Topaz Release Notes

For the Windows Embedded CE 6.0 R3 Image and BSP

Release 432
Monday, 11 April 2011

Table Contents

Release Contents

The contents of the release packages are described below. The release packages can be downloaded at this permanent link: http://guruce.com/topaz/release/r432

The release packages:

1) Topaz Release Notes r432.pdf
2) Getting Started with the Topaz.pdf
3) TopazSDKr432.msi
4) Topaz Image Binaries r432.zip
5) Topaz Binary BSP Users Guide.pdf
6) Topaz Binary BSP r432.zip

Topaz Release Notes r432.pdf

This document.

Getting Started with the Topaz.pdf

This document is a step-by-step guide to getting started with the Topaz Windows CE 6.0 R3 Image Binaries and describes how to develop software for the Topaz using Visual Studio 2008.

TopazSDKr432.msi

This installer contains the Topaz Software Development Kit (SDK) needed to be able to develop applications for the Topaz using Visual Studio.

Topaz Image Binaries r432.zip

This zip package contains the image binaries in .nb0 format (flat unformatted flash data). The .nb0 files can be flashed to the Topaz using the Topaz Flasher (http://guruce.com/topaz-flasher)

Topaz Binary BSP Users Guide.pdf

This document is a step-by-step guide to getting started with the Topaz Windows CE 6.0 R3 Binary BSP and describes how to develop custom image binaries using Visual Studio 2005 with Platform Builder for Windows CE 6.0.

Topaz Binary BSP r432.zip

This zip package contains the Topaz BSP in binary form and the standard Topaz OS Design. These can be used to create custom Windows CE 6.0 R3 images using Visual Studio 2005 with Platform Builder for Windows CE 6.0.

Changelist

Release 432

- Default LCD panel now set to 4.3" 480x272 with new backlight enable signals (GPIO 3.18 instead of GPIO 4.9)
- Fixed set wallpaper bug in LCD autodetection routines
- Added GPT SDK headers
- Added interrupt capability to the GPIO driver and SDK library
- Mouse cursor now appears or disappears when USB mouse is attached/detached
- Added SD 4-bit capability in SDHC driver (massive speed increase)
- SD 2nd interface now configured correctly
- UART1 now DTE (instead of DCE; not connected on Topaz)
- Removed Camera driver (as it was very specific and hard to configure)
- Added SIM2 driver (smartcard)
- Serial Debug Port now selectable in bootloader
- Added UART1 driver to kernel (so UART1 is available for applications)
- Added support for CSPI2 and CSPI3
- Catalog selection now notifies user of possible IOMUX conflicts when selecting drivers
- ActiveSync USB Serial connection now always COM6 (prevents collisions with physical UART drivers)
- Bootloader now defaults to boot from NAND, KITL disabled and Serial Debug Port disabled
- Added OAL_IOMUX_SELECT_INPUT macro and fixed some serial debug bugs
- Moved CANBUS registry entries to separate file (consitent with all other drivers)
- All drivers now adhere to BSP_NO environment variables
- Removed LCD_D0 and LCD_D12 from LCD IOMUX setup (not used on Topaz so free to use as GPIO)

Release 366

- Improved LCD autodetection routines
- Added support for LCD autodetection in 24LC32+ EEPROMs
- Added support for backlight configuration in LCD structures
- Added support for LCD enable configuration in LCD structures
- LCD autodetection is now an optional component
- Fixed PWM2 and PWM4 pad settings
- Added SDK headers and library for PWM
- Added automatic prescaler selection for PWM
- Fixed UART4 pad settings
- Added UART5 DMA support
- Fixed I2C pad and ALT settings
- Fixed I2C and USB OTG duplicated pin use
- Changed driver selection to match DevKit EXP headers
- Fixed flash in IE

Release 298

- Added missing CAN SDK function declarations
- Added some more GPIO functions and fixed some bugs in the GPIO & DDK MUX code
- Added GPIO driver and SDK
- Improved LCD autodetection
- Added GPIO SDK description to documentation

Release 280

- Added SPI, CAN and GPT drivers to the image (bus access through SDK)

Release 272

- Removed Jscript from kernel (was causing problems with pictures on guruce.com)
- Removed IE and related components from Topaz OS Design in Binary BSP package (debug build got too big for available memory on Topaz)
- Fixed SDK so it installs the documentation correctly on systems with VS2008 installed

Release 256

- Fixed GPT SDK code
- Added revision information to copyrights tab of system control panel applet

Known Issues and Limitations

Issue ID	Category	Description	Workaround
0000101	BSP	OTG port not working in host mode	Hardware problem. New LCD design fixes this.
0000097	BSP	Ethernet LEDs not setup correctly after wakeup from suspend	No workaround available
0000078	BSP	ActiveSync not recognized on all PC's	Try other USB port or other machine.

GuruCE is working hard to resolve these issues as soon as possible. If you find any other bugs or components not working correctly, please send a bug report to topazbugs@guruce.com using the template on the next page.

Revision: [rXXX]

Component: [USB/I2C/Active Sync/etc.]

Description of current behaviour:

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Description of expected behaviour:

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Steps to reproduce:

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Additional information:

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Support

GuruCE offers various support options:

- **Custom OS Design**
  If you don't have Platform Builder or don't have the time or expertise to generate an image using the Topaz Binary BSP we can do it for you. We'll create a Windows CE kernel for you according to your specific needs. We can even sort out the correct Microsoft CE licenses for you.
  Cost: 600 USD / 450 EUR
- **Source BSP**
  If you need to change or modify existing drivers or OAL code you can buy the complete source code of the BSP including all drivers. This package comes with 8 hours of dedicated support.
  Cost: 2400 USD / 1800 EUR
- **Extra support**
  16 hours of extra support, development services or consultancy for your project.
  Cost: 2400 USD / 1800 EUR
- **Ad-hoc support**
  Small support tasks, charged per half hour.
  Cost: 160 USD / 120 EUR per hour

Please contact us directly for more support options and more detailed information on how we can help you:

GuruCE APAC/NZ

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