

## Use eeTerminal with Flash Memory

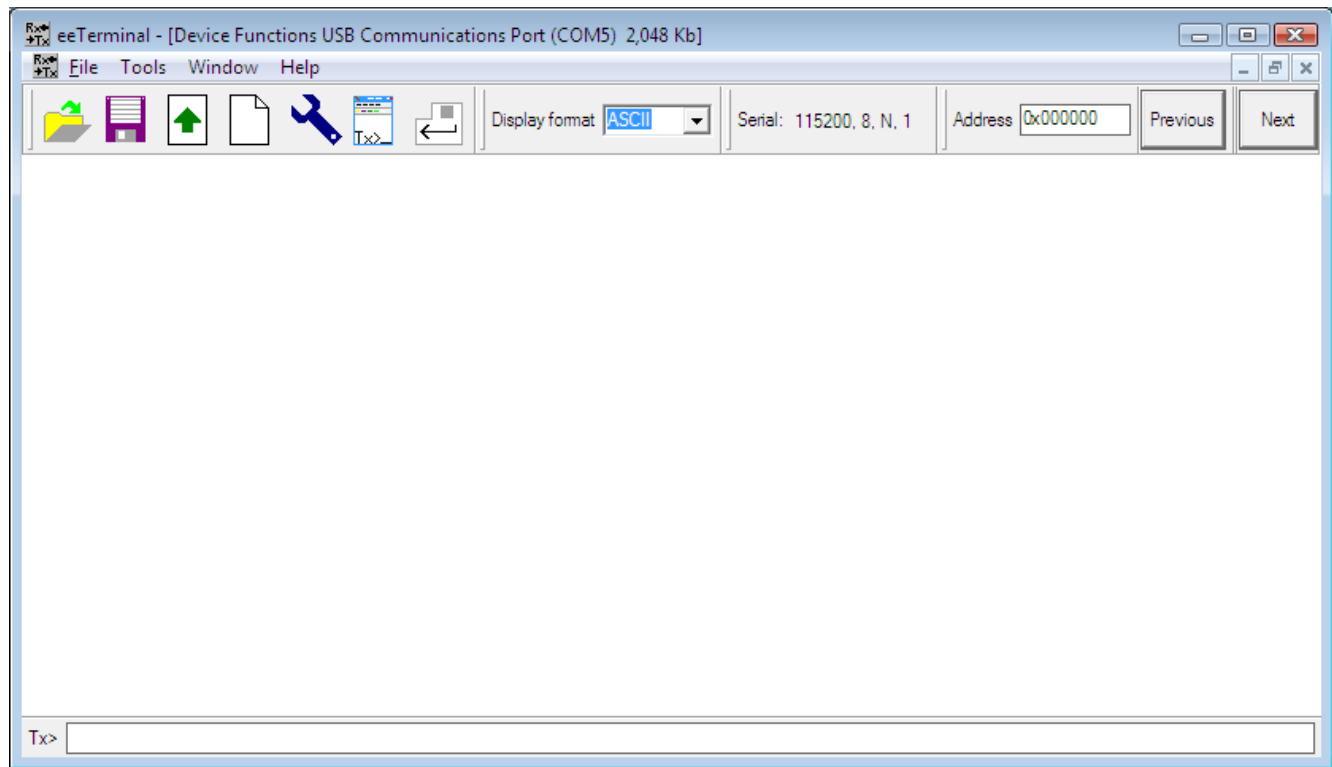




Figure 1

Connect flash memory's USB port to computer's USB port. Start **eeTerminal** application by double clicking **eeTerminal** icon .

1. **Open Device.** To open a flash memory device, select **File** from menu bar, and select **Open Device**. eeTerminal lists all compatible devices in a pop-up window. Select the flash memory device by its COM port number from the list and click **Open** button. A memory access window, as Figure 1, will open. To open another device, click  on the toolbar or use **Open Device** from menu bar. Each device has its own window within **eeTerminal**. Window arrangement tools are under **Window** menu. The device windows can be placed side by side horizontally or vertically within **eeTerminal**.
2. **Close Device.** Select **File** from menu bar and select **Close**, or click on the windows Close button.
3. **Upload Data.** Click  on the toolbar. A window, as Figure 2, will pop up. It shows the number of bytes uploaded from flash memory. The eeTerminal will update the display window when the uploading process is completed.

