



## **Download DLL release note**

### **Version 2.9**

Fixed USB boot problem by polling as before when booting on USB.

### **Version 2.8**

Fixed problem during multi channel boot: a boot would erase target capability all channels (not just the current). This resulted in checksum errors if a channel was booted while others were downloading.

Fixed COM ports that remain open when open has failed (e.g. open a normal COM1 with higher speeds than 115200 would fail, and leave the port open).

Error in EBL Memory configuration fixed.

Speed optimization: removed run-time debug from main loop.

### **Version 2.7**

Reduced CPU load while booting by not polling in rx result on every clock.

Fixed problem with Protocol handler that will keep on failing once it has failed once.

Fixed problem with using 32 channels (last channel will now open)

HW reset and power down functionality added

New release supporting 4k NAND alignment for the PI region in the code sw partition.

### **Version 2.6**

Added extra reset timeout to avoid repeated downloads on the same phone during USB autoboot download.

Fixed COM port open bug, where a port open fail would cause it to fail forever until the program is closed and run again.

Handling of 1Gbit BIN files are now correct.

Handling of Load Regions is changed to use addresses instead of total length.

Sec End now only send on Erase dyn EEP for NAND.

Source of PC-crash in BIN mode is fixed.

Support for SST flash is now OK.

### **Version 2.5\_test2**

Patch/test release to overcome problems with EEPROM Update on the MPEH platform.

## Version 2.5

Handling of 1Gbit BIN files is now correct. The DLL now waits after the reset command has been sent, so auto boot with USB does detect the same target right after a download.

## Version 2.4

Error, preventing boot on SGold2 systems (introduced in version 2.3), is fixed.

Error, preventing stable boot via USB, is fixed.

## Version 2.3

Now support for NAND flash on the SGold3 (safe mode) platform.

External timeout set-up has effect now.

The result of the target-PC capability negotiation is now shown during download.

Additional EEP checksum error is now fixed.

## Version 2.2

Problems with multi channel download are fixed.

Error, when using DEP/CFG files with long lines, is fixed.

Checksum error after EEP download is fixed.

Path length for DEP and CFG files are now 300 chars.

## Version 2.1

Better detection of idle state, and when in idle no CPU power is used.

Optimized code for speed

Added 3 parameters to "IFWD\_DL\_set\_dll\_parameter()":

- IFWD\_DL\_dll\_parameter\_skip\_empty\_blocks (faster downloads)

- IFWD\_DL\_dll\_parameter\_faster\_crc\_method (faster downloads)

- IFWD\_DL\_dll\_parameter\_lower\_multichannel\_CPU\_load (less CPU usage)

Fixed problem when opening multiple USB ports

SGold 2 EBL is updated for better support of Sibley flash.

SGold 3 EBL is updated due to automatic detection of muxed or non-muxed bus.

## Version 2.0

UTP SMS00360820 is resolved with this release.

- Support for 'Enhanced protocol' where the PC and the target negotiate capabilities before download starts.

  - Protocol enhancements:

- Overall download speed is increased by sending write response before the actual write.
- DFFS file download speed is increased by avoiding the transmission and target side handling of packages containing only 0xFF as this is the value in the flash after erase anyway.

Instruction cache is enabled on SGold for faster execution.

General optimizations are made different places in the code.

Support for EGold Voice.

Support for external RAM on CS3 or CS4 on EGold Radio and Voice.

Generic support for both multiplexed and non-multiplexed flash interface on SGold3.

## **Version 1.22**

PEC is disabled for EGold communication to fix rare download failure.

Flash handling is changed to fix delay with AMD devices

## **Version 1.21**

The COM port driver will now no longer try to change parameters that the device says are unsupported. This fixes crash problems on devices that e.g. could not change baud rate. Updating EEPROM data has been made more robust. The DLL will now use 0% CPU time while no COM ports are open.

## **Version 1.20**

Fixed crash problems when updating some EEPROM data.

## **Version 1.19**

DLL Interface has changed to version 1.12. Enum types that are not int's have been removed from the interface, and replaced with basic ANSI C types. This is done to ensure compatibility with MSVC.

Made boot and COM port handling more robust, and COM1 is now supported again. Cleaned up source code to make the DLL code compliable in MSVC++6.0 as a library. The recently added support for SST FLASH chips has been temporarily removed to avoid stability issues.

The Download DLL code is now available as a MSVC++6.0 library stored in the "Download\_DLL.zip" file under the "VisualStudio" folder. This folder contains both the MSVC projects that generated the library and a binary release and debug version of the library. A small console test application with source and executable is also stored there as a reference as to how the library could be used.

## **Version 1.18**

Support for IFWD\_coder DLL. This enables customers to protect their files from unauthorized download by giving the choice of dongle protection.

## **Version 1.17**

Support for automatic download start mode is added.

## **Version 1.16**

Support for static EEPROM update is added.

An error in the low-level AT command handling is fixed.

## **Version 1.15**

EGold EBL is updated to read OTP flash area and to handle SLB lock/unlocked flag.

AT mode commands are implemented.

Error handling is updated for boot and comm handlers.

## **Version 1.14**

EGold EBL is updated to fix download problems, related to size of last download data package.

## **Version 1.13**

Function to read SW version data can now read from file without the need for COM-port open and connected target.

Function to force a HW reset on the target is implemented.

## **Version 1.12**

Temporary fix for improving download speed.

Fixed in handling of binary download, upload and erase.

## **Older versions**

For the versions before version 1.12 there have not been any release notes.