



Intel[®] Platform Flash Tool Lite

User guide

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1 Introduction

This document is a technical document that provides instructions on the installation and use of the Intel® Platform Flash Tool Lite.

This user guide is targeted at developers using the Platform Flash Tool Lite for flashing Intel® software images on Intel® devices.

1.1 Terminology

Term	Description
OS	Operating System
USB	Universal Serial Bus
GUI	Graphical User Interface
PFTL	Platform Flash Tool Lite

Table 1-1: Terminology



2 Platform Flash Tool Lite prerequisites

2.1 Operating Systems

This tool supports the following OS:

- Microsoft Windows XP (32 bits);
- Microsoft Windows 7 (32/64 bits);
- Microsoft Windows 8 (32/64 bits);
- Microsoft Windows 8.1 (32/64 bits);
- Ubuntu 12.04 LTS 64 bits
- Ubuntu 14.04 LTS 64 bits
- Mac OS X 10.9 (Mavericks)
- Mac OS X 10.10 (Yosemite)
- Mac OS X 10.11 (El Capitan)

3 Installation

This chapter describes the installation steps.

3.1 Installation on Windows OS

Run the installation package.

Microsoft Visual C++ 2012 Redistributable (x86) may be installed by the installer.

Setup wizard will start (see Figure 3-1). Click "Next" to complete the installation.



Figure 3-1: Windows Setup Wizard



3.2 Installation on Linux OS

Only 64bit package is available.

Ubuntu 12.04LTS 64bits and later

Prerequisites on Ubuntu 12.04LTS 64 bits:

`sudo apt-get install gdebi ia32-libs`

Prerequisites on Ubuntu 13.04 64 bits and later:

`sudo apt-get install gdebi libncurses5:i386 libstdc++6:i386`

Installation:

The "Ubuntu Software Center" will handle the installation, double-click on the .deb file and then click "Install Package" and enter the password. The license must be accepted.

Note: You can also install the package using the command line (replace with the correct name of the deb file):

```
sudo gdebi [PlatformFlashToolLite.deb]
```

3.3 Installation on Macintosh OS

Run the installation package.

Setup wizard will start (see Figure 3-2). Click "Continue" to complete the installation.

