

USI Host User Guide

Description

USI Host library user guide for PRIME and G3 protocols.



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1. **Configuration Steps**

1.1 Configuration Header: PrjCfg.h

This header file is used for the USI Host configuration. The user must include this file with this name. At USI Host repository there is a file named PrjCfg.h with the example below:

```
#define NUM PORTS
#define PORT 0
                                       CONF PORT (UART TYPE, 3, 115200, 4096, 4096)
#define NUM PROTOCOLS
#define USE MNGP PRIME PORT
#define USE PROTOCOL SNIF PRIME PORT
#define USE_PROTOCOL_PRIME_API
                                       0
#define USE_PROTOCOL_ADP_G3_PORT
#define USE PROTOCOL COORD G3 PORT
```

It is possible to configure up to 4 ports. This is configured with NUM PORTS and PORT 0, PORT 1, PORT_2, PORT_3. PORT_x is configured with the macro CONF_PORT(type, channel, baudrate, txSize, rxSize), where:

- Type: Port type (UART_TYPE, USART_TYPE or COM_TYPE)
- Channel: COM port number
- Baudrate: Port speed
- txSize: Buffer size for transmission
- rxSize: Buffer size for reception

At the moment, 3 PRIME protocols (MNGP PRIME, PRIME API and PRIME SNIFFER) and 2 G3 protocols (ADP and COORD) are available. Each protocol can be enabled by using the appropriate macro. The value of the definition sets the port used (0 to 3) for that protocol.

The port configuration can also be changed once the program is running, using the function addUsi_ConfigurePort (uint8_t logPort, uint8_t commPort, uint32_t speed).

1.2 User Defined Functions: userFnc.h

The user must implement the following functions:

```
int8 t addUsi Open(uint8 t port type, uint8 t port, uint32 t bauds);
uint16_t addUsi_TxMsg(uint8_t port, uint8_t *msg, uint16_t msglen);
int8 t addUsi RxChar(uint8 t port, uint8 t *c);
```

This functions typically will interface to a serial port to read a character or transmit a message.

1.3 Initialization

The user has to call addUsi Init() at the beginning. If the port has to be configured (it is different than the port configured in configuration header) addUsi ConfigurePort() should be called before addUsi Init().

Protocol Interfaces and Setting Callbacks 1.4

The user can set the callbacks which will be called when a confirm or indication is received from the device.

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1.4.1 PRIME API

PRIME API functions are defined in *prime_api_host.h*. This file contains the interface with PRIME API.

There are request functions, e.g.:

```
prime_cl_null_mlme_get_request(uint16_tus_pib_attrib)
```

When a confirm or indication message is received, the corresponding callback is called. The callbacks are initialized with the following functions:

```
prime_cl_null_set_callbacks(prime_cl_null_callbacks_t *px_prime_cbs);
prime_cl_432_set_callbacks(prime_cl_432_callbacks_t *px_prime_cbs);
```

Where the argument is a pointer to a struct with the callback functions:

```
typedef struct {
     prime cl_null_establish_ind_cb_t prime_cl_null_establish_ind_cb;
    prime cl null establish cfm cb t prime cl null establish cfm cb;
    prime_cl_null_release_ind_cb_t prime_cl_null_release_ind_cb;
prime_cl_null_release_cfm_cb_t prime_cl_null_release_cfm_cb;
     prime_cl_null_join_ind_cb_t prime_cl_null_join_ind_cb;
    prime cl null join cfm cb t prime cl null join cfm cb; prime cl null leave ind cb t prime cl null leave ind cb; prime cl null leave cfm cb t prime cl null leave cfm cb; prime cl null data ind cb t prime cl null data ind cb;
     prime_cl_null_data_cfm_cb_t prime_cl_null_data_cfm_cb;
     prime cl null plme reset cfm cb t prime cl null plme reset cfm cb;
    prime_cl_null_plme_sleep_cfm_cb_t prime_cl_null_plme_sleep_cfm_cb;
     prime_cl_null_plme_resume_cfm_cb_t prime_cl_null_plme_resume_cfm_cb;
    prime_cl_null_plme_testmode_cfm_cb_t
          prime cl null plme testmode cfm cb;
    prime cl null plme get cfm cb t prime cl null plme get cfm cb; prime cl null plme set cfm cb t prime cl null plme set cfm cb;
    prime_cl_null_mlme_register_ind_cb_t
          prime cl null mlme register ind cb;
     prime cl null mlme register cfm cb t
          prime cl null mlme register cfm cb;
    prime cl null mlme unregister ind cb t
          prime_cl_null_mlme_unregister_ind_cb;
     prime cl null mlme unregister cfm cb t
         prime cl null mlme unregister cfm cb;
    prime_cl_null_mlme_promote_ind_cb_t prime_cl_null_mlme_promote_ind_cb; prime_cl_null_mlme_promote_cfm_cb_t prime_cl_null_mlme_promote_cfm_cb;
     prime_cl_null_mlme_demote_ind_cb_t prime_cl_null_mlme_demote_ind_cb;
     prime cl null mlme demote cfm cb t prime cl null mlme demote cfm cb;
    prime cl null mlme reset cfm cb t prime cl null mlme reset cfm cb;
    prime_cl_null_mlme_get_cfm_cb_t prime_cl_null_mlme_get_cfm_cb;
prime_cl_null_mlme_list_get_cfm_cb_t
          prime_cl_null_mlme_list_get_cfm_cb;
     prime_cl_null_mlme_set_cfm_cb_t prime_cl_null_mlme_set_cfm_cb;
} prime cl null callbacks t;
```

```
typedef struct {
    prime_cl_432_establish_cfm_cb_t prime_cl_432_establish_cfm_cb;
    prime_cl_432_release_cfm_cb_t prime_cl_432_release_cfm_cb;
    prime_cl_432_dl_data_ind_cb_t prime_cl_432_dl_data_ind_cb;
    prime_cl_432_dl_data_cfm_cb_t prime_cl_432_dl_data_cfm_cb;
} prime_cl_432_callbacks_t;
```

