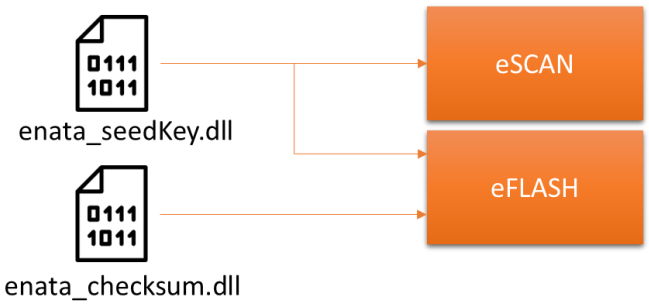
DLL Interfaces

Version	Description	Author By
1.0	Initial Version	Mukund Sutrave

1. DLL Interfaces

eFLASH and eSCAN uses two DLLs that is used for their operation:

1. enata_seedkey.dll is used for the seedkey algorithms that need to be passed by the eFLASH for ECU flashing. It is also used by eSCAN to pass the security levels to perform operations like write parameter, Actuator Tests, Routine tests etc.
2. enata_checksum.dll is used by eFLASH application to calculate the sector checksum that needs to be sent to the ECU as a part of the Start routine – Checksum Test service after the download of every sector. Note: some ECUs don't require this operation to be done. Hence, use this dll only if the ECU requires the sector checksum to be sent as a part of its flash sequence.



Note both these dlls can be created by the user of eSCAN / eFLASH. These DLLs have to be .NET based.

Interface details are listed below:

- DLLName: **enata_seedkey.DLL (does not matter)**
- DLL Type***:*** **Class Library (Universal Windows)**
- Namespace***:*** **ECUSeedkey**
- Class name: **ECUCalculateSeedkey**
- Dependency Interface: **FBCalculateKeyFromSeed**
- Byte[] Key = **FBCalculateKeyFromSeed(string index, byte seedkeylen, byte[] seed);**

- DLLName: **FBCalculateCS.DLL (does not matter)**
- DLL Type***:*** **Class Library (Universal Windows)**
- Namespace***:*** **CalculateCS**
- Class name: **Crc16**
- Dependency Interface: **FBCalculateCS**
- UInt16 crc = **FBCalculateCS(string index, UInt32 inputlen, byte cslen, byte[] input);**

Index in both the interfaces is used to select form the multiple seedkey algo / checksum algo which may be present in the dll.

Refer the example DLL source files which are on the enata-automotive.com website for more information.