

JesFs – BlackBox

A Flight Recorder for Home Use

Many technical devices work reliable for years and years and no one cares about them. But if they fail, there is always the question: WHAT WENT WRONG?

This is, where the JesFs (Jo's Embedded Serial File System) could become extremely useful:

JesFs is was especially designed as Ultra-Low-Power and extremely robust File System for all kinds of Embedded Processors (<https://github.com/joembedded/JesFs>).

As written in the JesFs manual, I wrote JesFs for my very own needs as Embedded Engineer and I use it daily! JesFs is reliable, allows Secured Bootloaders with Secured Updates “Over the Air”, has a very low memory footprint and a lot of nice other features, like “History Logging” for Diagnostics:

History Logging

A typical data logger has a large memory and its primary purpose is to fill this memory with as much as possible data. But on many embedded devices only a limited amount of memory is available for historic data.

There are 2 problems:

- “Ring Buffers” are difficult to implement with Flash Memory, because
- It must be ensured, that only a limited amount of memory ist used for the History

But traditional “Ring Buffers” are difficult to implement with Flash Memory and also with traditional file systems.

JesFs has an almost ideal solution for this, called “Unclosed Files”: JesFs allows to append data to files as long as they have not been closed. More Details in the Docs (Link above).

Implementation of a History Log with JesFs

The first step is to decide the amount of memory JesFs is allowed to use. Often some kBytes are more than enough. The second step is to implement a system, that works with two Files, so always at least one File is completely full with historic data.

Let's call it Files “Data.pri” and “Data.sec”:

- Data is always appended to “Data.pri”
- Between appending data, the Embedded System could sleep, Reset or do whatever you want.
- If the size of “Data.pri” is larger then a certain amount, “Data.pri” is renamed as “Data.sec”
- So there will always be historical data, just read “Data.pri” first and “Data.sec” afterwards

- And: this system guarantees, that only a small amount of the total memory is used for logging.

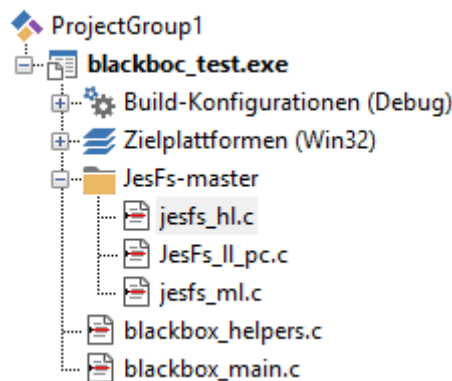
Demo Sourcecodes (2 solutions)

JesFs was primarily designed for Embedded Processors (like the CPUs from the SimpleLink series from CPU with embedded Radio, WiFi or Bluetooth 5.0). But it runs also on any Desktop PC, so it is easy to evaluate or to test.

Solution 1: A test platform for PC with C++ - Builder

A very convenient system is the free (as state 07/2019) **Embarcadero® C++ - Builder Community Edition** (but it will compile on almost any other C-compiler too).

Simply copy all source files from <https://github.com/joembedded/JesFs> into a “Command Line with C”-project with tis structure:

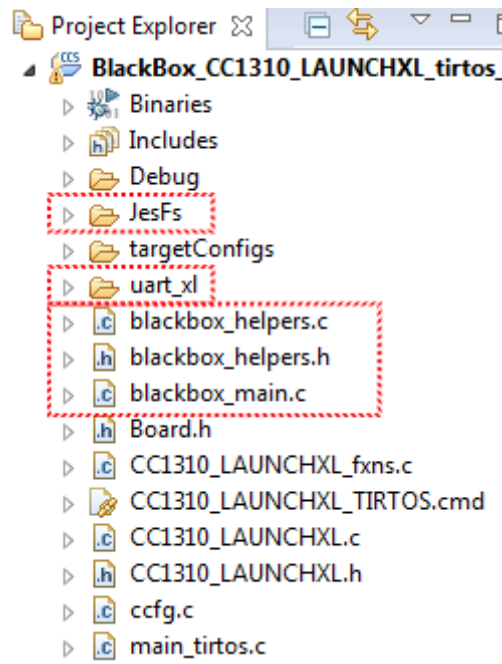


Project Tree for C++ - Builder. As Low Level Driver ‘JesFs_ll_pc.c’ is used to simulate a Serial Flash

Now, “Blackbox_main.c” should compile with no errors.

