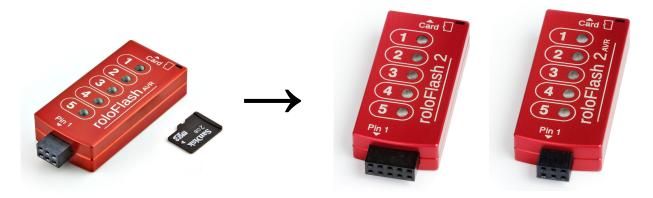
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# Migration Guide roloBasic Scripts for roloFlash AVR and roloFlash 2 Family



Guide to migrating roloBasic scripts from roloFlash AVR to the roloFlash 2 family (roloFlash 2 and roloFlash 2 AVR)

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## I roloFlash: API Versions

The following roloFlash API versions are currently in circulation:

- For roloFlash AVR:
  - (only one version in circulation)
- For the roloFlash 2 family:
  - 0 02
  - 0 04
  - 05

The API version is encoded in the complete software version string for the roloFlash 2 family as major number:

**Example:** "05.AB": API version 5 (major version = "05", minor version = "AB")

This guide illustrates how to adapt your roloBasic scripts from roloFlash AVR to the roloFlash 2 family in API version 5.

#### Note:

The folder "scripts" on the microSD card that comes with roloFlash contains numerous example scripts for various typical applications of roloFlash and targeting various microcontrollers. These scripts might be a better starting point for converting your scripts than to follow this migration guide.

#### Note:

If you need help converting your roloBasic scripts

- from roloFlash AVR to the roloFlash 2 family or
- from one roloFlash 2 API version to another.

contact us via e-mail to <rh@halec.de>.

# **II Conceptional Difference**

roloFlash AVR	roloFlash 2 family	
A roloBasic script <b>can</b> a magic cookie in its first line. This must be coded as a comment:	A roloBasic script <b>must</b> have a magic cookie in its first line. It <b>must</b> begin with a "#" and read, for instance: #roloFlash 2, v05.AB	
!roloFlash AVR	<ul> <li>Please write "#roloFlash 2" for roloFlash 2 AVR, not "#roloFlash 2 AVR".</li> <li>"v05" is the API version, which is identical to the major version of the roloFlash software.</li> <li>"AB" is the minor version of the roloFlash software and only serves documentation purposes. Instead of it, you can also a "*" as Wildcard:</li> </ul>	
	#roloFlash 2, v05.*	
Supports only one target family, the controllers of which are always connected via ISP.	Supports multiple target families, which are connected via different busses. Some busses allow for connection of multiple targets (JTAG for STM32).	
Impact on the API: - Immediate communication with the target is possible (e. g. getSignature)	Impact on the API: - First a bus must be opened (e. g. busHandle = bus_open(ISP, 100000)), which returns a bus handle.	
	- Then the target has to be opened, specifying the aforementioned bus handle, e. g. targetHandle = target_open(busHandle, 0) - Only now it is possible to communicate with the target using the target handle, e. g.	
	target_getDeviceId(targetHandle)	
getSignature implicitly determines additional parameters like flash size and flash page size.	getDeviceID has no side effects.  The required parameters can be read from an internal database and, if you want to flash the target, have to be set <b>explicitly</b> :	

dbHandle = DB\_getHandle(<targetName>)
Example:
 dbHandle = DB\_getHandle(Atmega128)

flashSize = DB\_get(dbHandle,
 DB\_FLASHSIZE)

pageSize = DB\_get(dbHandle,
 DB\_FLASHPAGESIZE)

