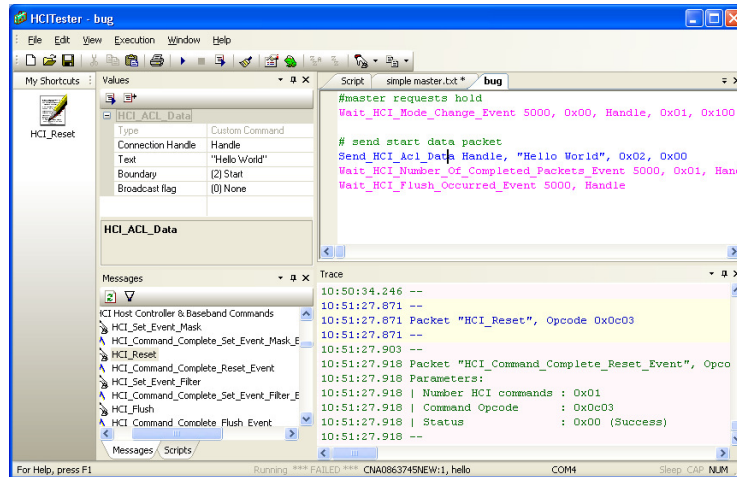


# HCITester 2

## Quick Reference



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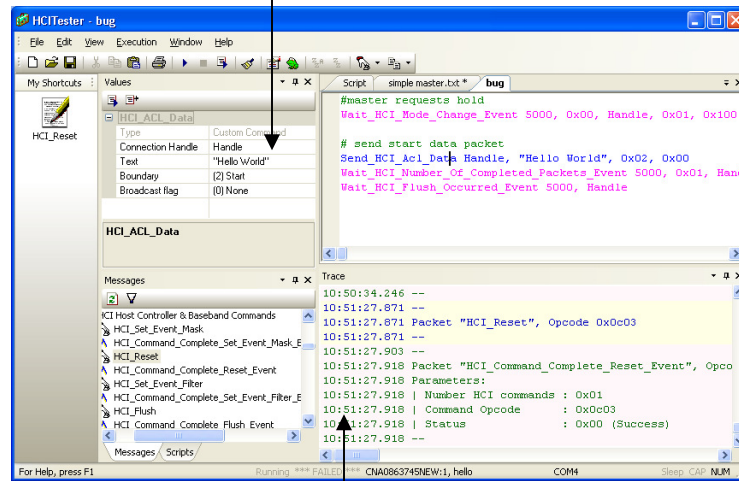
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# Overview

Custom  
Shortcuts

Current Values

Scripts Pane

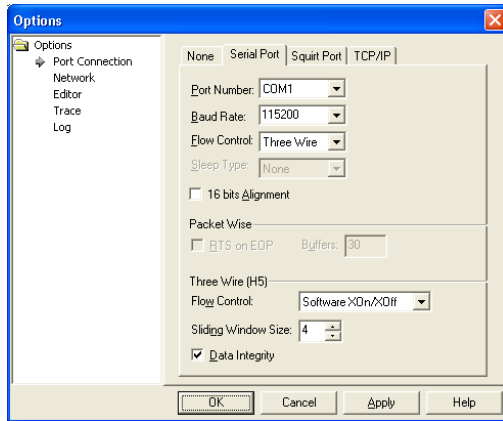


Commands

Log Trace

## Setup And Config – Port

Configure the type of communication between HCITester and the device.

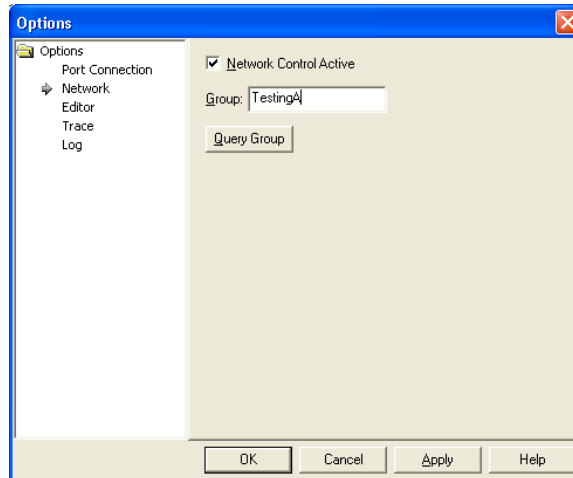


- |        |  |
|--------|--|
| None   | No connection  |
| Serial | Serial Port connection with the device.<br>This connection supports different types of flow control and power mode (sleep) controls. |
| Squirt | Connect using a squirt serial connection to be used in parallel to other applications using squirt port (such as Logger etc...)      |
| TCP/IP | Connect to device over the TCP/IP protocol of all types (synchronized or not, servers or clients).                                   |

## Setup And Config – Network

Network configuration enables linking several HCITester applications running on different machines on the same network domain.