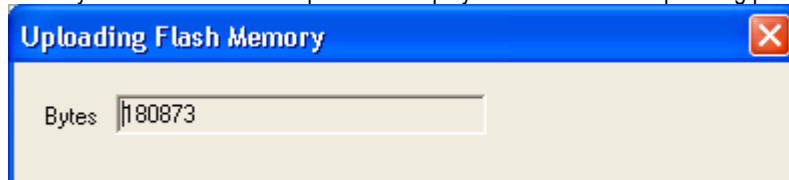




Figure 2

4. **Display format.** eeTerminal supports data display in ASCII, HEX, and Decimal. Click on the selection box next to **Display format** on the toolbar to change between ASCII, HEX, and Decimal.
5. **Browse data.** To check information at a specific location, type its address (in HEX format) in the **Address** box on the toolbar. Use **Previous** and **Next** button on the toolbar to move backward and forward page by page.
6. **Open File.** Click  on the toolbar to open a file, or select **File** from menu bar and select **Open File** to open a file.
7. **Save to File.** To save data to a file, click  on the toolbar, or select **File** from menu bar and select **Save to File**. eeTerminal provides an interface to select a file name. After successfully select a file name, a window, as Figure 3, will pop up.

The default is to save the whole flash memory to a file. To save only part of the flash memory to a file, modify the starting address in **From** box and ending address in the **To** box. Click **Save** to save the file. Click **Cancel** to exit without saving a file.

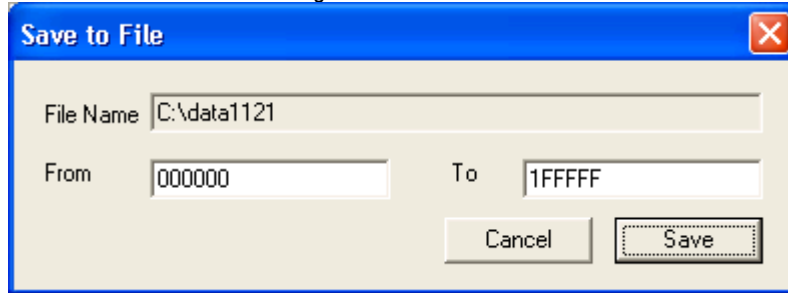



Figure 3

8. **Erase Flash Memory.** Click  on the toolbar. A window, as Figure 4, will pop up. It shows that a flash memory erasing process is in progress. The eeTerminal will update the display window when the erasing process is completed.

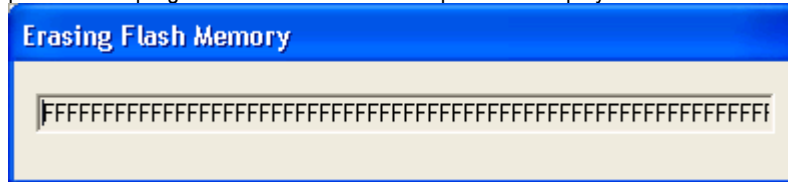


Figure 4





9. **Configuration.** Click  on the toolbar. A window, as Figure 5, will pop up. Select the required serial settings and click **Ok** to save the new settings. The serial information on the toolbar will also reflect the new settings. Click **Cancel** to exit configuration without any changes.




Figure 5

10. **Send Data in ASCII, HEX, or Decimal Formats.** Inside **eeTerminal**, data to be sent is represented as a sequence of bytes. It can be input in ASCII, Hexadecimal, or Decimal symbols. The input window Tx> is at the bottom of **eeTerminal** window. In ASCII mode, input each data byte as an ASCII character and press Enter to send the data, for example, "test string". To send

carriage return-line feed with data, click  on the toolbar and this button will be displayed as  and carriage return-

line feed will be added to data sequence when the ENTER key is pressed. Click  to disable this feature. In HEX mode, input each data byte as one hexadecimal digit (0 to 15) or two hexadecimal digits (16 to 255) and separate two data bytes by a space, for example, 5 F 1E. Press Enter to send the data. In Decimal mode, input each data bytes as one decimal digit (0 to 9) or two decimal digits (10 to 99) or three decimal digits (100 to 255), for example, 2 12 124. Press Enter to send the data. In HEX mode and Decimal mode, data can also be input as an ASCII string or an ASCII character. The ASCII string must be included in " " and an ASCII character must be included in ' ', for examples, "This is a software setting", 'S'. In HEX mode and

Decimal mode,  has no effect and carriage return-line feed sequence will not be sent. The carriage return-line feed must be coded in data sequence if needed. Click the **Data format** dropdown list from toolbar to set the data format to ASCII, HEX, or Decimal.