

Crystal Technology, Inc.

AotfManager Users Guide

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Crystal Technology, Inc.

A Group Company of TDK-EPC Corporation

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Revision History			
Revision	Date	Who	Comments
1.0	2008/12/05	Dale Gifford	Genesis. First Release 2008/12/05.
1,1	2010/08/10	Dale Gifford	Updated logo, fixed typos. Release 2010-08.

Table 1: Revision History

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1. Introduction

1.1. Purpose

This document describes the *AotfManager* utility, a new utility for communicating with AOTF Controllers. *AotfManager* is a Windows application that provides a convenient Graphical User interface (GUI) for communicating with AOTF Controllers.

1.2. Related Documents

The following references may be useful in fully understanding and utilizing the *AOTF Controller*:

- Octal Channel AOTF Controller Integration Guide, Revision 1.1, 2010/08/10, www.CrystalTechnology.com, Crystal Technology, Inc. 1040 East Meadow Circle, Palo Alto, CA 94303-4230.
- Quad Channel AOTF Controller Integration Guide, Revision 1.1, 2010/08/10, www.CrystalTechnology.com, Crystal Technology, Inc. 1040 East Meadow Circle, Palo Alto, CA 94303-4230.
- Single Channel AOTF Controller Integration Guide, Revision 1.1, 2010/08/10, www.CrystalTechnology.com, Crystal Technology, Inc. 1040 East Meadow Circle, Palo Alto, CA 94303-4230.
- AOTF Controller Command Reference, Revision 1.3, www.CrystalTechnology.com, Crystal Technology, Inc. 1040 East Meadow Circle, Palo Alto, CA 94303-4230.
- AOTF Controllers and Temperature Compensation, Revision 1.2, www.CrystalTechnology.com, Crystal Technology, Inc. 1040 East Meadow Circle, Palo Alto, CA 94303-4230.
- AOTF Controllers and FSK Operation, Revision 1.3, www.CrystalTechnology.com, Crystal Technology, Inc. 1040 East Meadow Circle, Palo Alto, CA 94303-4230.
- AOTF Controllers and Light Intensity Tracking, Revision 1.1, www.CrystalTechnology.com, Crystal Technology, Inc. 1040 East Meadow Circle, Palo Alto, CA 94303-4230.
- AotfCmd User's Guide, Revision 1.1, www.CrystalTechnology.com, Crystal Technology, Inc. 1040 East Meadow Circle, Palo Alto, CA 94303-4230.

1.3. Notation

- Numbers with an “h” suffix or “0x” prefix are hexadecimal. All other numbers are decimal.
- Register and bit names ending in “[#]” and “[#:#]” signify selection of a subset of the register (e.g. **I2CS[0]** represents bit 0 of the **I2CS** register, and **I2CS[5:3]** represents bit 5 through 3 of the **I2CS** register).
- Signal names ending with ‘#’ (e.g. **INT0#**) indicates an active low signal.

- N/A is an abbreviation for Not Applicable.
- Register bits are either set (1) or cleared (0).

2. AotfManager

AotfManager is the replacement for *AotfChat*, and provides many new features, such as the simultaneous communication with multiple AOTF Controllers, command history, drag and drop capability for script files, and Plug and Play (PnP) support. When *AotfManager* is launched it will display the main *AotfManager* window, which will look something like *Figure 1* or *Figure 2*.

Figure 1 shows a computer with no AOTF Controllers attached.



Figure 1: AotfManager Window (no devices)

When an AOTF Controller is connected to a USB port the *AotfManager* window will look like *Figure 2*.



Figure 2: AotfManager Window (connected)

If the AOTF Controller is disconnected from the USB port the *AotfManager* window will change to something like *Figure 3*. In *Figure 3* AOTF Controller 0 was previously connected to the USB port but has been disconnected and is no longer available for communication.

