

0xAA Command

Operating Steps

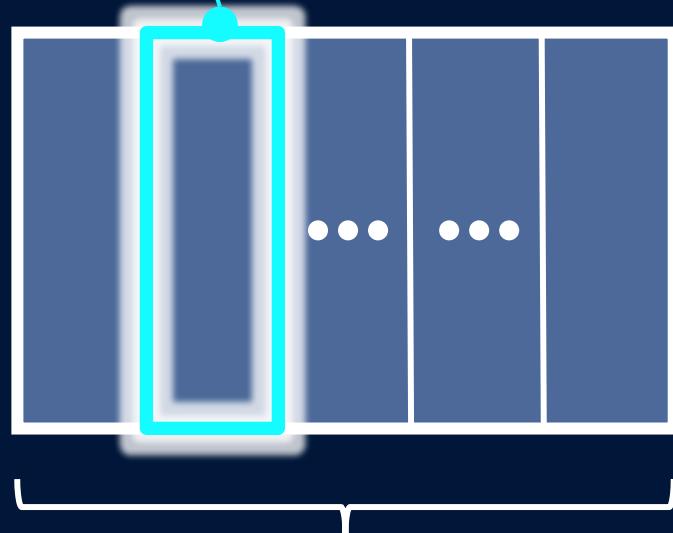


1. File Starting Location

16MB Flash

Mode 1

256KB
storage
block

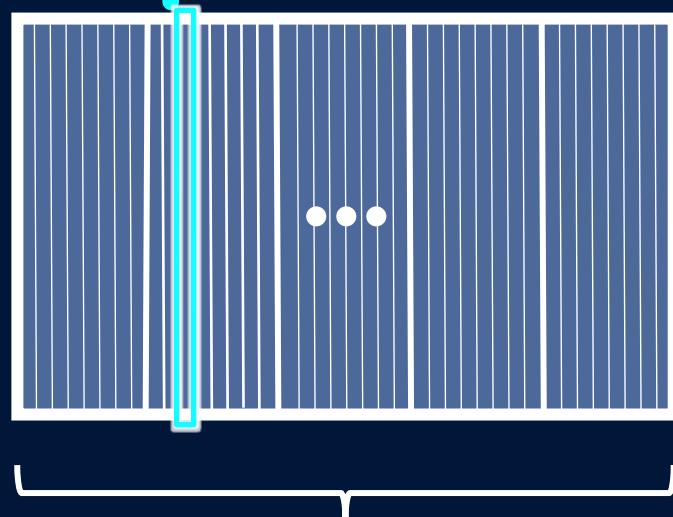


64 pcs

13, 14, 22,32 files are
stored in 256KB

Mode 2

32KB
data block



0xAA command is
based on 32KB data
block

512 pcs

File Starting Location

| Based on 32KB data
block



8

14.bin=14*256/32=112=0x007

0

22.bin=22*256/32=176=0x00B

0

32.icl=32*256/32=256=0x0100

2. File to VP



Next command:

5AA5 F3 82

VP+0x78

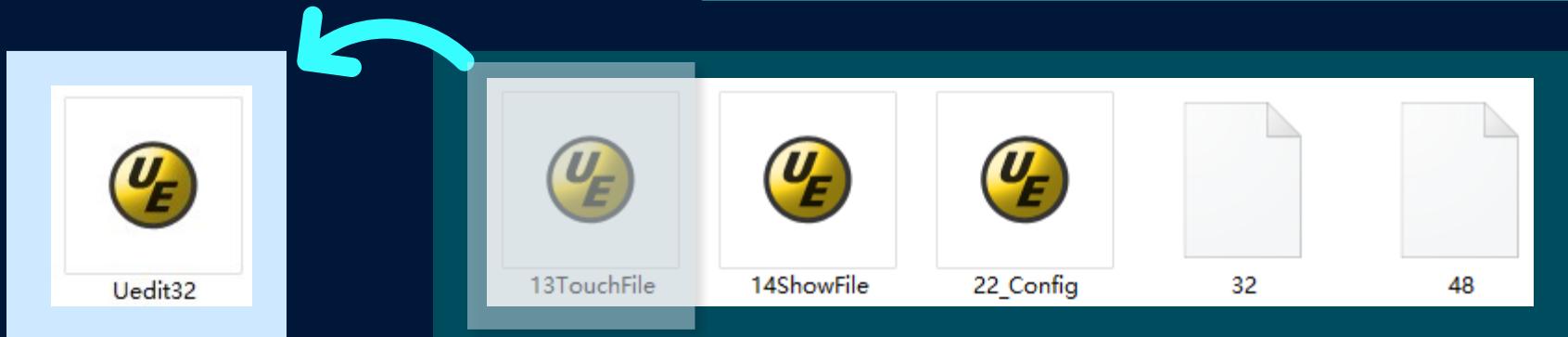
8078

00 00 ...

