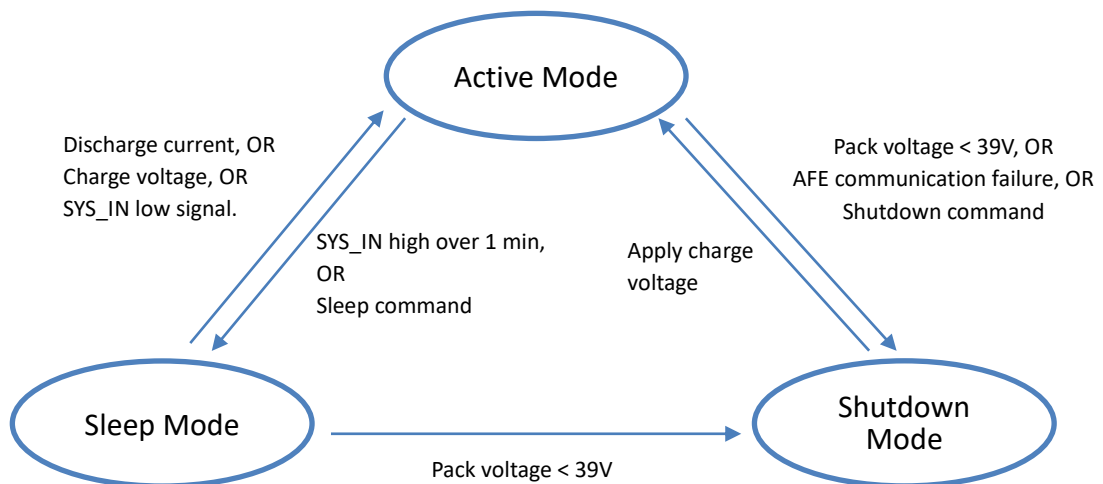


UI USP 13S2P BMS FW Functionalities (10/21)

1. Power Modes

- 1.1. Active Mode:** BMS is fully functional, monitor battery voltage, current, temperature and cell voltages, calculates RSOC, check protections to enable/disable MOSFET, controls charge process and handles host I2C commands.
- 1.2. Sleep Mode:** BMS sleeps and wakes up periodically to reads pack voltage, current and input voltage. Host I2C communication will be disabled under sleep mode.
- **Two situations of entering sleep mode:**
 - I. SYS_IN is high for over 1 min, BMS will enter sleep mode automatically and turn off charging/discharging MOS, can only wake up BMS by pull low SYS_IN signal.
 - II. If sleep command is received when SYS_IN is low, BMS will enter sleep mode instantly and keep charging/discharging MOS on, if charging/discharging current > 100mA is detected with SYS_IN kept low, BMS will wake up. But if SYS_IN state changes to high under sleep mode, charging/discharging MOS will be turned off, then BMS can only be woken up by pull low SYS_IN.
- 1.3. Shutdown Mode:** BMS shuts down AFE and disable self VCC to achieve lowest power consumption
- **Enter:** Pack voltage is lower than 39V, AFE communication failure, or by Shutdown command.
 - **Exit:** Apply charge voltage.



2. Protections and Alarms

| Item | Trigger | Release |
|----------------------|---|-----------------------------------|
| Charge OCP | Charging current > 2A, stop charge. | After 30 secs. |
| Discharge OCP | Discharging current > 15A, stop discharge | After 30 secs. |
| Battery OVP | Pack voltage \geq 54.8V, stop charge. | Pack voltage < 54.3V |
| Battery UVP | Pack voltage \leq 39V, stop discharge. | Pack voltage > 39V |
| Battery OVA | Pack voltage \geq 22V | Pack voltage < 22V |
| Safety Under Voltage | Pack Voltage < 26V | None, cannot charge or discharge. |
| Charge OCA | Charge current \geq 2A | Charge current < 2A |
| Discharge OCA | Discharge current \geq 15A | Discharge current < 15A |
| Charge OTA | Charging temperature \geq 50°C | Temperature < 50°C |
| Discharge OTA | Discharging temperature \geq 60°C | Temperature < 60°C |
| UTA | Temperature \leq 0°C | Temperature > 0°C |

3. I2C Communication

3.1. I2C 7-bits slave address: 0x0B, frequency up to 100kHz.

3.2. User can read an additional byte of CRC8 with all read commands, and all write commands need CRC8 byte at the end of packet to verify the transaction.

- CRC byte calculation: from address byte to last data byte.

