

# API

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## HF-LPX70 SDK API Reference

# CONTENT

1. Linux STANDARD C FUNCTION .....	7
2. SYSTEM ERROR CODE DEFINITION .....	8
3. AT COMMAND API.....	10
● <b>hfat_get_words</b> .....	10
● <b>hfat_send_cmd</b> .....	10
● <b>hfat_enable_uart_session</b> .....	11
4. DEBUG API.....	12
● <b>HF_Debug</b> .....	12
● <b>hfdbg_get_level</b> .....	12
● <b>hfdbg_set_level</b> .....	13
5. GPIO CONTROL API.....	14
● <b>hfgpio_configure_fpin</b> .....	14
● <b>hfgpio_fconfigure_get</b> .....	15
● <b>hfgpio_fpin_add_feature</b> .....	16
● <b>hfgpio_fpin_clear_feature</b> .....	16
● <b>hfgpio_fpin_is_high</b> .....	17
● <b>hfgpio_fset_out_high</b> .....	17
● <b>hfgpio_fset_out_low</b> .....	17
● <b>hfgpio_pwm_disable</b> .....	18
● <b>hfgpio_pwm_enable</b> .....	18
● <b>hfgpio_adc_enable</b> .....	19

●	<b>hfgpio_adc_get_value</b> .....	19
6.	WiFi API .....	21
●	<b>hfsmtlk_start</b> .....	21
●	<b>hfsmtlk_stop</b> .....	21
●	<b>hfwifi_scan</b> .....	21
●	<b>hfwifi_scan_ex</b> .....	22
●	<b>hfwifi_sta_is_connected</b> .....	23
●	<b>hfwifi_transform_rssi</b> .....	24
●	<b>hfwifi_sta_get_current_rssi</b> .....	24
●	<b>hfwifi_sta_get_current_bssid</b> .....	24
●	<b>hfwifi_read_sta_mac_address</b> .....	25
7.	UART API .....	26
●	<b>hfuart_send</b> .....	26
8.	TIMER API .....	26
●	<b>hftimer_start</b> .....	26
●	<b>hftimer_create</b> .....	27
●	<b>hftimer_change_period</b> .....	27
●	<b>hftimer_delete</b> .....	28
●	<b>hftimer_get_timer_id</b> .....	28
●	<b>hftimer_stop</b> .....	28
9.	MUTIL THREAD API .....	30
●	<b>hftthread_create</b> .....	30

●	<b>hfthread_delay</b> .....	30
●	<b>hfthread_destroy</b> .....	31
●	<b>hfthread_enable_softwatchdog</b> .....	31
●	<b>hfthread_disable_softwatchdog</b> .....	32
●	<b>hfthread_reset_softwatchdog</b> .....	33
●	<b>hfthread_mutex_new</b> .....	33
●	<b>hfthread_mutex_free</b> .....	33
●	<b>hfthread_mutex_unlock</b> .....	34
●	<b>hfthread_mutex_lock</b> .....	34
●	<b>hfthread_mutex_trylock</b> .....	35
10.	<b>NETWORK API</b> .....	36
●	<b>hfnet_wifi_is_active</b> .....	36
●	<b>hfnet_start_uart</b> .....	36
●	<b>hfnet_start_socketa</b> .....	37
●	<b>hfnet_start_socketb</b> .....	38
●	<b>hfnet_ping</b> .....	38
●	<b>hfnet_gethostbyname</b> .....	39
●	<b>hfnet_start_httpd</b> .....	39
●	<b>hfnet_httpd_set_get_nvrn_callback</b> .....	40
●	<b>hfnet_socketa_send</b> .....	40
●	<b>hfnet_socketb_send</b> .....	41
●	<b>hfnet_socketa_fd</b> .....	41

●	<b>hfnet_socketa_get_client</b> .....	42
●	<b>hfnet_socketb_fd</b> .....	42
●	<b>hfnet_socketa_close_client_by_fd</b> .....	42
●	<b>Standard socket API</b> .....	43
11.	<b>SYSTEM FUNCTION</b> .....	44
●	<b>hfmem_free</b> .....	44
●	<b>hfmem_malloc</b> .....	44
●	<b>hfmem_realloc</b> .....	44
●	<b>hfsys_get_memory</b> .....	45
●	<b>hfsys_get_reset_reason</b> .....	45
●	<b>hfsys_get_run_mode</b> .....	46
●	<b>hfsys_get_time</b> .....	47
●	<b>hfsys_nvm_read</b> .....	47
●	<b>hfsys_nvm_write</b> .....	48
●	<b>hfsys_register_system_event</b> .....	48
●	<b>hfsys_reload</b> .....	49
●	<b>hfsys_reset</b> .....	50
●	<b>hfsys_softreset</b> .....	50
●	<b>hfsys_switch_run_mode</b> .....	50
●	<b>hfconfig_file_data_read</b> .....	51
●	<b>hfconfig_file_data_write</b> .....	51
12.	<b>USER Flash API</b> .....	53

●	<b>hfuflash_erase_page</b> .....	53
●	<b>hfuflash_read</b> .....	53
●	<b>hfuflash_write</b> .....	53
13.	<b>USER FILE API</b> .....	55
●	<b>hffile_userbin_read</b> .....	55
●	<b>hffile_userbin_size</b> .....	55
●	<b>hffile_userbin_write</b> .....	55
●	<b>hffile_userbin_zero</b> .....	56
14.	<b>ota-upgrade API</b> .....	57
●	<b>hfupdate_start</b> .....	57
●	<b>hfupdate_write_file</b> .....	57
●	<b>hfupdate_complete</b> .....	58
15.	<b>ENCRYTION AND DECRYPTION API</b> .....	59
●	<b>hfcrypto_aes_ecb_encrypt</b> .....	59
●	<b>hfcrypto_aes_ecb_decrypt</b> .....	59
●	<b>hfcrypto_aes_cbc_encrypt</b> .....	59
●	<b>hfcrypto_aes_cbc_decrypt</b> .....	60

# 1. LINUX STANDARD C FUNCTION

HSF-LPX30 is compatible with standard C library function, such as memory management, string, time and standard input and output etc. Some relative function introduction please refer to standard C library function.

2MB Flash version support TLS encryption, see detail interface in `mbedtlsls_compatible_cyssl.h` and example code in `ssltest.c` file.

