

# TE USB FX2 Software tools

## Currently Supported File Extensions

It is possible to use these files with firmware (FX2 USB microcontroller's EEPROM and RAM) and bitstream (SPI Flash and FPGA) upgrade tools.

**.iic** file: it contains the firmware to be written in the large EEPROM of the EZ-USB FX2LP USB FX2 microcontroller and loaded at module start-up to implement the Trenz Electronic instruction set (TE API Commands).

**.bit** file : (bitstream file) FPGA configuration file. iMPACT **can't** use this file for SPI Flash programming; OpenFutNet (C#) and Open\_FUT (Python) **can** use this file for SPI Flash programming.

**.mcs** file : (bitstream file) FPGA configuration PROM file. iMPACT **can** use this file for SPI Flash programming; OpenFutNet (C#) and Open\_FUT (Python) **can** use this file for SPI Flash programming.

For a difference between [recovery boot](#) and [update boot](#) see [here](#).

## OpenFutNet and other tools that can be used

[OpenFutNet SW tool](#) can be used to download/update USB firmware and FPGA bitstream

In the case of 2<sup>nd</sup> generation firmware (DEWESoft):

- you should use a **.iic** file (EZ-USB FX2LP USB FX2 microcontroller firmware) with CyConsole, CyControl or the TE Python program Open\_FUT 2<sup>nd</sup> generation;
- you should use a **.bit** (or a Xilinx Flash **.mcs** file, not third-party SPI Flash) with the Python program Open\_FUT 2<sup>nd</sup> generation.

In the case of 3<sup>rd</sup> generation firmware (Trenz Electronic):

- you should use a **.iic** file (EZ-USB FX2LP USB FX2 microcontroller firmware) with CyConsole, CyControl, the TE Python program Open\_FUT 3<sup>rd</sup> generation or the TE C# program OpenFutNet;
- you should use a **.bit** or a **.mcs** file (both Xilinx Flash and third-party SPI Flash can be used) with the TE C# program OpenFutNET; for **.bit** (or a Xilinx Flash **.mcs** file) you can also use the Python program Open\_FUT 3rd generation.

Python programs [Open\\_Fut 2<sup>nd</sup>](#) and [Open\\_FUT 3<sup>rd</sup> generation](#) can be found on GitHub.