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# Table of Contents

1. Head Page .....	3
2. About Standard Linux C .....	3
3. Struct Defination.....	4
3.1 System Error Code .....	4
4. AT Command API .....	6
4.1 hfat get words .....	6
4.2 hfat send cmd .....	7
5. DEBUG API .....	8
5.1 HF Debug .....	8
5.2 hfdbg get level .....	9
5.3 hfdbg set level.....	9
6. GPIO Control API.....	10
6.1 hfgpio configure fpin.....	10
6.2 hfgpio fconfigure get.....	12
6.3 hfgpio fpin add feature .....	13
6.4 hfgpio fpin clear feature .....	14
6.5 hfgpio fpin is high .....	14
6.6 hfgpio fset out high.....	15
6.7 hfgpio fset out low .....	16
7. WIFI API .....	17
7.1 hfsmtlk start.....	17
7.2 hfsmtlk stop .....	18
7.3 hfwifi scan.....	18
8. UART API .....	20
8.1 hfuart close .....	20
8.2 hfuart open .....	20
8.3 hfuart send .....	21
8.4 hfuart recv .....	22
9. Timer API .....	23
9.1 hdtimer start.....	24
9.2 hetimer create .....	24
9.3 hftimer change period .....	25
9.4 hftimer delete .....	26
9.5 hftimer get counter.....	27
9.6 hftimer get timer id .....	28
9.7 hftimer stop .....	28
10. Multitask API.....	29
10.1 process.....	29
11. Network API.....	30
11.1 hfnet start uart .....	32
11.2 hfnet start socketa .....	33

---

11.3 hfnet start socketb.....	34
11.4 hfnet tcp listen.....	35
11.5 hfnet tcp unlisten.....	36
11.6 hfnet tcp close .....	37
11.7 hfnet tcp connect.....	37
11.8 hfnet tcp disconnect .....	38
11.9 hfnet tcp send.....	39
11.10 hfnet udp create .....	40
11.11 hfnet udp close .....	41
11.12 hfnet udp sendto .....	41
12. System Function .....	42
12.1 hfmem free .....	42
12.2 hfmem malloc.....	43
12.3 hfmem realloc.....	44
12.4 hfsys get reset reason .....	44
12.5 hfsys get run mode .....	46
12.6 hfsys get time.....	46
12.7 hfsys nvm read .....	47
12.8 hfsys nvm write.....	48
12.9 hfsys register system event.....	49
12.10 hfsys reload.....	50
12.11 hfsys reset .....	51
12.12 hfsys softreset.....	51
12.13 hfsys switch run mode .....	52
13. User Flash API.....	53
13.1 hfuflash erase page.....	53
13.2 hfuflash read.....	54
13.3 hfuflash write.....	55
14. User File API.....	56
14.1 hffile userbin read.....	56
14.2 hffile userbin size .....	56
14.3 hffile userbin write .....	57
14.4 hffile userbin zero .....	58
15. Auto-upgrade API .....	59
15.1 hfupdate complete .....	59
15.2 hfupdate start .....	60
15.3 hfupdate write file .....	61
16. About .....	61

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# 1. Head Page

关于本手册  
(See 16.)

*API Manual*

上海汉枫电子科技有限公司 <http://www.hi-flying.com>

-- Hi-Flying 搜集整理 2016-01-06

## 2. About Standard Linux C

HSF MC300 support standard c, such as memory management, string, time, stdio and so on. Refer to standard C for detail.

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**Note:** It is not allowed to call the libc memory management API in HSF MC300 system. Use the following to replace that hfmem\_malloc, hfmem\_free, hfmem\_realloc.

---

## 3. Struct Defination

### 3.1 System Error Code

System Error Code

API Function Return Value defines return HF\_SUCCESS or >0 for succes, return <0 for fail. The error code is 4Bytes signed int, return value is the negative of error code. 31-24bit is index, 23-8 is reserved, 7-0, is the error code.

```
#define MOD_ERROR_START(x) ((x << 16) | 0)
/* Create Module index */
#define MOD_GENERIC 0
/** HTTPD module index */
#define MOD_HTTPDE 1
/** HTTP-CLIENT module index */
#define MOD_HTTPC 2
/** WPS module index */
#define MOD_WPS 3
/** WLAN module index */
#define MOD_WLAN 4
/** USB module index */
#define MOD_USB 5

/*0x70~0x7f user define index*/
#define MOD_USER_DEFINE (0x70)
/* Globally unique success code */
#define HF_SUCCESS 0

enum hf_errno {
/* First Generic Error codes */
    HF_GEN_E_BASE =
MOD_ERROR_START(MOD_GENERIC),
    HF_FAIL,
    HF_E_PERM, /* Operation not permitted */
    HF_E_NOENT, /* No such file or directory */
    HF_E_SRCH, /* No such process */
    HF_E_INTR, /* Interrupted system call */
    HF_E_IO, /* I/O error */
    HF_E_NXIO, /* No such device or address */
    HF_E_2BIG, /* Argument list too long */
}
```

---

```
HF_E_NOEXEC, /* Exec format error */
HF_E_BADF, /* Bad file number */
HF_E_CHILD, /* No child processes */
HF_E_AGAIN, /* Try again */
HF_E_NOMEM, /* Out of memory */
HF_E_ACCES, /* Permission denied */
HF_E_FAULT, /* Bad address */
HF_E_NOTBLK, /* Block device required */
HF_E_BUSY, /* Device or resource busy */
HF_E_EXIST, /* File exists */
HF_E_XDEV, /* Cross-device link */
HF_E_NODEV, /* No such device */
HF_E_NOTDIR, /* Not a directory */
HF_E_ISDIR, /* Is a directory */
HF_E_INVALID, /* Invalid argument */
HF_E_NFILE, /* File table overflow */
HF_E_MFILE, /* Too many open files */
HF_E_NOTTY, /* Not a typewriter */
HF_E_TXTBSY, /* Text file busy */
HF_E_FBIG, /* File too large */
HF_E_NOSPC, /* No space left on device */
HF_E_SPIPE, /* Illegal seek */
HF_E_ROFS, /* Read-only file system */
HF_E_MLINK, /* Too many links */
HF_E_PIPE, /* Broken pipe */
HF_E_DOM, /* Math argument out of domain of func */
HF_E_RANGE, /* Math result not representable */
HF_E_DEADLK, /*Resource deadlock would occur*/
};
```

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Headfile: hfsys.h

---

## **4. AT Command API**

### 4.1 hfat get words

```
int hfat_get_words((char *str,char *words[],int size);
```

**Description:**

Get all the response parameters of AT command

**Parameters:**

str: Pointer to the AT command response string(Ex. "+ok=WPA2PSK,AES,12345678"), the str pointed address should be in RAM area.

words: Save the value of each AT command response parameters

size:number of words.