To bind a group of HCITester applications specify the same group name for them and check Network Control Active.

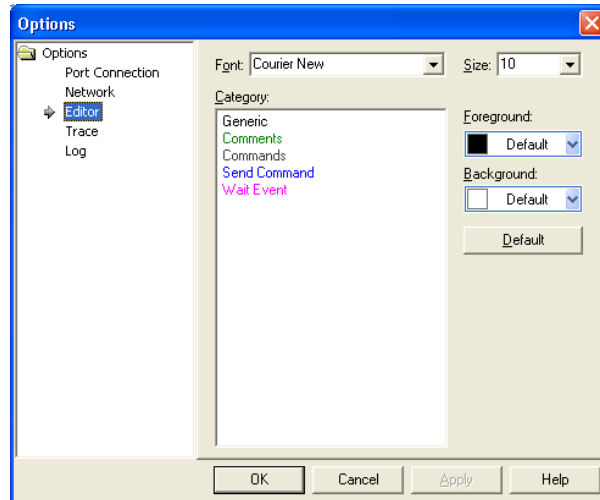


All HCITester application of the same group will start running together and will all stop together if Stop is clicked.

Status bar indication `CNA0123456:1, TestingA` displays unique name given to the running process and the group name

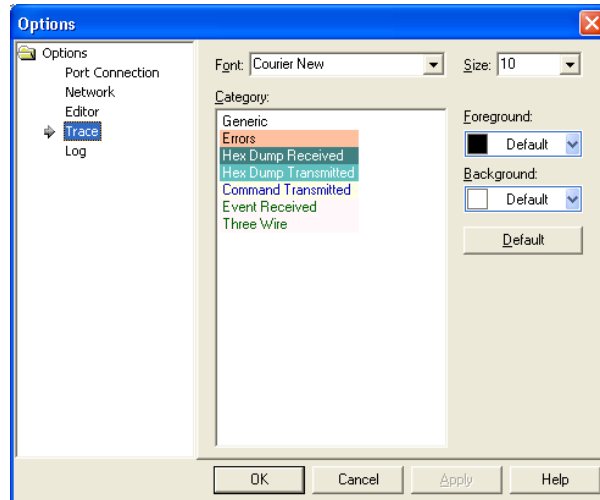
## Setup And Config – Editor

The font and the colors of editor's elements can be customized.



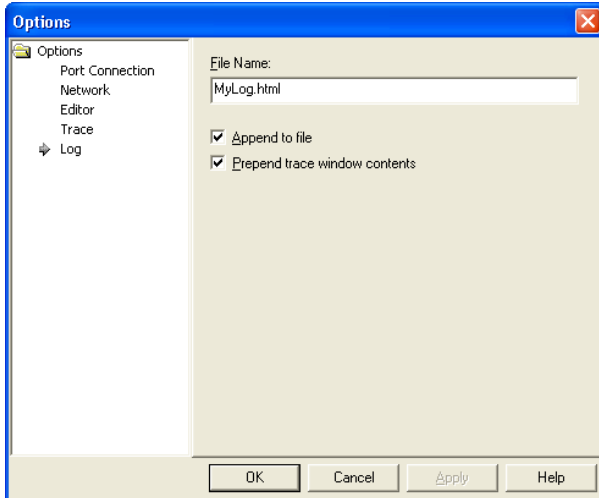
## Setup And Config – Trace

The font and the colors of Trace window elements can be customized.



## Setup And Config – Log

The log file automatically saves the trace window contents while a script is running.



File Name:	Three types of extensions: .txt Plain text file. .htm HTML formatted file. .xml XML data file information
Append	If checked then the new log traces are appended to the existing file. Otherwise the file is created each time a new script is executed.
Prepend	Add current displayed events to the Log file



## Execution – General



(F5) Execute current script



(F5) Stop current running script



(Ctrl+F5) Run only current focused selection:

- Selected script text
- Current line (if no selection)
- Current command in Values pane

Execution Indicator on status bar:

Running

While running

\*\*\* FAILED \*\*\*

Last Script Failed

## Execution – Network Group

To setup a group of connected HCITester applications please refer to Page 5.

