    if ( status != TRUE )
    {
        if ( status == FPA_UNMACHED_RESULTS )
        {
            for (n=1; n<=MAX_FPA_INDEX; n++ ) status[n] = = F_LastStatus( n);
            .....
        }
        else
        {
            .....
        }
    }
} while(1); //make an infinite loop until last target device programmed
.....
F_CloseInstances();

```

## 4. List of the DLL instructions

---

All DLL instructions are divided to four groups - related to Multi-FPA selector, single FPA generic, single FPA encapsulated and single FPA sequential instructions. Multi-FPA specific instructions are related to the Multi-FPA DLL only. Generic instructions are related to initialization programmer process, while encapsulated and sequential instructions are related to target device's function. Encapsulated and sequential instructions can write, read, and erase contents of the target device's flash memory.

Multi-FPA specific instructions are related to load and release the single-FPA dlls, selection of the transparent path and sequential/simultaneous instructions transfer management. All other instructions are related to single FPAs.

Generic instructions are related to initialization programmer process, configuration setup and data preparation, Vcc and Reset to the target device. Generic instructions should be called first, before encapsulated and sequential instruction.

Encapsulated instructions are fully independent executable instructions providing access to the target device. Encapsulated instructions can be called at any time and in any order. When called then all initialization communication with the target device is starting first, after that requested function is executed and at the end communication with the target device is terminated and target device is released from the programming adapter.

The encapsulated functions should be mainly used for programming target devices. These functions perform most tasks required during programming in an easy to use format. These functions use data provided in Code Files, which should be loaded before the encapsulated functions are used. To augment the functionality of the encapsulated functions, sequential functions can be executed immediately after to complete the programming process.

Sequential instructions allow access to the target device in a step-by-step fashion. For example, a typical sequence of instructions used to read data from the target device would be to open the target device, then read data and then close the target device. Sequential instruction have access to the target device only when communication between target device and programming adapter is initialized. This can be done when **Open Target Device** instruction is called. When communication is established, then any number of sequential instruction can be called. When the process is finished, then at the end **Close Target Device** instruction should be called. When communication is terminated, then sequential instructions can not be executed.

**Note:** *Inputs / outputs has been defined as INP\_X defined as 4 bytes long (see header file )*

*#define INP\_X \_int32*

*Make sure that an application using the DLL file has the same length of desired data.*

## 4.1 Multi-FPA instructions

The Multi-FPA API-DLL instructions are related to Multi-FPA selector only. These instructions allow to initialize all single application DLLs and select the instruction patch between application software and desired FPA and sequential/simultaneous instructions transfer management. Up to eight independent FPAs can be remotely controlled from the application software. All instructions from application software can be transferred to one selected FPA or to all FPAs at once. That feature allows to increase programming speed up to eight times and also allows to have individual access to any FPA is required.

### **F\_Trace\_ON**

---

**F\_Trace\_ON** - This function activates the tracing.

**Syntax:**

```
void MSPPRG_API F_Trace_ON( void );
```

The `F_Trace_ON()` opens the `DLLtrace.txt` file located in the current directory and records all API-DLL instructions called from the application software. This feature is useful for debugging. When debugging is not required then tracing should be disabled. Communication history recorded in the in the last session can be viewed in the `DLLtrace.txt` located in the directory where the API-DLL file is located. When the new session is established then the file `DLLtrace.txt` is erased and new trace history is recorded.

*Note: Tracing is slowing the time execution, because all information passed from application software to API-DLL are recorded in the `dlltrace.txt` file.*

### **F\_Trace\_OFF**

---

**F\_Trace\_OFF** - Disable tracing, See **F\_Trace\_ON** for details.

**Syntax:**

```
void MSPPRG_API F_Trace_OFF( void );
```

### **F\_OpenInstances**

---

**F\_OpenInstances** - API-DLL initialization in the PC.

Instruction must be called first - before all other instruction. Instead this function the **F\_OpenInstancesAndFPAs** can be used.

**Important:** It is **not recommended** to use this function. Function used only for compatible with the old software. Use the **F\_OpenInstancesAndFPAs** instead.

Do not use the **F\_OpenInstances** or **F\_Check\_FPA\_access** after using the **F\_OpenInstancesAndFPAs**. The **F\_OpenInstancesAndFPAs** is assigning the FPAs to USB ports and it is not recommended to reassign once again the USB port using the **F\_Check\_FPA\_access** function. To check the communication activity with FPA use the **F\_Get\_FPA\_SN** function that allows to check te communication with the FPA adapter without modifying the USB ports assignment.

**Syntax:**

```
INT_X MSPPRG_API F_OpenInstances ( BYTE no );
```

**Parameters:**

```
no -> number of the single API-DLL to be open  
no -> 1 to MAX_USB_DEV_NUMBER  
where MAX_USB_DEV_NUMBER = 16
```

**Return value:**

```
number of opened instances
```

## **F\_CloseInstances**

---

**F\_CloseInstances** - Close all active API-DLLs and free system memory.

**Syntax:**

```
INT_X MSPPRG_API F_CloseInstances ( void );
```

**Parameters:**

```
void no -> 1 to MAX_USB_DEV_NUMBER  
where MAX_USB_DEV_NUMBER = 16
```

**Return value:**

```
TRUE
```

## **F\_OpenInstancesAndFPAs, F\_OpenInstances\_AndFPAs**

---

**F\_OpenInstancesAndFPAs** or **F\_OpenInstances\_AndFPAs** - API-DLL initialization in the PC and FPA scan and assignment to desired USB port according to contents of the FPA's list specified in the string or FPA's configuration file.

Instruction must be called first - before all other instruction. Instead this function the **F\_OpenInstances** can be used. Function can be used only when the USB FPA are used. When the USB-FPA is used, then the function **F\_OpenInstancesAndFPAs** is recommended in the initialization process. Function is very convenient - automatically is opening the number of the desired API-DLL and assigning the desired FPA to available USB ports. Regardless of the USB port open sequence and connection of the FPA to USB ports, the **F\_OpenInstancesAndFPAs** instruction is reading the FPA's list, scanning all available FPAs connected to any USB ports and assigning the indexes to all FPAs according to contents of the FPA list (from string or configuration file). All FPAs not listed in the FPA configuration file and connected to USB ports are ignored.

**Important:** Do not use the **F\_Check\_FPA\_access** after using the **F\_OpenInstancesAndFPAs**. The **F\_OpenInstancesAndFPAs** is assigning the FPAs to USB ports and it is not recommended to reassign once again the USB port using the **F\_Check\_FPA\_access** function. To check the communication activity with FPA use the **F\_Get\_FPA\_SN** function that allows to check the communication with the FPA adapter without modifying the USB ports assignment.

**Syntax:**

```
INT_X      MSPPRG_API  F_OpenInstancesAndFPAs( char * List );  
INT_X      MSPPRG_API  F_OpenInstances_AndFPAs( CString List );
```

**Parameters:**

1. When the first two characters in the List string are **\*#**, then string reminding characters contains list of desired FPAs serial numbers assigned to FPA-1, -2, ...-n indexes, eg.  
" \*# 20060123, 20060234, 20060287"
2. When the first two characters in the List string are not **\*#**, then string contains file name or full path of the file with list of the FPA's serial numbers, eg.  
"C:\Program Files\Elprotronic\FPAs-setup.ini"

**Return value:**

number of opened instances

**1. The FPA list in the string:**

String -> `"*# SN1, SN2, SN3, SN4, SN5..."`

Where the

SN1- FPA's serial number that should be assigned to FPA-1 index

SN2- FPA's serial number that should be assigned to FPA-2 index

etc.

As a delimiter the comma ',' or white space ' ' can be used.

Example:

```
"*# 20060123, 0, 20060346, 20060222, 20060245"
```

or

```
"*# 20060123 0 20060346 20060222 20060245"
```

In example above the FPAs will be assigned as follows:

```
FPA-1 20060123
FPA-2 0 //empty - FPA is not assigned
FPA-3 20060346
FPA-4 20060222
FPA-5 20060245
```

In the FPA list can be specified ONE adapter with any serial number when the character '\*' is used instead the FPA's serial number. Only one '\*' character can be specified in the FPA list and must be located on the end of valid SN list. All other serial numbers specified after '\*' will be ignored.

This option allows to specify any FPA when the only one adapter is used eg.

```
"*# *"
```

FPA-1 -> Any FPA is one adapter is connected, or the first detected adapter, if more then one adapters are connected.

or if more then one adapter is used

```
"*# 20060123 *"
```

```
FPA-1 20060123
FPA-2 - first detected adapter (excluding already assigned adapters), if
more adapters are connected.
```

When the '\*' is inside the FPA list, eg.

```
"*# 20060123 * 20060137 20060166"
```

then the last two FPA's SN will be ignored

```
FPA-1 20060123
FPA-2 - first detected adapter (excluding already assigned adapters), if
more adapters are connected.
FPA-3 - not assigned
```

Initialization example:

```
1. F_OpenInstances_AndFPAs( "*# *" ); // only one FPA - any SN
or
```

```

2.   F_OpenInstances_AndFPAs( snlist ); // hardcoded SN list
    or
3.   // scanned available FPA's SN list
long SN[MAX_USB_DEV_NUMBER+1], Snr[MAX_USB_DEV_NUMBER+1];
CString snlist;
char * buf[20];

    F_OpenInstances( 1 ); // DLL initialization - one instance
    F_Set_FPA_index( 1 ); // select access to the first instance
    n = 0; //number of detected FPAs
    for( k=1; k<=MAX_USB_DEV_NUMBER ; k++ )
    {
        SN[k] = F_Check_FPA_access(k);
        if ( SN[k] > 20000000 ) n++;
    }
    F_CloseInstances();

    // write your own procedure .....
    // remap available FPAs SN to desired FPAs order from SN[k] to Snr[p]

    snlist = "*#";
    for( k=1; k<=n ; k++ )
    {
        sprintf( buf, " %8.8li", Snr[k] );
        snlist += buf;
    }
    F_OpenInstances_AndFPAs( snlist );

```

## 2.The FPA list in the configuration file:

String -> "C:\Program Files\Elprotronic\FPAs-setup.ini"

Example of the FPA configuration file:

```

;   -> semicolon - comment
;   Syntax of the FPAs configuration specified
;   FPA-x   Serial Number
;   where  FPA-x can be  FPA-1, FPA-2, FPA-3 .... up to FPA-8
;   e.g
FPA-1   20050116
FPA-3   20050199
FPA-5   20050198
FPA-6   20050205
; FPA-x can be listed in any order and can contain gaps,
; like above without FPA-2, FPA-4
; When list like above is used, then following fpa can be valid
; fpa -> 1,3,5,6

```



; NotePad editor can be used to create the FPA configuration file.

When the '\*' is used instead FPA's SN, then any FPA will be accepted. The '\*' can be used only once and on the end of the FPA's list eg.