1.4.2 Base Management

This protocol features are only present on Base nodes, such as: Firmware Update Protocol, Network Events, Prime Profile (for remote PIBs access), Zero Cross and Whitelist Management. Protocol interface and callbacks interfaces are defined in *prime api host.h.*

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When a confirm or indication message is received, the corresponding callback is called. The callbacks are initialized with the following functions:

```
void bmng_set_callbacks(prime_bmng_callbacks_t *px_fup_cbs);
```

Where the argument is a pointer to a struct with the grouping all callback functions:

```
typedef struct {
   bmng fup ack ind cb t
                                                fup ack ind cb;
   bmng_fup_error_ind_cb_t
bmng_fup_version_ind_cb_t
                                               fup_error_ind_cb;
fup_version_ind_cb;
    bmng_fup_status_ind_cb_t
                                               fup_status_ind_cb;
                                              fup_kill_ind_cb;
network event ind cb;
    bmng fup kill ind cb t
    bmng network event ind cb t
                                        pprof_ack_ind_cb;
    bmng_pprof_ack_ind_cb_t
   bmmg_pprof_get_response_cb_t
bmmg_pprof_get_enhanced_response_cb;
bmmg_pprof_zerocross_response_cb_t
pprof_get_enhanced_response_cb;
   bmng whitelist ack cb t
                                               white list ack cb;
} prime bmng callbacks t;
```

Each callback must have the appropriate parameters. The definition of the callback format is in prime_api_defs_host.h. If a callback is set to NULL, the corresponding confirm or indication message won't be received by any callback function.

1.4.3 PRIME Management Protocol

Management Protocol (*MNGP*) is the standard protocol defined by PRIME standard. The interface is defined in *mngLayerHost.h*. In order to send a message, there three steps:

- Create a message: mngLay_NewMsg(uint8_tcmd);
- Add one or more queries (of the same kind):
 - Get PIB: mngLay_AddGetPibQuery(uint16_t pib, uint8_t index);
 - Set PIB: mngLay_AddSetPib(uint16_t pib, uint16_t length, uint8_t* msg);
 - Reset Statistics: mngLay AddResetStats(uint16 t pib, uint8 t index);
 - FW Upgrade Message: mngLay_AddFUMsg(uint16_t length, uint8_t* msg);
 - Bridge Message: mngLay BridgeMsg(uint16 t length, uint8 t* msg);
- Send request message: mngLay SendMsg();

The command in *mngLay NewMsg* should be one of the following:

The query should be coherent with the protocol ID selected in *mngLay_NewMsg*. An example for sending a *MNGP_PRIME_GETQRY* message is shown below:

```
uint16_t pib_attrib;
mngLay_NewMsg(MNGP_PRIME_GETQRY);
mngLay_AddGetPibQuery(pib_attrib, 0);
mngLay_SendMsg();
```

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There is only one callback, which is set by the following function:

```
void mngp_set_rsp_cb(void (*sap_handler)(uint8_t* ptrMsg, uint16_t len));
```

The only MNGP command which is sent by the device is MNGP_PRIME_GET_RESP. This callback will retrieve a buffer with the whole MNGP message (USI header and CRC is removed). The user must know the protocol and process the message.