## 2. SYSTEM ERROR CODE DEFINITION

The return value of API function (except special instructions) provision , success "HF\_SUCCESS" , or ">0" , fail "<0" . The error code is 4Bytes signed integer , The return value is negative of error code. "31-24" bit for module index, "23-8" reserved, "7-0" is 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_INVAL, /* 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*/
};
```

**Header File :**

hferrno.h

### 3. AT COMMAND API

#### ● hfat\_get\_words

**Function prototype:**

```
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: Pointer to the string 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.

**Remark:**

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

**Example:**

Example/attest.c

**Header file:**

hfat.h

#### ● hfat\_send\_cmd

**Function prototype:**

```
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

**Remark:**

The function execute is same as through UART send AT command, It don't support "AT+H" and "AT+WSCAN" at present, Wi-Fi scan can refer to hfwifi\_scan, AT command execute result saved in rsp. rsp is a string, To the specific format, Pls refer to UART AT command help manual; Through the function can get setting system configuration.

Attention: This function can't send extended AT command through user\_define\_at\_cmds\_table. Cuz the extended AT command can be called directly , No need to be implemented by sending the AT command, If user through user\_define\_at\_cmds\_table to extend existed AT command, Such as " AT+VER ", If send hfat\_send\_cmd( "AT+VER\r\n" ,sizeof( "AT+VER\r\n" ),rsp,64); The return will come with T+VER instead of extended.

**Example:**

example/attest.c

**Header file:**

hfat.h

## ● hfat\_enable\_uart\_session

**Function prototype:**

```
int hfat_enable_uart_session(char enable);
```

**Description:**

Enable/close ++ transparent mode to command mmode

**Parameters:**

enable: 1-enable, 0-close;

**Return Value:**

HF\_success: success, HF\_FAIL: fail;

**Notes:**

None

**Example:**

None

**Header:**

hfat.h

## 4. DEBUG API

### ● HF\_Debug

#### **Function prototype:**

```
void HF_Debug(int debug_level,const char *format , ... );
```

#### **Description:**

Output debug information to UART

#### **Parameters:**

debug\_level: Debug level, it can be:.

```
#define DEBUG_LEVEL_LOW 1
```

```
#define DEBUG_LEVEL_MID 2
```

```
#define DEBUG_LEVEL_HI 3
```

Or other larger value, With hfdbg\_set\_level set debug level can only output the above setting level of log information, Log information needs to be enabled first.

format: formatted output, the same as printf.

Maximum 250 bytes. If exceed, pls call more times to print.

#### **Return Value:**

None

#### **Notes:**

AT+NDBGL=X,Y can enable debug information output,X represent debug level(0:close), Y represent UART number (0: UART 0,1:UART 1), Recommend debug info output to UART 1( To UART 1 pin, Pls refer to module manual), UART 0 used for normal interactive communication, Pls dynamic turn to debug after program released, Then can use AT+NDBGL command open, Don' t need to debug when AT+NDBGL=0 off.

#### **Examples:**

None

#### **Header file:**

hf\_debug.h

### ● hfdbg\_get\_level

#### **Function prototype:**

```
int hfdbg_get_level ();
```

#### **Description:**

Get current debug level;

#### **Parameters:**

None

***Return Value:***

Return the current debug level.

***Remark:***

None

***Examples:***

None

***Header file:***

hf\_debug.h

**● hfdbg\_set\_level*****Function prototype:***

```
void hfdbg_set_level (int debug_level);
```

***Description:***

Set debug info output level or close debug level

***Parameters:***

debug\_level: debug level, it can be 0:Close debug info output

```
#define DEBUG_LEVEL_LOW 1
```

```
#define DEBUG_LEVEL_MID 2
```

```
#define DEBUG_LEVEL_HI 3
```

***Return Value:***

None

***Remark:***

***Recommend to use UART*** AT+NDBG\_L command dynamic enable or close debug info output. Then user can check log anytime and don't need modify program.

***Examples:***

None

***Header file:***

hf\_debug.h

## 5. GPIO CONTROL API

### ● hfgpio\_configure\_fpin

#### *Function prototype:*

```
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_WPS,  
    HFGPIO_F_IR,
```

```

HFGPIO_F_RESERVE2,
HFGPIO_F_RESERVE3,
HFGPIO_F_RESERVE4,
HFGPIO_F_RESERVE5,
HFGPIO_F_USER_DEFINE
};

```

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

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

HFPIO_DEFAULT	Default
HFM_IO_TYPE_INPUT	Input Mode
HFM_IO_OUTPUT_0	Output low level
HFM_IO_OUTPUT_1	Output High level

***Return Value:***

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

HF\_E\_ACCESS: The corresponding PIN does not have the setting property(flags), For example HFGPIO\_F\_JTAG\_TCK corresponding pin is a peripheral PIN, not a GPIO, it can't configure other property except HFPIO\_DEFAULT.

***Remark:***

Before setting, User should be clear about the property of function id corresponding to the PIN, Pls refer to related datasheet to check every pin property. If configure a PIN which does not have the property, Pls return to HF\_E\_ACCESS.

***Examples:***

None

***Header file:***

hfgpio.h

● **hfgpio\_fconfigure\_get**

***Function prototype:***

```
int hfgpio_fconfigure_get(int fid);
```

***Description:***

Get the fid mapping PIN property value.

***Parameters:***

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

***Return Value:***

Success return to corresponding property value of PIN, Property value can refer to hfgpio\_configure\_fpin, HF\_E\_INVALID: fid illegal or the corresponding PIN is

illgel.

**Remark:**

None

**Example:**

gpiotest.c

**Header file:**

hfgpio.h

## ● hfgpio\_fpin\_add\_feature

**Function prototype:**

```
int HSF_API hfgpio_fpin_add_feature(int fid,int flags);
```

**Description:**

Add property value for corresponding PIN of fid.

**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 illegal

**Notes:**

None

**Examples:**

gpiotest.c

**Header file:**

hfgpio.h

## ● hfgpio\_fpin\_clear\_feature

**Function prototype:**