Start , Stop  or Clear Trace  will operate on all HCITester applications in the group.

Apply Shift key to operate only on the local application.

WaitOtherPort command synchronizes between running applications.

## Execution – Power Modes

HCITester supports these power modes:

- [HCILL](#)
- [Palau](#)
- [ThreeWire](#) (set automatically if ThreeWire flow control is set.



HCITester will automatically control the power mode of the device. It will set it to sleep on a timeout and will awake the device if needed.

[SetAutoSuspend](#) command is a script command that controls this feature.

[SetSuspendTimeout](#) command sets the idle timeout value. The default value is 2000 milliseconds.



Manually sets the power mode. Click to set the device into sleep mode or to awake from sleep mode.

[SetAutoState](#) command is a script command that controls this feature.



Status bar indicator that the connected device is on sleep mode.

## Script – Types of Commands

- Prefix “Send\_” specifies a packet of data to be sent out through the current port.
- Prefix “Wait\_” specifies an expected incoming packet event.
- Prefix @ specifies asynchronous event.
- Prefix + specifies synchronous event.
- Prefix \$ specifies a labeled line (for Goto)
- Prefix # specifies a single line remark.

## Script – Waiting for packets

- First parameter is always **Timeout** value.
- Timeout 0 (zero) specify **Infinite**.
- Each incoming parameter data is being compared to the data in the script. If different then the script will stop with failure.
- Parameter “**Any**” passes each parameter with no failure.
- Variable with ‘&’ prefix (**&Var**) assigns the incoming data into the specified variables.

E.g.

```
# Wait 4 seconds for a packet.  
# Parameter 1 must be 2.  
# Parameter 2 is ignored ("Any").  
# Parameter 3 must equal to 3*Vector.  
# Parameter 4 assigned into variable Mode.
```

```
Wait_Packet 4000, 2, Any, 3*Vector, &Mode
```

# Script – Asynchronous Events

Asynchronous events handling are specified in two forms: [OnEvent](#) block or single line.

## OnEvent Block

```
OnEvent Wait_My_Command_Event 5000, ...
    Log "Processing the event..."

    # The following line restarts this
    # event after returning to the
    # interrupted code
    RestartEvent

OnTimeout
    # Disable the default timeout
    # handling and continue
    # (optional)
    ClearTimeout

OnMismatch
    # Disable the default mismatch
    # handling and continue (optional)
    ClearMismatch

End Event
```

## Single line

Adding a prefix '@' specifies asynchronous event:

```
@Wait_My_Command_Event 5000, ...
```

Adding a prefix '+' specifies synchronous event (default):

```
+Wait_My_Command_Event 5000, ...
```

Change the default mode of wait commands using the command [EnableAsyncEvents](#).

## Operations

If incoming event has been matched as an asynchronous event then:

- Parameters are checked or assigned (E.g. `get_handle`, `&my_data`)
- Event must arrive before Timeout expires (on cases when timeout is not 0 (not infinite)).

[WaitForAllEvents](#) command waits until all asynchronous events succeeded.

[ClearAllEvents](#) command cancels all active asynchronous events.

If the script has been finished and events are still pending then an error will be reported. Use [WaitForAllEvents](#) and/or [ClearAllEvents](#) if needed.

If [ClearTimeout](#) or [ClearMismatch](#) will not be called then the standard error will be displayed and the script will end.

[RestartEvent](#) command triggers again the event and it is valid only within [OnEvent](#) block.

## Script – Blocks and Conditions

### **If...Else**

```
If <expr> Then  
[ElseIf <expr> Then]  
[ElseIf <expr> Then]  
[Else]  
EndIf
```

### **For...Next**

```
For <cntr>=<Start> To <Stop> [Step <step>]  
[Exit For]  
Next
```

### **Do...Loop**

```
Do {While|Until} <expr>  
[Exit Do]  
Loop  
  
Do  
[Exit Do]  
Loop {While|Until} <expr>
```

### **While...Wend**

```
While <expr>  
Wend
```



## Script – Internal Commands

### **CallFile** strPath [, param1 ... ]

Load and execute a file containing a script. After this script finishes then the execution point returns and continues with the line after this.

Optional parameters can be passed. These parameters are referenced as %1, %2, ... (parameter 1, parameter 2 and so on...).

### **<** strPath [, param1 ... ]

The same as CallFile

### **ClearAllEvents**

Cancels all active asynchronous events.