```
FPA-1    20050116
FPA-3    20050199
FPA-5    *
```

or

```
FPA-1    *
```

when only one adapter (any adapter) is used.

### Example:

```
F_OpenInstancesAndFPAs( FPAs-setup.ini );
    //DLL startup and FPA assignment
F_Set_FPA_index (ALL_ACTIVE_FPA);
    //select all available FPAs
F_Initialization();
    //init all FPAs
F_ReadConfigFile( filename );
    //download the same configuration to all DLLs.
F_ReadCodeFile( format, filename );
    //download the same code file to all DLLs.
do
{
    status = AutoProgram(1);
        //start autoprogram to all FPAs simultaneously.
    if( status != TRUE )
    {
        if( status == FPA_UNMATCHED_RESULTS )
        {
            // service software when results from FPAs are not the same
        }
        else
        {
            .....
        }
        .....
    } while(1);
F_CloseInstances();
    // release DLLs from memory
```

## F\_API\_DLL\_Directory

**F\_API\_DLL\_Directory** - The DLL directory location.

**VALID FPA index** - *irrelevant - the same directory location for all DLLs.*

The *F\_API\_DLL\_Directory* command can specify the directory path where the DLLs are located. This command is not mandatory and usually is not required. But in some application software (like in the LabVIEW) the default location of the DLLs is not transferred to the DLL. In this case the related files with DLLs like MSPlist.ini located in the same directory where the DLLs are located can not be find. To avoid this problem the full path of the directory where the DLLs are located can be specified. The *F\_API\_DLL\_Directory* must be used before *F\_Initialization()* function.

### Syntax:

```
MSPPRG_API void F_API_DLL_Directory( CString APIDLLpath );  
or MSPPRG_API void F_API_DLL_Directory( char* APIDLLpath );
```

### Example:

```
.....  
F_API_DLL_Directory( "C:\\Program Files\\Test\\LabVIEW" );  
    // directory where the API-DLLs and MSPlist.ini are located  
    //      C:\\Program Files\\Test\\LabVIEW  
If( F_Initialization() != TRUE )    //required API-Dll - initialization  
{  
    // Initialization error  
}
```

## F\_Set\_FPA\_index

**F\_Set\_FPA\_index** - Select desired FPA index (desired DLL instance)

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs).

### Syntax:

```
INT_X MSPPRG_API F_Set_FPA_index ( BYTE fpa );
```

### Parameters:

fpa -> 1 to MAX\_FPA\_INDEX where MAX\_FPA\_INDEX = 8  
or 0 -> ALL\_ACTIVE\_FPA

note: instead of '0' value it can be used global defined

ALL\_ACTIVE\_FPA that is defined as

```
#define ALL_ACTIVE_FPA 0
```

in the header file

### Return value:

TRUE - if used fpa index is valid

FPA\_INVALID\_NO - if used fpa index is not activated or out of range

note: FPA\_INVALID\_NO -> -2 (minus 2)

## **F\_Get\_FPA\_index**

---

**F\_Get\_FPA\_index** - Get current FPA index

### Syntax:

```
BYTE MSPPRG_API F_Get_FPA_index ( void );
```

### Return value:

current FPA index

## **F\_Disable\_FPA\_index**

---

**F\_Disable\_FPA\_index** - Disable desired FPA index (desired DLL instance)

*VALID FPA index - ( 1 to 8 )*

Function allows to disable communication with selected FPA adapter. From application point of view, all responses will be the same as from the not active FPA. Communication with target devices connected to selected FPA will be stopped. When the F\_Set\_FPA\_index(0) will be used, then selected FPA will be ignored. Result will not be presented in the Status results (Status and F\_LastStatus(..)).

### Syntax:

```
void MSPPRG_API F_Disable_FPA_index ( BYTE fpa );
```

### Parameters:

fpa -> 1 to MAX\_FPA\_INDEX where MAX\_FPA\_INDEX = 8

## **F\_Enable\_FPA\_index**

---

**F\_Enable\_FPA\_index** - Enable desired FPA index (desired DLL instance)

*VALID FPA index - ( 1 to 8 )*

Function allows to enable communication with selected FPA adapter if the mentioned FPA has been disabled using the function `F_Disable_FPA_index(...)`. By default, all FPAs are enabled.

**Syntax:**

```
void MSPPRG_API F_Enable_FPA_index ( BYTE fpa );
```

**Parameters:**

fpa -> 1 to MAX\_FPA\_INDEX where MAX\_FPA\_INDEX = 8

## **F\_LastStatus**

**F\_LastStatus** - Get current FPA index

*VALID FPA index - ( 1 to 8 )*

**Syntax:**

```
INT_X MSPPRG_API F_LastStatus ( BYTE fpa );
```

**Parameters:**

fpa - FPA index of the desired status  
fpa index -> 1..8

**Return value:**

Last status from the desired FPAs

All `F_XXX` functions returns the same parameters (status) as the original `API_DLL` is returning. When function is transferred to all `API-DLLs` (when the `fpa=0`) then returned parameter (status) is the same as the returned value from the `API-DLLs` when the ALL returned values ARE THE SAME. If not, then returned value is

`FPA_UNMATCHED_RESULTS`

(value of the `FPA_UNMATCHED_RESULTS` is minus 1).

To get the returned values from each FPAs, use the

```
For( n=1; n<=8; n++) status[n] = F_LastStatus( n);
```

where `n ->` desired FPA index

and get the last status data from FPA-1, 2, .. up to .8

## **F\_Multi\_DLLTypeVer**

**F\_Multi\_DLLTypeVer** function returns integer number with DLL ID and software revision version.

**Syntax:**

```
MSPPRG_API          INT_X F_Multi_DLLTypeVer( void );
```

**Return value:**

```
VALUE = (DLL ID) | ( 0x0FFF & Version)
DLL ID = 0x1000   - Single DLL for the Parallel Port MSP430-FPA
DLL ID = 0x2000   - Single DLL for the USB MSP430-FPA (FlashPro430)
DLL ID = 0x3000   - Single API-DLL for the GangPro430
DLL ID = 0x4000   - Single API-DLL for the FlashPro-CC
DLL ID = 0x5000   - Single API-DLL for the GangPro-CC
DLL ID = 0x6000   - Multi-FPA API-DLL for the FlashPro430
DLL ID = 0x7000   - Multi-FPA API-DLL for the GangPro430
DLL ID = 0x8000   - Multi-FPA API-DLL for the FlashPro-CC
DLL ID = 0x9000   - Multi-FPA API-DLL for the GangPro-CC
Version = (0x0FFF & VALUE)
```

## **F\_Get\_FPA\_SN**

---

**F\_Get\_FPA\_SN** - Get FPAs Serial number assigned to selected FPA-index (selected DLL instance number).

**Syntax:**

```
INT_X          MSPPRG_API F_Get_FPA_SN ( BYTE fpa );
```

**Parameters:**

```
fpa - FPA index of the desired status
      fpa index -> 1..8
```

**Return value:**

```
Serial number of the selected FPA
or FPA_INVALID_NO - if used fpa index is not activated or out of range.
note: FPA_INVALID_NO -> -2 (minus 2)
```

## 4.2 Generic instructions

Generic instructions are related to initialization programmer process, configuration setup and preparation data, turning ON and OFF target's DC and RESET target device. Any communication with the target device is provided when any of the generic instruction is executed. Generic instructions should be called before encapsulated and sequential instruction.

### **F\_Check\_FPA\_access**

---

**F\_Check\_FPA\_access** - Check available Flash Programming Adapter connected to specified USB drivers (USB driver index from 1 to 16)

**Important:** It is **not recommended** to use this function. Function used only for compatible with the old software. Use the **F\_OpenInstancesAndFPAs** instead.

Do not use the **F\_OpenInstances** or **F\_Check\_FPA\_access** after using the **F\_OpenInstancesAndFPAs**. The **F\_OpenInstancesAndFPAs** is assigning the FPAs to USB ports and it is not recommended to reassign once again the USB port using the **F\_Check\_FPA\_access** function. To check the communication activity with FPA use the **F\_Get\_FPA\_SN** function that allows to check the communication with the FPA adapter without modifying the USB ports assignment.

*VALID FPA index (DLL instance number) - ( 1 to 8 )*

**F\_Check\_FPA\_access** should be called as a first function when the \*.dll is activated. Function returns serial number of the detected flash programming adapter, or zero, if programming adapter has not been detected with selected USB driver. Up to 16 USB drivers can be scanned.

To make a Multi-FPA software back compatible, the **F\_Check\_FPA\_access** procedure is calling the function **F\_OpenInstances** if none of the instances has not been activated before. That allows to use old application software without calling the new type of Multi-FPA functions.

**Syntax:**

```
MSPPRG_API            INT_X F_Check_FPA_access ( INT_X USB_index );
```

**Parameters:**

Index: USB driver index from 1 to MAX\_USB\_DEV\_NUMBER  
where MAX\_USB\_DEV\_NUMBER = 16

**Return value:**

0 - FALSE  
 >0 - Detected FPA's Serial Number

**Example:**

```

long SN[MAX_USB_DEV_NUMBER+1];
  F_OpenInstances( 1 ); // DLL initialization - one instance
  F_Set_FPA_index( 1 ); // select access to the first instance
  n = 0; //no of detected FPAs
  for( k=1; k<=MAX_USB_DEV_NUMBER ; k++ )
  {
    SN[k] = F_Check_FPA_access(k);
    if ( SN[k] > 0 ) n++;
  }
  F_CloseInstances(); // DLL initialization - one instance
  F_OpenInstances( n ); // Open 'n' instances - one per FPA

// Find desired FPAs SN and assign the FPAs serial number every time to the
same // FPA-index.
// For example if the
// SN[1]= 20060123
// SN[2]= 20060147
// SN[3]= 0 - adapter not present
// SN[4]= 20060135
// and desired assignment
// FPA-1 20060123
// FPA-2 20060135
// FPA-3 20060147
// then following sequence instructions can be used

  F_Set_FPA_index( 1 ); // select access to the first instance
  F_Check_FPA_access( 1 ); //assign FPA SN[1] = 20060123 to FPA-1
  F_Set_FPA_index( 2 ); // select access to the second instance
  F_Check_FPA_access( 4 ); //assign FPA SN[4] = 20060135 to FPA-2
  F_Set_FPA_index( 3 ); // select access to the third instance
  F_Check_FPA_access( 2 ); //assign FPA SN[2] = 20060147 to FPA-3

  F_Set_FPA_index( ALL_ACTIVE_FPA ); // select all active instances
  F_Initialization() // All FPAs initialization

.....

```

## **F\_DLLTypeVer**

---

**F\_DLLTypeVer** - Get information about DLL software type and software revision.

**VALID FPA index** - ( 1 to 8 )

**F\_DLLTypeVer** function returns integer number with DLL ID and software revision version and copying text message to report message buffer about DLL ID and software revision. Text content can be downloaded using one of the following functions

F\_GetReportMessageChar( index )

or F\_ReportMessage( text )

### **Syntax:**

```
MSPPRG_API INT_X F_DLLTypeVer( void );
```

### **Return value:**

```
VALUE = (DLL ID) | ( 0x0FFF & Version)
DLL ID = 0x1000 - Single DLL for the Parallel Port MSP430-FPA
DLL ID = 0x2000 - Single DLL for the USB MSP430-FPA (FlashPro430)
DLL ID = 0x3000 - Single API-DLL for the GangPro430
DLL ID = 0x4000 - Single API-DLL for the FlashPro-CC
DLL ID = 0x5000 - Single API-DLL for the GangPro-CC
DLL ID = 0x6000 - Multi-FPA API-DLL for the FlashPro430
DLL ID = 0x7000 - Multi-FPA API-DLL for the GangPro430
DLL ID = 0x8000 - Multi-FPA API-DLL for the FlashPro-CC
DLL ID = 0x9000 - Multi-FPA API-DLL for the GangPro-CC
Version = (0x0FFF & VALUE)
```

### **Example:**

