STN Bootloader

Firmware Update Specification for Devices with STN Bootloader
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1.0 Introduction

STN Bootloader is a resident program that is factory programmed into devices designed by OBD Solutions. Its job is to write application firmware to the device’s flash memory, allowing the device to be easily updated in the field. The updates can be used to remotely fix problems and add new functionality without the need for costly product recalls.

OBD Solutions provides a free utility called Firmware Updater (Figure 1) which can be used to upload new firmware from any computer that supports the Microsoft .NET framework. This utility is bundled with every official firmware release.

Unfortunately, in certain circumstances (e.g., in embedded environments), using the Firmware Updater may not be feasible. This document is intended to be used as a reference to allow programmers to implement the necessary algorithms for interfacing with STN Bootloader (version 2.x).

2.0 Features

STN Bootloader has a number of properties that make it ideal for carrying out remote updates:

- **Tamper-proof.** The bootloader resides in a designated ‘boot block’, a small section of protected program memory, which is separate from application program memory. The firmware images are protected from tampering using strong military-grade encryption.

- **Brick-proof.** The bootloader checks the firmware that is being uploaded, to make sure it is compatible with the device. If the upload is interrupted, it can be safely restarted.

- **Superior noise immunity.** Updates can be done even over unreliable and noisy connections. The bootloader features a robust error recovery mechanism, and the integrity of each data packet is ensured by a 16-bit CRC.

- **Automatic baud rate detection** allows the firmware updater application to negotiate the optimal communication baud rate.

3.0 Basic Operation

Devices that feature the STN bootloader operate in three distinct modes:

- Startup mode
- Bootloader mode
- Normal mode

On startup, or after a hard reset, the device is in startup mode, where it waits for a predefined amount of time (by default, 200 milliseconds) for the bootloader session to be initiated. If during this time the device receives a Connect command from the host, it enters bootloader mode, and remains there until a reset. Note that the device will not respond to any bootloader commands until it receives a valid Connect command.

If the bootloader session is not initiated within the startup mode window, and valid firmware is present, the device will enter normal mode and run the application firmware.

If the firmware is not valid (e.g., a firmware upload was interrupted by a power loss or a reset) the device will remain in startup mode indefinitely, until it receives the Connect command.

To enter bootloader mode, the host application must first reset the device by cycling its power, pulsing the RESET pin, or issuing a reset command (‘ATZ’ for STN1100 family devices). After a short pause to give the device a chance to restart (approximately 50 ms), send the Connect command to the bootloader. If the device replies with a “Connect ACK”, consider the bootloader session started and proceed with the firmware upload. See section 6.0 “Firmware Update Procedure” for more information.
4.0 Communication Protocol

STN bootloader employs a basic communication protocol that is robust, simple to use, and easy to implement.

Flow control is built into the protocol. Thus, for every received command, there is a response (an ACK or a NACK).

All multibyte values are big-endian and are transmitted most significant byte first.

4.1 UART Settings

The bootloader communicates with the host via UART. The following communication settings are used:

- 8 data bits
- No parity
- 1 stop bit
- Automatic baud rate detection

The bootloader supports a wide range of baud rates. All standard RS-232 baud rates are supported in addition to a few higher baud rates. The following formula can be used to calculate all supported baud rates (expressed in bits per second):

\[
\text{Baud Rate} = \frac{10,000,000}{\text{divisor}},
\]

where \(\text{divisor}\) is an integer between 1 and 65,536.

Baud rate is automatically detected during the reception of the first <STX> character of each command packet. The bootloader will reply on the same baud rate.

4.2 Packet Format

All data that is transmitted to or from the device follows this basic packet format:

\(<\text{STX}>[\text{DATA1}...\text{DATA}n]\text{CRCH}\text{<CRCL}><\text{ETX}>\)

where each <...> represents a byte and [...] represents the data field. The start of a packet is indicated by two ‘Start of TeXt’ control characters (<STX>), and is terminated by a single ‘End of TeXt’ control character (<ETX>). The last two bytes before the <ETX> are the 16-bit CCITT CRC.

4.3 Control Characters

Three control characters have special meaning. Two of them, <STX> and <ETX>, were introduced in the previous section. The third control character is the <DLE> (‘Data Link Escape’), described later in this section. Table 1 provides a summary of the three control characters.