**Return Value:**

<=0 The string of str pointed is not a valid AT command response.

>0 The number of words parsed.

**Notes:**

AT command use the folloing character separator ',', '=', '\r\n'

**Examples:**

None

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Headfile: hfgpio.h

---

## 4.2 hfat send cmd

```
int hfat_send_cmd(char *cmd_line,int cmd_len,char *rsp,int len);
```

### Description:

Send AT command. Response is saved in buffer.

### Parameters:

cmd\_line: AT command string,

Format is AT+CMD\_NAME[=][arg,] ... [argn], E.g "AT+WMODE\r\n"

cmd\_len: Length of cmd\_line including end character

rsp: The AT command response buffer

len: The response length

### Return Value:

HF\_SUCCESS:Set success, HF\_FAIL:Set fail

### Notes:

The execution of this API is the same as UART AT command, it does not support "AT+H" and "AT+WSCAN" now, Refer to hfwifi\_scan for Wi-Fi scan application. The response of AT command is saved in rsp. See module user manual for detailed AT command. Use this API to get and set module parameters.

This API does not support AT command defined extended by user\_define\_at\_cmds\_table due to it can be direct called. If user extends the current AT command E.g "AT+VER", if use hfat\_send\_cmd( " AT+VER\r\n ", sizeof("AT+VER\r\n"),rsp,64), it will response with the system defined AT command, not the extended user defined AT command.

### Examples:

example/attest.c



---

Headfile: hfgpio.h

## **5. DEBUG API**

### 5.1 HF Debug

**void HF\_Debug(int debug\_level,const char \*format , ... );**

**Description:**

Output debug information to debug UART

**Parameters:**

debug\_level: Debug level, it can be as following or more.

**#define** DEBUG\_LEVEL\_LOW 1

**#define** DEBUG\_LEVEL\_MID 2

**#define** DEBUG\_LEVEL\_HI 3

It can also be set via hfdbg\_set\_level API;

format: formatted output, the same as printf.

**Return Value:**

None

**Notes:**

Use AT+NDBGL command to enable or disable UART debug information output, see module user manual for detailed command description. The released software should close the debug information output..

**Examples:**

None

---

Headfile: hf\_debug.h

## 5.2 hfdbg get level

**int hfdbg\_get\_level ();**

**Description:**

Get the current debug level

**Parameters:**

None

**Return Value:**

Return the current debug level.

**Notes:**

None

**Examples:**

None

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Headfile: hf\_debug.h

## 5.3 hfdbg set level

**void hfdbg\_set\_level (int debug\_level);**

**Description:**

Set or close debug level

---

**Parameters:**

debug\_level: debug level, it can be 0(close), the following or more bigger like 10.

```
#define DEBUG_LEVEL_LOW 1
```

```
#define DEBUG_LEVEL_MID 2
```

```
#define DEBUG_LEVEL_HI 3
```

**Return Value:**

None

**Notes:**

None

**Examples:**

None

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Headfile: hf\_debug.h

## 6. GPIO Control API

### 6.1 hfgpio configure fpin

```
int hfgpio_configure_fpin(int fid,int flags);
```

**Description:**

Configure the PIN according to fid(function id)

**Parameters:** fid(function id)

```
enum HF_GPIO_FUNC_E
```

```
{
```

```
    //fix////////////////////////////////////
```

---

```

HFGPIO_F_JTAG_TCK=0,
HFGPIO_F_JTAG_TDO=1,
HFGPIO_F_JTAG_TDI,
HFGPIO_F_JTAG_TMS,
HFGPIO_F_USBDP,
HFGPIO_F_USBDM,
HFGPIO_F_UART0_TX,
HFGPIO_F_UART0_RTS,
HFGPIO_F_UART0_RX,
HFGPIO_F_UART0_CTS,
HFGPIO_F_SPI_MISO,
HFGPIO_F_SPI_CLK,
HFGPIO_F_SPI_CS,
HFGPIO_F_SPI_MOSI,
HFGPIO_F_UART1_TX,
HFGPIO_F_UART1_RTS,
HFGPIO_F_UART1_RX,
HFGPIO_F_UART1_CTS,
////////////////////////////////////
HFGPIO_F_NLINK,
HFGPIO_F_NREADY,
HFGPIO_F_NRELOAD,
HFGPIO_F_SLEEP_RQ,
HFGPIO_F_SLEEP_ON,
HFGPIO_F_SLEEP_WPS,
HFGPIO_F_SLEEP_IR,
HFGPIO_F_RESERVE2,
HFGPIO_F_RESERVE3,
HFGPIO_F_RESERVE4,
HFGPIO_F_RESERVE5,
HFGPIO_F_USER_DEFINE

```

```
};
```

Fid can also be user defined. It should start from HFGPIO\_F\_USER\_DEFINE.

flags: PIN attribute, it can be one or multiple of the following value(use '|' character).

HFGPIO_F_DEFAULT	Default
HFGPIO_F_INPUT	Input mode
HFGPIO_F_OUTPUT_0	Output low
HFGPIO_F_OUTPUT_1	Output High

**Return Value:**

---

HF\_SUCCESS:Set success, HF\_E\_INVALID: fid is invalid or PIN is invalid. HF\_E\_ACCESS: The corresponding PIN does not support the setting attribute(flags), E.g HFGPIO\_F\_JTAG\_TCK is a peripheral PIN, not a GPIO, it should not be configured as HFM\_IO\_XXX except HFGPIO\_DEFAULT. .