```
INT_X id;
.....
.....
    id = F_DLLTypeVer();
    Disp_report_message();
        //see F_ReportMessage or F_GetReportMessage for details
.....
```

## **F\_Initialization**

---

**F\_Initialization** - Programmer initialization.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.



F\_Initialization function should be called after the communication with the FPA adapter is established. To make a Multi-FPA software back compatible, the F\_Initialization procedure is calling the function **F\_OpenInstances** if none of the instances has not been activated before. That allows to use old application software without calling the new type of Multi-FPA functions. In this case the **F\_Check\_FPA\_access** function can be used to activate communication between PC and Programming Adapter. When the **F\_Check\_FPA\_access** is not called then by default the USB driver number "1" is selected.

When the **F\_Initialization** is called then:

- all internal data is cleared or set to the default value,
- initial configuration is downloaded from the config.ini file,
- USB driver is initialized if has not been initialized before (for the USB version programmer) or Parallel Port becomes open (for the parallel port version programmer).

Programming adapter must be connected to the USB or Parallel Port to establish communication between PC and programming adapter. Otherwise the F\_Initialization will return FALSE result.

**Syntax:**

```
MSPPRG_API      INT_X  F_Initialization( void );
```

**Return value:**

- 0 - FALSE
- 1 - TRUE
- 4 - Programming adapter not detected.

**Example:**

```
.....
F_API_DLL_Directory( "....." ) // optional - see F_API_DLL_Directory()
If( F_Initialization() != TRUE ) //required API-Dll - initialization
{
    // Initialization error
}
.....
```

**F\_Close\_All**

---

**F\_Close\_All** - Close communication with the programming adapter and release PC memory.

*VALID FPA index - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.*

F\_Close\_All function should be called as the last one before \*.dll is closed. When the F\_Close\_All is called then communication port becomes closed and all internal dynamic data will be released from the memory. To activate communication with the programmer when the function F\_Close\_All has been used the F\_Initialization function must be called first.

**Syntax:**

```
MSPPRG_API INT_X F_Close_All( void );
```

**Return value:**

- 0 - FALSE
- 1 - TRUE

**Example:**

```
F_Initialization();           //required API-Dll - initialization
.....
.....
F_Close_All;
.....
```

## **F\_GetSetup**

---

**F\_GetSetup** - Get configuration setup from the programmer.

**VALID FPA index** - ( 1 to 8 )

See F\_ConfigSetup description for more details.

**Syntax:**

```
MSPPRG_API INT_X F_GetSetup( CFG_BLOCK *config );
```

**Return value:**

- 0 - FALSE
- 1 - TRUE

## **F\_ConfigSetup**

---

**F\_ConfigSetup** - Setup programmer's configuration.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

The **F\_ConfigSetup** can modify configuration of the programmer. When the **F\_ConfigSetup** is called, then the structure data block is transferred from the software application to the programmer software. Current programmer setup can be read using function setup **F\_GetSetup**. When data block is taken from the programmer, then part or all of the configuration data can be modified and returned to programmer using **F\_ConfigSetup** function. Configuration data structure and available data for all listed items in this structure are defined below. Listed name and indexes in the [] brackets are related to the **F\_SetConfig** and **F\_GetConfig** instructions

See **F\_Set\_Config(...)** for detailed description of the all configuration data contents.

```
typedef struct
{
    INT_X DeviceIndex;
    INT_X PowerTargetEn;
    INT_X CommSpeedIndex;
    INT_X ResetTimeIndex;
    INT_X CustomResetPulseTime;
    INT_X CustomResetIdleTime;
    INT_X RstVccOffTime;
    INT_X ApplicationStartIndex;
    INT_X ApplicationRunTime;
    INT_X FlashEraseModeIndex;
    INT_X FlashReadModeIndex;
    INT_X FlashLockBits;
    INT_X UnlockDebugBit;
    INT_X LockBitsEn;
    INT_X VerifyModeIndex;
    INT_X IEEEAddeModeIndex;
    INT_X ManIEEEAddeModeIndex;
    INT_X BeepOKEn;
    INT_X VccIndex;
    INT_X TargetEnMask;           //used in the GangPro-CC only
    INT_X RetainDataEn;
    INT_X RetainDataStartAddr;
    INT_X RetainDataStopAddr;
    INT_X EraseDefBlock1En;
    INT_X EraseDefBlock1StartAddr;
    INT_X EraseDefBlock1StopAddr;
    INT_X EraseDefBlock2En;
    INT_X EraseDefBlock2StartAddr;
    INT_X EraseDefBlock2StopAddr;
    INT_X EraseDefBlock3En;
    INT_X EraseDefBlock3StartAddr;
    INT_X EraseDefBlock3StopAddr;
    INT_X EraseDefBlock4En;
    INT_X EraseDefBlock4StartAddr;
```

```

INT_X EraseDefBlock4StopAddr;
INT_X ReadDefBlock1En;
INT_X ReadDefBlock1StartAddr;
INT_X ReadDefBlock1StopAddr;
INT_X ReadDefBlock2En;
INT_X ReadDefBlock2StartAddr;
INT_X ReadDefBlock2StopAddr;
INT_X ReadDefBlock3En;
INT_X ReadDefBlock3StartAddr;
INT_X ReadDefBlock3StopAddr;
INT_X ReadDefBlock4En;
INT_X ReadDefBlock4StartAddr;
INT_X ReadDefBlock4StopAddr;
INT_X Spare1;
INT_X Spare2;
INT_X Spare3;
INT_X Spare4;
INT_X Spare5;
INT_X Spare6;
INT_X Spare7;
INT_X Spare8;
INT_X Spare9;
INT_X Spare10;
INT_X Spare11;
INT_X Spare12;
INT_X Spare13;
INT_X Spare14;
INT_X Spare15;
INT_X Spare16;
} CFG_BLOCK;

```

**Syntax:**

```

MSPPRG_API INT_X F_ConfigSetup( CFG_BLOCK config );

```

**Return value:**

- 0 - FALSE
- 1 - TRUE

**Example:**

Example below shows the method of modification of the programmers configuration setup. First the current setup from the programmer is uploaded to the application, after that some of the parameters have been modified and at the end the modified setup is returned back to the programmer.

```

CFG_BLOCK config; //programmer's configuration data
.....

```

```

F_GetSetup( &config );
//API-DLL - get configuration from the programmer
config.CommSpeedIndex = SPEED_3MB_INDEX;
//select JTAG interface
config.FlashEraseModeIndex = ERASE_ALL_MEM_INDEX;
//select all memory erase option
F_ConfigSetup( config );
//API-DLL - setup configuration in the programmer

```

## **F\_SetConfig**

---

**F\_SetConfig** - Setup one item of the programmer's configuration.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

Similar to the **F\_ConfigSetup**, but only one selected item from the **CFG\_BLOCK** structure is modified.

### **Syntax:**

```

MSPPRG_API INT_X F_SetConfig( INT_X index, INT_X data );

```

### **Return value:**

```

0 - FALSE
1 - TRUE

```

### **Example:**

```

.....
.....
F_SetConfig( CFG_MICROCONTROLLER, config.uProcIndex );
or
F_SetConfig( CFG_MICROCONTROLLER, 7 );

```

### **Index's list**

CFG_MICROCONTROLLER	1
CFG_POWERTARGETEN	2
CFG_COMM_SPEED_INDEX	3
CFG_RESET_TIME_INDEX	4
CFG_RESET_PULSE_TIME	5
CFG_RESET_IDLE_TIME	6
CFG_RSTVCC_OFF_TIME	7
CFG_APPLSTARTEN	8
CFG_APPL_RUN_TIME	9
CFG_FLASHERASEMODE	10
CFG_FLASHREADMODE	11
CFG_FLASH_LOCKBIT	12
CFG_UNLOCK_DEBUG_BIT	13
CFG_LOCK_BITS_EN	14

CFG_VERIFYMODE	15
CFG_IEEE_ADDR_MODE	16
CFG_MAN_IEEE_ADDR_MODE	17
CFG_BEEP_OK_EN	18
CFG_VCCINDEX	19
CFG_TARGET_EN_MASK	20
CFG_RETAIN_DEF_DATA_EN	21
CFG_RETAIN_START_ADDR	22
CFG_RETAIN_STOP_ADDR	23
CFG_ERASE_DEFBLOCK1_EN	24
CFG_ERASE1_START_ADDR	25
CFG_ERASE1_STOP_ADDR	26
CFG_ERASE_DEFBLOCK2_EN	27
CFG_ERASE2_START_ADDR	28
CFG_ERASE2_STOP_ADDR	29
CFG_ERASE_DEFBLOCK3_EN	30
CFG_ERASE3_START_ADDR	31
CFG_ERASE3_STOP_ADDR	32
CFG_ERASE_DEFBLOCK4_EN	33
CFG_ERASE4_START_ADDR	34
CFG_ERASE4_STOP_ADDR	35
CFG_READ_DEFBLOCK1_EN	36
CFG_READ1_START_ADDR	37
CFG_READ1_STOP_ADDR	38
CFG_READ_DEFBLOCK2_EN	39
CFG_READ2_START_ADDR	40
CFG_READ2_STOP_ADDR	41
CFG_READ_DEFBLOCK3_EN	42
CFG_READ3_START_ADDR	43
CFG_READ3_STOP_ADDR	44
CFG_READ_DEFBLOCK4_EN	45
CFG_READ4_START_ADDR	46
CFG_READ4_STOP_ADDR	47
CFG_IEEE_ADDR_LOCATION	48
CFG_IEEE_ADDR_LOC_MODE	49
CFG_IEEE_ADDR_LSB_FIRST	50

// ----- CONFIG\_BLOCK - definitions -----

// CFG\_MICROCONTROLLER            1

CC\_ANY                            0

// 1 - CC1110F8  
// 2 - CC1110F16  
// 3 - CC1110F32  
// 4 - CC2430F32  
// 5 - CC2430F64

```

// 6 - CC2430F128
// 7 - CC2431F32
// 8 - CC2431F64
// 9 - CC2431F128
// 10 - CC2510F8
// 11 - CC2510F16
// 12 - CC2510F32
// 13 - CC2511F8
// 14 - CC2511F16
// 15 - CC2511F32

// CFG_POWERTARGETEN          2
//      0 -> PowerTarget Disable
//      1 -> PowerTarget Enable

//      CFG_COMM_SPEED_INDEX    3
SPEED_3MB_INDEX                1
SPEED_1MB_INDEX                2

//      CFG_RESET_TIME_INDEX    4
RESET_10MS_INDEX               0
RESET_100MS_INDEX              1
RESET_200MS_INDEX              2
RESET_500MS_INDEX              3
RESET_CUSTOM_INDEX             4
RESET_TOGGLE_VCC_INDEX         5

// CFG_RESET_PULSE_TIME        5
      time in ms

// CFG_RESET_IDLE_TIME         6
      time in ms

// CFG_RSTVCC_OFF_TIME         7
      time in ms

// CFG_APPLSTARTEN              8

APPLICATION_KEEP_RESET         0
APPLICATION_TOGGLE_RESET       1
APPLICATION_TOGGLE_VCC         2
APPLICATION_SOFT_RESET         3