Table 1 – Control Characters

<table>
<thead>
<tr>
<th>Control</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;STX&gt;</td>
<td>0x55</td>
<td>Start of TeXt</td>
</tr>
<tr>
<td>&lt;ETX&gt;</td>
<td>0x04</td>
<td>End of TeXt</td>
</tr>
<tr>
<td>&lt;DLE&gt;</td>
<td>0x05</td>
<td>Data Link Escape</td>
</tr>
</tbody>
</table>

The <DLE> is used to identify a value that could be interpreted in the data field or CRC as a control character. Within the data field or CRC, the bootloader will always accept the byte following a <DLE> as data, and will always send a <DLE> before bytes 0x55, 0x04, and 0x05 that are part of data or CRC and should not be interpreted by the receiver as control characters.

For example, if a byte of value 0x55 is transmitted as part of the data field, rather than as the <STX> control character, the <DLE> character is inserted before the 0x55 byte. In other words, the following response packet (hex):

\[
\begin{array}{cccccccc}
55 & 55 & 49 & 04 & 4C & 55 & 8A & 05 \\
\text{STX} & \text{STX} & \text{DLE} & \text{DLE} & \text{DLE} & \text{ETX} &
\end{array}
\]

will be transmitted as

\[
\begin{array}{cccccccc}
55 & 55 & 49 & 04 & 4C & 85 & 8A & 05 \\
\text{STX} & \text{STX} & \text{DLE} & \text{DLE} & \text{DLE} & \text{ETX} &
\end{array}
\]

The process of using <DLE> to escape data bytes that may be misinterpreted as control characters, is called “byte stuffing”.

Note: Control characters are not considered data and are not included in the CRC calculation.

4.4 CRC

The error detection during communication is accomplished using a standard 16-bit CCITT CRC (XModem) algorithm. Table 2 details the CRC parameters. Appendix B: CRC Sample Code lists sample code for the CRC calculation.

Table 2 – CRC Parameters

<table>
<thead>
<tr>
<th>Width</th>
<th>16 bits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Polynomial</td>
<td>0x1021</td>
</tr>
<tr>
<td>Initial Value</td>
<td>0x0000</td>
</tr>
<tr>
<td>Final XOR Value</td>
<td>0x0000</td>
</tr>
<tr>
<td>Reflection</td>
<td>none</td>
</tr>
<tr>
<td>Check Value</td>
<td>0x31C3</td>
</tr>
</tbody>
</table>
CRC is calculated on the data field prior to byte stuffing. It is transmitted after the data field, and before the <ETX> control character.

After a response is received, it must first be unstuffed. Then the CRC is calculated over the entire data packet (including the CRC bytes). If the reception is successful, the CRC calculation result will equal zero.

### 4.5 Commands

The data field of each packet transmitted to the bootloader should contain one command and (optionally) its associated data. Commands must be transmitted to the bootloader in the following format:

```
<command><data length>[<data>]
```

Table 3 details the command format. Commands supported by the bootloader are detailed in section 5.0 “Bootloader Commands”.

**Table 3 – Command Format**

<table>
<thead>
<tr>
<th>Field</th>
<th>Length (bytes)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;command&gt;</td>
<td>1</td>
<td>Bootloader command</td>
</tr>
<tr>
<td>&lt;data length&gt;</td>
<td>2</td>
<td>Length of command payload</td>
</tr>
<tr>
<td>[&lt;data&gt;]</td>
<td>variable</td>
<td>Optional command payload</td>
</tr>
</tbody>
</table>

Bytes comprising a command do not have to be sent back-to-back. However, there cannot be more than 200 milliseconds between any two bytes. If this timeout occurs, the bootloader will abort receiving the command, and will revert to looking for the start of the next command packet.

### 4.6 Responses

The data field of each packet received from the bootloader contains one response and its associated data. The responses are transmitted by the bootloader in the following format:

```
<ACK/NACK><command><data length>[<data>]
```

Table 4 details the response format.

**Table 4 – Response Format**

<table>
<thead>
<tr>
<th>Field</th>
<th>Length</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;ACK/NACK&gt;</td>
<td>2 bits</td>
<td>Success/error indication:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>01 = ACK</td>
</tr>
<tr>
<td></td>
<td></td>
<td>10 = NACK</td>
</tr>
</tbody>
</table>

**4.6.1 ACK Responses**

Upon successful execution of each command, the bootloader responds with an ACK response in the following format:

```
<0x40|command><data length>[<data>]
```

See section 5.0 “Bootloader Commands” for details on responses to each bootloader command.