**Notes:**

The PIN should support the attribute to be set. Otherwise it will return HF\_E\_ACCESS.

**Examples:**

None

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Headfile: hfgpio.h

## 6.2 hfgpio fconfigure get

**int HSF\_API hfgpio\_fconfigure\_get(int fid);**

**Description:**

Get the PIN attribute of the corresponding fid.

**Parameters:**

fid: Function id. Refer to HF\_GPIO\_FUNC\_E, it can also be user defined fid

**Return Value:**

Return the PIN attribute(refer to hfgpio\_configure\_fpin for attribute details),HF\_E\_INVALID: fid is invalid or PIN is invalid.

**Notes:**

None

---

**Examples:**

None

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Headfile: hfgpio.h

## 6.3 hfgpio fpin add feature

**int HSF\_API hfgpio\_fpin\_add\_feature(int fid,int flags);**

**Description:**

Add attribute to fid defined PIN.

**Parameters:**

fid: Function id, refer to HF\_GPIO\_FUNC\_E, it can also be user defined fid.

flags: Refer to hfgpio\_configure\_fpin flags;

**Return Value:**

HF\_SUCCESS:Set success, HF\_E\_INVALID: fid or PIN is invalid

**Notes:**

None

**Examples:**

None

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---

Headfile: hfgpio.h

## 6.4 hfgpio fpin clear feature

**int HSF\_API hfgpio\_fpin\_clear\_feature (int fid,int flags);**

**Description:**

Clear attribute of fid PIN

**Parameters:**

fid: Function id, refer to HF\_GPIO\_FUNC\_E, it can also be user defined fid.

;

flags: Refer hfgpio\_configure\_fpin flags;

**Return Value:**

HF\_SUCCESS:Set success, HF\_E\_INVALID: fid or PIN is invalid

**Notes:**

None

**Examples:**

None

[Hi-Flying 2016 ShangHai](#)

Headfile: hfgpio.h

## 6.5 hfgpio fpin is high

---

---

```
int hfgpio_fpin_is_high(int fid);
```

**Description:**

Judge the fid PIN voltage.

**Parameters:**

fid: Function id, refer to HF\_GPIO\_FUNC\_E, it can also be user defined fid.

,the corresponding PIN must have F\_GPO or F\_GPI attribute

**Return Value:**

Return 0 if PIN is low, return 1 if PIN is high, reutrn <0 if PIN is illegal.

**Notes:**

None

**Examples:**

example/gpiotest.c

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Headfile: hfgpio.h

## 6.6 hfgpio fset out high

```
int hfgpio_fset_out_high(int fid);
```

**Description:**

Set the fid mapping PIN output high.

**Parameters:**

fid: Function id, refer to HF\_GPIO\_FUNC\_E, it can also be user defined fid.

**Return Value:**



---

HF\_SUCCESS:Set success, HF\_E\_INVALID: fid or PIN is invalid,  
HF\_FAIL:Set fail; HF\_E\_ACCESS:The pin can not be set as input

**Notes:**

This API is the same as hfgpio\_configure\_fpin(fid, HFM\_IO\_OUTPUT\_1|HFPIO\_DEFAULT);

**Examples:**

example/gpiotest.c

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Headfile: hfgpio.h

## 6.7 hfgpio fset out low

**int hfgpio\_fset\_out\_low(int fid);**

**Description:**

Set fid mapping pin output low

**Parameters:**

fid: Function id, refer to HF\_GPIO\_FUNC\_E, it can also be user defined fid.

°

**Return Value:**

HF\_SUCCESS:Set success, HF\_E\_INVALID: fid or PIN is invalid

**Notes:**

This API is the same as hfgpio\_configure\_fpin(fid, HFM\_IO\_OUTPUT\_0|HFPIO\_DEFAULT);

---

**Examples:**  
example/gpiotest.c

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Headfile: hfgpio.h

## **7. WIFI API**

### 7.1 hfsmtlk start

**int HSF\_API hfsmtlk\_start(void);**

**Description:**  
Start smartlink.

**Parameters:**  
None

**Return Value:**  
Return HF\_SUCCESS if success, return others if fail

**Notes:**  
The system will software reset once call this API.

**Examples:**  
None

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---

Headfile: hfsmtlk.h

## 7.2 hfsmtlk stop

**int HSF\_API hfsmtlk\_stop(void);**

**Description:**

Stop smartlink.

**Parameters:**

None

**Return Value:**

Return HF\_SUCCESS if success, return others if fail

**Notes:**

None

**Examples:**

None

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Headfile: hfsmtlk.h

## 7.3 hfwifi scan

**int HSF\_API hfwifi\_scan(hfwifi\_scan\_callback\_t p\_callback);**

**Description:**

Scan the around AP

---

### Parameters:

hfwifi\_scan\_callback\_t: The callback function if the module scan out the AP information.

```
typedef int
(*hfwifi_scan_callback_t)( PWIFI_SCAN_RESULT_ITEM );
typedef struct _WIFI_SCAN_RESULT_ITEM
{
    uint8_t auth; //Authentication
    uint8_t encry; //Encryption
    uint8_t channel; //AP Channel
    uint8_t rssi; //RSSI in percentage
    char ssid[32+1]; //AP SSID
    uint8_t mac[6]; //AP MAC
    int rssi_dbm; //The RSSI in dBm vale
    int sco;
} WIFI_SCAN_RESULT_ITEM, *PWIFI_SCAN_RESULT_ITEM;
```

```
#define WSCAN_AUTH_OPEN 0
#define WSCAN_AUTH_SHARED 1
#define WSCAN_AUTH_WPA2PSK 2
#define WSCAN_AUTH_WPA2PSK 3
#define WSCAN_AUTH_WPA2PSK 4
#define WSCAN_ENC_NONE 0
#define WSCAN_ENC_WEP 1
#define WSCAN_ENC_TKIP 2
#define WSCAN_ENC_AES 3
#define WSCAN_ENC_TKIPAES 4
```

### Return Value:

Return HF\_SUCCESS if success, return others if fail

### Notes:

Scan is finished if receive the NULL pointer callback.