// CFG_APPL_RUN_TIME           9
      time in ms

// CFG_FLASHERASEMODE          10
ERASE_NONE_MEM_INDEX           0
ERASE_ALL_MEM_INDEX            1

```

```

ERASE_INFILE_MEM_INDEX      2
ERASE_DEF_CM_INDEX          3

// CFG_FLASHREADMODE      11
READ_ALL_MEM_INDEX          0
READ_PRGMEM_ONLY_INDEX     1
READ_INFOMEM_ONLY_INDEX    2
READ_DEF_MEM_INDEX          3

// CFG_FLASH_LOCKBIT      12
// CFG_UNLOCK_DEBUG_BIT   13
// CFG_LOCK_BITS_EN       14

// CFG_VERIFYMODE         15
VERIFY_NONE_INDEX          0
VERIFY_STD_INDEX           1
VERIFY_FAST_INDEX          2

// CFG_IEEE_ADDR_MODE     16
AP_IEEE_ADDR_DISABLE      0
AP_WR_NEW_IEEE_ADDR       1
AP_RETAIN_CODE_WR_IEEE    2
AP_IEEE_ADDR_BLANK        3
AP_RETAIN_IEEE_ADDR        4
AP_ASSIGN_WR_IEEE_ADDR    5
AP_WR_IEEE_ADDR_FROM_FILE 6

// CFG_MAN_IEEE_ADDR_MODE 17
AP_IEEE_ADDR_DISABLE      0
AP_WR_NEW_IEEE_ADDR       1
AP_RETAIN_CODE_WR_IEEE    2

// CFG_BEEP_OK_EN         18

// CFG_VCCINDEX           19
VCC_2V2_INDEX             0
VCC_2V4_INDEX             1
VCC_2V6_INDEX             2
VCC_2V8_INDEX             3
VCC_3V0_INDEX             4
VCC_3V2_INDEX             5
VCC_3V4_INDEX             6
VCC_3V6_INDEX             7

//   CFG_RETAIN_DEF_DATA_EN 21
   0-disable  1-enable

//   CFG_RETAIN_START_ADDR  22
   0x00000 to 0x1FFFF

```



```

//   CFG_RETAIN_STOP_ADDR           23
//   0x00000 to 0x1FFFF

//   CFG_ERASE_DEFBLOCK1_EN        24
//   0-disable 1-enable

//   CFG_ERASE1_START_ADDR         25
//   0x00000 to 0x1FFFF

//   CFG_ERASE1_STOP_ADDR          26
//   0x00000 to 0x1FFFF

//   CFG_ERASE_DEFBLOCK2_EN        27
//   0-disable 1-enable

//   CFG_ERASE2_START_ADDR         28
//   0x00000 to 0x1FFFF

//   CFG_ERASE2_STOP_ADDR          29
//   0x00000 to 0x1FFFF

//   CFG_ERASE_DEFBLOCK3_EN        30
//   0-disable 1-enable

//   CFG_ERASE3_START_ADDR         31
//   0x00000 to 0x1FFFF

//   CFG_ERASE3_STOP_ADDR          32
//   0x00000 to 0x1FFFF

//   CFG_ERASE_DEFBLOCK4_EN        33
//   0-disable 1-enable

//   CFG_ERASE4_START_ADDR         34
//   0x00000 to 0x1FFFF

//   CFG_ERASE4_STOP_ADDR          35
//   0x00000 to 0x1FFFF

//   CFG_READ_DEFBLOCK1_EN         36
//   0-disable 1-enable

//   CFG_READ1_START_ADDR          37
//   0x00000 to 0x1FFFF

//   CFG_READ1_STOP_ADDR           38
//   0x00000 to 0x1FFFF

//   CFG_READ_DEFBLOCK2_EN         39

```

```

    0-disable 1-enable

//    CFG_READ2_START_ADDR          40
    0x00000 to 0x1FFFF

//    CFG_READ2_STOP_ADDR           41
    0x00000 to 0x1FFFF

//    CFG_READ_DEFBLOCK3_EN        42
    0-disable 1-enable

//    CFG_READ3_START_ADDR          43
    0x00000 to 0x1FFFF

//    CFG_READ3_STOP_ADDR           44
    0x00000 to 0x1FFFF

//    CFG_READ_DEFBLOCK4_EN        45
    0-disable 1-enable

//    CFG_READ4_START_ADDR          46
    0x00000 to 0x1FFFF

//    CFG_READ4_STOP_ADDR           47
    0x00000 to 0x1FFFF

//    CFG_IEEE_ADDR_LOCATION        48
    0x00000 to 0x1FFF8

//    CFG_IEEE_ADDR_LOC_MODE        49
    0-default 1-defined

//    CFG_IEEE_ADDR_LSB_FIRST       50
    0-disable 1-enable

```

## **F\_GetConfig**

---

**F\_GetConfig** - Get one item of the programmer's configuration.

**VALID FPA index** - ( 1 to 8 )

Similar to the **F\_GetSetup**, but only one item from the **CFG\_BLOCK** structure is read.

### **Syntax:**

```
MSPPRG_API    INT_X  F_GetConfig( INT_X index );
```

**Index's list** - see F\_SetConfig

**Return value:**

Requested setup parameter;

**Example:**

```
.....  
.....  
    F_GetSetup( config );  
    DeviceIndex = config.DeviceIndex;  
or directly  
    DeviceIndex = F_GetConfig( CFG_MICROCONTROLLER );  
.....
```

**F\_DispSetup**

---

**F\_DispSetup** - Copy programmer's configuration to report message buffer in text form.  
**VALID FPA index** - ( 1 to 8 )

**Syntax:**

```
MSPPRG_API INT_X F_DispSetup( void );
```

**Return value:**

1 - TRUE;

**Example:**

```
.....  
.....  
    F_DispSetup();  
    Disp_report_message();  
        //see F_ReportMessage or F_GetReportMessage for details  
.....
```

**F\_ReportMessage, F\_Report\_Message**

---

**F\_ReportMessage** - Get the last report message from the programmer.  
or **F\_Report\_Message**

**VALID FPA index - ( 1 to 8 )**

When any of the DLL functions is activated, a message is created and displayed on the dynamically created programmer's dialogue box. At the end of execution the dialogue box is closed and function returns back to the application program. Reported message is closed as well. The last report message can be read by application program using F\_ReportMessage function. When F\_ReportMessage is called, then report message up to

`REPORT_MESSAGE_MAX_SIZE`                      `2000`

characters is imported from the programmer software to the application software. Make sure to declare characters string length no less than `REPORT_MESSAGE_MAX_SIZE` characters. When the F\_ReportMessage is called then at the end the internal report message buffer in the programmer software is cleared. When F\_ReportMessage is not called after every communication with the target device, then the report message will collect all reported information up to `REPORT_MESSAGE_MAX_SIZE` last characters.

**Syntax:**

```
MSPPRG_API            void F_ReportMessage( char * text );  
MSPPRG_API            char* F_Report_Message( void );
```

note: **F\_Report\_Message** is available only with the Multi-FPA API-DLL.

**Return value:**

none

**Example:**

```
#include "FlashProCC-Dll.h";  
char text[REPORT_MESSAGE_MAX_SIZE];  
.....  
.....  
    F_ReportMessage( text );  
.....
```

Example below shows how to take a message and display it in the scrolling box. The Edit box with the ID e.g. IDC\_REPORT must be created first.

```
.....  
#include "FlashProCC-Dll.h";  
CString Message = "";  
.....
```

```

void CMspPrgDemoDlg::Disp_report_message()
{
    char text[REPORT_MESSAGE_MAX_SIZE];
    F_ReportMessage( text );           //API-Dll - get last report message
    Message = text;
    SetDlgItemText(IDC_REPORT, Message.GetBuffer(Message.GetLength()));
    CEdit* pEdit = (CEdit*) GetDlgItem(IDC_REPORT);
    pEdit->LineScroll(pEdit->GetLineCount(), 0);
    UpdateWindow();
}

```

## **F\_GetReportMessageChar**

---

**F\_GetReportMessageChar** - Get one character of the the last report message from the programmer.

**VALID FPA index** - ( 1 to 8 )

See comment for the **F\_ReportMessage** function.

**F\_GetReportMessageChar** allows to get character by character from the report message buffer. This function is useful in the Visual Basic application, where all message can not be transfered via pointer like it is possible in the C++ application.

### **Syntax:**

```
MSPPRG_API      char F_GetReportMessageChar( INT_X index );
```

### **Return value:**

Requested character from the Report Message buffer. 1 - TRUE

### **Example:**

```

#include "FlashProCC-Dll.h";
char text[REPORT_MESSAGE_MAX_SIZE];
INT_X k;
.....
.....
    for( k = 0; k< REPORT_MESSAGE_MAX_SIZE; k++ )
        text[k] = F_GetReportMessageChar( k );
.....

```

Example below shows how to take a message and display it in the scrolling box. The Edit box with the ID e.g. IDC\_REPORT must be created first.

```

.....
#include "FlashProCC-Dll.h";
CString Message = "";
.....

void CMspPrgDemoDlg::Disp_report_message()
{
    char text[REPORT_MESSAGE_MAX_SIZE];
    INT_X k;
    for( k = 0; k< REPORT_MESSAGE_MAX_SIZE; k++ )
        text[k] = F_GetReportMessageChar( k );
    Message = text;
    SetDlgItemText(IDC_REPORT, Message.GetBuffer(Message.GetLength()));
    CEdit* pEdit = (CEdit*) GetDlgItem(IDC_REPORT);
    pEdit->LineScroll(pEdit->GetLineCount(), 0);
    UpdateWindow();
}

```

## **F\_ReadCodeFile, F\_Read\_CodeFile**

**F\_ReadCodeFile** - Read code data from the file and download it to internal buffer.  
or **F\_Read\_CodeFile**

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

Function F\_ReadCodeFile downloads code from the file to internal memory buffer. Code file format and file name and location path of the desired file must be specified. Three file formats are supported - Texas Instruments text format, Motorola \*.s19 format and Intel \*.hex format. When file is downloaded then contents of this file is analysed. Only code memory location valid for the Ccxx device family will be downloaded to the internal memory buffer. Any code data located outside memory space of the Ccxx device will be ignored and warning message will be created.

### **Syntax:**

```

MSPPRG_API      INT_X  F_ReadCodeFile( int file_format, char * FileName );
MSPPRG_API      INT_X  F_Read_CodeFile( int file_format, CString FileName );

```

file\_format:

FILE_TI_FORMAT	(1) for TI (*.txt) format
FILE_MOTOROLA_FORMAT	(2) for Motorola (*.s19, *.s28 or *.s37)
FILE_INTEL_FORMAT	(3) for Intel (*.hex)

FileName: file name including path, file name and extension

## Return value:

```
(0xFFFe & info) | state
where state is defined as follows:
    0 - FALSE
    1 - TRUE
info is defined as follows:
warning ->  CODE_IN_ROM
            CODE_IN_RAM
            CODE_OUT_OF_FLASH
            CODE_OVERWRITTEN
error ->    INVALID_CODE_FILE
            OPEN_FILE_OR_READ_ERR
```

## Example:

```
int st;
.....

st = F_ReadCodeFile( FILE_TI_FORMAT, "c:\test\demofile.txt" );
if(( st & 1 ) == TRUE )
{
    .....
}
else
{
    if ( st & CODE_IN_ROM ) {.....}
    if ( st & CODE_OUT_OF_FLASH ) {.....}
    if ( st & INVALID_CODE_FILE ) {.....}
    if ( st & OPEN_FILE_OR_READ_ERR ) {.....}
    .....
    .....
}
}
```

## **F\_Get\_CodeCS**

---

**F\_Get\_CodeCS** - Read code from internal buffer and calculate the check sum.  
*VALID FPA index* - ( 1 to 8 ).

### Syntax:

```
MSPPRG_API            INT_X  F_Get_CodeCS( int index );
```

index - index of the desired code

Index = 1 - Calculate check sum of the code from internal code buffer.

Other Index values - reserved for the future option.

Check Sum is calculated as an arithmetic sum of the 16-bits unsigned words from the valid code bytes. If the only one byte is present in the calculated word, then other byte is taken as a 0xFF. Check Sum result is 32 bits.

For example from the following code

address	data
0x0300	0xF2 0x12 0x23 0x34 0x78

Check Sum calculation

Word 1	0x12F2
Word 2	0x3423
Word 2	0xFF78

-----  
CS = 0x0001468D

**Return value:**

Calculated check sum.

## **F\_ConfigFileLoad, F\_Config\_FileLoad**

**F\_ConfigFileLoad** - Modify programmer's configuration setup according to data taken or **F\_Config\_FileLoad** from the specified configuration file.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

The **F\_ConfigFileLoad** function can download the programmer setup from the external setup file. Setup file can be created using standard FlashPro-CC (GUI) Flash Programmer software. When the setup from the file is downloaded, then old configuration setup is overwritten. The new setup can be modified using **F\_GetSetup** and **F\_ConfigSetup** functions. Location path and file name of the config file must be specified.

**Syntax:**

```
MSPPRG_API INT_X F_ConfigFileLoad( char * filename );  
MSPPRG_API INT_X F_ConfigFileLoad( Cstring filename );
```



filename - configuration file name including path, file name and extension

**Return value:**

0 - FALSE  
1 - TRUE  
(0xFFFFe & info) | state  
where state is defined as follows:  
    0 - FALSE  
    1 - TRUE  
info is defined as follows:  
error -> OPEN\_FILE\_OR\_READ\_ERR

Configuration file is a standard text file with the parameters name and value.

**Example:**

```
st = F_ConfigFileLoad( "c:\test\configfile.cfg" );  
if(( st & 1 ) == TRUE )  
{  
    .....  
}  
else  
{  
    Info = st & 0xFFFFE;  
    .....  
}
```

**F\_Clr\_Code\_Buffer**

---

**F\_Clr\_Code\_Buffer** - Clear content of the code buffer.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

**Syntax:**

```
MSPPRG_API        INT_X   F_Clr_Code_Buffer( void );
```

**Return value:**

0 - FALSE  
1 - TRUE

**Example:**

```
.....  
F_Clr_Code_Buffer();  
.....
```

## **F\_Put\_Byte\_to\_Code\_Buffer**

**F\_Put\_Byte\_to\_Code\_Buffer** - Write code data to code buffer.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

Instruction allows to write contents of the code to code buffer instead using the **F\_ReadCodeFile** instruction. Contents of the downloaded code data can be modified or filled with the new data, if code buffer has been cleared first (using **F\_Clr\_Code\_Buffer** function).

### **Syntax:**

```
MSPPRG_API INT_X F_Put_Byte_to_Code_Buffer( INT_X address, BYTE data );
```

### **Parameters value:**

code address - 0x0 to 0x1FFFF  
data - 0x00 to 0xFF

### **Return value:**

0 - FALSE  
1 - TRUE

### **Example:**

```
BYTE code[MAX_FLASH_SIZE];  
.....  
F_Clr_Code_Buffer();  
for( address = 0x0; address < MAX_FLASH_SIZE; address ++ )  
{  
    F_Put_Byte_to_Code_Buffer( address, code[address]);  
}  
.....
```

## **F\_Get\_Byte\_from\_Code\_Buffer**

**F\_Get\_Byte\_from\_Code\_Buffer** - Read code data from code buffer.

**VALID FPA index** - ( 1 to 8 )

Instruction allows to read or verify contents of the code from code buffer

### **Syntax:**

```
MSPPRG_API INT_X F_Get_Byte_from_Code_Buffer( INT_X address );
```

**Parameters value:**

code address - 0x0 to MAX\_FLASH\_SIZE-1 (0x1FFFF)

**Return value:**

0x00 to 0xFF - valid code data

-1 (0xFFFF) - code data not initialized on particular address

## **F\_Put\_IEEEAddr64\_to\_Buffer**

**F\_Put\_IEEEAddr64\_to\_Buffer** - Write IEEE address to buffer.

*VALID FPA index* - ( 1 to 8 ).

Instruction allows to write one unique IEEE address to buffer. Contents of the IEEE address from the buffers will be saved to target device when the F\_Autoprogram(0) is executed and when in the configuration setup this option is enabled.

**Syntax:**

```
MSPPRG_API void F_Put_IEEEAddr64_to_Buffer(ULONG64 data );
```

**Parameters value:**

data - 64 bits unsigned long integer number 0 to 0xFFFFFFFFFFFFFFFF

## **F\_Put\_IEEEAddr\_Byte\_to\_Buffer**

**F\_Put\_IEEEAddr\_Byte\_to\_Buffer** - Write one byte of the IEEE address to buffer.

*VALID FPA index* - ( 1 to 8 ).

Instruction allows to write one byte of the unique IEEE address to buffer. Contents of the IEEE address from the buffers will be saved to target device when the F\_Autoprogram(0) is executed and when in the configuration setup this option is enabled.

**Syntax:**

```
MSPPRG_API INT_X F_Put_IEEEAddr64_to_Buffer( BYTE no, BYTE data );
```

Instruction is functionally the same as the **F\_Put\_IEEEAddr64\_to\_Buffer**, but allows to transfer byte by byte of the 64 IEEE address to buffer. Function is used when the Visual Basic 6 is used, that not support the Int 64 bits data.

**no** -> 0 to 7.

Index **no** MUST started from 0 and finished on 7 to transfer whole IEEEAddr. When no = 0, the lowest byte of the IEEEAddr must be transferred. When no = 7, the highest byte of the IEEEAddr is transferred.

**Parameters value:**

data - one byte from 64 bits IEEEAddr data

**F\_Get\_IEEEAddr64\_from\_Buffer**

**F\_Get\_IEEEAddr64\_from\_Buffer** - Read IEEE address contents from the buffer  
*VALID FPA index - ( 1 to 8 )*

**Syntax:**

```
MSPPRG_API ULONG64 F_Get_IEEEAddr64_from_Buffer(BYTE no,);
```

**Parameters value:**

none

**Return value:**

64 bits unsigned long integer number 0 to 0xFFFFFFFFFFFFFFFF

**F\_Get\_IEEEAddr\_Byte\_from\_Buffer**

**F\_Get\_IEEEAddr\_Byte\_from\_Buffer** - Read one byte of the IEEE address contents from the buffer

*VALID FPA index - ( 1 to 8 )*

**Syntax:**

```
MSPPRG_API BYTE F_Get_IEEEAddr_Byte_from_Buffer();
```

Instruction is functionally the same as the **F\_Get\_IEEEAddr64\_from\_Buffer**, but allows to transfer byte by byte of the 64 IEEE address from buffer. Function is used when the Visual Basic 6 is used, that not support the Int 64 bits data.

**no** -> 0 to 7.

When no = 0, the lowest byte of the IEEEAddr is transferred. When no = 7, the highest byte of the IEEEAddr is transferred.

**Parameters value:**

no - byte number of the 64 bits IEEEAddr data

**Return value:**

one byte of the IEEEAddr

## **F\_Power\_Target**

---

**F\_Power\_Target** - Turn ON or OFF power from programming adapter to target device.

*VALID FPA index - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.*

Function F\_Power\_Target switches ON or OFF power from the programming adapter to the target device.

*Note:* PowerTargetEn flag must be set to TRUE (1) in the configuration setup to switch the power from the programming adapter ON.

**Syntax:**

```
MSPPRG_API      INT_X  F_Power_Target ( INT_X OnOff );
```

**Return value:**

0 - FALSE  
1 - TRUE

**Example:**

```
.....  
F_Power_Target( 1 );           // Turn Power ON  
.....  
F_Power_Target( 0 );           // Turn Power OFF  
.....
```

## **F\_Reset\_Target**

---

**F\_Reset\_Target** - Generate short RESET pulse on the target's device RESET line.

*VALID FPA index - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.*

Function `F_Reset_Target` resets target device and target device's application program can start. Length of the RESET pulse time is specified by `ResetTimeIndex` in configuration setup. See `F_ConfigSetup` description for details.

**Syntax:**

```
MSPPRG_API          INT_X F_Reset_Target( void );
```

**Return value:**

```
0 - FALSE  
1 - TRUE
```

**Example:**

```
.....  
F_Reset_Target( void );  
.....
```

## **F\_Get\_Targets\_Vcc**

`F_Get_Targets_Vcc` - Get Vcc in [mV] supplied target device.

*VALID FPA index - ( 1 to 8 )*

**Syntax:**

```
MSPPRG_API          INT_X F_Get_Targets_Vcc( void );
```

**Return value:**

```
INT_X - Vcc in milivolts e.g 3000 -> 3.0 V  
       or (-1) if USB-FPA is not active.
```

## 4.3 Encapsulated instructions

Encapsulated functions are powerful and easy to use. When called then all device actions from the beginning to the end are done automatically and final result is reported as TRUE or FALSE. Required configuration should be set first using **F\_GetSetup** and **F\_ConfigSetup** functions. Encapsulated function has following sequence:

- Power from the programming adapter becomes ON if `PowerTargetEn` in configuration setup is enabled.
- Vcc is verified to be higher then 2.0V.
- Communication between programming adapter and target device is initialized.
- Selected encapsulated instruction is executed ( Autoprogram, Memory Erase etc. ).
- Communication between target device and programming adapter is terminated.
- Power from the programming adapter becomes OFF (if selected).
- Target device is released from the programming adapter.

### **F\_AutoProgram**

---

**F\_AutoProgram** - Target device program with full sequence - erase, blank check, program, verify and blow security fuse (if enabled).

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed simultaneously.

Auto Program button is the most frequently function when programming microcontrollers in the production process. Auto Program function activates all required procedures to fully program and verify the flash memory contents. Typically, when flash memory needs to be erased, *Auto Program* executes the following procedures:

- initialization
- read retained data (if required)
- read IEEE address contents(if required)
- erase flash memory,
- memory blank check,
- flash programming,
- restoring or writing the new IEEE address (if required)
- restoring retained data (if required)
- flash memory verification (check sum verification of whole verification byte by byte),
- write lock protection bits (if required).
- switch-off Vcc from target device.

**Syntax:**

```

MSPPRG_API      INT_X  F_AutoProgram( INT_X mode );
mode = 0;
mode = 1 and up - reserved

```

**Return value:**

