An issue about “NTSTATUS = c0000001” happened in FW compiled in Eclipse 1.3.3

I developed “SyncSlaveFifo2Bit” (as attachment) based on “slfifosync” which in EZ-USB FX3 SDK 1.3. In SyncSlaveFifo, I only modify the following items from slfifosync :

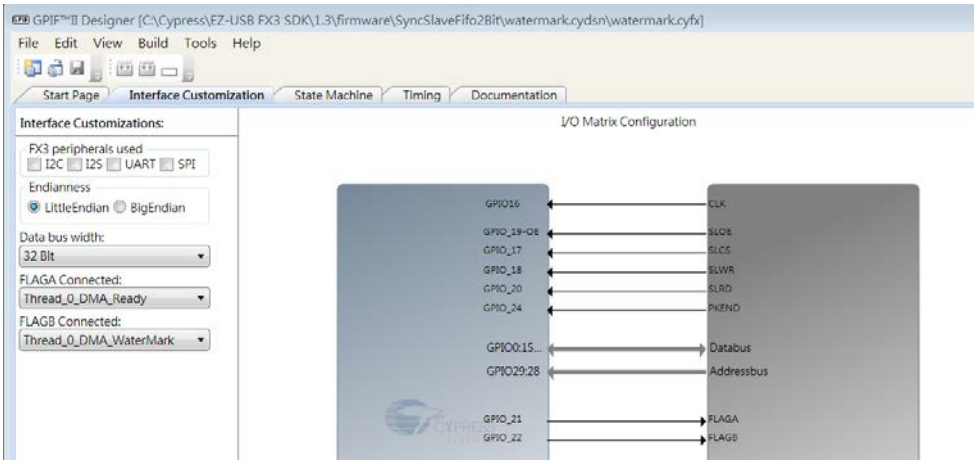
1. cyfxslfifosync.h

```
/* 16/32 bit GPIF Configuration select */
/* Set CY_FX_SLFIFO_GPIF_16_32BIT_CONF_SELECT = 0 for 16 bit GPIF data bus.
 * Set CY_FX_SLFIFO_GPIF_16_32BIT_CONF_SELECT = 1 for 32 bit GPIF data bus.
 */
//#define CY_FX_SLFIFO_GPIF_16_32BIT_CONF_SELECT (0)
#define CY_FX_SLFIFO_GPIF_16_32BIT_CONF_SELECT (1) //modified by Jackie

#define CY_FX_EP_BURST_LENGTH           (16) //modified by Jackie
                                        /* Burst length in packets. The buffer size is allocated
                                           to max packet size * burst length for all USB speeds
                                           but the bursting is done only for USB SS speeds. */

//#define CY_FX_SLFIFO_DMA_BUF_COUNT      (2)                     /* Slave FIFO channel buffer count */
#define CY_FX_SLFIFO_DMA_BUF_COUNT      (4) //modifiedy by Jackie   /* Slave FIFO channel buffer count */
```

2. cyfxslfifosync.c

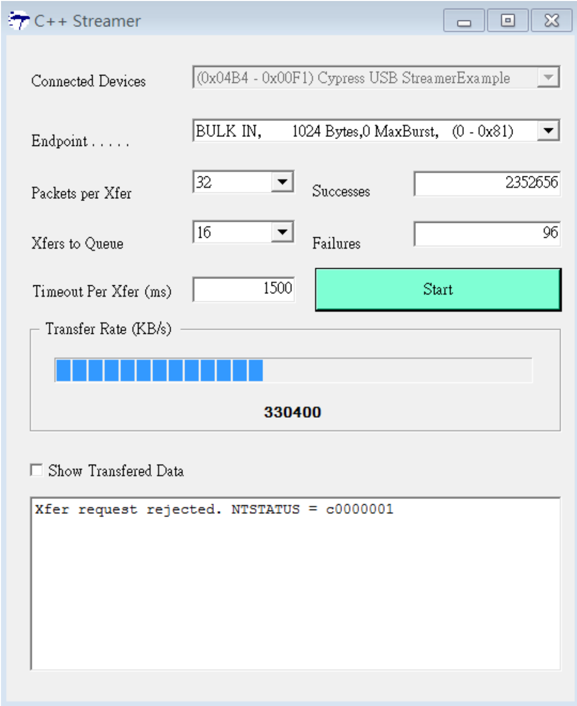
➔ you can search the modified items w/ “//modified by Jackie”.

