muRata Software Consists of below operations from GUI perspective

* Change Active Adapter (from Dropdown List)
* Change Active Device (from Dropdown List)
* Poll the Device (On Click of Poll button)
* Change Polling frequency (from Dropdown List)
* Refresh Connection (On Click of Refresh button)
* Reinitialize Connection (from Dropdown List)
* Error Info should be displayed on Application Log Info

Currently “Failed to load FTD2XX.dll. Are the FTDI drivers are installed?” error message is getting displayed

Because of the above error message, it is inferred that the HW & the Windows mgmt. application (muRata) talk to each other using FTDI protocol, USB being the physical connection

It is also understood (to be ratified by pSemi) that FTDI drivers get installed upon the first-time connection of the HW card to the computer

The plugins are HW card specific while FTDI drivers are common across devices

All the Plugins are loaded during initializing application.

muRata Studio has been implemented using WPF MVVMLight Design pattern by GalaSoft.

**muRata Solution Consists of below Components:**

**muRataStudio.exe** (dependent on AdapterAccess.dll, DeviceAccess.dll, PluginFramework.dll & HardwareInterfaces.dll)

**AdapterAccess.dll** (dependent on HardwareInterfaces.dll)

**DeviceAccess.dll** (dependent on HardwareInterfaces.dll, AdapterAccess.dll)

**HardwareInterfaces.dll**

**PluginFramework.dll** (dependent on HardwareInterfaces.dll)

**AdapterControl.dll** (dependent on AdapterAccess.dll, HardwareInterfaces.dll, PluginFramework.dll)

**ARCxCCxxControl.dll** (dependent on AdapterAccess.dll, DeviceAccess.dll, HardwareInterfaces.dll, PluginFramework.dll)

**RegisterControl.dll** (dependent on AdapterAccess.dll, DeviceAccess.dll, HardwareInterfaces.dll, PluginFramework.dll