```

0 - FALSE
1 - TRUE

```

**Example:**

```

.....
if( F_Initialization() != TRUE )    //required API-Dll - initialization
{
    // Initialization error
}

F_GetSetup( &config ); //API-DLL - get configuration from the programmer
..... // modify configuration if required
F_ConfigSetup( config ); // download setup to programmer

int st = F_ConfigFileLoad( "c:\test\configfile.cfg" );
if(( st & 1 ) != TRUE )
{
    Info = st & 0xFFFE;
    .....
}

do{
    ..... // prepare next microcontrollers
    targets_mask = 0x3F //active all six target devices
    F_SetConfig( CFG_TARGET_EN_INDEX, (INT_X)targets_mask );
    if( F_AutoProgram(0) == targets_mask )
    {
        //all target devices programmed
    }
    else
    {
        //some targets has nod been programmed
    }
    ..... //exit if the last microcontrollers
           // has been programmed
} while(1);
.....

```

**F\_Verify\_Lock\_Bits**



**F\_Verify\_Lock\_Bits** -Verify the Lock debug Bit. If debug access is disabled, then only debug bit is verified. Other bits are not accessible when the debug bit enable is clear.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed simultaneously.

**Lock Protection bits**

bit-4	0x10	-	Boot Block Lock
	0	-	Page 0 is write protected
	1	-	Page 0 is writable, unless LSIZE is 000
bits3:1			LSIZE - Sets the size of the upper Flash area which is write-protected
bit 0	0x01		Debug lock bit
	0	-	Disable debug command
	1	-	Enable debug command

**Syntax:**

```
MSPPRG_API INT_X F_Verify_Lock_Bits( void );
```

**Return value:**

```
0x100 | 8 bits Lock Bits value (see above)
      if debug bit is enabled or
0x100
      if debug bit is disabled (access to other bits is locked)
```

**F\_Memory\_Erase**

---

**F\_Memory\_Erase** - Erase Target’s Flash Memory

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed simultaneously.

Erase flash size, or sector to be erased, should be specified in the configuration setup. When mode erase flag is set to one, then all memory will be erased, regardless erase memory configuration setup value.

**Syntax:**

```
MSPPRG_API INT_X F_Memory_Erase( INT_X mode );
mode = 0 -> erase space specify by the FlashEraseModeIndex;
mode = 1 -> erase all Flash memory, regardless FlashEraseModeIndex;
```

**Return value:**

0 - FALSE  
1 - TRUE

## **F\_Memory\_Blank\_Check**

---

**F\_Memory\_Blank\_Check** - Check if the Target's Flash Memory is blank.  
*VALID FPA index - ( 1 to 8 ) or 0 (ALL FPAs) executed simultaneously.*

**Syntax:**

```
MSPPRG_API INT_X F_Memory_Blank_Check( void );
```

**Return value:**

0 - FALSE  
1 - TRUE

## **F\_Memory\_Write**

---

**F\_Memory\_Write** - Write content taken from the Code file to the selected Target Devices Flash Memory.  
*VALID FPA index - ( 1 to 8 ) or 0 (ALL FPAs) executed simultaneously.*

**Syntax:**

```
MSPPRG_API INT_X F_Memory_Write( INT_X mode );  
mode = 0;  
mode = 1 and up - reserved
```

**Return value:**

0 - FALSE  
1 - TRUE

## **F\_Memory\_Verify**

---

**F\_Memory\_Verify** - Verify contents of the selected Target Devices Flash Memory and Code file.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed simultaneously.

**Note:** During the verification process either all memory or just the selected part of the memory is verified, depending on settings specified in the configuration setup `FlashEraseModeIndex`. Only data taken from the Code file are compared with the target's flash memory. If size of the flash memory is bigger than code size then all reminding data in flash memory is ignored.

**Syntax:**

```
MSPPRG_API      INT_X  F_Memory_Verify( INT_X mode );
mode = 0;
mode = 1 and up - reserved
```

**Return value:**

- 0 - FALSE
- 1 - TRUE

## **F\_Memory\_Read**

---

**F\_Memory\_Read** - Read Flash Memory from selected or all Target Devices.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed simultaneously.

Size of the read memory size is defined in the configuration setup

All data will be saved in the internal Read Buffer. Contents from the Read Buffer can be taken using function

```
BYTE  F_Get_Byte_from_Buffer( INT_X addr );
```

**Syntax:**

```
MSPPRG_API      INT_X  F_Memory_Read( void );
```

**Return value:**

- 0 - FALSE
- 1 - TRUE

**Example:**

```
BYTE data[MAX_FLASH_SIZE];
unsigned int addr,n;
.....
st = F_Memory_Read();
if ( st != 0 )
```

```

    {
        for( addr=0x0; addr<MAX_FLASH_SIZE; addr++)
            data[addr] = F_Get_Byte_from_Buffer( addr );
    }
    .....

```

## **F\_Write\_IEEE\_Address**

**F\_Write\_IEEE\_Address** - Write content taken from the IEEE Address buffer to target devices. Write IEEE address option should be enabled in the configuration setup.

*VALID FPA index - ( 1 to 8 ) or 0 (ALL FPAs) executed simultaneously.*

### **Syntax:**

```
INT_X MSPPRG_API F_Write_IEEE_Address( void );
```

### **Return value:**

```
0 - FALSE
1 - TRUE
```

### **Example:**

```
F_Put_IEEEAddr64_to_Buffer( 0x0123456789ABCDE0 );
F_Write_IEEE_Address();
```

## **F\_Read\_IEEE\_Address**

**F\_Read\_IEEE\_Address** - Read IEEE Addresses from target devices and save it in the IEEE buffer

*VALID FPA index - ( 1 to 8 ) or 0 (ALL FPAs) executed simultaneously.*

### **Syntax:**

```
INT_X MSPPRG_API F_Read_IEEE_Address( void );
```

**Return value:**

0 - FALSE  
1 - TRUE

**Example:**

```
#define "FlashProCC-Dll.h";  
ULONG64 IEEE;  
  
F_Read_IEEE_Address();  
IEEE = F_Get_IEEEAddr64_from_Buffer();
```

**F\_Write\_Lock\_Bits**

---

**F\_Write\_Lock\_Bits** - Write lock bits to target devices. Contents of the lock bits should be set first using configuration setup instructions.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

**Syntax:**

```
MSPPRG_API INT_X F_Write_Lock_Bits( void );
```

**Return value:**

0 - FALSE  
1 - TRUE

## 4.4 Sequential instructions

Sequential instructions allow access to the target device in any combination of the small instructions like erase, read, write sector, modify part of memory etc. Sequential instruction have an access only when communication between target device and programming adapter is initialized. This can be done when *F\_Open\_Target\_Device* instruction is called. When communication is established, then any of the sequential instruction can be called. When the process is finished, then at the end *F\_Close\_Target\_Device* instruction should be called. When communication is terminated, then sequential instructions can not be executed.

*Note: Erase/Write/Verify/Read configuration setup is not required when sequential instructions are called. Also code file is not required to be downloaded. All data to be written, erased, and read is specified as a parameter to the sequential functions. Data downloaded from the code file is ignored in this case.*

### **Very important:**

The sequential functions allows to program words in the FLASH memory on any flash space location. Also the same bytes / words can be programmed few times. Software is not be able to control how many times the same location of the flash has been programmed between erasures. User should take a full responsibility for programming the flash memory according to the CCxx specifications. See TI's data sheets and manuals for details.

The following flash programming limitation should be taken to consideration:

1. The same word or byte can not be programmed more then twice between erasures. Otherwise, damage can occur.
2. In the CCxx flash device two or four bytes are programmed simultaneously. This means - programmed bytes should be prepared first and flashed as a block with two or four bytes length. Otherwise four independent bytes programmed separately will be programmed four times - one time with required data and 3 times with 0xFF data.

*Note: CCxx devices with max flash size up to 32 kB have two bytes size programming word in the flash, while the CCxx with bigger flash memory size (up to 128 kB), have four bytes size writing word.*

## **F\_Open\_Target\_Device**

---

**F\_Open\_Target\_Device** - Initialization communication with the target device.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed simultaneously.

When **F\_Open\_Target\_Device** is executed, then

- Power from the programming adapter becomes ON if PowerTargetEn in configuration setup is enabled.
- Vcc is verified to be higher then 2.0V.
- communication between programming adapter and target device is initialized.

Target device is ready to get other sequential instructions.

### **Syntax:**

```
MSPPRG_API      INT_X  F_Open_Target_Device( void );
```

### **Return value:**

```
0 - FALSE
1 - TRUE
```

### **Example:**

```
int st, mask;
long addr;
.....
mask = 0x3F;                               //enable all six target devices
F_SetConfig( CFG_TARGET_EN_INDEX, (INT_X)mask );
F_Open_Target_Device();
.....
F_Segment_Erase(0x1000);
st = F_Sectors_Blank_Check( 0x1000, 0x107f );
if( st != mask )
{ ..... }
for( addr = 0x1000; addr<0x1020; addr++ )
    F_Put_Byte_to_Buffer( addr, data(addr) )
F_Copy_Buffer_to_Flash( 0x1000, 0x20 );
F_Segment_Erase(0x4000);
.....
F_Close_Target_Device();
.....
```

## **F\_Close\_Target\_Device**

---

**F\_Close\_Target\_Device** - Termination communication between target device and programming adapter.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

Instruction should be called on the end of the sequential instructions. When **F\_Close\_Target\_Device** instruction is executed then:

- Communication between target device and programming adapter is terminated.
- Power from the programming adapter becomes OFF (if selected).
- Target device is released from the programming adapter.

**Syntax:**

```
MSPPRG_API INT_X F_Close_Target_Device( void );
```

**Return value:**

- 0 - FALSE
- 1 - TRUE

**Example:**

See example above (**F\_Open\_Target\_Device**).

## **F\_Segment\_Erase**

---

**F\_Segment\_Erase** - Erase any segment of the CCxx Flash memory.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

**Parameters:**

- segment address - Any address form the desired segment space addresses

To erase a memory segment specify an address within that memory segment. For example to erase segment 0x2000-0x27FF any address from the range 0x2000 to 0x27FF can be specified. To erase all memory segments, erase the memory segment by segment, or used the encapsulated instruction

```
F_Memory_Erase(1);
```

**Note:** When encapsulated instruction is executed, then next access to the sequential instruction can be accessed only when **F\_Open\_Target\_Device** instruction is called again.

**Syntax:**



```
MSPPRG_API      INT_X  F_Segment_Erase( INT_X address );
```

**Return value:**

- 0 - FALSE
- 1 - TRUE

**Example:**

```
.....  
    F_Segment_Erase(0x4000);      // erase segment 0x4000 to 0x47FF  
    F_Segment_Erase(0x4100);      // erase the same segment  
.....
```

## **F\_Sectors\_Blank\_Check**

**F\_Sectors\_Blank\_Check** - Blank check part or all Flash Memory. Start and stop address of the tested memory should be specified.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

**Parameters:**

- start address - Even number from 0x0 to 0x1FFFE,
- stop address - Odd number from 0x1 to 0x1FFFF,,

**Syntax:**

```
MSPPRG_API  INT_X  F_Sectors_Blank_Check( INT_X start_addr,  
                                           INT_X stop_addr );
```

**Return value:**

- 0 - FALSE
- 1 - TRUE

**Example:**

