CDE Download流程：

1，Pltf\_app\_init.app: LT启动时初始化CdeProfileMgntLsm：

CdeProfileMgntLsmInterface::getCdeProfileMgntLsmInterface()->initCdeProfileMgntLsm(true);

|-->CdeCtrlTask::initCdeCtrlTask(isActive);

| |-->xt\_start(os\_taskId, T\_PREEMPT | T\_NOASR | T\_TSLICE, void (\*)(void))CdeCtrlTask::startCdeCtrlTask, args);

| |-->CdeTrans::Cde\_NtToLsm\_ifc cdeNtToLsmIfc

……

| |-->result = reportPlugin();

| | |-->status = cdeNtToLsmIfc.reportLsmPlugin(iocm\_index);

2，cdeNtToLsmIfc.reportLsmPlugin通过IOCM调用到CdeTransSrv.cc的reportLsmPlugin方法

Void CdeTransSrv::reportLsmPlugin()

|-->retvalue=CDEHandler::getInstance().cdeTransfer(local\_type,slotId,true);

| |-->CdeTransWrapper::getCdeTransWrapper())->activateCdeTrans (slotId,cde\_type, activeCDEFileName, snmpOrIocm);

| | |-->retVal=initCdeTrans(boardType,slotId,isIocmTask);

| | |-->retVal=compCde(boardType,slotId,isIocmTask);

| | | |-->status=cdeLsmToNtIfc.getCdeVersion(iocm\_version);

| | | |-->status= cdeLsmToNtIfc.getCdeProfileId(iocm\_info);

| | | |-->status= cdeLsmToNtIfc.getCdeRelease(iocm\_release);

| | |-->retVal=preCdeTrans(boardType,cdeFileName);

| | |-->status= cdeLsmToNtIfc.transferCde(iocm\_type,True);

3，LT在transferCde方法中接收cde文件片段并处理

void CdeCtrlSrv::transferCde

|--> retCode = iocmGetCdePiece( iocm\_cdetype, iocm\_index, iocm\_info, pieceLength);

|-->retCode = writeCdePiece(cde\_type, local\_index, iocm\_info, pieceLength);

|-->retCode = iocmGetCdeChecksum( iocm\_cdetype, checksum);

|-->retCode = checkCdeFile(cde\_type, totalSize, checksum);

|--> retCode = iocmReportCdeValidity(iocm\_index, True);

|-->retCode = writeCdeVersion(cde\_type,iocm\_version);

|-->retCode = writeCdeProfileId(cde\_type, iocm\_profileid);

|-->retCode = writeCdeRelease(cde\_type,iocm\_release);

4，SipWrapper初始化SipWCdeHandler时获取写入到flash disk中的cde数据，进行有效性检测

SipwCdeHandler::SipwCdeHandler ()

|-->(CdeProfileMgntLsmInterface::getCdeProfileMgntLsmInterface())->getCdeData(CDEFileMem);

AccessNeZIPS::initCde();

|-->readCdeFile();

| |-->retCode=(ZipsCdeHandler::getZi

SipwCdeHandler::readCDEdata ()

|-->cdeInfo.content = CDE\_CONTENT\_INVALID;