1*VP address=2 bytes
240 bytes/2=120=0x78(VP
address)

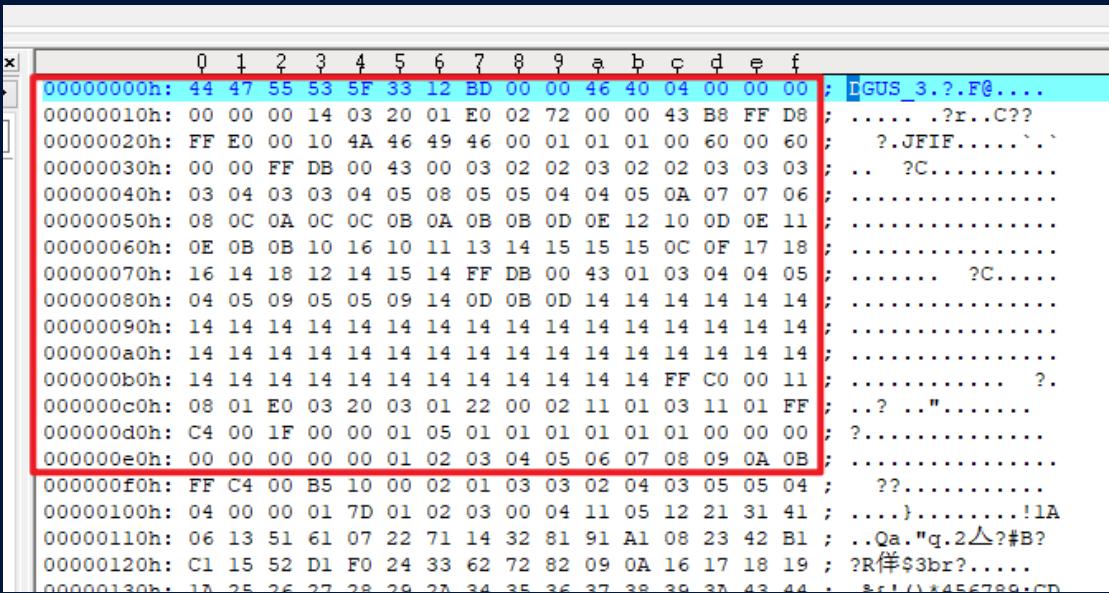
240 bytes data

Use Uedit32 to open
the file



240 bytes data

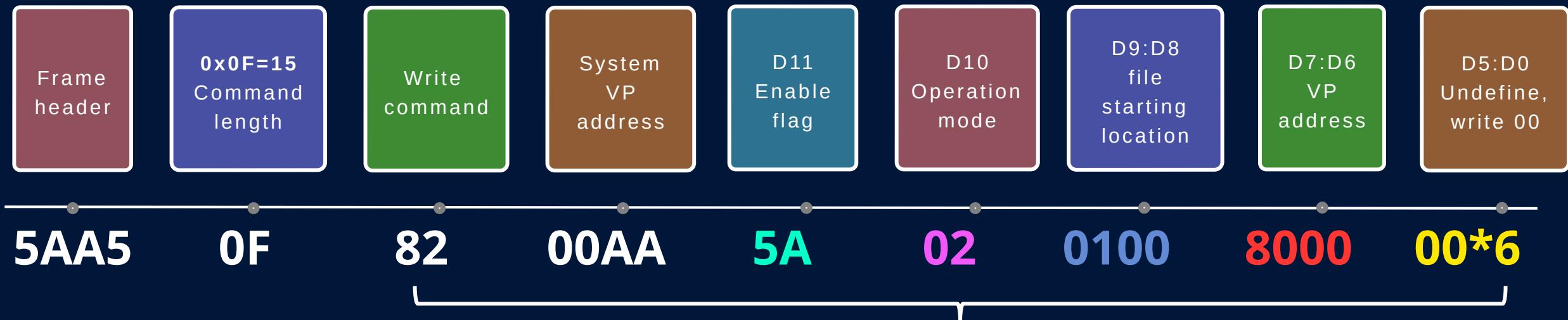
16 bytes*15 =240bytes



A screenshot of a hex editor showing a memory dump. The first 15 lines of data are highlighted with a red box. The data starts with the byte sequence 44 47 55 53 5F 33 12 BD 00 00 46 40 04 00 00 00, which corresponds to the string "DGUS_3.?F@....". Below this, the memory dump continues with various other bytes and their ASCII representations.