```
.....  
    F_Sectors_Blank_Check (0x1000, 0x107F) ; //INFO secto blank check  
    F_Sectors_Blank_Check (0x8000, 0xFFFF) ; //32 kB memory size blank check  
    F_Sectors_Blank_Check (0x1220, 0x123f) ; //part of sector blank check  
.....
```

## **F\_Write\_Byte\_to\_XRAM**

---

**F\_Write\_Byte\_to\_XRAM** - Write one byte to XRAM.  
**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs).

Write one byte to any XRAM location of the target devices.

Parameters:

address - address where XRAM is located 0xDF00 to 0xFFFF,  
data - one byte to be written to target device

**Syntax:**

```
MSPPRG_API INT_X F_Write_Byte_to_XRAM( INT_X addr, BYTE data );
```

**Return value:**

0 - FALSE  
1 - TRUE

**Example:**

```
F_Write_Byte_to_XRAM( 0xF010, 0x21 );
```

---

## **F\_Read\_Byte\_from\_XRAM**

---

**F\_Read\_Byte\_from\_XRAM** - Reade one byte from XRAM.  
**VALID FPA index** - ( 1 to 8 ).

Read one byte from any XRAM location of the target devices.

Parameters:

address - address where XRAM is located 0xDF00 to 0xFFFF,  
data - one byte to be written to target device

**Syntax:**

```
MSPPRG_API INT_X F_Read_Byte_from_XRAM( INT_X addr );
```

**Return value:**

0x00 to 0xFF - valid code data  
-1 (0xFFFF) - FALSE

**Example:**

```
F_Read_Byte_from_XRAM( 0xF010 );
```

## **F\_Write\_Byte\_to\_direct\_RAM**

**F\_Write\_Byte\_to\_direct\_RAM** - Write one byte to direct RAM.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

Write one byte to any direct RAM location of the target devices.

Parameters:

address - address where RAM is located 0x00 to 0xFF,  
data - one byte to be written to target device

**Syntax:**

```
MSPPRG_API INT_X F_Write_Byte_to_direct_RAM( INT_X addr, BYTE data );
```

**Return value:**

0 - FALSE  
1 - TRUE

**Example:**

```
F_Write_Byte_to_direct_RAM( 0x60, 0x33 );
```

## **F\_Read\_Byte\_from\_direct\_RAM**

**F\_Read\_Byte\_from\_direct\_RAM** - Read one byte from direct RAM.

**VALID FPA index** - ( 1 to 8 ).

Read one byte from any direct RAM location of the target devices.

Parameters:

address - address where RAM is located 0x00 to 0xFF,  
data - one byte to be written to target device

**Syntax:**

```
MSPPRG_API INT_X F_Read_Byte_from_direct_RAM( INT_X addr );
```

**Return value:**

0x00 to 0xFF - valid code data  
-1 (0xFFFF) - FALSE

**Example:**

```
F_Read_Byte_from_direct_RAM( 0x60 );
```

## **F\_Copy\_Buffer\_to\_Flash**

**F\_Copy\_Buffer\_to\_Flash** - Write data from the Buffer to target devices.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

**Parameters:**

start address - Flash address from 0x0 to 0x1FFFF,  
size - Size from 1 to MAX\_FLASH\_SIZE (0x20000) - block of data in bytes to be written.

**Syntax:**

```
MSPPRG_API INT_X F_Copy_Buffer_to_Flash( INT_X start_addr, INT_X size );
```

**Return value:**

0 - FALSE  
1 - TRUE

**Example:**

```
long addr;  
int mask;  
  
.....  
for( addr = 0x1000; addr<0x2100; addr++ )  
    F_Put_Byte_to_Buffer( addr, (BYTE)(0xFF & addr));  
.....  
mask = 0x3F; //enable all six target devices  
F_SetConfig( CFG_TARGET_EN_INDEX, (INT_X)mask );  
F_Open_Target_Device();  
F_Copy_Buffer_to_Flash( 0x1000, 0x1100 );  
.....
```

## **F\_Copy\_Flash\_to\_Buffer**

**F\_Copy\_Flash\_to\_Buffer** - Read specified in “size” number of bytes from Flash and save it in the temporary buffer. Starting address is specified in the “start address”.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

**Syntax:**

```
MSPPRG_API      INT_X  F_Copy_Flash_to_Buffer( INT_X start_address,  
                                              INT_X  size );
```

**Parameters:**

start address  
size

**Return value:**

0 - FALSE  
1 - TRUE

**NOTE:** Specified address in the temporary RAM/Flash buffer is the same as a physical RAM address.

**Example:**

```
.....  
.....  
st = F_Copy_Flash_to_Buffer( 0x2220, 0xE0 );  
if( st == TRUE )  
{  
    for( addr = 0x2220; addr<0x2300; addr++ )  
        data[addr]= F_Get_Byte_from_Buffer( addr );  
}  
else  
{  
    .....  
}  
.....
```

**F\_Copy\_Buffer\_to\_XRAM**

**F\_Copy\_Buffer\_to\_XRAM** - Write “size” number of bytes from the temporary XRAM/Flash buffer to XRAM. Starting address is specified in the “start address”.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

**Syntax:**

```
MSPPRG_API INT_X F_Copy_Buffer_to_XRAM( INT_X start_address, INT_X size );
```

**Parameters:**

start address - physical XRAM address 0xDF00 to 0xFFFF  
size - size in bytes

**Return value:**

0 - FALSE  
1 - TRUE

**NOTE:** *Specified address in the temporary XRAM/Flash buffer is the same as a physical XRAM address.*

**Example:**

```
.....  
.....  
for( addr = 0xF220; addr<0xF300; addr++ )  
    st = F_Put_Byte_To_Buffer( addr, data[addr] );  
st = F_Copy_Buffer_to_XRAM( 0xF220, 0xE0 );  
.....
```

## **F\_Copy\_XRAM\_to\_Buffer**

**F\_Copy\_XRAM\_to\_Buffer** - Read specified in “size” number of bytes from the XRAM and save it in the temporary buffer. Starting address is specified in the “start address”.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

**Syntax:**

```
MSPPRG_API INT_X F_Copy_XRAM_to_Buffer( INT_X start_address,  
INT_X size );
```

**Parameters:**

start address - physical XRAM address 0xDF00 to 0xFFFF  
size - size in bytes

**Return value:**

0 - FALSE  
1 - TRUE

**NOTE:** Specified address in the temporary XRAM/Flash buffer is the same as a physical XRAM address.

**Example:**

```
.....  
.....  
    st = F_Copy_XRAM_to_Buffer( 0xF220, 0xE0 );  
    if( st == TRUE )  
    {  
        for( addr = 0xF220; addr<0xF300; addr++ )  
            data[addr]= F_Get_Byte_from_Buffer( addr );  
    }  
    else  
    {  
        .....  
    }  
.....
```

**F\_Copy\_Buffer\_to\_direct\_RAM**

**F\_Copy\_Buffer\_to\_direct\_RAM** - Write “size” number of bytes from the temporary XRAM/Flash buffer no ‘1’ to direct RAM. Starting address is specified in the “start address”.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

**Syntax:**

```
MSPPRG_API INT_X  
F_Copy_Buffer_to_direct_RAM( INT_X start_address, INT_X size );
```

**Parameters:**

- start address - direct RAM address 0x00 to 0xFF
- size - size in bytes

**Return value:**

- 0 - FALSE
- 1 - TRUE

**Example:**

```
.....  
.....
```

```

for( addr = 0x60; addr<0x7f; addr++ )
    st = F_Put_Byte_To_Buffer( addr, data[addr] );
st = F_Copy_Buffer_to_direct_RAM( 0x60, 0x20 );
.....

```

## **F\_Copy\_direct\_RAM\_to\_Buffer**

**F\_Copy\_direct\_RAM\_to\_Buffer** - Read specified in “size” number of bytes from the direct RAM and save it in the temporary buffer. Starting address is specified in the “start address”.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

### **Syntax:**

```

MSPPRG_API      INT_X
    F_Copy_direct_RAM_to_Buffer( INT_X start_address, INT_X size );

```

### **Parameters:**

start address - direct RAM address 0x00 to 0xFF  
size - size in bytes

### **Return value:**

0 - FALSE  
1 - TRUE

## **F\_Put\_Byte\_to\_Buffer**

**F\_Put\_Byte\_to\_Buffer** - Write byte to temporary buffer.

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

### **Syntax:**

```

MSPPRG_API      INT_X F_Put_Byte_to_Buffer( INT_X address, BYTE data );

```

address: temporary buffer address equal the RAM/XRAM or Flash destination address ( 0x0000 to 0x1FFFF )  
data: Byte to be written.

### **Return value:**

TRUE if specified address is legal (0x0000 to 0x1FFFF) otherwise FALSE.

**NOTE:** *Specified address in the temporary RAM or Flash buffer is the same as a physical RAM/FLASH address.*



**NOTE:** *DLL contains two Buffers - one is dedicated to the data READ from target devices, second one is dedicated to the data to be WRITE to the target devices. Contents of the Buffers can not be verified by writing and read the same data to the Buffers e.g.*

```
F_Put_Byte_to_Buffer (0x1000, 5);  
data = F_Get_Byte_from_Buffer( 0x1000 );
```

*Read data can be other than '5'.*

**Example:**

```
.....  
.....  
for( addr = 0x1000; addr<0x1020; addr++ )  
    st = F_Put_Byte_to_Buffer( addr, data[addr][n] );  
st = F_Copy_Buffer_to_Flash( 0x1000, 0x20 );  
.....
```

## **F\_Get\_Byte\_from\_Buffer**

**F\_Get\_Byte\_from\_Buffer** - Read one byte from the temporary RAM/Flash buffer.  
**VALID FPA index** - ( 1 to 8 )

**Syntax:**

```
MSPPRG_API      BYTE F_Get_Byte_from_Buffer( INT_X address );
```

**Return value:**

Requested byte from the specified address of the RAM/Flash temporary buffer.

**Example:**

see **F\_Copy\_All\_Flash\_To\_Buffer**.

**NOTE:** *DLL contains two Buffers - one is dedicated to the data READ from target devices, second one is dedicated to the data to be WRITE to the target devices. Contents of the Buffers can not be verified by writing and read the same data to the Buffers.*

## **F\_Set\_PC\_and\_RUN**

**F\_Set\_PC\_and\_RUN** - Instructions allows to run program in microcontroller from specified PC in the XRAM or Flash location. Program should be downloaded first using the Write to Flash or XRAM procedures.

**Note:** *The **F\_Open\_Target\_Device** instruction is resetting the CPU. All internal registers states are set to default value. The **F\_Synch\_CPU\_JTAG** is synchronizing the CPU and JTAG on fly. The CPU is stopped, but all registers have not been modified.*

**VALID FPA index** - ( 1 to 8 ) or 0 (ALL FPAs) executed sequentially.

**Syntax:**

```
MSPPRG_API INT_X F_Set_PC_and_RUN( INT_X xram_en, INT_X PC_address );
```

**Parameters:**

xram\_en - 0 -> run program located in Flash  
          - 1 -> run program located in XRAM  
address - set Program Counter to address and run

**Return value:**

0 - FALSE  
1 - TRUE

## **F\_Get\_MCU\_Data**

---

**F\_Get\_MCU\_Data** - Get the MCU status or device ID/silicon version

**VALID FPA index** - ( 1 to 8 ).