(CRC initial value: 0x00, poly: 0x07)

For example, the CRC byte of packet 16 A1 00 01 82 00 94 4D 82 00 B0 8C 82 00 B0

8C 82 00 99 B4 82 00 B0 8C 82 00 B0 8C 82 00 B0 8C 82 00 99 AF

is 0x6F

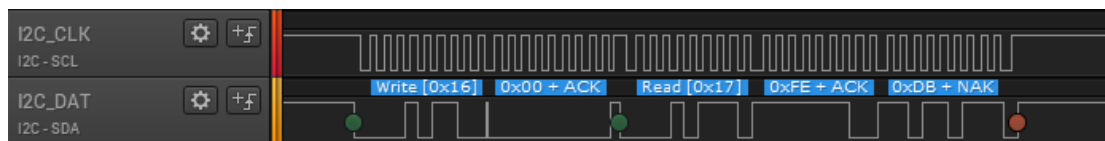
3.3. Command list:

| Item | Command | Description | Unit |
|--------------|---------|--------------------------|------|
| Temperature | 0x08 | Read word, unsigned int. | 0.1K |
| Pack voltage | 0x09 | Read word, unsigned int. | 10mV |
| Current | 0x0A | Read word, signed int. | 10mA |
| RSOC | 0x0D | Read word, unsigned int. | % |

| | | | |
|---------------------|------|--|--------|
| Run Time To Empty | 0x11 | Read word, unsigned int. Returns 0xFFFF if there's no discharging current. | Minute |
| Charge Time To Full | 0x13 | Read word, unsigned int. Returns 0xFFFF if there's no charging current. | Minute |
| Battery Status | 0x16 | Read word. Bit 4: Fully Discharged Bit 5: Fully Charged, will be set after pack voltage > 51V and taper current < 100mA. Bit 6: Discharging, assert when discharge current is detected. Bit 7: Initialized, assert after confirm AFE communication is normal. Bit 8: Under Voltage Alarm Bit 9: Over Voltage Alarm Bit 10: Charge Over Current Alarm Bit 11: Discharge Over Current Alarm Bit 12: Under Temperature Alarm Bit 13: Over Temperature Alarm | Hex |
| Cell 1 Voltage | 0x31 | Read word, unsigned int. | mV |
| Cell 2 Voltage | 0x32 | Read word, unsigned int. | mV |
| Cell 3 Voltage | 0x33 | Read word, unsigned int. | mV |
| Cell 4 Voltage | 0x34 | Read word, unsigned int. | mV |
| Cell 5 Voltage | 0x35 | Read word, unsigned int. | mV |
| Cell 6 Voltage | 0x36 | Read word, unsigned int. | mV |
| Cell 7 Voltage | 0x37 | Read word, unsigned int. | mV |
| Cell 8 Voltage | 0x38 | Read word, unsigned int. | mV |
| Cell 9 Voltage | 0x39 | Read word, unsigned int. | mV |
| Cell 10 Voltage | 0x3A | Read word, unsigned int. | mV |
| Cell 11 Voltage | 0x3B | Read word, unsigned int. | mV |
| Cell 12 Voltage | 0x3C | Read word, unsigned int. | mV |
| Cell 13 Voltage | 0x3D | Read word, unsigned int. | mV |
| State of Health | 0x4F | Read word, unsigned int. | % |
| All Cell Voltage | 0xF1 | Read 26-Bytes, Cell 1 – 13 voltage. | mV |
| FW Version | 0x80 | Read 4-Bytes: Byte 0: 0x4D('M') means running in main code, 0x42('B') means in BSL. Byte 1: Major version Byte 2: Minor version Byte 3: Test version | Hex |
| Lifetime Data | 0x81 | Read 12-bytes. Byte 1-2: Max pack voltage | |

| | | | |
|------------------|------|---|-----|
| | | Byte 3-4: Min pack voltage Byte 5-6: Max charging current Byte 7-8: Max discharging current Byte 9-10: Max temperature Byte 11-12: Min temperature | |
| FW Update Start | 0xA0 | Write with first 32-Bytes of FW data. | Hex |
| FW Packet | 0xA1 | Write with packet number and 32-Bytes FW data. | Hex |
| FW Update Finish | 0xA2 | Write with data 0x00. | Hex |
| Shutdown | 0x00 | Write with data 0x10 0x00, need to send twice consecutively within 4 seconds. ⁽¹⁾ | Hex |
| Sleep | 0x00 | Write with data 0xFE 0x00. ⁽¹⁾ | Hex |

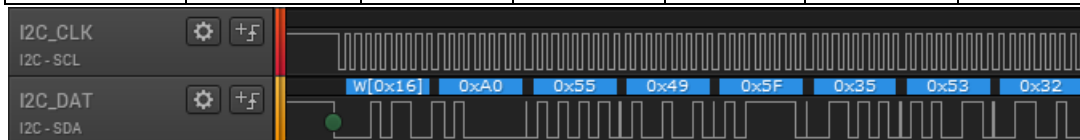
(1)Note: After receiving Shutdown and Sleep command, BMS will delay 5 seconds before entering Shutdown/Sleep, during this period, user can read command 0x00 to verify status, if BMS is entering Shutdown, the first returned byte will be 0x10, and if BMS is entering Sleep, it will return 0xFE. For example:



4. I2C Firmware Update Process

4.1. Read first 32 bytes of FW bin file and send with I2C command 0xA0.

| Address(W) | Command | Byte 0 | Byte 1 | ... | Byte 31 | CRC Byte |
|-------------|---------|---------|---------|-----|---------|----------|
| Write[0x16] | 0xA0 | FW data | FW data | ... | FW data | CRC8 |



BMS will verify the information and jump to bootloader if this is valid FW bin file.

4.2. Delay around 100ms

4.3. Read 1 byte which indicates status

| Address(R) | Data |
|------------|-------------|
| Read[0x17] | Status byte |



0x01: BMS already jumped to BSL, ready for next step

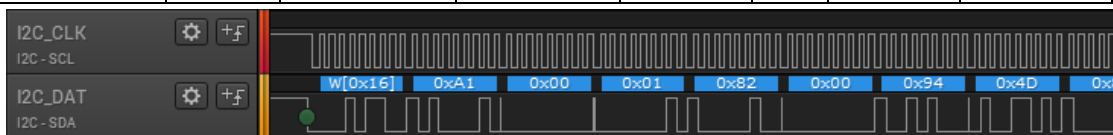
0x00: Command not received.

0xE0: Incorrect bin file.

0xE1: Incorrect MCU type.

4.4. Read next 32 bytes of bin file and send with command 0xA1 and packet number, start from 0x01.

| Address(W) | CMD | Packet Number (high byte) | Packet Number (Low byte) | Byte 0 | ... | Byte 31 | CRC Byte |
|-------------|------|---------------------------|--------------------------|---------|-----|---------|----------|
| Write[0x16] | 0xA1 | 0x00 | 0x01 | FW data | ... | FW data | CRC8 |



Packet number: from 0x01 ~ 0x180

4.5. Read status

| Address(R) | Data |
|------------|-------------|
| Read[0x17] | Status byte |



0x06: ACK, continue next packet.

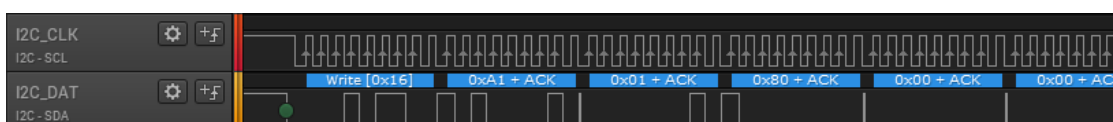
0xE2: CRC error

0xE3: Packet number out of range, packet number should be 0x01 to 0x180.

0xE4: Wrong packet number, packet number must be transmitted in order.

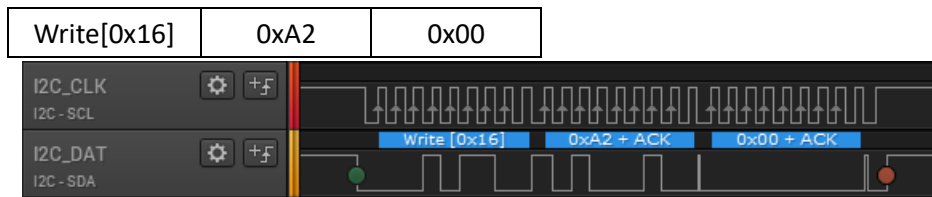
※ If BMS does not return ACK, need to re-start update process from packet 1.

4.6. Continue to send remaining FW data as step 4 and 5 until end of the bin file. Last packet number should be 0x180.



4.7. Send finish command 0xA2 with data 0x00.

| Address(W) | Command | Data |
|------------|---------|------|
|------------|---------|------|



4.8. After receiving 0xA2 command, BMS will jump to main code if all packets are received and CRC32 are verified correctly, if verified failed, it will keep running BSL code for correct FW update.

4.9. Command 0x80 can be used to read BMS FW version and check if FW is successfully updated:

| Address(W) | Command | Address(R) | Byte 0 | Byte 1 | Byte 2 | Byte 3 | CRC |
|-------------|---------|------------|--------|--------|--------|--------|------|
| Write[0x16] | 0x80 | Read[0x17] | 0x4D | 0x00 | 0x01 | 0x00 | 0x98 |



Byte 0: 0x4D('M') indicates in main code, 0x42('B') indicates in BSL code.

Byte 1: Major version

Byte 2: Minor version

Byte 3: Test version

CRC byte: Calculate from address(w) byte to byte 3.