### Examples:

example/wifitest.c

---

Headfile: hfwifi.h

## **8. UART API**

### 8.1 hfuart close

**hfuart\_handle\_t HSF\_API hfuart\_close(int uart\_no);**

**Description:** **Not supported yet**

**Parameters:**

uart\_no: UART channel number, 0 or 1.

**Return Value:**

Return HF\_SUCCESS if success, return HF\_FAIL if fail;

**Notes:**

Call hfuart\_close to release resources if UART is no longer used.

**Examples:**

None

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Headfile: hfuart.h

### 8.2 hfuart open

---

---

```
hfuart_handle_t HSF_API hfuart_open(int uart_no);
```

**Description:** **Not Supported yet**

Open UART pin

**Parameters:**

uart\_no: UART channel number, 0 or 1;

**Return Value:**

Return hfuart\_handle\_t pointer if success, otherwise return NULL.

**Notes:**

Call hfuart\_open before hfuart\_recv.

**Examples:**

None

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Headfile: hfuart.h

## 8.3 hfuart send

```
int HSF_API hfuart_send(  
hfuart_handle_t huart,  
char *data,  
uint32_t bytes,  
uint32_t timeouts);
```

**Description:**

Send data to UART

**Parameters:**

huart: UART object, it should be created by hfuart\_open, The hfnet\_start\_uart thread will automatically create HFUART0

---

object for use.  
data: Data buffer for send.  
bytes: Data buffer length.  
timeouts: Timeout, not used yet, reserved to 0.

**Return Value:**

Return the length of sent data, return error code if fail.

**Notes:**

**Examples:**

None

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Headfile: hfuart.h

## 8.4 hfuart recv

```
int HSF_API hfuart_recv(  
    hfuart_handle_t huart, char *recv,  
    uint32_t bytes,  
    uint32_t timeouts)
```

**Description:** **Not supported yet**

Receive data from UART

**Parameters:**

huart: UART object. The object is created by hfuart\_open.  
recv: Received data buffer.  
bytes: Received data buffer length.  
timeouts: Receive data time out. It should be set as 0 when use select operation

**Return Value:**

Return the data length received.

---

**Notes:**

If the system comes with serial transparent transmission and command mode, please do not call this function. It may lead to the serial port transparent transmission and command mode exception. You can get serial callbacks by using `hfnet_start_uart`.

**Examples:**

None

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Headfile: `hfuart.h`

## **9. Timer API**

HSF MC300 Software is 1 ms accuracy, hardware timer is not supported yet.

The `timercall` is not allowed to do time consuming operation, and is not allowed to do timer API in that callback, otherwise, the timer will be abnormal.

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Headfile: `hftimer.h`



---

## 9.1 hdtimer start

```
int HSF_API hftimer_start(hftimer_handle_t htimer);
```

**Description:**

Start a timer

**Parameters:**

htimer: Timer object

**Return Value:**

Return HF\_SUCCESS if success, return HF\_FAIL if fail;

**Notes:**

**Examples:**

example/timertest.c

[Hi-Flying 2016 ShangHai](#)

Headfile: hftimer.h

## 9.2 hetimer create

```
hftimer_handle_t HSF_API hftimer_create(  
    const char *name,  
    int32_t period,  
    bool auto_reload,  
    uint32_t timer_id,  
    hf_timer_callback p_callback,  
    uint32_t flags );
```

**Description:**

Create a timer.

---

**Parameters:**

name: Timer name

period: Timer period in ms or us(hardware timer);

auto\_reload: auto reload is enabled or disabled. If set it to true, only need to call hftimer\_start once for start. If set it to false, once the time is up, need to call hftimer\_start for restart the timer.

timer\_id: the timer id used in the callback function when multiple timer uses the same callback function.

flags: 0 for software timer, 1 for hardware timer(HFTIMER\_FLAG\_HARDWARE\_TIMER, hardware timer is not supported yet).

**Return Value:**

Return timer object if success, otherwise return NULL

**Notes:**

The timer won't start until call hftimer\_start when create a timer object.

**Examples:**

example/timertest.c

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Headfile: hftimer.h

## 9.3 hftimer change period

```
void HSF_API hftimer_change_period(  
hftimer_handle_t htimer,
```

---

```
int32_t new_period  
);
```

**Description:**

Change timer period.

**Parameters:**

htimer: Object created by hftimer\_create

new\_period: new period in ms. If create hardware timer, the unit is in us.

**Return Value:**

None;

**Notes:**

None

**Examples:**

None

[Hi-Flying 2016 ShangHai](#)

Headfile: hftimer.h

## 9.4 hftimer delete

```
void HSF_API hftimer_delete(hftimer_handle_t htimer);
```

**Description:**

Delete a timer object

**Parameters:**

htimer: The deleted timer object created by hftimer\_create

**Return Value:**

None

---

**Examples:**

None

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Headfile: hftimer.h

## 9.5 hftimer get counter

```
void HSF_API hftimer_get_counter (hftimer_handle_t  
htimer);
```

**Description:**

Get hardware timer counter value.

**Parameters:**

htimer: The timer object

**Return Value:**

Return the CLK counter time, the module current frequency is 48MHz, one clock time is 1/48 us. If time is up, return 0

**Notes:**

Use hardware timer for accurate timer..

**Examples:**

None

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---

Headfile: hftimer.h

## 9.6 hftimer get timer id

**uint32\_t** **HSF\_API**  
**hftimer\_get\_timer\_id( hftimer\_handle\_t htimer );**

**Description:**

Get timer ID.

**Parameters:**

htimer: Timer object

**Return Value:**

Return timer ID, return HF\_FAIL if failure.;

**Notes:**

This API is used in timer callback, to distinguish multiple timer uses the same timer callback function.

**Examples:**

example/timertest.c

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Headfile: hftimer.h

## 9.7 hftimer stop

**void HSF\_API hftimer\_stop(hftimer\_handle\_t htimer);**

**Description:**

---

Stop timer

**Parameters:**

htimer: Timer object.

**Return Value:**

None;

**Notes:**

The timer stop counting unless hftimer\_start is recalled.