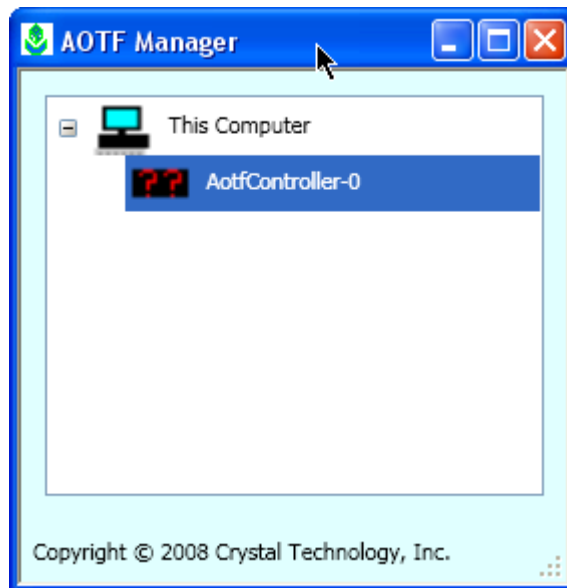


Figure 3: AotfManager Window (disconnected)

From the main *AotfManager* window there are additional windows and features that can be accessed. Right click on an AOTF Controller as shown in *Figure 4* to display the context menu and choose an option. The three options available are:

- **Open Chat Window**
The Chat Window is the main window for communication with the AOTF Controller. The Chat Window is where commands are entered and the results are displayed.
- **Open History Window**
The History Window maintains a list of commands issued to the AOTF Controller.
- **Open Properties Window**
The Properties Window is useful for viewing information about the AOTF Controller.



Figure 4: Context Menu

The Chat and History Windows can also be opened by double clicking on the AOTF Controller icon in the *AotfManager* Window. The first double click will open the Chat Window, and the second double click will open the History Window.

The Chat Window, shown in *Figure 5*, is the main window for entering commands and displaying the results. Any text typed in the Chat Window will be sent to the AOTF Controller, and any output from the command will be displayed. Text can be cut and pasted into the window to send repeated commands to the AOTF Controller.

