

FTL Logger

- Log data to pre-formatted flash card
- Based on industry and PCMCIA standard FTL
- Small code size ($\approx 4K$) is good for very system resource-limited applications
- Source code license is royalty-free and gives derivative rights when used with Intel Flash
- Flash cards are 'pre-formatted' on a PC (preformat utility source included)
- Reference source code is included for an example logger application and data post-process application
- Embedded system does not need a file system or true FTL capability
- Embedded system will typically not access the logged data
- PC w/full FTL (not included) accesses the logged data using standard DOS calls

FTL Logger is a method for logging data to flash cards, which transport the data back to a full FTL-enabled system for data processing. The small code size (4K) on the embedded system is ideal for extremely resource-constrained embedded systems. FTL Logger is fast as it allows the logged data to be stored at the maximum flash write speed with virtually

no software overhead. This also allows it to be used on very simple embedded microcontroller or microprocessor systems. Example applications include medical monitors, diagnostic information storage, strip-recorder applications, etc.

The flash card is first preformatted on a full PC notebook or PC Card-enabled desktop using the provided Preformat Utility (source is included). The Preformat Utility creates one or many (user selectable) empty FTL files on the card. Next, this card is put in the embedded platform, which can then begin to log the data. Data is written in a linear fashion, skipping over the preformatted FTL structures or overhead. The FTL structures are consistent (symmetrical) in size and position. When done logging, the data is then transported back to the PC and read through a full FTL (not included) using standard DOS IOCTL calls. The logged data appears within the preformatted FTL file or files.

Source code is primarily in highly portable 'C' code with some assembly required. The software license for the code gives you royalty-free and derivative rights to the code when used with Intel Flash memory.

INTEL FLASH MEMORY
SUPPORTED:

Series 2 Cards, Series 2+ Cards, Value Series 100 Cards, Series 100 Miniature Cards

AVAILABILITY:
Now

CONTACT:
See Appendix C