**Examples:**

example/timertest.c

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Headfile: hftimer.h

## 10. Multitask API

### 10.1 process

MC300 HSF uses Contiki OS, there is no thread concept. The task is switched by switch case sentence. The following rules should be followed.

1. switch/case is not allowed

2. Be careful to use local variable in process. The main task will return when execution. See contiki OS for detail.

**PROCESS(name, strname)**

Declare the main process function and named as name.

**AUTOSTART\_PROCESSES(...)**

Define a process pointer array autostart\_processe;

**PROCESS\_THREAD(name, ev, data)**

Define or declare process name based on the marco ";" or

---

```
"{}";  
PROCESS_BEGIN()  
Process start function;  
PROCESS_EXIT()  
Process end function  
PROCESS_WAIT_EVENT_UNTIL(c)  
Wait for event  
int process_post(struct process *p, process_event_t ev,  
void* data);  
Send event to process;  
void process_post_synch(struct process  
*p, process_event_t ev, void* data);  
Send event to process and switch to that task immediately;  
Examples:  
example/processtest.c. Refer to contiki for more details.
```

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Headfile: hsf.h

## 11. Network API

HSF MC300 use UIP protocol, it does not support standard socket interface.

SDK define the two sockets of TCP and UDP.

### **TCP Socket Struct**

```
struct tcp_socket {  
    uip_ipaddr_t r_ip; //destination  
    unsigned short l_port; //local port  
    unsigned short r_port; //remote port  
    unsigned short listen_port; //listen port, used for TCP  
    server,
```

```
tcp_socket_recv_callback_t recv_callback;  
tcp_socket_connect_callback_t connect_callback;
```

---

```

tcp_socket_close_callback_t close_callback;
tcp_socket_accept_callback_t accept_callback;
tcp_socket_send_callback_t send_callback;

unsigned char *recv_data;
unsigned short recv_data_maxlen;//default 2048,<=2048
unsigned short recv_data_len;
};

```

Callback function is defined as following:

```

//Receive data callback
typedef int (* tcp_socket_recv_callback_t)(NETSOCKET
socket, unsigned char *recv_data, unsigned short
recv_data_len);
//Connection created callback function (TCP Client)
typedef void (*
tcp_socket_connect_callback_t)(NETSOCKET socket);
//create connection socket index
//Connection closed callback function
typedef void (* tcp_socket_close_callback_t)(NETSOCKET
socket); //close connection socket index
//Connectiong accept callback function (TCP Server)
typedef void (*
tcp_socket_accept_callback_t)(NETSOCKET socket);
//accept socket index
//Data sent callback function
typedef void (* tcp_socket_send_callback_t)(NETSOCKET
socket); //data sent socket index

```

### UDP Socket Struct

```

struct udp_socket{
    uip_ipaddr_t r_ip; //remote IP
    unsigned short l_port; //local IP.
    unsigned short r_port; //remote IP

    udp_socket_recv_callback_t recv_callback;
    unsigned char *recv_data;
    unsigned short recv_data_maxlen;//default 2048,<=2048
    unsigned short recv_data_len;
};

```

Callback function is defined as following:

```

//Receive data callback
typedef int (* udp_socket_recv_callback_t)(NETSOCKET
socket, //Socket index
    unsigned char *recv_data, //receive data
    unsigned short recv_data_len, //receive data length

```



---

```
uip_ipaddr_t *peeraddr, //remote IP
unsigned short peerport); //remote port
```

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Reference: nettest in example

Notes: To improve performance, our module filter the broadcast packet. If need accept broadcast packet, please refer to `hfnet_set_udp_broadcast_port_valid`.

## 11.1 hfnet start uart

```
int hfnet_start_uart(uint32_t uxpriority, hfnet_callback_t
p_uart_callback);
```

### Description:

Start the HSF default UART task.

### Parameters:

uxpriority: uart service priority. Refer to `hfthread_create`  
Parameters: uxpriority

p\_uart\_callback: UART callback, set to NULL if no need to use callback. The UART received data can be changed in the callback function.

### Return Value:

Return `HF_SUCCESS` if success, otherwise return `HF_FAIL`.

### Notes:

When UART receive data, if the callback is not NULL, the received UART data can be modified. When return length if module is in throughput mode, the data will be sent to socket a and socket b, if module is in command mode, it will be sent to command analysis program. The data can be also encrypted in the callback for some special application;

---

### Examples:

example/callbacktest.c

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Headfile: hfnet.h

## 11.2 hfnet start socketa

**int** **hfnet\_start\_socketa**(**uint32\_t**  
**uxpriority**,**hfnet\_callback\_t** **p\_callback**);

**Description:** **Not supported yet**

Launch build-in socketa service in HSF

**Parameters:**

**uxpriority:** Socketa service priority , please refer to  
hfthread\_create Parameters **uxpriority**;

**p\_callback:** Callback function is alternative, if no needs, set  
the value NULL. It triggers when socketa service receives  
packes or state changes.

**int** **socketa\_recv\_callback\_t**( **uint32\_t** **event**,**void**  
**\*data**,**uint32\_t** **len**,**uint32\_t** **buf\_len**);

**event:**Event ID ;

**data:**Point to the data storing buffer, user can modify the  
value of buffer in callback function.If working in UDP  
mode,data+len after 6 bytes store 4 Bytes IP address and 2  
Bytes port number on the sending side.If socketa working  
under TCP-server mod, data+len after 4 Bytes is cid of  
server.You can use hfnet\_socketa\_get\_client to get detailed  
introduction.

**len:**The length of received data;

**buf\_len:**Data points to actual length of buffer,the value is  
greater than or equal to len;Callback function Return Value is

---

the length of processed data.If user only read the data, not modify, the return value should be len;

**Return Value:**

Success returns HF\_SUCCESS, HF\_FAIL indicates failure

**Notes:**

When socketa service receive the data from the internet,call for p\_callback and then send the processed to serial port.User can analyze the received data by p\_callback,or double process,such as encryption and decryption.It return the data back to socketa service.