```
INT_X MSPPRG_API F_Get_MCU_Data( INT_X Type );
```

**Parameters:**

Type: **GET\_MCU\_ID** ( 1 )

Result

Higher byte (bits 15:8) MCU ID

0x01 - CC1110F8

0x85 - CC2430F64

0x89 - CC2431F32

0x81 - CC2510F8

0x91 - CC2511F8

Lower byte (bits 15:8) Silicon version ID

**GET\_MCU\_STATUS** ( 2 )

Result one byte

0x80 - Chip Erase Done

0x40 - PCON Idle  
0x20 - CPU halted  
0x10 - Power Mode 0  
0x08 - Halt Status  
0x04 - Debug Locked  
0x02 - Oscillator stable  
0x01 - Stack overflow

**Return value:**

data from the MCU buffer.

# Appendix A

---

## ***FlashPro-CC Command Line interpreter***

---

The **Multi-FPA API-DLL** can be used with the command line interpreter shell. This shell allows to use the standard Command Prompt windows or script file to execute the API-DLL functions. All required files are located in the directory

**C:\Program Files\Elprotronic\CCxx\USB FlashPro-CC\CMD-line**  
and contains

FP-CC-commandline.exe	-> command line shell interpreter
FlashProCC-FPAsel.dll	-> standard API-DLL files
FlashProCC-FPA1.dll	-> ----,,,,,-----

All API-DLL files should be located in the same directory where the **FP-CC-commandline.exe** is located. To start the command line interpreter, the **FP-CC-commandline.exe** should be executed.

### **Command Syntax:**

**instruction\_name ( parameter1, parameter2, .... )**

parameter:

1. string ( file name etc. ) - "filename"
2. numbers
  - integer decimal      eg. **24**
  - or      integer hex      eg. **0x18**

**Note:** Spaces are ignored

Instructions are not case sensitive

**F\_OpenInstancesAndFPAs( "\*"# "\*" )**  
and **f\_openinstancesandfpas( "\*"# "\*" )**  
are the same.

### **Example-1:**

Run the **FP-CC-commandline.exe**

Type:

```
F_OpenInstancesAndFPAs( "*"# *" ) // open instances and find the first adapter (any SN)
```

Press ENTER - result ->1 (OK)

Type:

```
F_Initialization() //initialization with config taken from the config.ini  
//setup taken from the FlashPro-CC - with defined CCxx type, code file etc.
```

Press ENTER - result ->1 (OK)

Type:

```
F_AutoProgram( 0 )
```

Press ENTER - result ->1 (OK)

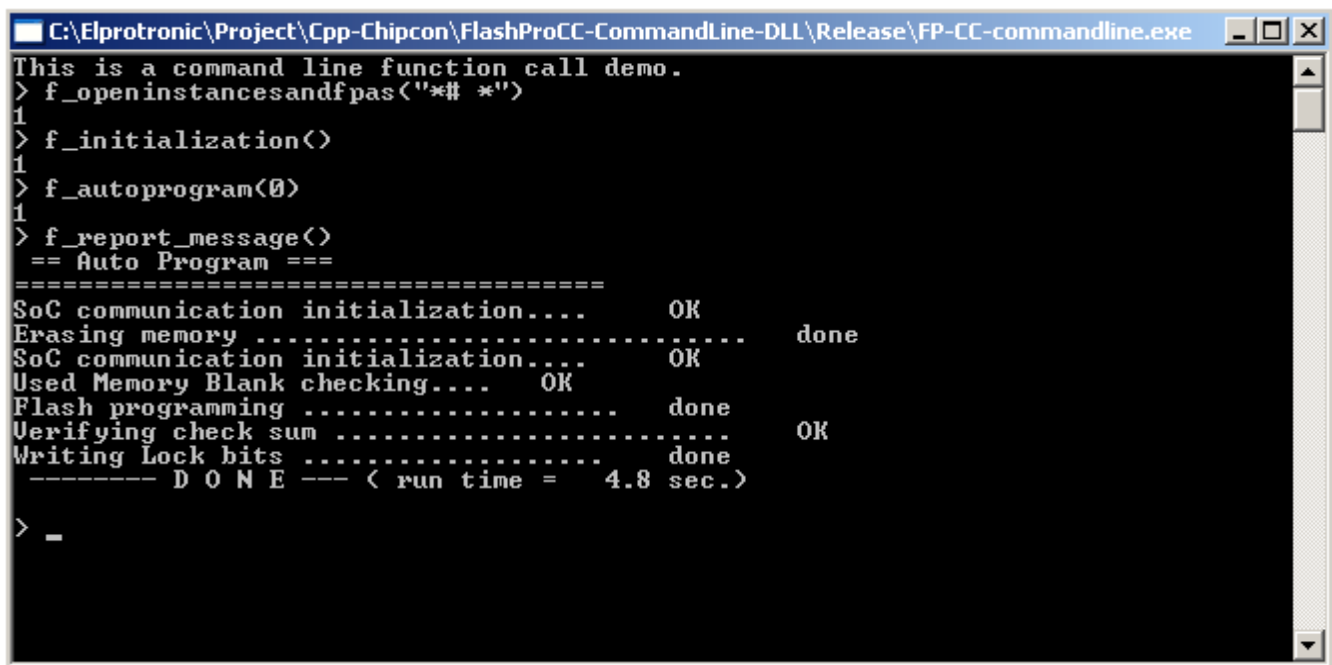
Type:

```
F_Report_Message()
```

Press ENTER - result -> displayed the last report message (from the F\_Autoprogram(0))

See figure A-1 for result:

Type **quit()** and press ENTER to close the **FP-CC-commandline.exe** program.



```
C:\Elprotronic\Project\Cpp-Chipcon\FlyProCC-CommandLine-DLL\Release\FP-CC-commandline.exe
This is a command line function call demo.
> f_openinstancesandfpas("&# *")
1
> f_initialization()
1
> f_autoprogram(0)
1
> f_report_message()
== Auto Program ==
=====
SoC communication initialization... OK
Erasing memory ..... done
SoC communication initialization... OK
Used Memory Blank checking... OK
Flash programming ..... done
Verifying check sum ..... OK
Writing Lock bits ..... done
----- D O N E --- < run time = 4.8 sec.>
> -
```

Figure A-1

## Example-2:

Run the **FP-CC-commandline.exe** and type the following commands:

```
F_OpenInstancesAndFPAs( "*# *" )      // open instances and find the first adapter (any SN)
F_Initialization()
F_Report_Message()
F_ConfigFileLoad( "filename" )      //put vaild path and config file name
F_ReadCodeFile( 1, "FileName" )     //put vaild path and code file name (TL.txt format)
F_AutoProgram( 0 )
F_Report_Message()
.....
.....
F_Put_Byte_to_Buffer( 1, 0x8000, 0x11 )
F_Put_Byte_to_Buffer( 1, 0x8001, 0x21 )
.....
F_Put_Byte_to_Buffer( 1, 0x801F, 0xA6 )
F_Open_Target_Device()
F_Segment_Erase( 0x8000 )
F_Copy_Buffer_to_Flash( 0x8000, 0x20 )
F_Copy_Flash_to_Buffer( 0x8000, 0x20 )
F_Get_Byte_from_Buffer( 1, 0x8000 )
F_Get_Byte_from_Buffer( 2, 0x8000 )
F_Get_Byte_from_Buffer( 1, 0x8001 )
F_Get_Byte_from_Buffer( 2, 0x8001 )
.....
F_Get_Byte_from_Buffer( 1, 0x801F )
F_Get_Byte_from_Buffer( 2, 0x801F )
F_Close_Target_Device()
quit()
```

---

## List of command line instructions

---

quit() ;close the command interpreter program  
help() ;display list below  
F\_Trace\_ON()  
F\_Trace\_OFF()  
F\_OpenInstances( no )  
F\_CloseInstances()  
F\_OpenInstancesAndFPAs( "FileName" )  
F\_Set\_FPA\_index( fpa )  
F\_Get\_FPA\_index()  
F\_LastStatus( fpa )  
F\_DLLTypeVer()  
F\_Multi\_DLLTypeVer()  
F\_Check\_FPA\_access(index )  
F\_Get\_FPA\_SN( fpa )  
F\_APIDLL\_Directory( "APIDLLpath" )  
F\_Initialization()  
F\_DispSetup()  
F\_Close\_All()  
F\_Power\_Target( OnOff )  
F\_Reset\_Target()  
F\_Report\_Message()  
F\_ReadCodeFile( file\_format, "FileName" )  
F\_Get\_CodeCS( dest )  
F\_ConfigFileLoad( "filename" )  
F\_SetConfig( index, data )  
F\_GetConfig( index )  
F\_Put\_Byte\_to\_Buffer( addr, data )  
F\_Get\_Byte\_from\_Buffer( addr )  
F\_Clr\_Code\_Buffer()  
F\_Put\_Byte\_to\_Code\_Buffer( addr, data )  
F\_Get\_Byte\_from\_Code\_Buffer( addr )  
F\_Put\_IEEEAddr64\_to\_Buffer("Hex data string")  
F\_Get\_IEEEAddr64\_from\_Buffer( )  
F\_AutoProgram( 0 )

F\_Verify\_Lock\_Bits()  
 F\_Memory\_Erase( mode )  
 F\_Memory\_Blank\_Check()  
 F\_Memory\_Write( mode )  
 F\_Memory\_Verify( mode )  
 F\_Memory\_Read()  
 F\_Write\_IEEE\_Address()  
 F\_Read\_IEEE\_Address()  
 F\_Write\_Lock\_Bits()  
 F\_Open\_Target\_Device()  
 F\_Close\_Target\_Device()  
 F\_Segment\_Erase( address )  
 F\_Sectors\_Blank\_Check( start\_addr, stop\_addr )  
 F\_Copy\_Buffer\_to\_Flash( start\_addr, size )  
 F\_Flash\_to\_Buffer( start\_addr, size )  
 F\_Write\_Byte\_to\_XRAM( addr, data )  
 F\_Read\_Byte\_from\_XRAM( addr )  
 F\_Write\_Byte\_to\_direct\_RAM( addr, data )  
 F\_Read\_Byte\_from\_direct\_RAM( addr )  
 F\_Copy\_Buffer\_to\_XRAM( start\_addr, size )  
 F\_Copy\_XRAM\_to\_Buffer( start\_addr, size )  
 F\_Copy\_Buffer\_to\_direct\_RAM( start\_addr, size )  
 F\_Copy\_direct\_RAM\_to\_Buffer( start\_addr, size )  
 F\_Set\_PC\_and\_RUN( xram\_en, PC\_addr )  
 F\_Get\_MCU\_Data(type )  
 F\_Get\_Targets\_Vcc()  
 F\_Disable\_FPA\_index( fpa )  
 F\_Enable\_FPA\_index( fpa )

See chapter 4 for detailed description of the instructions listed above.

**Note:** *Not all instructions listed in the chapter 4 are implemented in the command line interpreter. For example - all instructions uses pointers are not implemented, however this is not limiting the access to all features of the API-DLLs, because all instructions uses pointers are implemented also in the simpler way without pointers.*