```
int HSF_API hfgpio_fpin_clear_feature (int fid,int flags);
```

**Description:**

Clear one or multi property 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 illegal.

**Notes:**

None

**Examples:**

gpiotest.c

**Header file:**



hfgpio.h

## ● hfgpio\_fpin\_is\_high

### ***Function prototype:***

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

### ***Description:***

Judge the fid PIN is high level or not;

### ***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 level, return 1 if PIN is high level, reutrnrn <0 if PIN is illegal.

### ***Notes:***

None

### ***Examples:***

example/gpiotest.c

### ***Header file:***

hfgpio.h

## ● hfgpio\_fset\_out\_high

### ***Function prototype:***

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

### ***Description:***

Set the fid mapping PIN as output high level.

### ***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 property don't support input

### ***Notes:***

This API equal to hfgpio\_configure\_fpin(fid, HFM\_IO\_OUTPUT\_1|  
HFPIO\_DEFAULT);

### ***Example:***

example/gpiotest.c

### ***Header file:***

hfgpio.h

## ● hfgpio\_fset\_out\_low

### ***Function prototype:***

```
int hfgpio_fset_out_low(int fid);
```

**Description:**

Set fid mapping pin to output low level

**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.

**Remark:**

The API is equal to hfgpio\_configure\_fpin(fid, HFM\_IO\_OUTPUT\_0|HFPIO\_DEFAULT);

**Example:**

example/gpiotest.c

**Header file:**

hfgpio.h

## ● hfgpio\_pwm\_disable

**Function prototype:**

```
int hfgpio_pwm_disable(int fid);
```

**Definition:**

Close PWM output

**Parameter:**

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 illegal or the related PIN illegal.

HF\_FAIL:set fail; HF\_E\_ACCESS: related PIN don't have F\_PWM property,can not configure to PWM mode;

**Remark:**

None

**Example:**

attest.c

**Header File:**

hfgpio.h

## ● hfgpio\_pwm\_enable

**Function prototype:**

```
int HSF_API hfgpio_pwm_enable(int fid, int freq, int hrate);
```

**Definition:**

Open PWM output

**Parameter:**

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

freq: output frequency, Range 200-1000000, GPIO 3 only support range

2000-1000000.

hrate: Output duty ratio, Range 1-99

***Return Value:***

HF\_SUCCESS: set success, HF\_E\_INVALID: fid illegal or the related PIN illegal,  
HF\_FAIL: set fail; HF\_E\_ACCESS: related PIN don't have F\_PWM property, can not  
configure to PWM mode;

***Remark:***

None

***Example:***

attest.c

***Header file:***

hfgpio.h

## ● **hfgpio\_adc\_enable**

***Function prototype:***

int hfgpio\_adc\_enable(int fid);

***Definition:***

Open ADC function

***Parameter:***

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 illegal or its related PIN illegal,  
HF\_FAIL: set fail; HF\_E\_ACCESS: related PIN don't have F\_ADC property, can not  
configured as ADC mode;

***Notes:***

None

***Example:***

attest.c

***Header:***

hfgpio.h

## ● **hfgpio\_adc\_get\_value**

***Function prototype:***

int HSF\_API hfgpio\_adc\_get\_value(int fid);

***Definition:***

Read ADC level value

***Parameter:***

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

***Return Value:***

ADC Level, Range 0-1023

***Remark:***

ADC is 10-bit sample, Before call this function, User need call hfgpio\_adc\_enable to open ADC, Sample value is corresponding to 2V, 0V the return value is 0, 2V the return value is 1023

***Example:***

attest.c

***Header File:***

hfgpio.h

## 6. WIFI API

### ● hfsmtlk\_start

**Function prototype:**

```
int HSF_API hfsmtlk_start(void);
```

**Description:**

Start smartlink.

**Parameters:**

None

**Return Value:**

Return HF\_SUCCESS if success, return others if fail

**Remark:**

After calling this function, the program will be rebooted immediately

**Examples:**

None

**Header file:**

hfsmtlk.h

### ● hfsmtlk\_stop

**Function prototype:**

```
int HSF_API hfsmtlk_stop(void);
```

**Description:**

Stop smartlink.

**Parameters:**

None

**Return Value:**

Return HF\_SUCCESS if success, return others if fail

**Remark:**

None

**Examples:**

None

**Header file:**

hfsmtlk.h

### ● hfwifi\_scan

**Function prototype:**

```
int HSF_API hfwifi_scan(hfwifi_scan_callback_t p_callback);
```

**Description:**

Scan the existing AP

**Parameters:**

hfwifi\_scan\_callback\_t: When the device scan to existing AP, Through this callback and tell user the AP details.

```
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 value
    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

***Remark:***

*The function will not exit during scan, If exit, It means finished.*

***Example:***

example/wifitest.c

***Header file:***

hfwifi.h

## ● hfwifi\_scan\_ex

***Function prototype:***

```
int HSF_API hfwifi_scan(hfwifi_scan_callback_t p_callback);
```

***Description:***

Scan the existing AP

***Parameters:***

hfwifi\_scan\_callback\_t: When the device scan to existing AP, Through this callback and tell user the AP details.

```
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 value
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
ctx: Callback function parameters;

```

***Return Value:***

Return HF\_SUCCESS if success, return others if fail

***Remark:***

*The function will not exit during scan, If exit, It means finished.*

***Example:***

example/wifitest.c

***Header file:***

hfwifi.h

## ● hfwifi\_sta\_is\_connected

***Function prototype:***

```
Int hfwifi_sta_is_connected(void);
```

***Description:***

Judge the WiFi can successfully connect or not in STA mode.

***Parameters:***

None

***Return Value:***

If success, return 1. Otherwise return 0.

***Notes:***

None

***Example:***

wifitest.c

***Header:***

hfwifi.h

## ● hfwifi\_transform\_rssi

### *Function prototype:*

```
int hfwifi_transform_rssi(int rssi_dbm);
```

### *Description:*

dBm signal format transfer to percentage.

### *Parameters:*

dbm: Signal strength, It's negative number.

### *Return Value:*

The percentage strength of signal

### *Notes:*

Transform equation equal to  $rssi = (dBm + 95) * 2$

### *Example:*

wifitest.c

### *Header:*

hfwifi.h

## ● hfwifi\_sta\_get\_current\_rssi

### *Function prototype:*

```
int hfwifi_sta_get_current_rssi(int *dBm);
```

### *Description:*

Acquire signal strength of current connected router

### *Parameters:*

dBm: Signal strength. If disconnect the value is -100.

