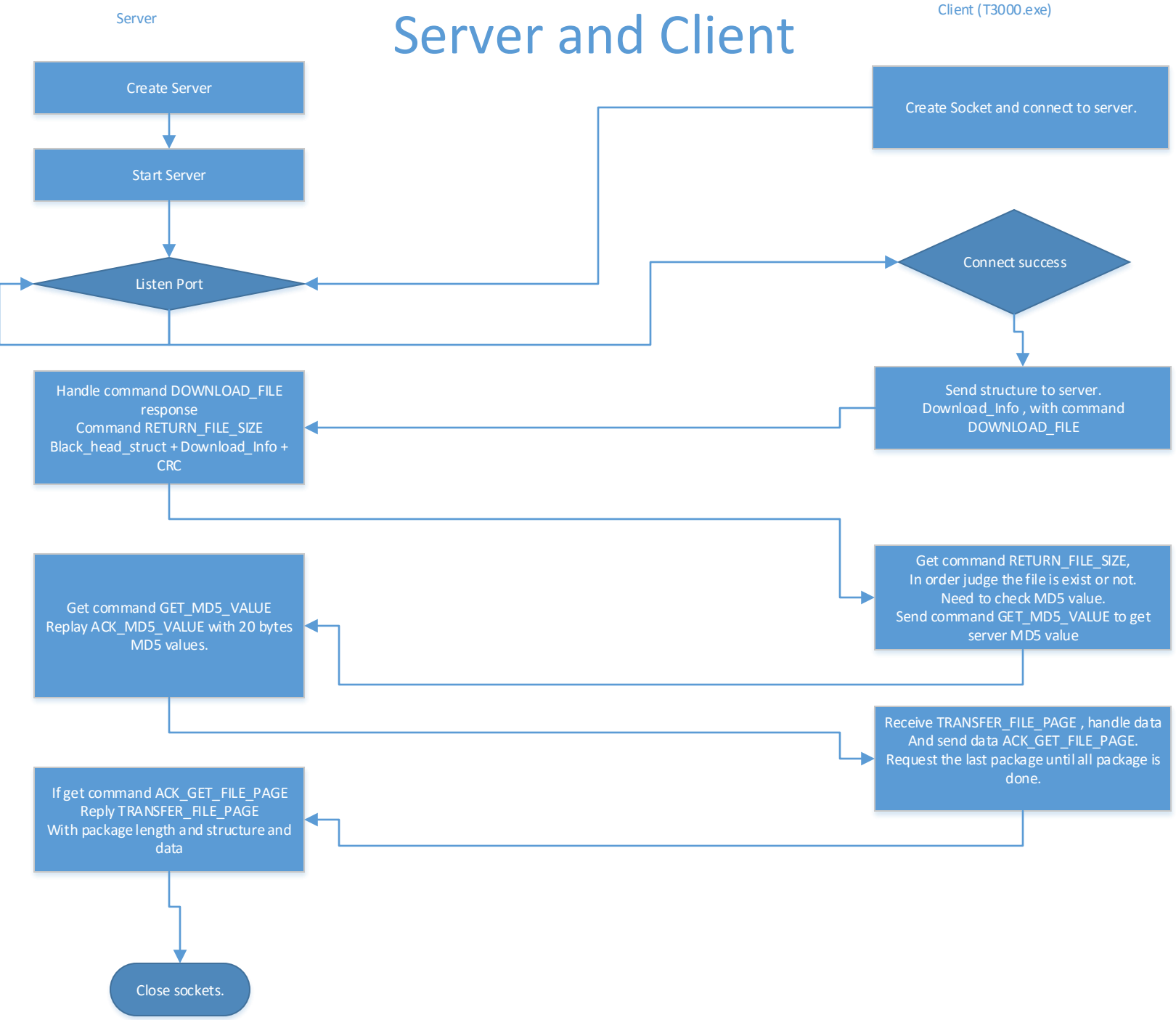


Firmware update

Server and Client



```
typedef struct
{
    char HEAD_1;
    char HEAD_2;
    unsigned short length;
    unsigned char commad;
}Black_head_struct;
typedef struct
{
    unsigned char product_id;
    unsigned char get_newest;
    unsigned char file_type;
    unsigned short softversion;
}Download_Info;
```

```
typedef struct
{
    char HEAD_1;
    char HEAD_2;
    unsigned short length;
    unsigned char commad;
    unsigned char product_id;
    unsigned char get_newest;
    unsigned char file_type;
    unsigned short softversion;
    unsigned char CRC;
}Download_Info;
```