**4.6.2 NACK Responses**

When the bootloader encounters an error while processing a command, it will respond with a NACK response. NACK responses have a fixed length of three bytes (one data byte) and are in the following format:

```
<0x80|command><0x01><error code>
```

Table 5 lists possible error codes.

**Table 5 – Error Codes**

<table>
<thead>
<tr>
<th>Error Type</th>
<th>Error Code (hex)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Communication</td>
<td>01</td>
<td>CRC error</td>
</tr>
<tr>
<td></td>
<td>02</td>
<td>Received packet too long</td>
</tr>
<tr>
<td>Command Validation</td>
<td>10</td>
<td>Unknown command</td>
</tr>
<tr>
<td></td>
<td>11</td>
<td>Invalid command format</td>
</tr>
<tr>
<td>Firmware Upload</td>
<td>30</td>
<td>Sequence error</td>
</tr>
<tr>
<td></td>
<td>50</td>
<td>Authentication error</td>
</tr>
<tr>
<td></td>
<td>80</td>
<td>Programming error</td>
</tr>
<tr>
<td></td>
<td>90</td>
<td>Verification error</td>
</tr>
</tbody>
</table>

**4.6.2.1 Communication Errors**

NACK responses indicating communication errors have their command field set to 0x00, because the integrity of the packet has been compromised or could not be verified, and the byte received in place of the command field may not correspond to the command actually sent by the host. These errors may occur for any bootloader command. The following two errors indicate communication problems:
**STN Bootloader**

**CRC**

The bootloader responds with this error when the received packet fails the CRC check. To recover from this error, resend the packet.

**Packet Too Long**

Whenever the size of the bootloader's internal buffer is exceeded, it will stop receiving the command and wait for the <ETX> character; after it receives the <ETX>, the bootloader will respond with the Packet Too Long error.

When properly formatted, none of the commands with fixed data length will generate this error. However, the SendChunk command accepts a variable data length parameter, and may generate this error if the data length exceeds the maximum chunk size supported by the bootloader. See StartUpload command description for more information.

**4.6.2.2 Command Validation Errors**

After the bootloader receives a packet and verifies the CRC, it proceeds to validate the command. The following two errors may be generated for any command received by the bootloader:

**Unknown Command**

<command> field of a packet received by the bootloader does not match any of the supported commands.

**Command Format**

This error will be generated by an incorrect formatting of the <data> field. This can happen if the data length is incorrect, or the data values are outside of the supported range.

**4.6.2.3 Firmware Upload Errors**

Firmware upload errors can occur at any point during the firmware upload sequence. The two commands that can generate these errors are StartUpload and SendChunk.

**Sequence**

This error is returned when a firmware upload sequence error is detected. Conditions that can cause this error are:

- SendChunk command received before StartUpload command
- Chunk number is out of sequence
- The number of bytes received by the bootloader exceeds the number specified by the <image size> field of the StartUpload command

**Authentication**

This error will be returned if the host software attempts to upload a firmware image for the wrong device. It can also be caused by a corrupted firmware image.

If an attempt is made to upload an invalid firmware image, most of the time this will be detected within the first few packets and the old firmware will remain intact.

**Programming**

This error will be returned if the bootloader encounters any errors while attempting to program the uploaded firmware. To attempt a recovery, reset the device and try uploading the firmware again.

**Validation**

This error is similar to the Programming error. However, it has a special meaning for firmware images of the Validation type. See section 6.0 “Firmware Update Procedure” for more information.

### 5.0 Bootloader Commands

#### 5.1 Control Commands

Control commands are used for establishing and terminating the bootloader session and to aid in error recovery. All control commands have their data length field set to 0x0000. Table 6 summarizes control commands supported by the current version of STN Bootloader.

<table>
<thead>
<tr>
<th>Command</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>03</td>
<td>Connect</td>
<td>Start bootloader session</td>
</tr>
<tr>
<td>02</td>
<td>Reset</td>
<td>Reset device</td>
</tr>
<tr>
<td>01</td>
<td>ResendLast</td>
<td>Resend last response</td>
</tr>
</tbody>
</table>
Connect
Start bootloader session. After successfully receiving this command, the bootloader turns off the startup timer, and the device will remain in bootloader mode until it is reset (via hardware reset or a Reset command). The bootloader will not respond to any other command with either ‘ACK’ or ‘NACK’ unless it receives the Connect command.

Reset
Terminate bootloader session, and reset the device. Send Reset after successfully uploading the firmware, to restart the device in normal mode.

ResendLast
Resend last response. This command can be used to recover from a communication error during reception of a bootloader response (e.g., UART framing error or a failed CRC check).