### *Return Value:*

The percentage of signal strength. Return -1, if disconnect.

### *Notes:*

None

### *Example:*

wifitest.c

### *Header:*

hfwifi.h

## ● hfwifi\_sta\_get\_current\_bssid

### *Function prototype:*

```
int hfwifi_sta_get_current_bssid(uint8_t *bssid);
```

### *Description:*

Acquire BSSID of current connected router.

### *Parameters:*



bssid: Store the connected router bssid.

***Return Value:***

Return HF\_SUCCESS if success. Otherwise return -1.

***Notes:***

None

***Example:***

wifitest.c

***Header:***

hfwifi.h

● **hfwifi\_read\_sta\_mac\_address**

***Function prototype:***

```
int hfwifi_read_sta_mac_address(uint8_t *mac);
```

***Description:***

Acquire module MAC address.

***Parameters:***

mac: Store MAC address.

***Return Value:***

Return HF\_SUCCESS if success. Otherwise is fail.

***Notes:***

The acquired MAC address is 6pcs 8bit number. If the value is 0xac,0xcf,0x88,0x88,0x88,0x88, it means the module has not been checked and it can not use WiFi function.

***Example:***

wifitest.c

***Header:***

hfwifi.h

## 7. UART API

### ● hfuart\_send

**Function prototype:**

```
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 device, Can choose HFUART0 or HFUART1 (UART 0 or UART 1)

data: The buffer of send data.

bytes: The length of send data

timeouts: Timeout, invalid value, Default to 0.

**Return Value:**

If success, It will return actual send data, If fail it will return error code.

**Notes:**

None

**Examples:**

None

**Header file:**

hfuart.h

## 8. TIMER API

### ● hftimer\_start

**Function prototype:**

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

**Description:**

Boot up a timer

**Parameters:**

Htimer: create by hftimer\_create;

**Return Value:**

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

**Notes:**

It is not allowed to be used in hardware interrupts;

**Example:**

example/timertest.c

**Header file:**

hftimer.h

## ● hftimer\_create

### **Function prototype:**

```
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: the name of timer.

period: The trigger cycle of timer , Use ms as unit;

auto\_reload: appoint as automatically or manually. If is true, only need to call hftimer\_start once, after timer triggered, no need to call hftimer\_start again. If false, then user need to call hftimer\_start again after trigger.

flags: currently can be 0 or HFTIMER\_FLAG\_HARDWARE\_TIMER, if the created timer is a hardware timer, please set the flag as HFTIMER\_FLAG\_HARDWARE\_TIMER.

### **Return Value:**

if succeed, will return a pointer which point to a timer object, otherwise return NULL;

### **Notes:**

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

### **Example:**

example/timertest.c

### **Header file:**

hftimer.h

## ● hftimer\_change\_period

### **Function prototype:**

```
void HSF_API hftimer_change_period(hftimer_handle_t htimer,int32_t  
new_period);
```

### **Description:**

Modify timer period.

### **Parameters:**

htimer: Object created by hftimer\_create

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

### **Return Value:**

None;

### **Notes:**

Modify the new timer period, After call the function,The timer will running in new period; It is not allowed to be used in hardware interrupts;

**Example:**

example/timertest.c

**Header file:**

hftimer.h

● **hftimer\_delete**

**Function prototype:**

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

**Description:**

Delete a timer

**Parameters:**

htimer: The deleted timer created by hftimer\_create

**Return Value:**

None

**Remark:**

It is not allowed to be used in hardware interrupts;

**Example:**

example/timertest.c

**Header file:**

hftimer.h

● **hftimer\_get\_timer\_id**

**Function prototype:**

```
uint32_t HSF_API hftimer_get_timer_id( hftimer_handle_t htimer );
```

**Description:**

Get timer ID.

**Parameters:**

htimer: created by hftimer\_create;

**Return Value:**

Return timer ID if success, Apoint by ftimer\_creat, Return HF\_FAIL if fail;

**Notes:**

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

**Example:**

example/timertest.c

**Header file:**

hftimer.h

● **hftimer\_stop**

**Function prototype:**

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

***Description:***

Stop a timer

***Parameters:***

htimer: created by hftimer\_create;

***Return Value:***

None;

***Notes:***

After call this API, the timer stop counting unless hftimer\_start is recalled;

***Example:***

example/timertest.c

***Header file:***

hftimer.h

## 9. MUTIL THREAD API

### ● hfthread\_create

#### **Function prototype:**

```
int hfthread_create(PHFTHREAD_START_ROUTINE routine,const char * const
name, uint16_t stack_depth, void *parameters, uint32_t uxpriority,hfthread_hande_t
*created_thread, uint32_t *stack_buffer);
```

#### **Description:**

create a thread

#### **Parameter:**

routine: input parameter: entrance function of thread,  
typedef void (\*PHFTHREAD\_START\_ROUTINE)( void \* );  
stack\_depth:Input parameter thread stack depth, depth is 4Bytes/unit,  
stack\_size = stack\_depth\*4;  
parameters: input parameter, thread entrance function parameter;  
uxpriority: input parameter, thread priority level, HSF priority level has:  
HFTHREAD\_PRIORITIES\_LOW: priority level low  
HFTHREAD\_PRIORITIES\_MID: priority level middle  
HFTHREAD\_PRIORITIES\_NORMAL: priority level normal  
HFTHREAD\_PRIORITIES\_HIGH: priority level high  
User thread usually use HFTHREAD\_PRIORITIES\_MID,  
HFTHREAD\_PRIORITIES\_LOW;  
created\_thread: optional, if function succeed, returns a pointer to the thread  
creation ; if none, no returns  
stack\_buffer: reserve for further use

#### **Return value:**

Return HF\_SUCCESS, if success, otherwise failure, please check HSF error  
code

#### **Remark:**

For stable, User thread recommend to use HFTHREAD\_PRIORITIES\_LOW and  
HFTHREAD\_PRIORITIES\_MID, It' s better to not use  
HFTHREAD\_PRIORITIES\_NORMAL.

#### **Example:**

Example/threadtest.c

#### **Header File:**

hfthread.h

### ● hfthread\_delay

**Function prototype:**

```
void hf_thread_delay(uint32_t ms);
```

**Description:**

Suspend current thread by ms

**Parameter:**

ms : Suspend time( unit is ms).