Solution 2: CCS

The TI-Launchpads for SimpleLink CPUs contain a on-board Serial Flash with 1MByte. For developing Software for the SimpleLink CPU TI offers the free **CCS Code Composer Studio**



Project Tree for CCS and a CC1310-Launchpad. Use the demo project ‘empty’ to start and remove the unnecessary files, then add the files/folders in the red boxes.

The Launchpads offer 2 virtual COM-ports. One of them is connected to RX/TX on the Launchpad. Use a terminal program to communicate at 115200 Baud, “8N1” (set to “CR” on <Enter>).

Running the Project

On the TI-Launchpad the Project will directly use the on-board Serial Flash.

The PC simulation uses a file “default.disk” to simulate a non-volatile Flash. Since after the first start, this simulated or real existent Flash is not formatted, the demo will report it:

```

C:\c\cx\blackbox\.\Win32\Debug\blackbox_test.exe

*** JesFs *BlackBox-Test* V1.0 23:48:38 Aug  5 2019 ***
(C)2019 joembedded@gmail.com - www.joembedded.de
Board: WIN32-PC
WIN32_ Read VirtualDisk from File: 'default.disk' -> Result: -203
Init-JesFS:-108

```

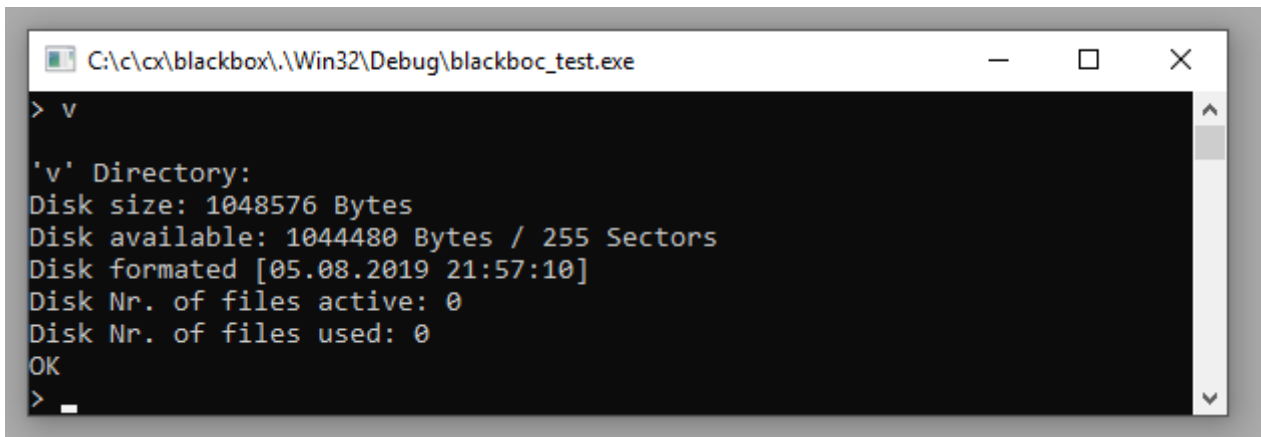
“-203” means: “File not found” and “-108” means: “Unformatted” (You can find all error codes in “jesFs.h”).