5.2 Device Information Commands
Table 7 summarizes device information commands supported by the current version of STN Bootloader. These commands can be used in bootloader mode to request information about the device. All device information commands must have their data length field set to 0x0000.

<table>
<thead>
<tr>
<th>Command</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>06</td>
<td>GetVersion</td>
<td>Get bootloader version</td>
</tr>
<tr>
<td>07</td>
<td>GetDevID</td>
<td>Get device ID</td>
</tr>
<tr>
<td>08</td>
<td>GetHWRev</td>
<td>Get hardware revision</td>
</tr>
<tr>
<td>0A</td>
<td>GetSerialNumber</td>
<td>Get serial number</td>
</tr>
<tr>
<td>0B</td>
<td>GetDeviceName</td>
<td>Get Device Name</td>
</tr>
<tr>
<td>0F</td>
<td>GetFWStatus</td>
<td>Get firmware status (valid/invalid)</td>
</tr>
</tbody>
</table>

GetVersion
Get bootloader version. Returns bootloader version in the following format (data length = 2):

<major><minor>

GetDevID
Get device ID. Returns device ID as a big-endian 16-bit integer (data length = 2). See Appendix C: Device IDs for the list of possible device IDs.

GetHWRev
Get device hardware revision. Returns device hardware revision in the following format (data length = 2):

<major><minor>

GetSerialNumber
Get device serial number. Returns serial number as 8 ASCII characters (data length = 8).

GetDeviceName
Get device name. Returns device name as an ASCII string. Data length is fixed at 32 bytes. For strings shorter than 32 bytes, the remaining data bytes will be padded with 0s.

GetFWStatus
Get firmware status. Reports whether valid application firmware is present (data length = 1). If valid firmware is not present, returns 0; any other value indicates valid firmware.

Use this command to verify that the firmware was properly programmed after upload.

5.3 Firmware Upload Commands
Table 8 summarizes firmware upload commands supported by the current version of STN Bootloader, which are used to upload each firmware image as specified by the firmware file.
Table 8 – Firmware Upload Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td>StartUpload</td>
<td>Start firmware image upload</td>
</tr>
<tr>
<td>31</td>
<td>SendChunk</td>
<td>Send the next firmware image chunk</td>
</tr>
</tbody>
</table>

**StartUpload**

Start firmware image upload. Every firmware image upload must be preceded by a `StartUpload` command. The `StartUpload` command packet has the following format:

\[0x30][0x04][<\text{image size}><\text{mode}>]\]

Table 9 details the data field format of the `StartUpload` command.

**Table 9 – StartUpload Command Format**

<table>
<thead>
<tr>
<th>Field</th>
<th>Length (bytes)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;image size&gt;</td>
<td>3</td>
<td>Firmware image size</td>
</tr>
<tr>
<td>&lt;mode&gt;</td>
<td>1</td>
<td>Mode. Must be set to 0x01</td>
</tr>
</tbody>
</table>

The response to `StartUpload` command is a big-endian 16-bit integer specifying the maximum chunk size that can be accepted by the bootloader (data length = 2).

**SendChunk**

Send the next firmware image chunk. Firmware chunk length must be a multiple of 16 bytes, and cannot exceed the maximum chunk size returned by the `StartUpload` command. The chunk size can be varied to achieve the optimum balance between firmware upload speed, progress granularity, and the speed of error recovery.

The `SendChunk` command packet has the following format:

\[0x31][\text{chunk_len}+2][<\text{chunk num}><\text{chunk}>]\]

Table 10 details `SendChunk` command data field format.

**Table 10 – SendChunk Command Format**

<table>
<thead>
<tr>
<th>Field</th>
<th>Length (bytes)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;chunk num&gt;</td>
<td>2</td>
<td>Chunk number</td>
</tr>
<tr>
<td>&lt;chunk&gt;</td>
<td>variable</td>
<td>Firmware image chunk data</td>
</tr>
</tbody>
</table>

Chunk number is a sequential number assigned to each chunk. It must be set to 0 for the first chunk and then incremented by one for each subsequent chunk.

The response to `SendChunk` command contains the 16-bit chunk number (data length = 2).