**Return value:**

None

**Remark:**

The function actually thread dormant time may have some difference with actual time.

**Example:**

Example/threadtest.c

**Header file:**

hfthread.h

**● hfthread\_destroy****Function prototype:**

```
void hfthread_destroy(hfthread_hande_t thread);
```

**Description:**

Delete the thread created by hfthread\_create

**Parameter:**

thread: point to deleted thread, if null, delete current thread.

**Return value:**

None

**Remark:**

When the function used for delete thread, The resource won' t release immediately;

**Example:**

example/threadtest.c

**Header file:**

hfthread.h

**● hfthread\_enable\_softwatchdog****Function prototype:**

```
int HSF_API hfthread_enable_softwatchdog(hfthread_hande_t thread,uint32_t time);
```

**Description:**

the software watchdog of enable thread

**Parameter:**

thread: the pointer point to thread, will return hfthread\_create, this parameter can be NULL, if is NULL, enable the software watch dog of current thread

time: software watchdog overtime, unit is S

**Return value:**

Return HF\_SUCCESS if success,, otherwise failure, please check HSF error code.

**Remark:**

Thread watchdog can check thread working status. if check watchdog enable, thread does not call hfthread\_reset\_softwatchdog in set time, The module will do soft-reset. This function can be re-called many times, can change overtime dynamically. When calling, system will reset thread software watchdog.

The thread watchdog is disabled by default. It only works when calling this thread function.

**Example:**

Example/threadtest.c

**Header file :**

hfthread.h

**● hfthread\_disable\_softwatchdog****Function prototype:**

```
int HSF_API hfthread_disable_softwatchdog(hfthread_hande_t thread);
```

**Description:**

Disable thread software watchdog

**Parameter:**

thread: the pointer point to thread, will return hfthread\_create, the parameter can be NULL,when the return is NULL,disable the software watchdog of current thread.

**Return value:**

Return HF\_SUCCESS if success , otherwise failure, please check HSF error code

**Remark:**

in the thread operation process, if one operation tooks too long time (or waiting too long time for a signal) and the time is longer than overtime, user can disable the software watchdog first, To avoid the watchdog effect cuz the long time and cause module restart; enable the watchdog after the operation finished.

**Example:**

Example/threadtest.c

**Header file:**



hfthread.h

## ● hfthread\_reset\_softwatchdog

### ***Function prototype:***

```
int HSF_API hfthread_reset_softwatchdog(hfthread_handle_t thread);
```

### ***Description:***

Restore thread software watchdog(feed dog)

### ***Parameter:***

thread: the pointer point to thread,will return hfthread\_create, the parameter can be NULL, if is NULL,restore the software watchdog of current thread;

### ***Return value:***

Return HF\_SUCCESS if success , otherwise failure, please check HSF error code

### ***Remark:***

After enable watchdog, thread must call this function within set time to do feed dog operation; when overtime, module will do soft reset;

### ***Example:***

Example/threadtest.c

### ***Header file:***

hfthread.h

## ● hfthread\_mutex\_new

### ***Function prototype:***

```
int hfthread_mutex_new(hfthread_mutex_t *mutex);
```

### ***Description:***

create a thread mutex

### ***Parameter:***

mutex: after successful implement the function,the return will point to created mutex;

### ***Return value***

Return HF\_SUCCESS if success , otherwise failure, please check HSF error code

### ***Remark:***

when do not use created mutex, please use hfthread\_mutex\_free to release resource;

### ***Example:***

Example/threadtest.c

### ***Header file:***

hfthread.h

## ● hfthread\_mutex\_free

### ***Function prototype:***

```
void hfthread_mutex_free(hfthread_mutex_t mutex);
```

**Description:**

Destroy the thread mutex created by hfthread\_mutex\_new

**Parameter:**

mutex: point to the deleting mutex;

**Return value:**

No return value

**Remark:**

None

**Example:**

Example/threadtest.c

**Header file:**

hfthread.h

## ● hfthread\_mutex\_unlock

**Function prototype:**

```
void hfthread_mutex_unlock(hfthread_mutex_t mutex);
```

**Description:**

release mutex

**Parameter:**

mutex: point to a mutex, created by hfthread\_mutex\_new

**Return value:**

The function don't have return value ;

**Remark:**

None

**Example:**

Example/threadtest.c

**Header file:**

hfthread.h

## ● hfthread\_mutex\_lock

**Function prototype:**

```
int hfthread_mutex_lock (hfthread_mutex_t mutex);
```

**Description:**

acquire mutex.

**Parameter:**

mutex: point to a mutex, created by hfthread\_mutex\_new

**Return value:**

Return HF\_SUCCESS if success; otherwise return HF\_FAIL if failure.  
, others please refer HSF error code

**Remark:**

hfthread\_mutex\_lock and hfthread\_mutex\_unlock appear in pair. If call hfthread\_mutex\_lock, and do not call hfthread\_mutex\_unlock at the same time, recall hfthread\_mutex\_lock may occurs deadlock

**Example:**

Example/threadtest.c

**Requests:**

hfthread.h

**● hfthread\_mutex\_trylock****Function prototype:**

```
int hfthread_mutex_trylock(hfthread_mutex_t mutex);
```

**Description:**

Check the thread mutex locked or not

**Parameter:**

mutex: point to a mutex,created by hfthread\_mutex\_new;

**Return value:**

return 0 if mutex lock, otherwise mutex don't lock.

**Remark:**

None

**Example:**

Example/threadtest.c

**Header File:**

hfthread.h

## 10. NETWORK API

### ● hfnet\_wifi\_is\_active

**Function prototype:**

```
int HSF_API hfnet_wifi_is_active(void);
```

**Description:**

Judge if module has conncted the router when working under STA mode.

**Parameter:**

None

**Return value:**

Return HF\_SUCCESS if success; otherwise failure HF\_FAIL, others please refer HSF error code

**Notes:**

**Module can be allowed to create socket or other network communicaiton when it is working as STA mode and it connected to router. If no connection, lwip has not been initialized, and module don' t allowed to create socket or relative function. It can also remove this judgment, but start network communication must wait to created until HFE\_DHCP\_OK occur.**

**There is no effect on AP mode, module will skip this step.**

**This function is totally different with LPB100.**

**Example:**

**Header file:**

hfnet.h

### ● hfnet\_start\_uart

**Function prototype:**

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

**Description:**

start HSF own UART serial transceiver control service;

**Parameter:**

uxpriority:uart service thread priority level ;please refer to hfthread\_create parameter uxpriority

p\_uart\_callback: serial callback function, optional; if don' t need, please set as NULL, user can call when serial receive data, the description of callback function definition and parameter please refer to hfnet\_start\_socketa;

**Return value:**

Return HF\_SUCCESS if success; otherwise return HF\_FAIL if failure.