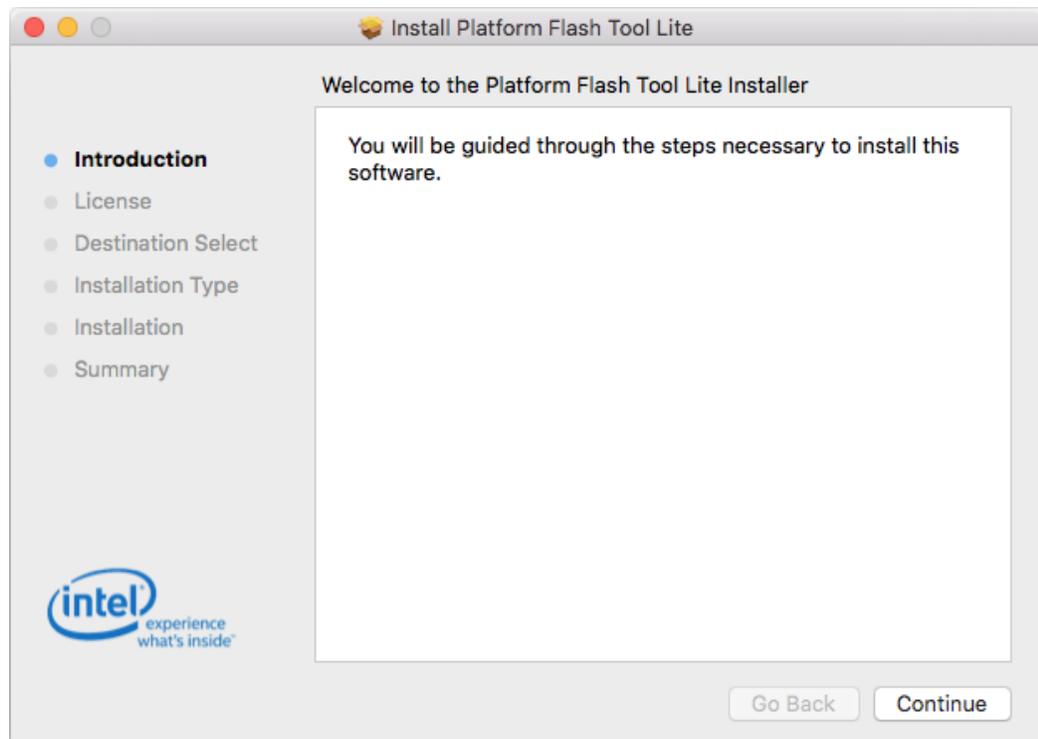


Figure 3-2: Macintosh Setup Wizard

4 Usage

Intel® Platform Flash Tool Lite can be used with the graphical user interface or in command line. The first part of this chapter will describe the graphical part. The command line mode is detailed in section 4.5.

4.1 Launching the tool

1. Double-click the desktop shortcut (Figure 4-1).
2. The main GUI of the tool is shown in Figure 4-2.



Figure 4-1: Platform Flash Tool Lite Icon

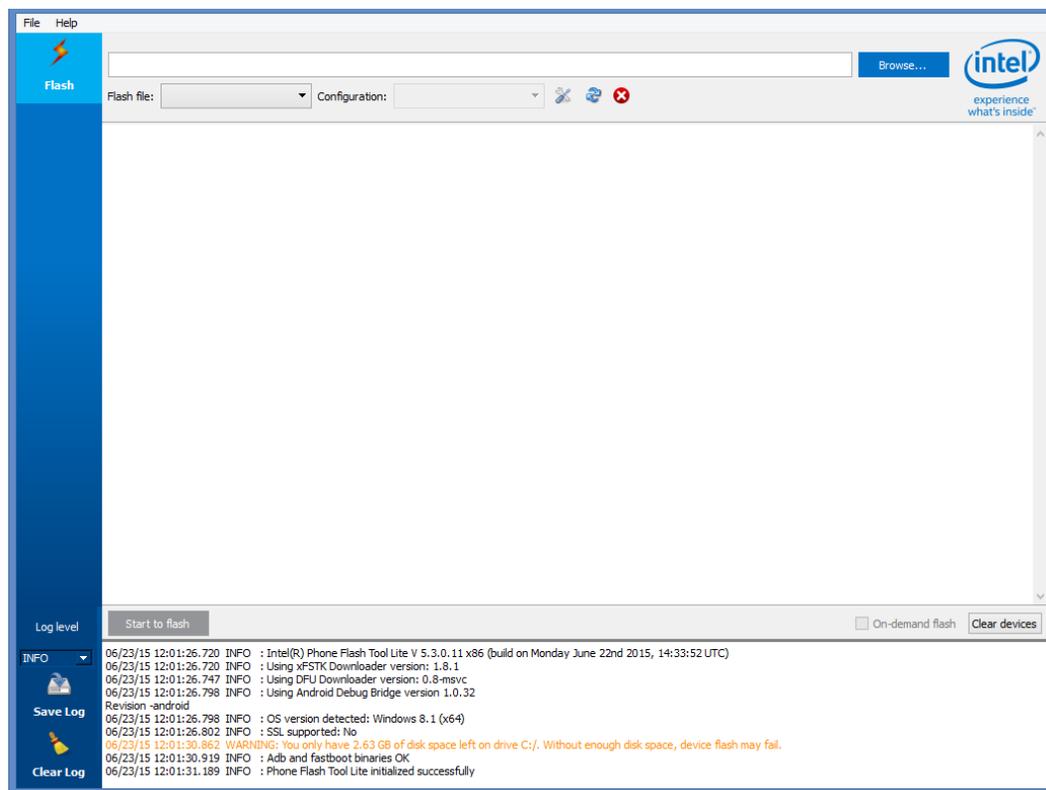


Figure 4-2: Main window of Platform Flash Tool Lite

4.2 Select flashing ingredients

The user has to select the flash file using the “Browse” button. The flash file validity is then checked and the flash operation can be started only if the selected flash file is valid. The details of the loaded flash file are printed in the log area in the DEBUG log level.

Select the flash file or the archive (*.zip *.tgz file or *.xml or *.json) using the “Browse” button (Figure 4-3).