**Examples:**

None

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Headfile: hfnet.h

## 11.3 hfnet start socketb

**int hfnet\_start\_socketb(uint32\_t  
uxpriority,hfnet\_callback\_t p\_callback);**

**Description: Not supported yet**

Launch build-in socketb service in HSF

**Parameters:**

uxpriority:Socketb service priority , please refer to hfthread\_create Parametersuxpriority;

p\_callback:Alternatively, do not use callbacks pass NULL, please refer to hfnet\_start\_socketa

**Return Value:**

Success returns HF\_SUCCESS, HF\_FAIL indicates failure

---

**Notes:**

None

**Examples:**

None

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Headfile: hfnet.h

## 11.4 hfnet tcp listen

**int HSF\_API hfnet\_tcp\_listen(struct tcp\_socket \*socket);**

**Description:**

Create TCP Serer, allow for TCP client to connect

**Parameters:**

socket: TCP Socket;

listen\_port: listen port;

recv\_callback: receive data callback.;

accept\_callback: accept callback

send\_callback: send data callback

close\_callback: close connction callback

recv\_data\_maxlen: Received data buffer length.(default 2028  
if no setting);

**Return Value:**

HF\_SUCCESS if success, HF\_FAIL if fail

**Notes:**

None。

**Examples:**

example/tcpservertest.c

Headfile: hfnet.h

## 11.5 hfnet tcp unlisten

```
int HSF_API hfnet_tcp_unlisten(struct tcp_socket
*socket);
```

**Description:**

Close TCP Serer。

**Parameters:**

socket: TCP Socket struct, the same as created TCP Server  
socket

**Return Value:**

HF\_SUCCESS if success, HF\_FAIL if fail

**Notes:**

The resource will be released after close, if need to use  
again, call hfnet\_tcp\_listen to create a new TCP Server

**Examples:**

example/tcpservertest.c

Headfile: hfnet.h

---

## 11.6 hfnet tcp close

```
int HSF_API hfnet_tcp_close(NETSOCKET socket_id);
```

**Description:**

Close the TCP Client connected to TCP server

**Parameters:**

socket\_id: TCP Client socket index.

**Return Value:**

HF\_SUCCESS if success, HF\_FAIL if fail

**Notes:**

After close, the TCP Server still may access new TCP client.

**Examples:**

example/tcpservertest.c

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Headfile: hfnet.h

## 11.7 hfnet tcp connect

```
NETSOCKET HSF_API hfnet_tcp_connect(struct  
tcp_socket *socket);
```

**Description:**

Create a TCP Client

**Parameters:**

socket: TCP Socket

l\_port: local port;

r\_ip: remote IP;

---

r\_port: remote port  
recv\_callback: receive data callback;  
connect\_callback: connection callback;  
send\_callback: data sent callback  
close\_callback: connection close callback  
recv\_data\_maxlen: Received data buffer length.(default 2028  
if no setting) ;

**Return Value:**

Socket index.

**Notes:**

Note

**Examples:**

example/tcpclienttest.c

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Headfile: hfnet.h

## 11.8 hfnet tcp disconnect

**int     HSF\_API     hfnet\_tcp\_disconnect(NETSOCKET  
socket\_id);**

**Description:**

Close TCP Connection.

**Parameters:**

socket\_id: Socket index;

**Return Value:**

HF\_SUCCESS if success, HF\_FAIL if fail

**Notes:**

None

---

**Examples:**

example/tcpclienttest.c

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Headfile: hfnet.h

## 11.9 hfnet tcp send

```
int HSF_API hfnet_tcp_send(NETSOCKET socket_id,  
char *data, unsigned short datalen);
```

**Description:**

Send TCP data。

**Parameters:**

socket\_id: Socket index

data: data sent

datalen: data sentlength;

**Return Value:**

HF\_SUCCESS if success, HF\_FAIL if fail

**Notes:**

Return success only means the data is sent to sent queue, the send\_callback function will be called if the data is sent successfully.

**Examples:**

example/tcpclienttest.c

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---

Headfile: hfnet.h

## 11.10 hfnet udp create

**NETSOCKET    HSF\_API    hfnet\_udp\_create(struct  
udp\_socket \*socket);;**

**Description:**

Create a UDP

**Parameters:**

UDP Socket Struct:

l\_port: local port

recv\_callback: receive data callback

connect\_callback: connect callback

recv\_data\_maxlen: receive data maximum length (default  
2048) ;

**Return Value:**

Socket Index

**Notes:**

None

**Examples:**

example/udptest.c

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Headfile: hfnet.h

---

## 11.11 hfnet udp close

```
int HSF_API hfnet_udp_close(NETSOCKET socket_id);
```

**Description:**

Close a UDP

**Parameters:**

socket\_id: socket index

**Return Value:**

HF\_SUCCESS if success, HF\_FAIL if fail

**Notes:**

None

**Examples:**

example/udptest.c

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Headfile: hfnet.h

## 11.12 hfnet udp sendto

```
int HSF_API hfnet_udp_sendto(NETSOCKET socket_id,  
char *data, unsigned short datalen,uip_ipaddr_t  
*peeraddr, unsigned short peerport);
```

**Description:**

Send UDP Data

**Parameters:**

socket\_id: Socket index

data: Sent data

---

datalen: Sent data length  
peeraddr: Remote IP  
peerport: Remote port

**Return Value:**

HF\_SUCCESS if success, HF\_FAIL if fail.

**Notes:**

The data is sent out if success, it won't call send callback.  
The data buffer can be released if send OK.

**Examples:**

example/udptest.c

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Headfile: hfnet.h

## **12. System Function**

### **12.1 hfmem free**

**void HSF\_API hfmem\_free(void \*pv);**

**Description:**

Free the memory allocated by hfsys\_malloc

**Parameters:**

pv: Pointer to the memory variable need to be free.

**Return Value:**

None

**Notes:**

---

Do not use libc free function.

**Examples:**

None

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Headfile: hfsys.h

## 12.2 hfmem malloc

**void \*hfmem\_malloc(size\_t size)**

**Parameters:**

Allocate memory

**Parameters:**

size: memory size

**Return Value:**

Return RAM address if success, otherwise return NULL;

**Notes:**

Do not call libc malloc.

