Testing the pshell project for addition to rp2040-freertos-project The initial work consisted of 2 repos pshell & littlefs which provides a flash file system & vi

05/26/22

picotool info --bus 1 --address 6 -f -a

The device was asked to reboot into BOOTSEL mode so the command can be executed.

Program Information

name: pshell

features: UART stdin / stdout

USB stdin / stdout

binary start: 0x10000000

binary end: 0x1001be8c

Fixed Pin Information

0: UARTO TX

1: UARTO RX

Build Information

sdk version: 1.3.0

pico_board: pico

boot2_name: boot2_w25q080

build date: May 22 2022

build attributes: Release

Device Information

flash size: 2048K

ROM version: 2

The device was asked to reboot back into application mode.

picotool info --bus 1 --address 8 -f -a

The device was asked to reboot into BOOTSEL mode so the command can be executed.

Program Information

name: test-read-crc16

features: USB stdin / stdout

binary start: 0x10000000

binary end: 0x10014834

Fixed Pin Information

none

Build Information

sdk version: 1.3.0

pico_board: pico

boot2_name: boot2_w25q080

build date: May 25 2022

build attributes: Release

Device Information

flash size: 2048K

ROM version: 2

The device was asked to reboot back into application mode.

Only required "Ultibo_Projects/rebuild-repo.sh" if the rp2040-freertos-project is not present or a fresh start is desired.

```
cd rp2040-freertos-project/build/cmake ..
```

An 8 bit crc working in "rp2040-freertos-project"

These are the files from pshell that are now compiled in the libcrc16.a

```
9 20 158 crc16.h
```

130 475 4015 fs.h

6 21 134 vi.h

19 46 328 xcommon.h

10 23 202 xreceive.h

8 19 154 xtransmit.h

to libcrc16.a

arm-none-eabi-ar t crc16/libcrc16.a

crc16.c.obj

head-tail.c.obj

cvtutils.c.obj

lfs_util.c.obj

lfs.c.obj

fs.c.obj

xreceive.c.obj

xtransmit.c.obj

vi.c.obj

The pshell project has crc16. I created a library

https://github.com/develone/rp2040-freertos-project/tree/master/crc16

https://github.com/develone/rp2040-freertos-project/blob/master/crc16/CMakeLists.txt

```
This is still a WIP to add other files to library vi.c
set(PICO_SDK_CRC16_SOURCE CRC16-Files)
add_library(crc16
 ${PICO_SDK_CRC16_SOURCE}/crc16.c
         ${PICO_SDK_CRC16_SOURCE}/head-tail.c
         ${PICO_SDK_CRC16_SOURCE}/cvtutils.c
         ${PICO_SDK_CRC16_SOURCE}/lfs_util.c
         ${PICO_SDK_CRC16_SOURCE}/lfs.c
         ${PICO_SDK_CRC16_SOURCE}/fs.c
         ${PICO_SDK_CRC16_SOURCE}/xreceive.c
         ${PICO_SDK_CRC16_SOURCE}/xtransmit.c
         ${PICO_SDK_CRC16_SOURCE}/vi.c
)
target_include_directories(crc16 PUBLIC
 ${PICO_SDK_CRC16_SOURCE}/include
         ${PICO SDK CRC16 SOURCE}/hardware
 ${PICO_SDK_CRC16_SOURCE}/portable/GCC/ARM_CM0
)
```

https://github.com/develone/rp2040-freertos-project/blob/master/doc/libcrc16.dis

```
File Edit Tabs Help
0x4c3
This is a place holder for the pshell task
Hello, world!
0x4c3
This is a place holder for the pshell task
Hello, world!
0x4c3
This is a place holder for the pshell task
Hello, world!
0x4c3
This is a place holder for the pshell task
Hello, world!
0x4c3
This is a place holder for the pshell task
Hello, world!
0x4c3
This is a place holder for the pshell task
Hello, world!
0x4c3
This is a place holder for the pshell task
Hello, world!
This is a place holder for the pshell task
```

from repo pshell crc16.c crc16.h from repo littlefs lfs.c lfs_util.c lfs.h lfs_util.h from libcrc.a repo rp2040-freertos-project cvtutils.c head-tail.c head-tail.h These now are used to create libcrc16.a

from the repo pshell fs.h vi.c xcommon.h xreceive.h xtransmit.h fs.c vi.h xreceive.c xtransmit.c

fs.c has the following .h files which prevents from being included in libcrc16.a

#include "hardware/flash.h"

#include "hardware/regs/addressmap.h"

#include "hardware/sync.h"

xreceive.c & xtransmit.c have the following .h files which prevents from being included in libcrc16.a

#include "pico/stdlib.h"

vi.c has the following .h files which prevents from being included in libcrc16.a #include "pico/stdlib.h"

The files from pshell & littlefs could not be include in libcrc16.a fs.h vi.h xreceive.c xtransmit.c fs.c vi.c xcommon.h xreceive.h xtransmit.h

Now in the libcrc16.a crc16.h lfs.h lfs_util.h crc16.c lfs.c lfs_util.c

From previous libcrc.a head-tail.h head-tail.c cvtutils.c

The library also provides a circular buffer.

The library was tested on a pico with the following

https://github.com/develone/rp2040-freertos-project/blob/master/test-read-crc16/main.c

```
File Edit Tabs Help
devel@pi4-27:~/rp2040-freertos-project/build/test-read-crc16 $ cd ../../
devel@pi4-27:~/rp2040-freertos-project $ cd testcrc16/
devel@pi4-27:~/rp2040-freertos-project/testcrc16 $ ./tst
Hello, world!
0x4c3
devel@pi4-27:~/rp2040-freertos-project/testcrc16 $ ■
```

Testing in Linux RPi4B+ 8Gb Raspberry Pi O/S rp2040-freertos-project/testcrc16-RPi

One of the Ultibo members post the folloing

https://ultibo.org/forum/viewtopic.php?f=9&t=1640&start=30

by Gavinmc42 »

This is interesting, talk about adding Pascal to it. https://forums.raspberrypi.com/viewtopic.php?t=323018

With a shell, editor and Pascal, OTA update of just the Pascal code should be smaller/quicker? Hmm, should look at OTA of Micropython on Picos or has that been done?

Forked "https://github.com/lurk101/pshell" "git clone git@github.com:develone/pshell.git"

```
"cd pshell"
"git submodule update -init"
mkdir build
cd build
cmake ..
```

The image below is running test-read-crc16.elf

```
File Edit Tabs Help
0x4c3
Hello, world!
```

First needed format followed by mount

Created tt.txt using vi from the pshell

```
File Edit Tabs Help
format - format the filesystem
   get - get file (xmodem)
    ls - list directory
 mkdir - create directory
 mount - mount filesystem
    mv - rename file or directory
   put - put file (xmodem)
     q - quit
    rm - remove file or directory
status - filesystem status
unmount - unmount filesystem
    vi - vi editor
/: ls
    899 tt.txt
    1798 ttt.txt
   3596 xx.txt
/: status
flash base 0x100000, blocks 256, block size 4096, used 5, total 1048576 bytes,
```

m
The image below is using the vi command

m