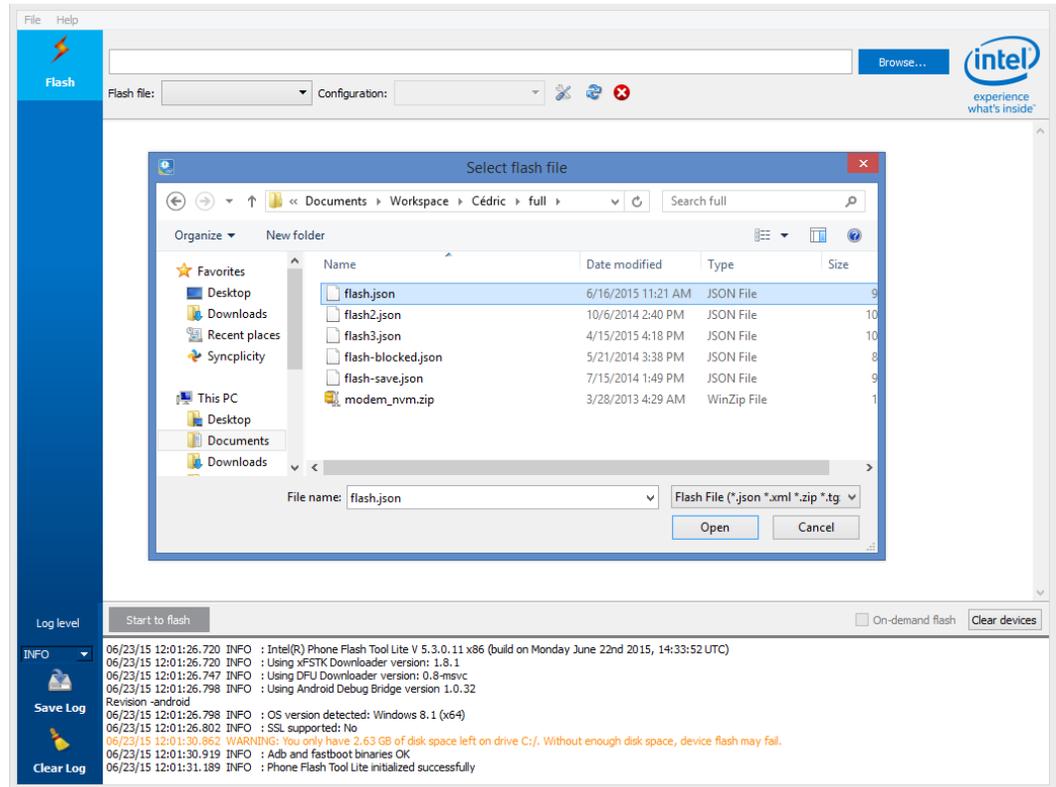


Figure 4-3: Local Flash file tab

When a flash file is selected, the tool checks the file validity and activates the “Start to flash” buttons.

4.3 Start the flashing operation

When a valid flash file is loaded, the “Start to flash” button are enabled. Click “Start to flash” in the widget of the device (Figure 4-4);

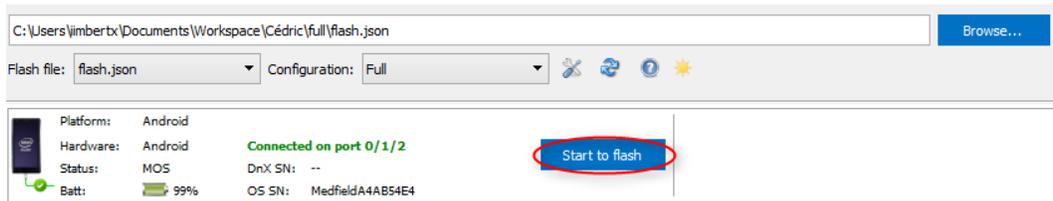


Figure 4-4: Flash a connected device

4.4 Tool Options

This section describes the options of the tool with the Graphical User Interface (GUI). The option panel is accessible via the main menu *File* → *Options*.

The option windows contains a General tab (Figure 4-5), an external tool tab (Figure 4-6), a Log tab (Figure 4-7) and an Advanced tab.

4.4.1 The General tab of the option window

In this tab, the user can configure the folder where the flash files are stored and the flash options.

"*Always unzip*" option:

- If the "*Always Unzip*" is checked, the zip files always will be unzipped by the tool.

"*Reload flash file at startup*" option:

- If checked, the latest loaded flash file in the local tab is reloaded at tool startup (if it still exist).