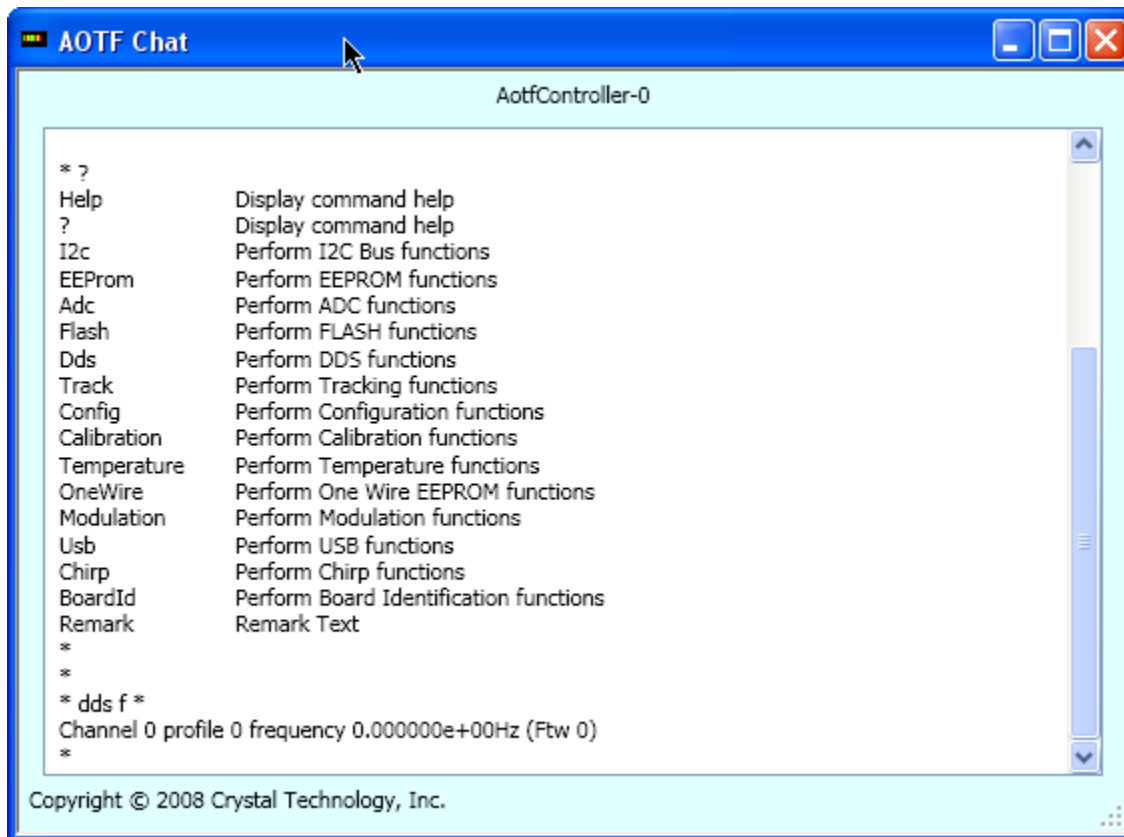


Figure 5: Chat Window

If the AOTF Controller is disconnected from the USB port the Chat Window will appear as shown in *Figure 6*.