1.4.4 PRIME Sniffer

The interface is quite simple and is defined in *ifacePrimeSniffer.h*. Only two functions are available.

One function to set the callback where sniffer messages will be sent:

```
void prime_sniffer_set_cb(void (*sap_handler)(uint8_t* msg, uint16_t len));
```

One function to set the channel:

```
void prime_sniffer_set_channel(uint8_t uc_channel);
```

1.4.5 G3 ADP API

G3 ADP API functions are defined in *AdpApi.h*. This file contains the interface with G3 ADP API, which is the entry point to the G3-PLC stack. This file is a copy of the embedded: the G3 USI host interface is the same one the embedded stack provides.

There are request functions, e.g.:

```
void AdpGetRequest(uint32_t u32AttributeId, uint16_t u16AttributeIndex);
```

When a confirm or an indication message is received, the corresponding callback is called. The callbacks are initialized when the ADP layer is initialized:

```
void AdpInitialize(struct TAdpNotifications *pNotifications, enum TAdpBand band);
```

Where:

• The first argument is a pointer to a struct with the callback functions:

```
struct TAdpNotifications {
   AdpDataConfirm fnctAdpDataConfirm;
   AdpDataIndication fnctAdpDataIndication;
   AdpDiscoveryConfirm fnctAdpDiscoveryConfirm;
   AdpDiscoveryIndication fnctAdpDiscoveryIndication;
   AdpNetworkStartConfirm fnctAdpNetworkStartConfirm;
   AdpNetworkJoinConfirm fnctAdpNetworkJoinConfirm;
   AdpNetworkLeaveIndication fnctAdpNetworkLeaveIndication;
   AdpNetworkLeaveConfirm fnctAdpNetworkLeaveConfirm;
   AdpResetConfirm fnctAdpResetConfirm;
   AdpSetConfirm fnctAdpSetConfirm;
   AdpMacSetConfirm fnctAdpMacSetConfirm;
   AdpGetConfirm fnctAdpGetConfirm;
   AdpMacGetConfirm fnctAdpMacGetConfirm;
   AdpLbpConfirm fnctAdpLbpConfirm;
   AdpLbpIndication fnctAdpLbpIndication;
   AdpRouteDiscoveryConfirm fnctAdpRouteDiscoveryConfirm;
   AdpPathDiscoveryConfirm fnctAdpPathDiscoveryConfirm;
   AdpNetworkStatusIndication fnctAdpNetworkStatusIndication;
   AdpBufferIndication fnctAdpBufferIndication;
   AdpPREQIndication fnctAdpPREQIndication;
   AdpUpdNonVolatileDataIndication
        fnctAdpUpdNonVolatileDataIndication;
   AdpRouteNotFoundIndication fnctAdpRouteNotFoundIndication;
};
```

Each callback must have the appropriate parameters. The definition of the callback format is in the same file (AdpApi.h).

If a callback is set to NULL, the corresponding confirm or indication message won't be received by any callback function.

The second argument is the band, whose type (TAdpBand) is defined in AdpApiTypes.h (ADP BAND CENELEC A, ADP BAND CENELEC B, ADP BAND FCC, ADP BAND ARIB)

1.4.6 G3 COORD API

G3 COORD API functions are defined in bs api.h. This file contains the interface with G3 bootstrap API. which is the entry point to the G3-PLC bootstrap process used by the coordinator. This file is a copy of the embedded: the G3 USI host interface is the same one the embedded stack provides.

There are request functions, e.g.:

```
void bs_lbp_get_param(uint32_t ul_attribute_id, uint16_t us_attribute_idx,
struct t bs lbp get param confirm *p get confirm);
```

When a confirm or an indication message is received, the corresponding callback is called.

Confirm callbacks are set in the corresponding request. For example, in the former **bs lbp get param** request function, the last parameter is a pointer confirm callback function.

Indication callbacks are set using functions defined in the same file (bs api.h):

```
voidbs_lbp_leave_ind_set_cb(pf app leave ind cb t pf handler);
voidbs lbp join ind set cb (pf app join ind cb t pf handler);
```

Each callback must have the appropriate parameters. The definition of the callback format is in the same file (bs api.h).

If a callback is set to NULL, the corresponding confirm or indication message won't be received by any callback function.

1.5 **USI Host Process**

The function addUsi Process() must be called periodically. This function will call user function to retrieve data from the serial port and once a full HDLC encoded message is received, it will process it, calling the corresponding callbacks if needed

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2. Revision History

2.1 Rev A - 12/2017

ı	Document	Initial release PRIME&G3.	



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