FA command parsing rule(FA\FA\_Tool.ini)

EX:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | | | | | | | |
|  |  | TARG 0 | TARG 1 | TARG 2 | TARG 3 | TARG 4 | TARG 5 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| **F0h** | **17h** |  |  |  | CH | CE | LUN |
|  | | | | | | | |
| TARG 6 | TARG 7 | TARG 8 | TARG 9 | TARG 10 | TARG 11 | TARG 12 | TARG 13 |
| 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Type\_H | Type\_L |  | SecCnt |  |  |  |  |

[Setting]

TotalUnitItemNum=30 =>Total Item

[Item\_X]

ItemDesc=Set Calibration Table

ItemOPCode=0xF0

ItemSubCode=0x17

ItemDataLengthSec=1

ItemDataLengthOffset=9 => Set Data Length to <TARG9>

ItemRawDataParsingFile=GetDriveConfig.ini => INI parsing rule, please refer next chapter.

ItemUnitCnt=4 =>CH / CE / LUN / Type

ItemUnitOffset\_0=3 => <TARG> base address

ItemUnitNum\_0=1

ItemUnitName\_0=CH

ItemUnitOffset\_1=4

ItemUnitNum\_1=1

ItemUnitName\_1=CE

ItemUnitOffset\_2=5

ItemUnitNum\_2=1

ItemUnitName\_2=LUN

ItemUnitOffset\_3=6

ItemUnitNum\_3=2

ItemUnitName\_3=Type

ItemUnitBigEnd\_0=1 => default(empty): 0/Little-endian

ItemUnitDefVal\_0=0x50 => default(empty): 0

INI parsing rule

File: SmartString.ini / ECTable\_Controller.ini / ECTable\_Namespace.ini / Log.ini / SmartString.ini / [Setting]

UnitSize=1=> Item Unit length (unit:byte)

TotalUnitNum=128 => Item count

[Item\_X]

ItemUnitOffset=0 => Unit Item Start Offset

ItemUnitNum=8 => Data Length

ItemBitEnable=1 => Bit Mode Parsing

ItemDesc=E-Fuse Format

BitItemNum=1,4,6,6,6,6,5,30,NULL => bit data length for detail information

BitItemMethod=1,2,2,2,2,2,2,3,NULL => 0:bypass 1:BitItemX\_Y 2:BitItemZ 3:BitItemZ

BitItem0\_0=Bandgap Trim Disable => Method 1:BitItemX\_Y, X=Item, Y=Value

BitItem0\_1=Bandgap Trim Enable => Method 1:BitItemX\_Y, X=Item, Y=Value

BitItem1=Bandgap => Method 2

BitItem2=Thermal sensor 80 degrees => Method 2

BitItem3=Thermal sensor 20 degrees=> Method 2

BitItem4=Die Location X-axis=> Method 2

BitItem5=Die Location Y-axis=> Method 2

BitItem6=Wafer ID=> Method 2

BitItem7=Lot ID=> Method 3:

Method 3:

Naming rule: PXXXXX , “X” represents 0~9, A~Z, Data length are 6 bits per “X”