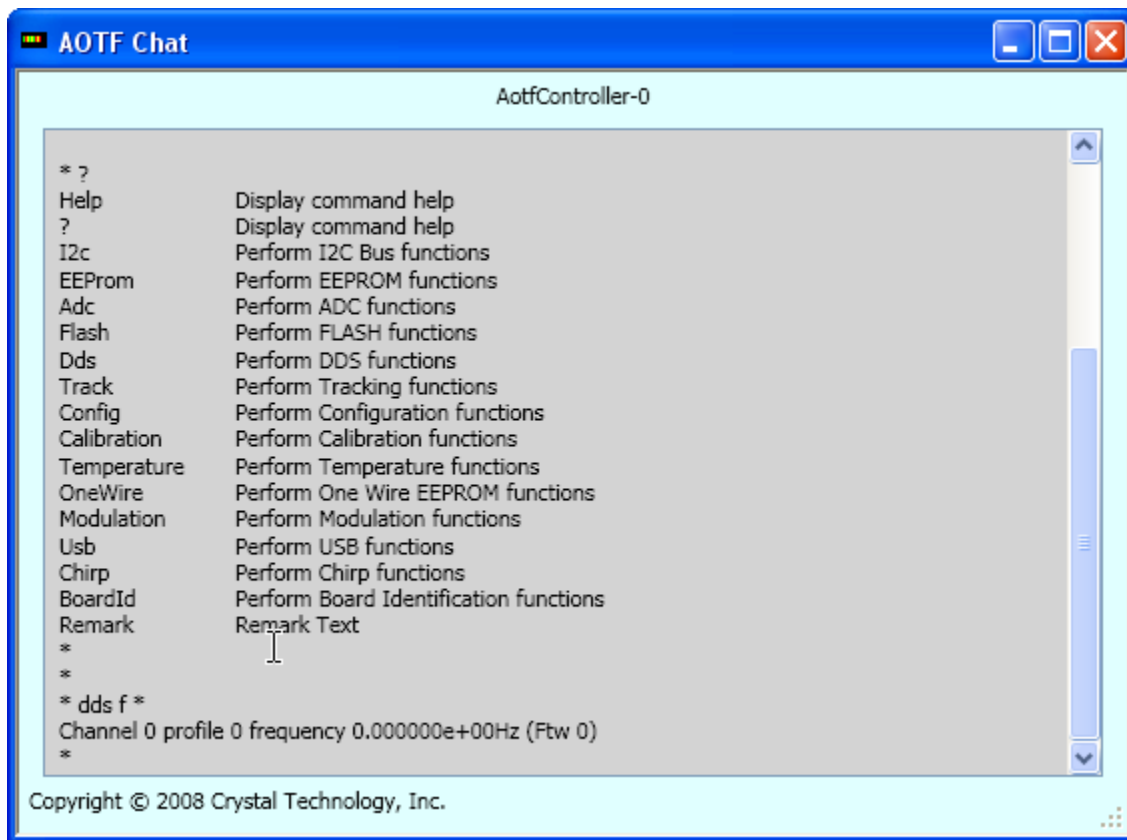


Figure 6: Chat Window (disconnected)

Figure 7 shows the Properties Window and Figure 8 shows the Properties Window for a disconnected device.