### 6.0 Firmware Update Procedure

Basic firmware update steps are as follows:

1. Load firmware file header into memory
2. Start bootloader session (Connect)
3. Verify bootloader version (GetVersion). Proceed only if the major version is 2.
4. Upload each firmware image (see Appendix A: Firmware File Format for details):
   a. Send `StartUpload` command
   b. Send firmware image using `SendChunk` commands until all bytes of the firmware image have been transmitted
5. Send `GetFWStatus` command to verify that the application firmware was successfully uploaded
Appendix A: Firmware File Format

Firmware images to be used with STN Bootloader are released as binary files with a .bin extension. The STN firmware file format is detailed in this section.

The current file version is 5. If any other file version is detected, you should abort the upload, because the firmware will not be compatible with the file layout described in this document. Table 11 describes STN firmware file structure. All multi-byte values are big-endian.

Table 11 – Firmware File Structure

<table>
<thead>
<tr>
<th>Field</th>
<th>Size (bytes)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Signature</td>
<td>6</td>
<td>File signature (ASCII STNFWv)</td>
</tr>
<tr>
<td>Version</td>
<td>2</td>
<td>File version (ASCII 05)</td>
</tr>
<tr>
<td>Device ID Count</td>
<td>1</td>
<td>Size of device IDs array</td>
</tr>
<tr>
<td>Device IDs Array</td>
<td>[Dev ID Count] * 2</td>
<td>Device IDs of compatible devices that can be programmed with this firmware</td>
</tr>
<tr>
<td>FW Image Descriptors Count</td>
<td>1</td>
<td>Size of firmware descriptors array (see Table 12)</td>
</tr>
<tr>
<td>FW Image Descriptors Array</td>
<td>[FW Image Desc Count] * 12</td>
<td>Optional firmware descriptors array</td>
</tr>
<tr>
<td>FW Images</td>
<td>Variable</td>
<td>Firmware images, specified by firmware image descriptors</td>
</tr>
</tbody>
</table>

Table 12 – Firmware Image Descriptor Format

<table>
<thead>
<tr>
<th>Field</th>
<th>Length (bytes)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Image Type</td>
<td>1</td>
<td>Firmware image type (see Table 13)</td>
</tr>
<tr>
<td>Reserved</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Next FW Index</td>
<td>1</td>
<td>Next firmware image to upload. 0xFF means there are no more images to upload.</td>
</tr>
<tr>
<td>Error FW Index</td>
<td>1</td>
<td>Firmware to upload on error. Used only for images of ‘Validation’ type.</td>
</tr>
<tr>
<td>Image Offset</td>
<td>4</td>
<td>Absolute file offset to beginning of firmware image</td>
</tr>
<tr>
<td>Image Size</td>
<td>4</td>
<td>Size of firmware image in bytes</td>
</tr>
</tbody>
</table>

Table 13 – Firmware Image Types

<table>
<thead>
<tr>
<th>FW Image Type</th>
<th>Value (hex)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal</td>
<td>00</td>
<td>Go to [Next FW Index] on success, handle all errors normally (ignore [Error FW Index])</td>
</tr>
<tr>
<td>Normal, Tolerate Errors</td>
<td>01</td>
<td>Go to [Next FW Index] on success; if connection is lost, reconnect, then continue with the [Next FW Index]; if device comm error occurs, send ResetDevice command, reconnect, then continue with the [Next FW Index]; handle all other errors normally (ignore [Error FW Index])</td>
</tr>
<tr>
<td>Validation</td>
<td>10</td>
<td>Go to [Next FW Index] on success, go to [Error FW Index] on Validation error, handle all other errors normally</td>
</tr>
</tbody>
</table>
Appendix B: CRC Sample Code

