

Command Reference

BLACKSheep V0.5

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Warnings

Due to technical requirements components may contain dangerous substances

The Core Boards and Development systems contain ESD (electrostatic discharge) sensitive devices. Electrostatic charges readily accumulate on the human body and equipment and can discharge without detection. Permanent damage may occur on devices subjected to high-energy discharges. Proper ESD precautions are recommended to avoid performance degradation or loss of functionality. Unused core boards and development boards should be stored in the protective shipping package.



1 Command Reference

The command listed below can be used with special parameters. Please choose one of them.

Example: example [par1] [par2] means: example par1 or example par2

Please be aware that all commands are case sensitive.

- **cd**

This command changes the working directory within the file system.

- **cp sourcefile destinationfile [-o]**

This command copies a file from “*sourcefile*” to “*destinationfile*”

Optional parameters:

-o: overwrites the destinationfile

- **exec filename**

This command loads and executes the filename specified. The hex-file has to be compiled and linked with the VisualDSP++ environment. It has to be a valid Intel hex loader file from a VDSP++ project (File extension “*.ldr*”). Make “ls” to see the correct filename (case sensitive) before using the “exec” command.

- **flash [-rsdev] [-qry] [hex-filename {-a -b}] [-ff] [-rsapp]**

Use one of the following parameters.

-rsdev erases the entire flash device

-qry shows the vendor and manufacturer id

hex-filename {-a -b}

flashes the file with the hex-filename. The file must have a valid Intel hex file format. Use the *-a* switch to flash the file as an application. You can load thos application with the loadff command. The *-a* option flashes the application on the first free address in flash. With the *-b* flash option you can flash the file as a boot version. The BF533 then boots this application instead of the BLACKSheep. BE AWARE THAT FLASHING A FILE WITH THE *-b* OPTION OVERWRITES THE BLACKSHEEP CODE! Flashing with the *-b* option enabled is only possible, after a rsdev command that erases the entire flash. After a reset the BLACKSheep code looks for valid applications in flash and tries an autoboot after a certain timeout, if no key is pressed.

-ff shows if any application is in flash and gives you the first free address in flash.

-rsapp erases all applications in flash without erasing the BLACKSheep itself.

- **getimg filename**

This command captures a picture from the camera if installed, and stores the image as a windows bitmap in the file specified by filename. You can transfer this file to the host pc, using the “xmt” command.

- **gm game**

Start a funny tiny game. Currently only “Tetris” is available. Type “gm tetris”

- **help**

Shows all available commands

- **load “nr of application”**

Loads and executes a application from flash. The application given as parameter is loaded. Loadff 1 loads the first application, loadff 2 the second and so one. The BLACKSheep code located in the flash can’t be loaded in this way.

- **ls**

This command shows all files in current working directory.

- **mkdir directory**

Create a new directory.

- **pinfo**

Shows all mounted partitions and the file system on each partition.

- **ps**

Shows the running threads.

- **pwd**

This command shows the current working directory.

- **rm filename**

Deletes the file specified by “filename”

- **test [sdram] [flash] [dpram {-a} {-b}] [all]**

This is a simple hardware test program.

Use one of the following parameters.

sdram: test of the sdram on the core module

flash: test of the flash on the core module

dpram: test of the dual ported ram, only for the DEV-BF5xx

-a: for core module inserted in slot A

-b: for core module inserted in slot B

all: test of flash, sdram and dual ported ram

- **time**

Shows the current time.

- **ver**

Shows the version number of BLACKSheep.

- **view filename**

Shows the content of the file specified.

- **xmr filename**

This command is used for an XModem transfer from the host PC to the coremodule.

First you have to start the transfer on the BLACKSheep and then you have to activate the XModem transmit mode on your terminal program.

- **xmt filename**

Used for a filetransfer via XModem protocol to the host PC.

First you have to start the transfer on the BLACKSheep and then you have to activate the XModem receive mode on your terminal program, e.g. for the Hyper Terminal:

Transfer → Receive File

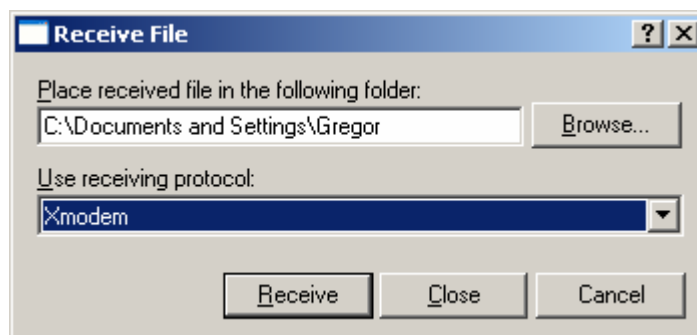


Figure 1-1: Receive File

Then press 'receive' and type in the local file name.

2 Revision History

2006-03-07 Release Version No. 1.2

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