target\_setMemoryMap targetHandle, FLASH,
 MEM\_SIZE, flashSize

target\_setMemoryMap targetHandle, FLASH,
 MEM\_PAGESIZE, pageSize

# **III Individual Functions**

roloFlash AVR	roloFlash 2 Family
targetPresent	target_getPresent( <targethandle>)</targethandle>
programTarget	target_setMode targetHandle, PROGRAMMODE
runTarget	target_setMode targetHandle, RUNMODE
restartTarget	target_restart <targethandle></targethandle>
SetProgrammingSpee d <speed></speed>	<pre>bus_open(ISP, <index>, <speed>) or bus_setSpeed <bushandle>, <speed></speed></bushandle></speed></index></pre>
getTargetVoltage	getTargetBoardVoltage
readBits( <index>)</index>	target_readBits( <targethandle>, <index>)</index></targethandle>
writeBits index, values	<pre>target_writeBits <targethandle>, <index>, <values></values></index></targethandle></pre>
getSignature	target_getDeviceID( <targethandle>)</targethandle>
getFlashLayout	<pre>target_getMemoryMap(<targethandle>, FLASH, MEM_SIZE) and target_getMemoryMap(<targethandle>, FLASH, MEM_PAGESIZE)</targethandle></targethandle></pre>
<pre>setFlashLayout(<size>, <pagesize>)</pagesize></size></pre>	<pre>target_setMemoryMap <targethandle>, FLASH, MEM_SIZE, <size>) and target_setMemoryMap <targethandle>, FLASH, MEM_PAGESIZE, <pagesize>)</pagesize></targethandle></size></targethandle></pre>
getEepromLayout	<pre>target_getMemoryMap(<targethandle>, EEPROM, MEM_SIZE) and target_getMemoryMap(<targethandle>, EEPROM, MEM_PAGESIZE)</targethandle></targethandle></pre>
<pre>setEepromLayout(<siz e="">, <pagesize>)</pagesize></siz></pre>	<pre>target_setMemoryMap <targethandle>, EEPROM, MEM_SIZE, <size>) and target_setMemoryMap <targethandle>,</targethandle></size></targethandle></pre>

	EEPROM, MEM_PAGESIZE, <pagesize>)</pagesize>	
setExtendedAddress Mode <value></value>	target_setExtendedAddressMode <targethandle>, <value></value></targethandle>	
clearMemoryLayout	target_clearMemoryLayout <targethandle></targethandle>	
eraseFlash	target_eraseFlash <targethandle></targethandle>	
writeFileToFlash 0, <filename></filename>	target_writeFromFile <targethandle>, 0, <filename>, HEX, FLASH, WRITEONLY</filename></targethandle>	
writeVerifyFileToF lash 0, <filename></filename>	target_writeFromFile <targethandle>, 0, <filename>, HEX, FLASH, WRITEVERIFY</filename></targethandle>	
verifyFileToFlash 0, <filename></filename>	target_writeFromFile <targethandle>, 0, <filename>, HEX, FLASH, VERIFYONLY</filename></targethandle>	
writeFileToEeprom 0, <filename></filename>	target_writeFromFile <targethandle>, 0, <filename>, HEX, EEPROM, WRITEONLY</filename></targethandle>	
writeVerifyFileToE eprom 0, <filename></filename>	target_writeFromFile <targethandle>, 0, <filename>, HEX, EEPROM, WRITEVERIFY</filename></targethandle>	
verifyFileToEeprom 0, <filename></filename>	target_writeFromFile <targethandle>, 0, <filename>, HEX, EEPROM, VERIFYONLY</filename></targethandle>	
All filesystem functions, e. g.:		
fs0pen	fs_open	
All LED functions, e. g.:		
ledOn	led_on	

## **IV Files Used**

As of major version 05 (inclusively), the files used have been renamed:

roloFlash 2 family with major version of at most 04	roloFlash 2 family with major version of at least 05
or	
roloFlash AVR	
run.bas	run_V05.bas
RUN.BIN	RUN_V05.BIN
rbc.exe	rbc_V05.exe
compile.bat	compile_V05.bat

As a result of these changes, the following possibilities arise:

- If you use both roloFlash AVR and roloFlash 2 (or roloFlash 2 AVR), you can
  prepare microSD cards so that both versions are present. Such a card can be
  used in roloFlash AVR as well as in roloFlash 2 or roloFlash 2 AVR, it will
  contain the files RUN.BIN for roloFlash and RUN\_V05.BIN for roloFlash 2 or
  roloFlash 2 AVR with major version 05.
- With future versions (e. g. major version 06) for roloFlash 2, you can copy the scripts for multiple major versions (e. g. RUN\_V05.BIN and RUN\_V06.BIN) to the microSD card. With such a card, you can use the script with different roloFlash 2 having different firmware versions.
- Note: Changes of only the minor version (e. g. from V05.AA to V05.AB) do not affect the compatibility of roloBasic scripts.
- Note: You can downgrade roloFlash 2 to an older firmware version at any time. Therefore, you can test a new version and afterwards decide if you keep the new version or change to a different version.