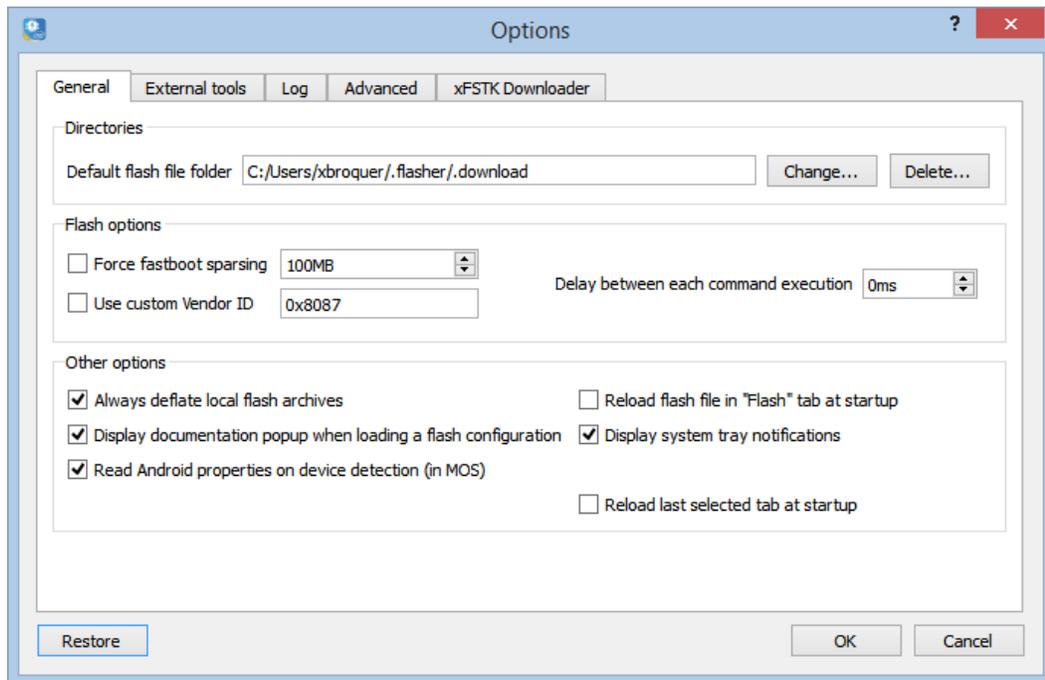


Figure 4-5: General tab of the option window

4.4.2 The external tool tab of the option window

In the tab, the user can set the path of the external tools and also add custom tool binaries that can be used in JSON flash files.