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Headfile: hfsys.h

---

## 12.3 hfmem realloc

**void HSF\_API \*hfmem\_realloc(void \*pv,size\_t size);**

**Description:**

Reallocate RAM resource

**Parameters:**

pv: RAM pointer allocated by hfmem\_malloc before

size: The new RAM size

**Return Value:**

None

**Notes:**

Do not call libc realloc.

**Examples:**

None

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Headfile: hfsys.h

## 12.4 hfsys get reset reason

**uint32\_t HSF\_API hfsys\_get\_reset\_reason (void);**

**Description:**

Get module reboot reason.

**Parameters:**

None

---

---

**Return Value:**

Return reboot reason. It can be the following one or more..

HFSYS_RESET_REASON_NORMAL	Caused by power on/off
HFSYS_RESET_REASON_ERESET	Caused by hardware watchdog or external reset PIN
HFSYS_RESET_REASON_IRESET0	Caused by hfsys_softreset API ( Software watchdog reset, RAM access error will all call this API)
HFSYS_RESET_REASON_IRESET1	Caused by hfsys_reset API
HFSYS_RESET_REASON_WPS	Caused by WPS start(Reserved)
HFSYS_RESET_REASON_SMARTLINK_START	Caused by Smartlink start
HFSYS_RESET_REASON_SMARTLINK_OK	Caused by Smartlink finished
HFSYS_RESET_REASON_WPS_OK	Caused by WPS finished.(Reserved)

**Notes:**

Usually call this to do special operation due to different reboot reason.。

**Examples:**

None

---

## 12.5 hfsys get run mode

**int hfsys\_get\_run\_mode()**

**Description:**

Get system run mode(AT+TMODE)

**Parameters:**

None

**Return Value:**

It can be the following mode:

```
enum HFSYS_RUN_MODE_E
{
    HFSYS_STATE_RUN_THROUGH=0,
    HFSYS_STATE_RUN_CMD=1,
    HFSYS_STATE_MAX_VALUE
};
```

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Headfile: hfsys.h

## 12.6 hfsys get time

**uint32\_t HSF\_API hfsys\_get\_time (void);**

**Description:**

Get system running time in ms

**Parameters:**

None

**Return Value:**

---

Return the OS running time in ms

**Notes:**

None

**Examples:**

None

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Headfile: hfsys.h

## 12.7 hfsys nvm read

```
int HSF_API hfsys_nvm_read(uint32_t nvm_addr, char*  
buf, uint32_t length);
```

**Description:** **Not supported yet**

Read data from NVM

**Parameters:**

nvm\_addr:NVM address, which can be (0-99);

buf:Save the read data from NVM into buffer;

length:Sum of length and nvm\_addr is less than 100;

**Return Value:**

Success returns HF SUCCESS, otherwise the return value is less than zero.

**Notes:**

When the module restart or soft reset, NVM data will not be cleared.It provides 100 bytes of NVM.If modele powers off,the data of NVM will not be cleared.

**Examples:**

None



Headfile: hfsys.h

## 12.8 hfsys nvm write

```
int HSF_API hfsys_nvm_write(uint32_t nvm_addr, char*  
buf, uint32_t length);
```

**Description:** **Not supported yet**

Write data into NVM

**Parameters:**

nvm\_addr: NVM address, which can be (0-99);

buf: Save the read data from NVM into buffer;

length: Sum of length and nvm\_addr is less than 100;

**Return Value:**

Success returns HF SUCCESS, otherwise the return value is less than zero.

**Notes:**

When the module restart or soft reset, NVM data will not be cleared. It provides 100 bytes of NVM. If the module powers off, the data of NVM will not be cleared.

**Examples:**

None

---

Headfile: hfsys.h

## 12.9 hfsys register system event

```
int                                     HSF_API
hfsys_register_system_event(          hfsys_event_callback_t
p_callback );
```

### Description:

Register system event callback

### Parameters:

p\_callback: Point to the callback function when event occurs.;

### Return Value:

Return HF\_SUCCESS if success, otherwise return HF\_FAIL.

### Notes:

The time consuming operation is not allowed in the callback function, the callback function should immediate return after process. The support event is as following

HFE_WIFI_STA_CONNECTED	When STA connect to AP
HFE_WIFI_STA_DISCONNECTED	When STA disconnect to AP
HFE_CONFIG_RELOAD	When reload is execute.(nReload Pin or AT+RELD)
HFE_DHCP_OK	When STA connect to AP and get DHCP IP address from AP 当 STA
HFE_SMTLK_OK	When Smartlink get AP password, the default operation is reboot, if the callback return value is not HF_SUCCESS, the module won't do

---

	reboot operation, user need to reboot manually.
--	--

**Examples:**

example/tcpclienttest.c

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Headfile: hfsys.h

## 12.10 hfsys reload

**void HSF\_API hfsys\_reload();**

**Description:**

Restore the parameter to factory setting

**Parameters:**

None

**Return Value:**

None

**Notes:**

None

**Examples:**

None

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---

Headfile: hfsys.h

## 12.11 hfsys reset

**void HSF\_API hfsys\_reset(void);**

**Description:**

Hardware reset, the IO status is lost.

**Parameters:**

None

**Return Value:**

None

**Notes:**

None

**Examples:**

None

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Headfile: hfsys.h

## 12.12 hfsys softreset

**void HSF\_API hfsys\_softreset(void);**

**Description:**

Software reset, keep the current IO status

---

**Parameters:**

None

**Return Value:**

None

**Notes:**

None

**Examples:**

None

[Hi-Flying 2016 ShangHai](#)

Headfile: hfsys.h

## 12.13 hfsys switch run mode

```
int hfsys_switch_run_mode(int mode);
```

**Description:**

Switch system running mode.

**Parameters:**

mode: The following mode is supported.

`enum` HFSYS\_RUN\_MODE\_E

```
{  
    HFSYS_STATE_RUN_THROUGH=0,  
    HFSYS_STATE_RUN_CMD=1,  
    HFSYS_STATE_MAX_VALUE  
};
```

HFSYS\_STATE\_RUN\_THROUGH: Throughput mode

HFSYS\_STATE\_RUN\_CMD: Command mode

**Return Value:**

---

HF\_SUCCESS: success, otherwise HF\_FAIL

[Hi-Flying 2016 ShangHai](#)

Headfile: hfsys.h

## **13. User Flash API**

### 13.1 hfuflash erase page

```
int HSF_API hfuflash_erase_page(uint32_t addr, int pages);
```

**Description:**

Erase user flash page.