**Remark:**

When serial receiving data, if p\_uart\_callback is not NULL, call p\_uart\_callback first; if work in transparent transmit mode, send the receiving data to socketa, sockatb service ( if the two services existed), if work in command mode, pass the receiving command to command resolve program.

Under transparent transmit mode, user can realize the encryption, decryption and secondary treatment of data by the callback function and socketa, sockatb service callback; under command mode, user can define AT command name and form by callback

**Example:**

Example/callbacktest.c

**Header file:**

hfnet.h

## ● hfnet\_start\_socketa

**Function prototype:**

```
int hfnet_start_socketa(uint32_t uxpriority,hfnet_callback_t p_callback);
```

**Description:**

Start HSF own socketa service.

**Parameter:**

uxpriority:socketa service priority level, please refer to hfthread\_create parameter uxpriority.

p\_callback: callback function,optional, if don't need callback, set as NULL,Pls touch off when socketa service receiving data or status have some change;

```
int socketa_rcv_callback_t( uint32_t event,void *data,uint32_t len,uint32_t buf_len);
```

event:ID ;

data: point to the buffer of receive data, User can modify the buffer value by callback function; When working on UDP mode, The data+len behind 6 bytes as send port 4Bytes ip address and 2 Bytes port number, If the socketa working on TCP server port mode ; data+len behind 4 Bytes as customer port cid, Through hfnet\_socketa\_get\_client or detailed info.

len: The length of receive data;

buf\_len:data point to buffer actual length, The value greater than or equal to len;

Callback function return value, It's for the length of customer handled data, If user don't do any modify to the data, Just read, The return value will equal to len;

**Return value:**

Return HF\_SUCCESS if success; otherwise return HF\_FAIL if failure.  
, others please refer HSF error code

**Example:**

Please refer to hfnet\_start\_socketb

**Requests:**

hfnet.h

## ● hfnet\_start\_socketb

**Function prototype:**

```
int hfnet_start_socketb(uint32_t uxpriority, hfnet_callback_t p_callback);
```

**Description:**

Start HSF own socketb service.

**Parameter:**

uxpriority: socketb service priority level, please refer to hfthread\_create parameter uxpriority.

p\_callback: optional, if don't need callback NULL, Pls refer to hfnet\_start\_socketa.

**Return Value:**

Return HF\_SUCCESS if success; otherwise return HF\_FAIL if failure.  
, others please refer HSF error code

**Remark:**

None

**Example:**

callbacktest.c

**Header file:**

hfnet.h

## ● hfnet\_ping

**Function prototype:**

```
int hfnet_ping(const char* ip_address);
```

**Description:**

send ping package to target address, check if the address arrived or not.

**Parameter:**

ip\_address: check the character string of target IP address, address format is xxx.xxx.xxx.xxx, if need ping domain name, please call hfnet\_gethostbyname to get IP address;

**Return value:**

Return HF\_SUCCESS if success; otherwise return HF\_FAIL if failure.  
, others please refer HSF error code

**Remark:**

if network disconnect, DNS server set error or the check info both will cause failure.

**Example:**

**Requests:**

hfnet.h

## ● hfnet\_gethostbyname

**Function prototype:**

```
int hfnet_gethostbyname(const char *name, ip_addr_t *addr);
```

**Description:**

Get the domain name IP address.

**Parameter:**

name: Domain name.

addr: IP address

**Return value:**

Return HF\_SUCCESS if success; otherwise return HF\_FAIL if failure.  
, others please refer HSF error code.

**Remark:**

**Example:**

**Requests:**

hfnet.h

## ● hfnet\_start\_httpd

**Function prototype:**

```
int hfnet_start_httpd(uint32_t uxpriority);
```

**Description:**

start httpd, a small web server

**Parameter:**

uxpriority: httpd service priority level ,please refer to hfthread\_create parameter uxpriority;

**Return value:**

Return HF\_SUCCESS if success; otherwise return HF\_FAIL if failure.  
, others please refer HSF error code.

**Remark:**

If the application requires to support web interface. Please call this function when start.

**Example:**

**Header file:**

hfnet.h

● **hfnet\_httpd\_set\_get\_nvram\_callback**

**Function prototype:**

```
void HSF_API hfnet_httpd_set_get_nvram_callback(  
    hfhttpd_nvset_callback_t p_set,  
    hfhttpd_nvget_callback_t p_get);
```

**Description:**

set webserver to get set module parameter callback.

**Parameter:**

p\_set: optional parameter, If don't need extend WEB setting parameter interface, Please set as NULL, Otherwise point to entrance function of setting.

The type of setting call funtion:

```
int hfhttpd_nvset_callback( char * cfg_name,int name_len,char* value,int  
val_len);
```

cfg\_name is the name of configure, name\_len is the length of cfg\_name, value is the value of configure, val\_len is the length of value;

p\_get: optional parameter, If don't need extend WEB setting parameter interface, Please set as NULL, Otherwise point to entrance function of setting;

The call funtion type of get parameter:

```
int hfhttpd_nvget_callback( char *cfg_name,int name_len,char *value,int val_len);  
cfg_name is the name of get parameter, Attention: cfg_name not always contain  
end of string,, name_len:cfg_name length ,value: save cfg_name configure  
value,val_len:value corresponding length;
```

**Return value:**

None

**Remark:**

**Example:**

**Header file:**

hfnet.h

● **hfnet\_socketa\_send**

**Function prototype:**

```
int hfnet_socketa_send(char *data,uint32_t len,uint32_t timeouts);
```

**Description:**

send data to SOCKETA



**Parameter:**

data: buffer area for reserve sending data

len: the length of sending buffer

timeouts: send timeout, not available currently

**Return value:**

Will return the actual send data length If success, Otherwise it will return error code

**Remark:**

**Example:**

**Header file:**

hfnet.h

## ● hfnet\_socketb\_send

**Function prototype:**

```
int HSF_API hfnet_socketb_send(  
    char *data,  
    uint32_t len,  
    uint32_t timeouts)
```

**Description:**

send data to SOCKETB(AT+SOCKB)

**Parameter:**

data: buffer area for reserve sending data

len: the length of sending buffer;

timeouts: send timeout, not available currently

**Return value:**

If succeed, feedback the length of actual sending data, otherwise feedback error code

**Requests:**

hfnet.h

## ● hfnet\_socketa\_fd

**Function prototype:**

```
int HSF_API hfnet_socketa_fd(void);
```

**Description:**

Get socketa(AT+NETP) socket fd.