Step 1: Format the disk with “f”

After this, a formatted disk is stored on disk (the default size is the same as on the TI-Launchpads for the Simple-Link CPUs)

Step 2: Check the Disk with “v”

This will give you a directory listing of the JesFs disk:



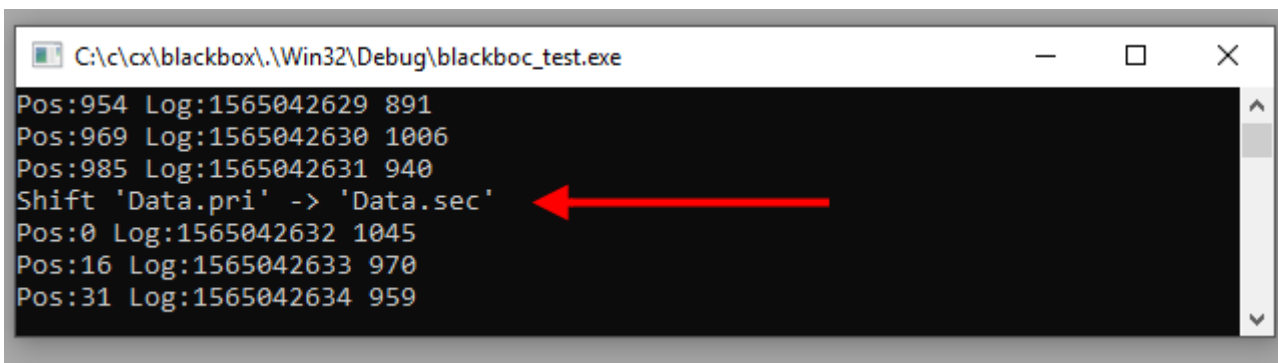
```
C:\c\cx\blackbox\.\Win32\Debug\blackboc_test.exe
> v

'v' Directory:
Disk size: 1048576 Bytes
Disk available: 1044480 Bytes / 255 Sectors
Disk formatted [05.08.2019 21:57:10]
Disk Nr. of files active: 0
Disk Nr. of files used: 0
OK
> _
```

Here you can see: 1 MB are available

Step 3: Type “r 1”

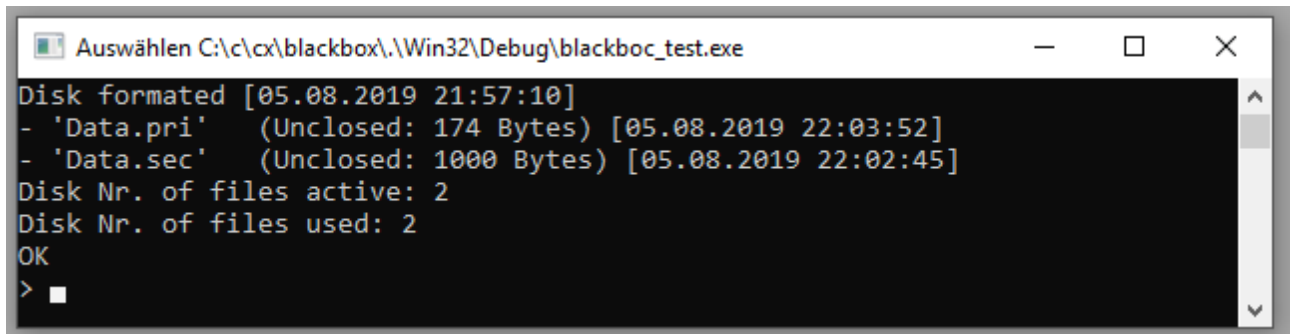
This will add each second (parameter “1”) one line of (sample) data to the history, The default (minimum) history length is set to 1000 (Bytes), so will notice the file shift after ca. 1000 Bytes:



```
C:\c\cx\blackbox\.\Win32\Debug\blackboc_test.exe
Pos:954 Log:1565042629 891
Pos:969 Log:1565042630 1006
Pos:985 Log:1565042631 940
Shift 'Data.pri' -> 'Data.sec'
Pos:0 Log:1565042632 1045
Pos:16 Log:1565042633 970
Pos:31 Log:1565042634 959
```

Hit any Key to stop the measure!