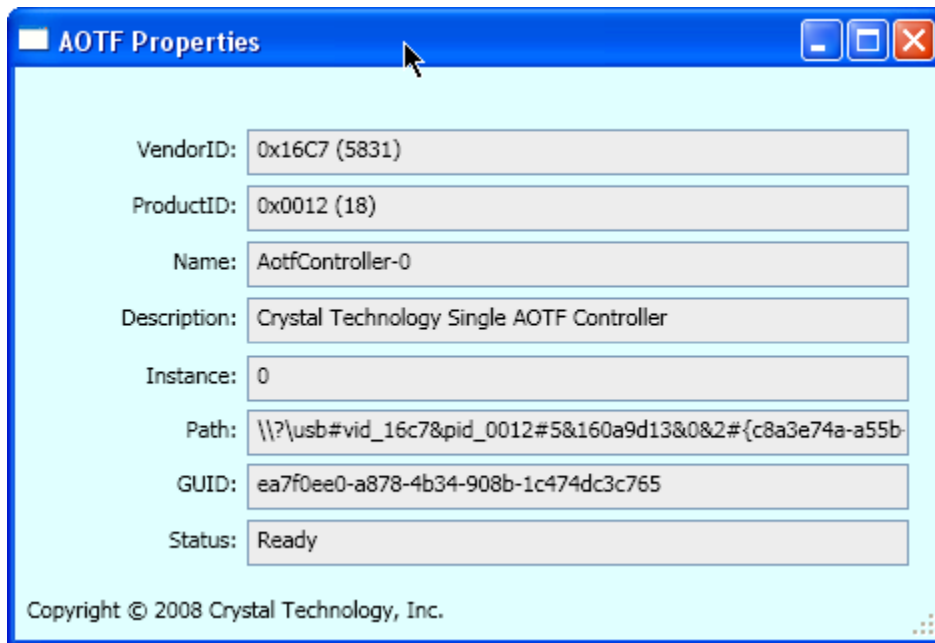


Figure 7: Properties Window

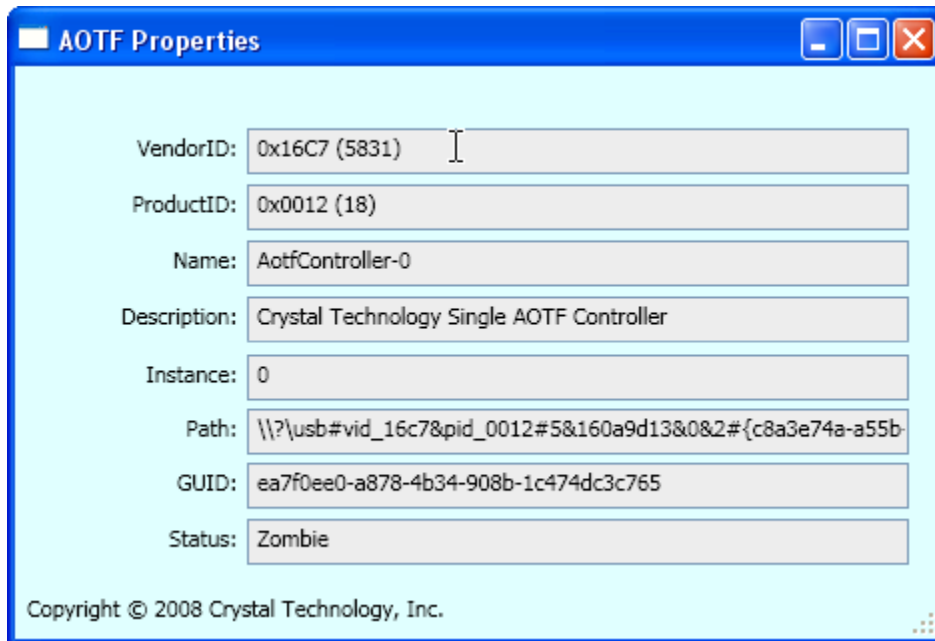


Figure 8: Properties Window (disconnected)

Figure 9 shows the History Window, and *Figure 10* shows the History Window for a disconnected device.

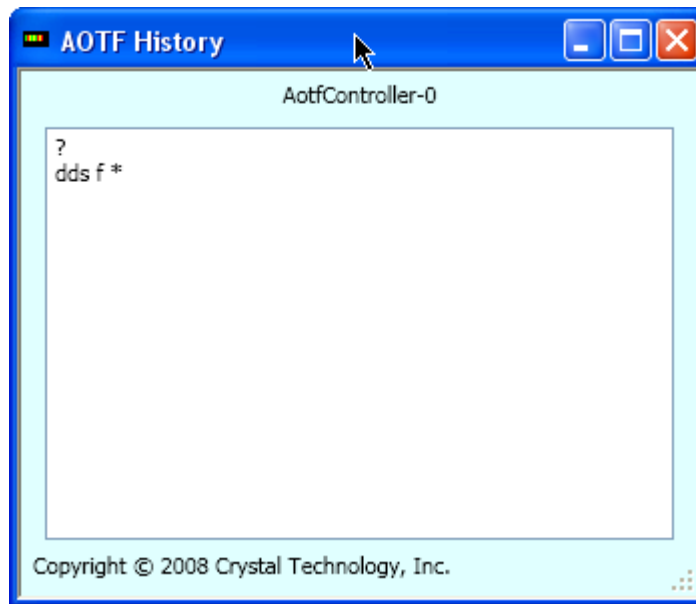


Figure 9: History Window

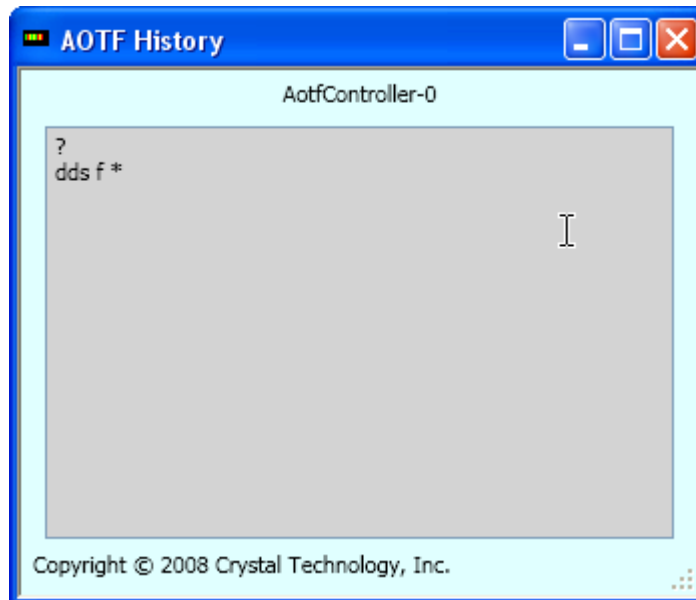


Figure 10: History Window (disconnected)