### **ClearMismatch**

Valid only within OnMismatch handler and is used to clear the mismatch flag (and continue processing as if no error occurred).

### **ClearTimeout**

Valid only within OnMismatch handler and is used to clear the timeout flag (and continue processing as if no error occurred).

### **ClearVariables**

All internal variables are deleted.

### **CloseAllDocuments**

Closes all opened documents except the one which currently running.

### **COM\_SetParams** nBaud, nFlowControl, nAlign

Dynamically change the serial port parameters.

### **COM\_SetSleepType** nSleepType

Dynamically change the currently sleep type.

### **EnableAsyncEvents** bEnable

Sets the default behaviour of events as Synchronized or not (See Page 14 for details).

### **EnableHexDump** bIncoming, bOutgoing

Enable or disable hex dumping for incoming and outgoing events.

**Execute** bWait, strCmd [, strArgs [, strFolder] ]

Execute external tool. If bWait=True then the command will return only after the tool will finish execution. E.g.

```
# Execute "Notepad"
Execute False, "Notepad"
```

**Exit**

Finish processing the current running script or macro and return back to the caller script.

**Fail** strReasonFormat [, param1 ... ]

Manually fail the current running script.

**GoTo** \$label

Branches the execution to a labeled line, E.g.

```
$start
# ...
goto $start
```

**HardReset** nTime

Sets parallel port pins to 0, waits nTime milliseconds and then sets the parallel port back to 1.

**IgnoreEvent** EventName, bIgnore

Add an event packet to the ignored-list (if bIgnore=True) or removes an event packet from the ignored-list.

**LoadFile** Variable, strPath

The variable is set to the contents of the file specified by strPath.  
Both binary and text files are supported.

**Log** strMsgFormat [, param1 ... ]

Adds a formatted text to the Trace window.

**Pause** strMsgFormat [, param1 ... ]

Pauses the script from running, Prompts the user an OK/Cancel message and waits for the user action.

If the user clicks on Cancel then the script stops running with a failure.

**Reconnect**

Closes the current port and then reconnect again. This is used for port reset synchronization.

**RestartEvent**

Valid only within OnEvent block and re-triggers again the current event.

## **Resume**

Puts the connected device to an active state, depends on the current port connection type.

## **Return**

Valid only within OnEvent block. Return finishes current block processing.

Note: If the event has a mismatch or a timeout then the script will fail with the corresponding error message.

## **SetAutoSuspend** bEnable

Enable or disable automatic power mode control (See Page 11 for details).

## **SetParallelPort** nOffset, nData

Writes a value nData to the parallel port ( $0x378 + nOffset$ ).

## **SetSuspendState** bSuspended

Sets the current state of the device with no actual action (used to synchronize HCITester with the device).

## **SetSuspendTimeout** nMinTime [, nMaxTime]

Sets the idle timeout range (in milliseconds) needed to automatically set a sleep power mode on the device.

The actual time is a random number between nMinTime and nMaxTime.

If only nMinTime is specified then the time is fixed.

## **SetThreeWireParams** nFC, nSize, nIntegrity

Dynamically change parameters of current Three-Wire connection.

## **Sleep** nDuration

Delays the script for nDuration milliseconds. Incoming events are filtered during the delay.

## **Suspend**

Puts the connected device to a sleep state, depends on the current port connection type.

## **WaitForAllEvents** nTimeout, bIncludeInfinite

Waits until all asynchronous events are resolved.

If bIncludeInfinite=True then the command waits for all asynchronous events including the infinite ones (specified with timeout=0).

## **WaitOtherPort** strSyncPoint, nCount, nTimeout

Synchronizes scripts running on separate machines (See Page 10 for details).

**WriteFile** strPath, nType, strText

Writes a text into a file. If nType=0 then the file is truncated if it exists. If nType=1 then the text is appended to an existed file.

**WritePort** Variable

Write the contents of the variable to the current port.