Step 4: Show the data with “v”:



```
Auswählen C:\c\cx\blackbox\.\Win32\Debug\blackboc_test.exe
Disk formatted [05.08.2019 21:57:10]
- 'Data.pri' (Unclosed: 174 Bytes) [05.08.2019 22:03:52]
- 'Data.sec' (Unclosed: 1000 Bytes) [05.08.2019 22:02:45]
Disk Nr. of files active: 2
Disk Nr. of files used: 2
OK
> █
```

The older data are in “Data.sec”, the newer in “Data.pri”.

Step 5: Display the data with “1” and “2”

With “1” for “Data.pri” and “2” for “Data.sec”. Both together give the history.

Step 6: Start a new Measure with “n”.

Other commands:

‘!’ shows the current UNIX Timestamp (seconds since 1.1.1970 (UTC))

‘!’ + number sets the UNIX Timestamp (only on Launchpads)

‘q’ exits the software on PC, on the Launchpad the behaviour might depend on the debugger.

Source Codes

“Blackbox_main.c” contains some helper functions, but the History logger is completely realised in only a few lines of C:

```

/*****
* run_blackbox(asec)
* Take a record each asec secs, until Data.pri is >= HISTORY,
* then shift it to Data.sec and delete Data.pri.
* This demo uses "unclosed Files", which is very useful here.
* Run recoder loop *FOREVER* or until user hits key
*****/
int16_t run_blackbox(uint32_t delay_secs){
    FS_DESC fs_desc, fs_desc_sec;    // 2 JesFs file descriptors
    uint32_t asecs;
    uint16_t len;
    int16_t res;
    for(;;){    // Forever
        // modify a random value and get time (UNIX seconds)
        value+=(rand()&255)-128;    // Move sample value
        asecs=fs_get_secs();

        // Build the data we want to save: Time + Value
        len=sprintf(sbuffer,"%u %d\n",asecs,value);
        // Filesystem may be sleeping (= UltraLowPowerMode), WAKE fast
        res=fs_start(FS_START_RESTART);
        if(res) break;

        // Flags (see docu): Create File if not exists and open in
                                                RAW-mode,
        // in RAW-Mode file is not truncated if existing
        res=fs_open(&fs_desc,"Data.pri",SF_OPEN_CREATE|SF_OPEN_RAW);
        if(res) break;

        fs_read(&fs_desc,NULL,0xFFFFFFFF); // (dummy) read as much as
                                                possible

        // Show what will be written:
        uart_printf("Pos:%u Log:%s",fs_desc.file_len,sbuffer);

        // write the new data (ASCII) to the file
        res=fs_write(&fs_desc,sbuffer,len);
        if(res) break;

        // Now make a file shift if more data than HISTORY
        if(fs_desc.file_len>= HISTORY){
            uart_printf("Shift 'Data.pri' -> 'Data.sec'\n");
            // Optionally delete and (create in any case) backup
                                                file
            res=fs_open(&fs_desc_sec,"Data.sec",SF_OPEN_CREATE);
            if(res) break;

```

```
        // rename (full) data file to secondary file
        res=fs_rename(&fs_desc,&fs_desc_sec);
        if(res) break;

    }

    //----- dooze -----
    fs_deepsleep(); // Set Filesystem to UltraLowPowerMode
    sleep(delay_secs); // Allow UltraLowPowerMode fpr CPU (UART
                                                                still on)

    if(uart_kbhit()) break;          // End
}
while(uart_kbhit()) uart_getc();
uart_printf("Result: %d\n\n",res); // 0: OK, else see 'jesfs.h'
fs_start(FS_START_RESTART);        // Wake Filesystem, but
return res;                        // Return last result
}
```

Results

Using JesFs is very easy. Feel free to use it for your own own projects or port it to any other processors.