**Parameter:**

None

**Return value:**

Return socketa fd, otherwise return < 0.

**Remark:**

If work at TCP Server mode, the return is the listen server socket fd.

**Example:**

netcallback

**Requests:**

hfnet.h

## ● hfnet\_socketa\_get\_client

**Function prototype:**

```
int HSF_API hfnet_socketa_get_client(int cid, phfnet_socketa_client_t p_client);
```

**Description:**

Get TCP client information when socketa(AT+NETP) socket working at TCP Server.

**Parameter:**

cid: Client ID, 0~4.

p\_client, can not be NULL, point to the client information.

**Return value:**

Return HF\_SUCCESS if client information is set to p\_client, otherwise return fail.

**Remark:**

Socketa must working at TCP Server mode.

**Example:**

netcallback

**Requests:**

hfnet.h

## ● hfnet\_socketb\_fd

**Function prototype:**

```
int HSF_API hfnet_socketb_fd(void);
```

**Description:**

Get socketb(AT+SOCKB) socket fd.

**Parameter:**

None

**Return value:**

Return socketb fd, otherwise return < 0.

**Example:**

netcallback

**Requests:**

hfnet.h

## ● hfnet\_socketa\_close\_client\_by\_fd

**Function prototype:**

```
int HSF_API hfnet_socketa_close_client_by_fd(int sockfd)
```

**Description:**

Close client socket fd connected to socketa.

***Return value:***

if succeed, feedback HF\_SUCCESS, HF\_FAIL means failed

***Requests:***

hfnet.h

**● Standard socket API**

HSF apply lwip protocol stack ,compatible with standard socket interface, such as socket, recv, select,sendto,ioc. If source code apply standard socket function, user just need to import head file hsf.h and hfnet.h. the use of standard socket please refer to relevant Manuel.

## 11. SYSTEM FUNCTION

### ● hfmem\_free

**Function prototype:**

```
void HSF_API hfmem_free(void *pv);
```

**Description:**

Free the memory allocated by hfmem\_malloc

**Parameters:**

pv: point to the address of releasing memory.

**Return Value:**

None

**Notes:**

the function is thread-safe, if multiple thread apply this function, don't use the "free" in libc, it is non-thread-safe function

**Examples:**

None

**Header file:**

hfsys.h

### ● hfmem\_malloc

**Function prototype:**

```
void *hfmem_malloc(size_t size)
```

**Parameters:**

Allocate memory

**Parameters:**

size: memory size

**Return Value:**

If NULL, means system has no free memory, if succeed, feedback the memory address;

**Notes:**

the function is thread-safe, if multiple thread apply this function, do not use malloc in libc, it is non-thread-safe function, in LPB100 series, call the memory management function in libc is not successful. Do not call libc malloc.

**Header file:**

hfsys.h

### ● hfmem\_realloc

**Function prototype:**

```
void HSF_API *hfmem_realloc(void *pv, size_t size);
```

**Description:**

Reallocate RAM resource

**Parameters:**

pv:point to the previous allocated address by hfmem\_malloc;

size:the size of reallocated memory

**Return Value:**

None

**Notes:**

refer to libc realloc, user can not call realloc function directly, but only use the API.

**Examples:**

None

**Header file:**

hfsys.h

## ● hfsys\_get\_memory

**Function prototype:**

```
uint32_t HSF_API hfsys_get_memory(void);
```

**Description:**

Query the unused IRAM size left in byte.

**Notes:**

This API query for the IRAM size left(about 57KB left), not include the DRAM part(10KB left, global variable is saved in DRAM). If too much global variable is defined, it will occupy more than 10KB. Please change to use hfmem\_malloc to allocate these

**Header file:**

hfsys.h

## ● hfsys\_get\_reset\_reason

**Function prototype:**

```
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.

**Notes:**

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

**Examples:**

None

**Header file:**

hfsys.h

● **hfsys\_get\_run\_mode**

**Function prototype:**

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
};
```

**Header file:**

hfsys.h

## ● hfsys\_get\_time

**Function prototype:**

```
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

**Header file:**

hfsys.h

## ● hfsys\_nvm\_read

**Function prototype:**

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

**Description:**

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 module power off, the data of NVM will be cleared.

**Examples:**

None

**Header file:**

hfsys.h

● **hfsys\_nvm\_write**

**Function prototype:**

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

**Description:**

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 module power off, the data of NVM will be cleared.

**Examples:**

None

**Header file:**

hfsys.h

● **hfsys\_register\_system\_event**

**Function prototype:**

```
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:**

None

**Header file:**

hfsys.h

● **hfsys\_reload**

**Function prototype:**

void HSF\_API hfsys\_reload();

**Description:**

Restore the parameter to factory setting

**Parameters:**

None

**Return Value:**

None

**Notes:**

After call this API, suggest to call the hfsys\_reset to reboot the system due to some parameter is valid only after reboot.

**Examples:**

None

**Header file:**

hfsys.h

## ● hfsys\_reset

### *Function prototype:*

```
void HSF_API hfsys_reset(void);
```

### *Description:*

Restart system, IO status not hold.

