EPROM emulator protocol 14 June 2005

CONVENTIONS:

'X' ==> Ascii char 'X'
0x12 ==> Hex value
12 ==> Decimal value

CHECKSUM:

 $2\,\mbox{'s}$ complement of the sum of all the data bytes in the packet. Selected so that the sum of the entire packet = 0.

VERSION REQUEST:

ALL H/W AND F/W VERSIONS

-	'V'	I	CHK	I
				I

CHK: Checksum

RESPONSE:

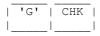
ľ	ERROR	MAJOR	1	MINOR	١	HW ID	
1		l	١		١		

ERROR: Error code.
MAJOR: Major version
MINOR: Minor version

HW ID: Hardware ID (0x4D = 512kbit)

GET ID STRING:

ALL H/W AND F/W VERSIONS



CHK: Checksum

RESPONSE:

I	ERROR	LEN	1	IDSTR	1

ERROR: Error code. See list at end of document.

LEN: Length of ID string

IDSTR: ID string

BASIC WRITE BLOCK:

ALL H/W AND F/W VERSIONS

_		_						_	• • • _	_		
-	'W'		ADDRh		ADDRl		COUNT		DATA		CHK	

COUNT: Number of DATA bytes - 1 (up to 255 if RTS/CTS used, max 15 if not)

ADDRh: Base address high byte ADDRl: Base address low byte

DATA: Data to write CHK: Checksum

RESPONSE:

ERROR	COUNT	
	l	

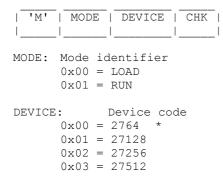
ERROR: Error code.

0x00 = OK (rest of packet sent)

0x01 = Checksum invalid (only result byte sent)

COUNT: Number of DATA bytes written - 1

SET MODE:



CHK: Checksum

* 2764 = 27128, but data must be loaded twice (as if data had been appended to itself) if a 2764 is being emulated.

RESPONSE:

```
| ERROR |
```

ERROR: Error code.

Command 0x00: NOP (ignored, no response). Can be used to re-synchronize the communications link.

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ERROR CODES:
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