3. In order to support the feature of watermark (for P2U) , I replace cyfxgpif_syncsf.h by cyfxgpif2config.h (in watermark.cydsn folder).



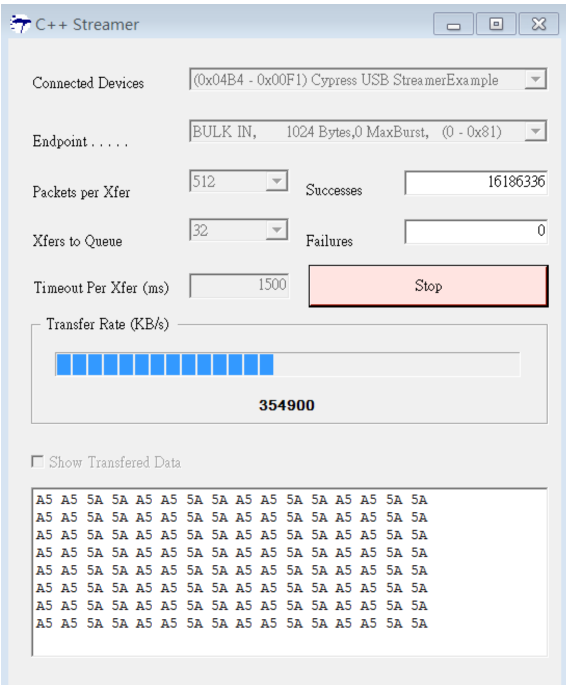

```
/* This function initializes the GPIF interface and initializes
 * the USB interface. */
void
CyFxSlFifoApplnInit (void)
{
    CyU3PPibClock_t pibClock;
    CyU3PReturnStatus_t apiRetStatus = CY_U3P_SUCCESS;

    /* Initialize the p-port block. */
    pibClock.clkDiv = 2;
    pibClock.clkSrc = CY_U3P_SYS_CLK;
    pibClock.isHalfDiv = CyFalse;
    /* Disable DLL for sync GPIF */
    pibClock.isDllEnable = CyFalse;
    apiRetStatus = CyU3PPibInit(CyTrue, &pibClock);
    if (apiRetStatus != CY_U3P_SUCCESS)
    {
        CyU3PDebugPrint (4, "P-port Initialization failed, Error Code = %d\n",apiRetStatus);
        CyFxAppErrorHandler(apiRetStatus);
    }

    /* Load the GPIF configuration for Slave FIFO sync mode. */
    //apiRetStatus = CyU3PGpifLoad (&Sync_Slave_Fifo_2Bit_CyFxGpifConfig);
    apiRetStatus = CyU3PGpifLoad (&CyFxGpifConfig); //modified by Jackie
    if (apiRetStatus != CY_U3P_SUCCESS)
    {
        CyU3PDebugPrint (4, "CyU3PGpifLoad failed, Error Code = %d\n",apiRetStatus);
        CyFxAppErrorHandler(apiRetStatus);
    }

    //case 1
    CyU3PGpifSocketConfigure (0,CY_U3P_PIB_SOCKET_0,4,CyFalse,1); //modified by Jackie
    CyU3PGpifSocketConfigure (3,CY_U3P_PIB_SOCKET_3,3,CyFalse,1); //modified by Jackie
```

I can successfully compile SyncSlaveFifo2Bit in Eclipse 1.3.3, and use Control center to download *.img (Debug folder) to CYUSB3014 to test w/ Streamer. However, “NTSTATUS = c0000001” happened after several Xfer…



However, I re-compile SyncSlaveFifo2Bit in Eclipse 1.2.2 and *.img coming from 1.2.2 can work well (transfer lots of packet and didn’t happen NTSTATUS = c0000001) with Streamer.

- ➔ Since Eclipse 1.2.2 can’t compile cyfxtx.c which come from 1.3.3, I replace cyfxtx.c by 1.2.2 version. And other materials are the same.
- ➔ BTW, the size of *.img compiled by 1.2.2 is smaller than the one compiled 1.3.3



My questions are,

1. What is the difference between Eclipse 1.2.2 and 1.3.3, and whether some problem in 1.3.3 cause the stability issue?
2. Why the size of *.img of 1.2.2 is smaller than 1.3.3? Whether I should use 1.3.3 for my work?

Please advise it. Thanks.

BRs, Jackie