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# ***HUNT ENGINEERING***

## ***Writes API Example***

### ***Description and Reference***

#### ***With Microsoft Visual C/C++ 6.0***

***Document Rev A***  
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***J.Thie 02-03-01***

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The writes example is an example program that tests the PCI FIFO and HSB interface of a HERON carrier board. The example will try to boot a small and simple program onto the first processor (on the module in slot 1). This program will absorb a stream of data from the host, sent via the PCI interface. The host example program will send the stream of data and tell you if everything worked or not. It will also give a very rough estimate of the transfer speed.

## Compiling, Linking and Running the example

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### Compiling/Linking the Example

To compile/link the example, please create a new project with your Microsoft C/C++ 5.0 compiler ('Win32 Console Application'). After you created a new project, you need to set the path to the Hunt Engineering API include file ("heapi.h") and library ("hendrv.lib"). There is an environment variable "HEAPI\_DIR" that points to the directory where you installed the Hunt Engineering API.

Include directory:     \$(HEAPI\_DIR)

Add library file:     \$(HEAPI\_DIR)\hendrv.lib

How to create and start a new project (Visual C/C++ 6)

### **In Microsoft Visual C/C++, create a new workspace**

1. File → New
2. A new window has appeared. Select 'Win32 Console Application'.
3. In 'Location', use the browse button to change directory to the 'writes' example directory.
4. In 'Project Name' type 'writes'.
5. Click 'OK'.
6. In the window that now appears, select 'An empty project'
7. Click 'OK' twice.

### **Add files and libraries to the project**

8. Project → Add to Project → Files
9. In 'Files of Type' select 'C++ Files (.c; .cpp; .cxx;.tli;.h;.tlh;.rc)'.
10. You may have to browse one or two directories up (or down, depending on your view-point). Select 'cloud.c' and 'main.c'. To select more than 1 file at the same time, keep the CTRL key pressed then click on a filename.
11. Click 'OK'.
12. Project → Add to Project → Files
13. In 'Files of Type' select 'Library Files (.lib)'.
14. Change the window directory to 'c:\heapi' (or the directory where you installed the HUNT ENGINEERING API into)
15. Select 'hendrv.lib'.
16. Click OK.

## Include files

17. Project → Settings
18. Select 'C/C++' tab.
19. In 'Category', select 'Preprocessor'.
20. In 'Additional include directories' type '\$(HEAPI\_DIR)'. (Or type the directory where you installed the HUNT ENGINEERING API into.)
21. Click 'OK'.

## Linker

22. The 'hendrv.dll' library has been linked against the multi-threaded version of the C RTL. This is because it uses threads in some cases to handle asynchronous I/O. Any application using 'hendrv.dll' (i.e. all Win32 API applications!) should also be linked against the multithreaded RTL (either debug or release versions). These can be selected as follows:
23. Project → Settings.
24. Select the 'C/C++' window.
25. From the 'Category' pull down menu select 'Code Generation'.
26. In the 'Use run-time Library' pull down menu select a multi-threaded library.
27. Click 'OK'.

## Compile and Link

28. Do a Build → Rebuild All (or a Build → Build writes.exe).

## Running the example

Open a DOS box and browse to the writes example directory. Change directory to your project's Debug directory (or the Release directory, if you built a release version). Assuming that your executable is called 'writes.exe', and you use a HEPC8 carrier board, type:

```
writes hep8a 0 a 1000 1000 10000
```

The output should be something like:

```
Start at 1000, inc 1000, end at 10000, BlockSize=250 on hep9a (0: Compo
Resetting...
Serial bus: slot 1: HERON1-C6201, rom version 4.
Booting M:\TMP\HOST_A~1\C6X\EXAMPLES\WRITES\writes.out...
Testing...
Writes Transfer size 1000 DWORDS in 99 ticks, Speed: 39.46 KBytes/sec
Writes Transfer size 2000 DWORDS in 1 ticks, Speed: 7812.50 KBytes/sec
Writes Transfer size 3000 DWORDS in 3 ticks, Speed: 3906.25 KBytes/sec
Writes Transfer size 4000 DWORDS in 1 ticks, Speed: 15625.00 KBytes/sec
Writes Transfer size 5000 DWORDS in 7 ticks, Speed: 2790.18 KBytes/sec
Writes Transfer size 6000 DWORDS in 2 ticks, Speed: 11718.75 KBytes/sec
Writes Transfer size 7000 DWORDS in 5 ticks, Speed: 5468.75 KBytes/sec
Writes Transfer size 8000 DWORDS in 5 ticks, Speed: 6250.00 KBytes/sec
Writes Transfer size 9000 DWORDS in 8 ticks, Speed: 4394.53 KBytes/sec
Writes Transfer size 10000 DWORDS in 2 ticks, Speed: 19531.25 KBytes/se
Check whether any interrupts were used: read 0, write 1, master mode 0.
```

## Out file

The writes example uses a DSP executable to load onto the HERON module's processor. The executable is 'writes.out' for a HERON1 module and 'writes4.out' for a HERON4 module. The writes example uses 'argv[0]' and to try to find the out file. First it looks in the full path; if the out file isn't there, it looks one directory up (or down, depending on your viewpoint). It will walk all the way down the 'argv[0]' path until it finds the out file. As long as your Visual C/C++ project was created in the writes example directory, the out file should be found.

The code for the out files is in the writes example's 'dsp' sub-directory. The out file code is very simple and makes no use of DSP/BIOS or Code Composer Studio features. The code in the 'dsp' directory should not be used as an example to build your DSP projects on. It is used solely for the purpose of this example. This example focuses on the HUNT ENGINEERING API and how to use it. For examples that use DSP/BIOS projects, please have a look at Server/Loader examples or HERON-API examples.

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