## Script – Expressions

Expressions are C compatible syntax, E.g.:

```
MyVar = (level * (3 + factor)) << bits
```

Arithmetic Operators:

```
+ - * / % & | ^ << >>
```

Comparison Operators:

```
== != < > <= >=
```

Assignment Operators:

```
= += -= *= /= %= &= |= ^= <<= >>=
```

Conditional Expression

```
expr ? expr : expr
```

## Script – Functions

Return Value	Function	Description
String	<b>Hex</b> (value [,zeros])	Returns a string of hex representation.
Number	<b>Len</b> (text)	Returns the length of a text.
Number	<b>Max</b> (x, y)	Returns the highest between x and y.
String, Data	<b>Mid</b> (data, start [, len])	Returns a middle portion of data.
Number	<b>Min</b> (x, y)	Returns the lowest of x and y.
Number	<b>Pow</b> (x, y)	returns x by the power of y.
Number	<b>Rand</b> (min, max)	Returns a random number between min and max.
Number	<b>Size</b> (data)	Returns the total bytes of data.
String	<b>Str</b> (number)	Returns a string representation of the value.
Number  Equal = 0 str1<str2 = -1 str1<str2 = 1	<b>StrComp</b> (str1, str2 [, IsCaseInsensitive] )	Compares two strings (strcmp like)
Data	<b>ToData</b> (data [,bytes])	Transform the data into a sequence of bytes

Number

Val (text)

Transform the  
string into a value  
(atoi like).

# Script – Types of data

## Set variables

- Integer  
E.g. MyVar = 123
- String  
E.g. MyVar = "Hello"
- Floating Point  
E.g. MyVar = 123.04
- Data (array of bytes):  
E.g. MyVar = ToData(0x1F, 2) + ToData(0, 1)

## Expressions Samples

```
# A number can be added to a string:
DivResult = 2/4
strResult = "Result is: " + DivResult
Log strResult

# Create an array of 10 zero bytes
array = todata(0, 10)

# Add the number 0x00001234 to the end
array += todata(0x1234, 4)
```



## GUI – Shortcut Keys

<b>Command</b>	<b>Action</b>
F5	Execute or Stop script execution
Ctrl+F5	Execute current selection
F11	Execute last command
F12	Switch to last executed script
Ctrl+F11	Popup a list of last commands
Ctrl+F12	Popup a list of last executed scripts
F8	Clear Trace

<b>Editor Commands</b>	<b>Action</b>
Ctrl+C	Copy selection to clipboard
Ctrl+V	Paste from clipboard
Ctrl+X	Cut selection to clipboard
Ctrl+F	Popup Find dialog box
Ctrl+H	Popup Replace dialog box
F3	Repeat last search
Shift+F3	Repeat last search backwards
Ctrl+F3	Search for current word
Ctrl+A	Select all text
Ctrl+Z	Undo last action
Ctrl+Y	Redo the previously undone action

<b>File Commands</b>	<b>Action</b>
Ctrl+N	Create a new script
Ctrl+O	Open an existing script file
Ctrl+P	Print the current script
Ctrl+S	Save the current script
Ctrl+F6	Switch to the next script
Ctrl+Shift+F6	Switch to the previous script

<b>Undocumented Commands</b>	<b>Action</b>
Ctrl+Shift+ Numpad-	Switch RTS on the serial port.
Ctrl+Shift+ Numpad+	Switch DTR on the serial port.
Ctrl+0..9	Run pre assigned scripts 0 to 9. Add Shift for 10 to 19
Ctrl+Alt+0..9	Assign a script 0 to 9. Add Shift for 10 to 19



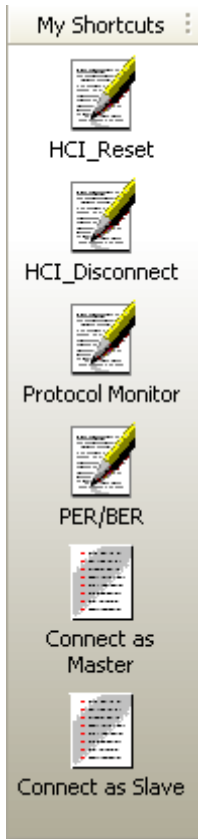
## GUI – Menu Commands

## GUI – Command Line

## GUI – Framework

- Skip
- Dock
- Auto Hide
- Key Configuration
- Customization

## GUI – My Shortcuts Pane



My Shortcuts pane holds quick access to predefined script files and code fragments.