### *Parameters:*

None

### *Return Value:*

None

### *Notes:*

None

### *Examples:*

None

### *Header file:*

hfsys.h

## ● hfsys\_softreset

### *Function prototype:*

```
void HSF_API hfsys_softreset(void);
```

### *Description:*

Software reset, keep the current IO status

### *Parameters:*

None

### *Return Value:*

None

### *Notes*

None

### *Examples:*

None

### *Header file:*

hfsys.h

## ● hfsys\_switch\_run\_mode

### *Function prototype:*

```
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\_RUN\_THROUGH:Throughput mode

HFSYS\_STATE\_RUN\_CMD:Command mode

***Return Value:***

HF\_SUCCESS: success, otherwise HF\_FAIL

***Header file:***

hfsys.h

## ● **hfconfig\_file\_data\_read**

***Function prototype:***

int hfconfig\_file\_data\_read(int offset, unsigned char \*data, int len);

***Description:***

Read parameter from config area.

***Parameters:***

offset: Parameter offset

data: Store read parameter

len: Read size

***Return Value:***

HF\_SUCCESS: success, otherwise HF\_FAIL

***Header:***

hfconfig.h

## ● **hfconfig\_file\_data\_write**

***Function prototype:***

int hfconfig\_file\_data\_write(int offset, unsigned char \*data, int len);

***Description:***

Set parameter in config area.

***Parameters:***

offset: Parameter offset in config area

data: Setting parameter

len: Setting size

***Return Value:***

HF\_SUCCESS: success, otherwise HF\_FAIL

***Header :***

hfconfig.h

## 12. USER FLASH API

### ● hfuflash\_erase\_page

**Function prototype:**

```
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:**

LPT230 not supported.

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

**Examples:**

example/uflashtest.c

**Header file:**

hfflash.h

### ● hfuflash\_read

**Function prototype:**

```
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:**

**Examples:**

example/uflashtest.c

**Header file:**

hfflash.h

### ● hfuflash\_write

**Function prototype:**

```
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:**

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.

**Examples:**

example/uflashtest.c

**Header file:**

hfflash.h

## 13. USER FILE API

### ● hffile\_userbin\_read

**Function prototype:**

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

**Description:**

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

**Header file:**

hffile.h

### ● hffile\_userbin\_size

**Function prototype:**

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

**Description:**

Read size from user 'bin' s file;

**Parameters:**

None

**Return Value:**

Failure is less than zero, otherwise the file size;

**Notes:**

None

**Examples:**

None

**Header file:**

hffile.h

### ● hffile\_userbin\_write

**Function prototype:**

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

**Description:**

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

**Header file:**

hffile.h

**● hffile\_userbin\_zero****Function prototype:**

```
int HSF_API hffile_userbin_zero (void);
```

**Description:**

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

**Header file:**

hffile.h



## 14. OTA-UPGRADE API

The module OTA firmware should be download into the OTA upgrade back area via the following area. if check the firmware is correct, it set flag to indicate do upgrade operation in bootloader. If next reboot see this flag, bootloader will copy the OTA upgrade backup file to the CODE running area and clear the flag.

Flash mapping see SDK manual

### ● hfupdate\_start

#### *Function prototype:*

```
int hfupdate_start(HFUPDATE_TYPE_E type);
```

#### *Description:*

Start to upgrade, erase the OTA upgrade backup area.

#### *Parameters:*

type: Upgrade type

```
typedef enum HFUPDATE_TYPE
```

```
{  
    HFUPDATE_SW=0,    //OTA upgrade backup area  
}HFUPDATE_TYPE_E;
```

#### *Return Value:*

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

#### *Notes:*

Call this API when start do the OTA operation, it will erase the flash OTA backup area.

#### *Examples:*

example/updatetest.c

#### *Header file:*

hfupdate.h

### ● hfupdate\_write\_file

#### *Function prototype:*

```
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, should be HFUPDATE\_SW

offset: The upgrade file flash offset address, start from 0, the actual address is the OTA upgrade area.

data: the upgrade file data

len: The upgrade file length, should be less than 4K and is not allowed to write over page when call this API once.(4K for one page)

***Return Value:***

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

***Notes:***

***Examples:***

example/updatetest.c

***Header file:***

hfupdate.h

## ● **hfupdate\_complete**

***Function prototype:***

int hfupdate\_complete(HFUPDATE\_TYPE\_E type,uint32\_t file\_total\_len);

***Description:***

Upgrade finished

***Parameters:***

type: upgrade type, should be HFUPDATE\_SW

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 check the OTA upgrade file, if file is valid, wirte upgrade flag for the bootloader to do upgrade operation when next reboot.

***Examples:***

example/updatetest.c

***Header file:***

hfupdate.h

## 15. ENCRYPTION AND DECRYPTION API

### ● hfcrypto\_aes\_ecb\_encrypt

**Function prototype:**

```
int hfcrypto_aes_ecb_encrypt(const unsigned char *key, unsigned char *data, int data_len);
```

**Description:**

AES ECB (128Bit) encryption;

**Parameters:**

key: secret key

data: Data need to be encrypted. Store data after encryption.

len: Encrypted data length(encrypted as integer multiple of 16)

**Return Value:**

Data length of encryption

**Notes:**

**Examples:**

**Header file:**

hfcrypto.h

### ● hfcrypto\_aes\_ecb\_decrypt

**Function prototype:**

```
int hfcrypto_aes_ecb_decrypt(const unsigned char *key, unsigned char *data, int data_len);
```

**Description:**

AES ECB (128Bit) decryption;

**Parameters:**

key: secret key

data: Data need to be decrypted. Store data after decryption.

len: Decrypted data length(decrypted as integer multiple of 16)

**Return Value:**

Data length of decryption

**Notes:**

**Examples:**

**Header file:**

hfcrypto.h

### ● hfcrypto\_aes\_cbc\_encrypt

**Function prototype:**

```
int hfcrypto_aes_cbc_encrypt(const unsigned char *key, unsigned char *data, int data_len);
```

**Description:**

AES CBC (128Bit) decryption;

**Parameters:**

key: secret key

data: Data need to be decrypted. Store data after decryption.

len: Decrypted data length(decrypted as integer multiple of 16)

**Return Value:**

Data length of decryption

**Notes:****Examples:****Header file:**

hfcrypto.h

**● hfcrypto\_aes\_cbc\_decrypt****Function prototype:**

```
int hfcrypto_aes_cbc_decrypt(const unsigned char *key, unsigned char *data, int data_len);
```

**Description:**

AES CBC (128Bit) decryption;

**Parameters:**

key: secret key

data: Data need to be decrypted. Store data after decryption.

len: Decrypted data length(decrypted as integer multiple of 16)

**Return Value:**

Data length of decryption

**Notes:****Examples:****Header file:**

hfcrypto.h