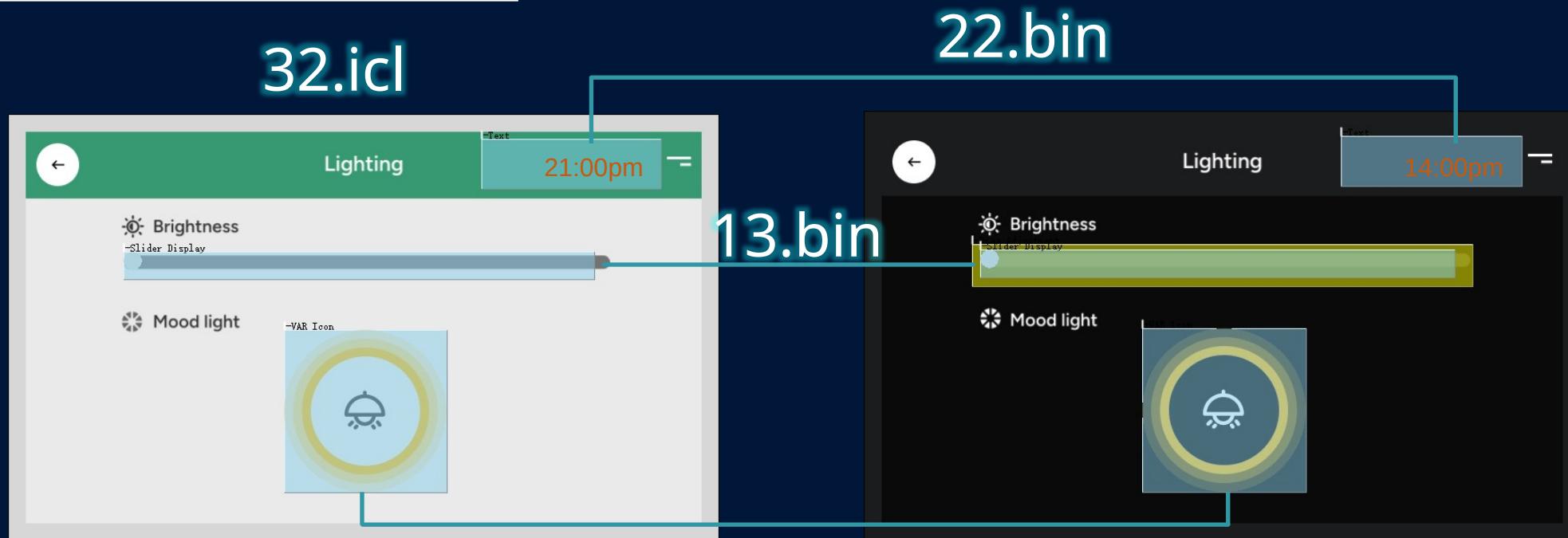
Address	Hex	ASCII
00000000h	44 47 55 53 5F 33 12 BD 00 00 46 40 04 00 00 00	DGUS_3.?F@....
00000010h	00 00 00 14 03 20 01 E0 02 72 00 00 43 B8 FF D8?r..C??
00000020h	FF E0 00 10 4A 46 49 46 00 01 01 01 00 60 00 60	?JFIF.....`.
00000030h	00 00 FF DB 00 43 00 03 02 02 03 02 02 03 03 03	.. ?C.....
00000040h	03 04 03 03 04 05 08 05 05 04 04 05 0A 07 07 06
00000050h	08 0C 0A 0C 0C 0B 0A 0B 0B 0D 0E 12 10 0D 0E 11
00000060h	0E 0B 0B 10 16 10 11 13 14 15 15 15 0C 0F 17 18
00000070h	16 14 18 12 14 15 14 FF DB 00 43 01 03 04 04 05?C.....
00000080h	04 05 09 05 05 09 14 0D 0B 0D 14 14 14 14 14 14
00000090h	14 14 14 14 14 14 14 14 14 14 14 14 14 14 14 14
000000a0h	14 14 14 14 14 14 14 14 14 14 14 14 14 14 14 14
000000b0h	14 14 14 14 14 14 14 14 14 14 14 14 FF C0 00 11?.
000000c0h	08 01 E0 03 20 03 01 22 00 02 11 01 03 11 01 FF	..? ..".....
000000d0h	C4 00 1F 00 00 01 05 01 01 01 01 01 00 00 00	?.....
000000e0h	00 00 00 00 00 01 02 03 04 05 06 07 08 09 0A 0B
000000f0h	FF C4 00 B5 10 00 02 01 03 03 02 04 03 05 05 04	??......
00000100h	04 00 00 01 7D 01 02 03 00 04 11 05 12 21 31 41	; ..}.....!1A
00000110h	06 13 51 61 07 22 71 14 32 81 91 A1 08 23 42 B1	; ..Qa."q.2△?#B?
00000120h	C1 15 52 D1 F0 24 33 62 72 82 09 0A 16 17 18 19	; ?R佯\$3br?.....
00000130h	1A 25 26 27 28 29 2A 34 35 36 37 38 39 37 43 44	; \$5!(/*456789.CD

3. VP to Flash



Reset command:
5AA5 07 82 0004 55AA 5AA5

Project File



Project 1

14.bin

Project 2