**Shortcut to script file:** Drag a the script from Scripts pane or from Explorer windows.

**Shortcut to code fragment:** Drag the selected code in the editor.

**Run and/or Load?:** Right click and select Edit... to specify the behavior while clicking on this shortcut.

**Display Name:** Right click and select Edit... to specify a customized label.

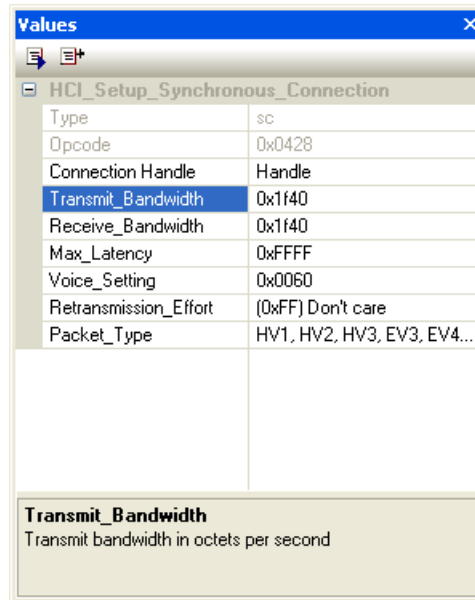
**Right Click Menu:** Explicitly Run, Load, Delete or Edit its properties.

**Shift + Click:** Run the shortcut now.

**Ctrl + Click:** Load the shortcut.

## GUI – Values Pane


Displays the values of the current selected command.



Always reflects the current selection in the editor or in the Messages Pane.

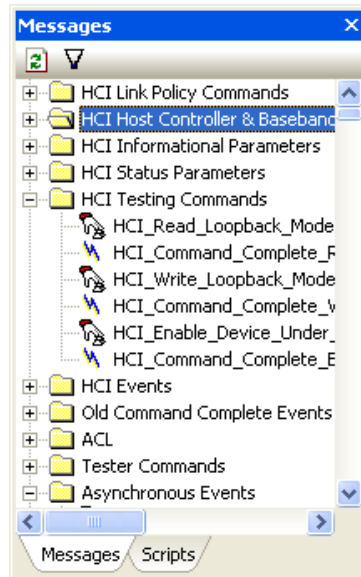
If reflects a script line in the editor then changing the values will also change the script text.

 (Ctrl+F5) – Execute the listed command.

 - Adds the listed command to the script.

## GUI – Messages Pane

Messages Pane contains a list of all the supported commands and events.



**Incremental Search:** Type the partial text to locate the command. F3 will search forward and Shift+F3 will search backward.

**Ctrl + Double Click:** Adds the command to the script along with its related commands.



- Refresh the contents of Scripts Pane.

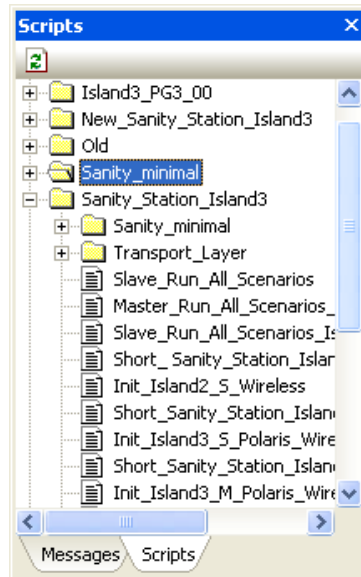


- Filters the contents of Scripts Pane.



## GUI – Scripts Pane

Scripts Pane contains all the scripts files from the chosen root (see command line in Page 28).



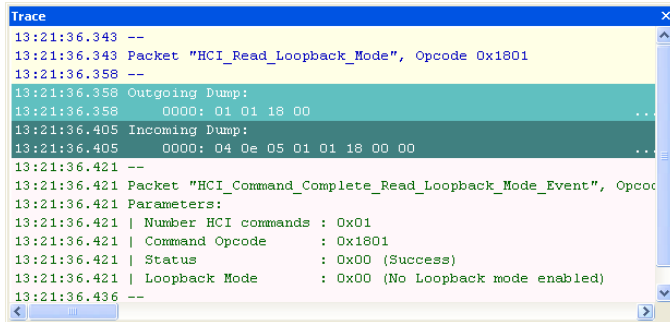
**Incremental Search:** Type the partial text to locate the script. F3 will search forward and Shift+F3 will search backward



- Refresh the contents of Scripts Pane.

## GUI – Trace View

Logs the activities of HCITester.



**Customize Colors:** Select Trace option in Options dialog box.

**Automatic Save to File:** Select Log option in Options dialog box.

**Export to File:** Select Export Trace Log... from File menu.



## XML – General

- Command Line
- Taggs

## XML - Structure

## XML - <Packet>

XML - <Command>

## XML - <Param>

Internal dynamic variables:

packet\_size  
packet\_offset  
packet\_remain



## XML – Predefined Types

XML - <Values>

## XML - <Types>