Table-based Algorithm

```c
unsigned short crcTable[256] = {
    0x0000, 0x1021, 0x2042, 0x3063, 0x4084, 0x50A5, 0x60C6, 0x70E7,
    0x8108, 0x9129, 0xA14A, 0xB16B, 0xC18C, 0xD1AD, 0xE1CE, 0xF1EF,
    0x1231, 0x0210, 0x3273, 0x2252, 0x52B5, 0x4294, 0x72F7, 0x62D6,
    0x9339, 0x8318, 0xB37B, 0xA35A, 0xC39C, 0xD3BD, 0xE3DE, 0xF3FF,
    0x2462, 0x3443, 0x0420, 0x1401, 0x64E6, 0x74C7, 0x44A4, 0x5485,
    0xB56A, 0xA54B, 0x9529, 0x8508, 0xF5EF, 0xE5CE, 0xD5AD, 0xC58C,
    0x3653, 0x2672, 0x1611, 0x0630, 0x76D7, 0x66F6, 0x5695, 0x46B4,
    0x8769, 0x9748, 0xA72D, 0xB70C, 0xC76C, 0xD74B, 0xE72A, 0xF709,
    0x5844, 0x4865, 0x18C0, 0x08E1, 0x3882, 0x28A3, 0x7826, 0x6807,
    0x98C8, 0x88E9, 0xB84E, 0xA82D, 0xD8CE, 0xC8A5, 0xE80A, 0xF82B,
    0x490D, 0x592C, 0x2983, 0x1962, 0x09E1, 0x3940, 0x69C6, 0x79E5,
    0xB98A, 0xA96B, 0x9948, 0x89C9, 0xF965, 0xE944, 0xD90C, 0xC92D,
    0x1A0B, 0x0A2A, 0x5A6F, 0x4A4E, 0x7A27, 0x6A06, 0x3A43, 0x2A22,
    0xDA8C, 0xEA6B, 0x9DA8, 0x8DC9, 0xFDC5, 0xEDB4, 0xDD7C, 0xCD5D,
    0x2B1E, 0x3B3F, 0x0B92, 0x1BB1, 0x6BD6, 0x7B97, 0x4BC4, 0x5B75,
    0xCBBF, 0xDB9E, 0xA91D, 0xB93C, 0x9978, 0x8959, 0xF91A, 0xE93B,
    0x4A20, 0x5A41, 0x2A02, 0x3A23, 0x0AD6, 0x1AC5, 0x6AA0, 0x7A21,
    0xBAD2, 0xAAC3, 0x9A68, 0x8A49, 0xFA5E, 0xEA3F, 0xDA1C, 0xCDA5,
    0x3B6F, 0x2B8E, 0x1BB9, 0x0B98, 0x7BB7, 0x6BA6, 0x5B75, 0x4B54,
    0xCBBF, 0xDB9E, 0xA91D, 0xB93C, 0x9978, 0x8959, 0xF91A, 0xE93B,
    0x4A20, 0x5A41, 0x2A02, 0x3A23, 0x0AD6, 0x1AC5, 0x6AA0, 0x7A21,
    0xBAD2, 0xAAC3, 0x9A68, 0x8A49, 0xFA5E, 0xEA3F, 0xDA1C, 0xCDA5,
    0x3B6F, 0x2B8E, 0x1BB9, 0x0B98, 0x7BB7, 0x6BA6, 0x5B75, 0x4B54,
};

unsigned short UpdateCcittCrc(unsigned short crc, unsigned char data)
{
    return (crc << 8) ^ crcTable[(crc >> 8) ^ data];
}

unsigned short CalculateCcittCrc(unsigned char* data, int len)
{
    unsigned short crc = 0;

    while (len-- > 0)
    {
        crc = UpdateCcittCrc(crc, *data);
        data++;
    }

    return crc;
}
Efficient Bytewise Algorithm

```c
unsigned short UpdateCcittCrc(unsigned short crc, unsigned char data)
{
    unsigned short x;

    x = ((crc >> 8) ^ data) & 0xFF;
    x ^= x >> 4;
    crc = (crc << 8) ^ (x << 12) ^ (x << 5) ^ x;

    return crc;
}
```

```c
unsigned short CalculateCcittCrc(unsigned char* data, int len)
{
    unsigned short crc = 0;

    while (len-- > 0)
        crc = UpdateCcittCrc(crc, *data++);

    return crc;
}
```

Appendix C: Device IDs

Table 14 lists device IDs for OBD Solutions devices currently in production.

Table 14 – Device IDs

<table>
<thead>
<tr>
<th>Device ID (hex)</th>
<th>Device Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>1000</td>
<td>OBDLink CI</td>
</tr>
<tr>
<td>1100</td>
<td>OBDLink</td>
</tr>
<tr>
<td>1101</td>
<td>OBDLink S</td>
</tr>
<tr>
<td>1110</td>
<td>STN1110</td>
</tr>
<tr>
<td>1120</td>
<td>microOBD 200</td>
</tr>
<tr>
<td>1130</td>
<td>OBDLink SX</td>
</tr>
<tr>
<td>1200</td>
<td>STSP200 – ECUsim CAN PIM</td>
</tr>
<tr>
<td>1300</td>
<td>STSP300 – ECUsim 5100 PIM</td>
</tr>
<tr>
<td>1310</td>
<td>STS2000 – ECUsim 2000</td>
</tr>
</tbody>
</table>
Appendix D: Revision History

Revision A (January 25, 2011)
Initial release of this document.

Appendix E: Contact Information

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