**Readme file to use the mrvlFlashBCH Library**

**SRC directory**

1. This directory includes the following 2 files:

- mrvlFlashBCH.h – the main header file used by all Linux builds

- driver\_mrvlFlashBCH\_linux.cpp – the file with main function for example building

**Windows directory (Windows-based library)**

1. The example driver consists of the following 4 files:

- driver\_mrvlFlashBCH.vcproj – Visual Studio 2005 project file

- driver\_mrvlFlashLDPC.cpp – the file with main function

- FlashBCHInterface.h and FlashBCHInterface.cpp are the files with the dll functions declarations

2. To prepare the driver project for your environment, edit the line in the FlashBCHInterface.cpp with the path, where the mrvlFlashBCH.dll is located:

HINSTANCE handle = ::LoadLibrary( TEXT( "<your drive>:\\<your dir>\\ mrvlFlashBCH.dll" ) );

**ARM directory (Linux ARMv7-based library)**

1. The root directory has the following 3 files:

- Makefile – Makefile to create an example ARM executable

- mrvlFlashBCH\_glibc.so – ARMv7 library built with glibc compiler

- mrvlFlashBCH\_uclibc.so – ARMv7 library built with uclibc compiler

**Linux directory (Linux i386-based library)**

1. The root directory has the following 2 files:

- Makefile – Makefile to create an example executable

- mrvlFlashBCH\_lib.so – the Linux x86 32 bit library

1. The root directory has the following 2 directories:

- DriverCHG – source for building bch\_test files which reads "bchEncInput.txt" and outputs "encodedOut.txt" which includes data and parity. Please see readme file inside directory.

- EccTool – the source for building tool that adds BCH ECC to the given image. Please see readme file inside directory.