**Parameters:**

addr: logical address of user flash(not the flash real address).  
pages : The page number need to be erased.

**Return Value:**

Return HF\_SUCCESS if success, otherwise return HF\_FAIL;

**Notes:**

The use flash is a 128KB size of flash in the reserved flash real area.

**Examples:**

example/uflashtest.c

Headfile: hfflash.h

## 13.2 hfuflash read

```
int HSF_API hfuflash_read(uint32_t addr, char *data, int len);
```

**Description:**

Read data from flash.

**Parameters:**

addr: The logical address of flash(0- HFUFLASH\_SIZE-2);

data : The received data buffer.

len : The data buffer length;

**Return Value:**

Return the bytes number read if success, otherwise return <0

**Notes:**

None

**Examples:**

example/uflashtest.c

Headfile: hfflash.h

---

## 13.3 hfuflash write

```
int HSF_API hfuflash_write(uint32_t addr, char *data,  
int len);
```

### Description:

Write data to flash

### Parameters:

addr: The logical address of flash(0- HFUFLASH\_SIZE-2);

data : Data buffer;

len : Data buffer length;

### Return Value:

Return the bytes number if write success, otherwise return <0;

### Notes:

Need to erase the flash page if the address to be written has previous data in it. The data buffer should be in RAM area, not in ROM. See the following example.:

Error 1: " Test" is in ROM area.

```
hfuflash_write (Offset,"Test",4);
```

Error2: const variable is in ROM area..

```
const uint8_t Data[] = "Test";
```

```
hfuflash_write (Offset,Offset,Data,4);
```

Correct:

```
Uint8_t Data[]=" Test" ;
```

```
hfuflash_write (Offset,Offset,Data,4);
```

### Examples:

example/uflashtest.c



---

Headfile: hfflash.h

## **14. User File API**

### 14.1 hffile userbin read

```
int HSF_API hffile_userbin_read(uint32_t offset,char  
*data,int len);
```

**Description:** **Not supported yet**

Read data from user files;

**Parameters:**

offset: File offset;

data : Save the data from read file to buffer;

len : Size of the buffer;

**Return Value:**

If return value is less than zero,then it fails.Otherwise,the function returns the number of actual Byte read from the file;

**Examples:**

None

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Headfile: hffile.h

### 14.2 hffile userbin size

---

```
int HSF_API hffile_userbin_size(void);
```

**Description:** **Not supported yet**

**Parameters:**

None

**Return Value:**

Failure is less than zero, otherwise the file size;

**Notes:** None

**Examples:**

None

[Hi-Flying 2016 ShangHai](#)

Headfile: hffile.h

## 14.3 hffile userbin write

```
int HSF_API hffile_userbin_write(uint32_t offset,char  
*data,int len);
```

**Description:** **Not supported yet**

Write the data into user file.

**Parameters:**

offset: File offset;

data : Save the data from read file to buffer;

len : Size of the buffer;

**Return Value:**

If return value is less than zero,then it fails.Otherwise,the function returns the number of actual Byte written into the file;

**Notes:**

A user profile is a fixed-size file, the file is stored in flash,

---

you can save user data. User profile has backup function, so users do not need to worry about power outages during programming. If it powers off, it will automatically revert to the content before.

**Examples:**

None

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Headfile: hffile.h

## 14.4 hffile userbin zero

**int HSF\_API hffile\_userbin\_zero (void);**

**Description:** **Not Supported Yet**

Quickly clear the content of the entire file.

**Parameters:**

None

**Return Value:**

Failure is less than zero, otherwise the file size;

**Notes:**

Calling this function can quickly clear up the entire content of file, faster than hffile\_userbin\_write

**Examples:**

None

Headfile: hffile.h

## **15. Auto-upgrade API**

### 15.1 hfupdate complete

```
Int hfupdate_complete(  
HFUPDATE_TYPE_E type,  
uint32_t file_total_len  
);
```

**Description:**

Upgrade finished

**Parameters:**

type:upgrade type

file\_total\_len: upgrade file length

**Return Value:**

HF\_SUCCESS if success, HF\_FAIL if fail

**Notes:**

When the upgrade file has been download into the module, call this function to do the upgrade process(The module need to reboot manually)

**Examples:**

example/updatetest.c

Headfile: hfupdate.h

---

## 15.2 hfupdate start

**int hfupdate\_start(HFUPDATE\_TYPE\_E type);**

**Description:**

Start upgrade

**Parameters:**

type: upgrade type

```
typedef enum HFUPDATE_TYPE
{
    HFUPDATE_SW=0,//upgrade application
    HFUPDATE_CONFIG=1,//upgrade config, not supported yet
    HFUPDATE_WIFIFW,//upgrade Wi-Fi firmware, not supported yet
    HFUPDATE_WEB,//upgrade web, not supported yet
}HFUPDATE_TYPE_E;
```

**Return Value:**

HF\_SUCCESS if success, HF\_FAIL if fail

**Notes:**

Call this API to initialize before download the upgrade file.

**Examples:**

example/updatetest.c

[Hi-Flying 2016 ShangHai](#)

Headfile: hfupdate.h

---

## 15.3 hfupdate write file

```
int hfupdate_write_file(  
    HFUPDATE_TYPE_E type ,  
    uint32_t offset,  
    char *data,  
    int len);
```

### Description:

Copy the upgrade file data to upgrade backup flash area.

### Parameters:

type: type

offset: The upgrade file offset address

data: the upgrade file data

len: The upgrade file length

### Return Value:

>=0 for success, otherwise return HF\_FAIL.

### Notes:

HFUPDATE\_SW is supported currently.

### Examples:

example/updatetest.c

[Hi-Flying 2016 ShangHai](#)

Headfile: hfupdate.h

## 16. About

[回首页\(See 1.\)](#)

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## **UPDATE**

The time of current version is January 6, 2016. If any changes or update later, it will shown in the updated version.

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