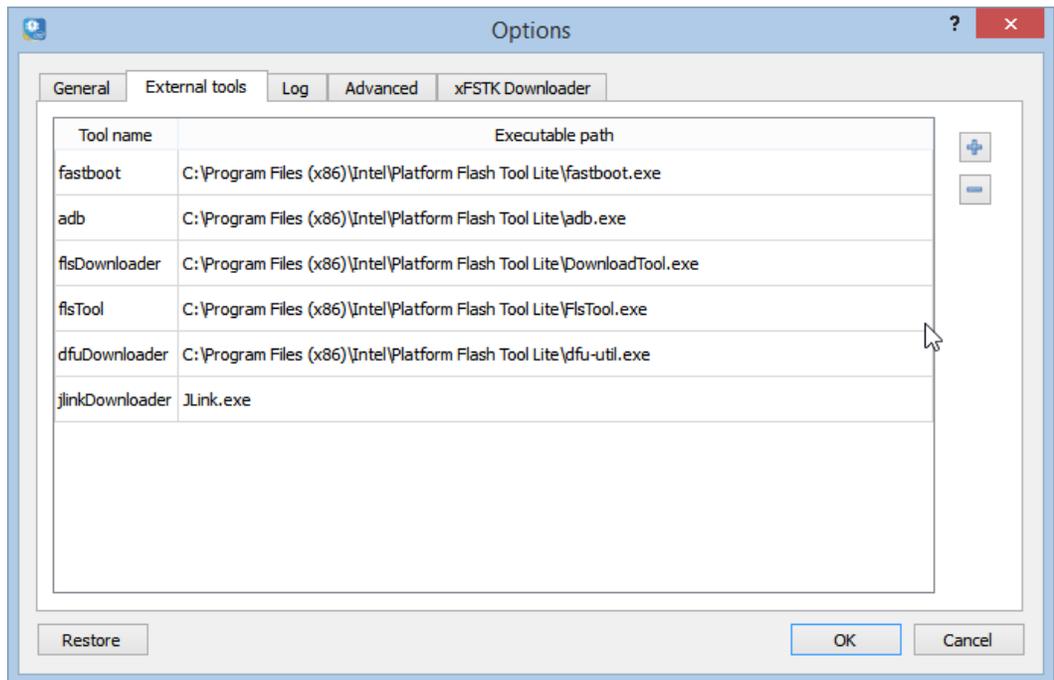


Figure 4-6: External tools options



4.4.3 The Log tab of the option window

This tab is used to customize the result log file of each flash and the application log file. The "Log directory" option allows to set the root directory of all logs files.

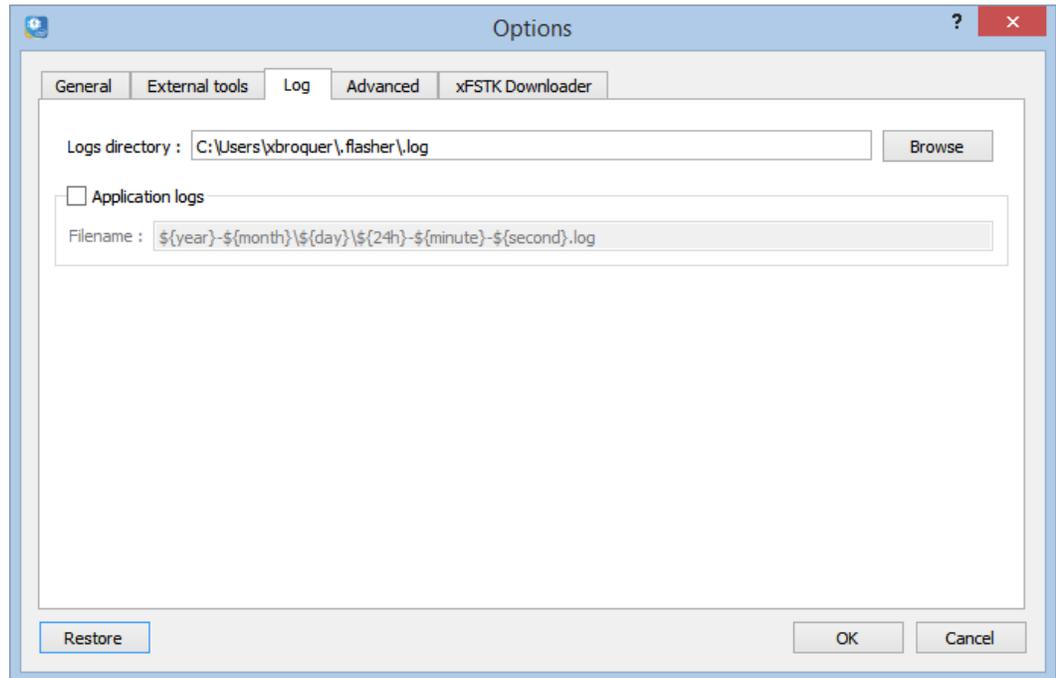


Figure 4-7: Log tab of the Options window

When the application logs option is enabled, all the log entries are stored in the file pointed by the Filename field. The "Log level" drop-down list in the main window (see Figure 4-2) does not filter the entries of this file. You just have to check the "Application logs" checkbox to enable the logger (see Figure 4-7). Use the "Filename" option to set the template filename of the log file.

4.4.4 The Advanced tab of the option window

On Windows, the "Scan USB devices on plug" will detect you devices when you plug it. This reduce the detection time.

4.5 Using the tool in command line

The binary file for the command line tool is *platformflashtoollitecli*.

The -f option is a mandatory option, this command line tool is designed to flash a single device. Multiple instance of the *platformflashtoollitecli* tool can be started in parallel for multi flash but in this case the user has to provide the android serial number (example: SERIAL95A451E7) and/or the SOC serial number with the respective options --os-sn and --soc-sn.



Usage

All command line options are available in the help message of the tool:

➤ *platformflashtoolitecli --help*