

# QIA128 SPI Communication Guide

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## Table of Contents

General Description.....	2
Pin Configurations and Function Descriptions for QIA128 .....	2
QIA128 SPI Configuration .....	4
QIA128 Internal Design Algorithm .....	4
SPI Packet Structure .....	5
“Continuous Read” Mode .....	5
Timing Diagrams.....	6
Packet Structure (Get ADC Data): .....	6
<i>DRDY</i> Period: .....	6
System Behavior.....	7
Start-up.....	7
Sampling Rate Change.....	7
Command-Set List .....	8
Packet and CRC Examples.....	11
ADC Data Conversion .....	12
ADC Data Conversion Example.....	12
Temperature Conversion.....	13
Temperature Conversion Example .....	13
Firmware Revision.....	14
CRC Calculations and References .....	14
crc8.h example: .....	14
crc8.c example: .....	14

Drawing Number EM1052 REV G 2023-09-19 Page 1 of 15

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# QIA128 SPI Communication Guide

## General Description

The *QIA128* is a single channel ultra-low power digital controller with UART and SPI outputs. The *QIA128* (Client device) can be used to communicate with any host devices through an *SPI* bus.

## Pin Configurations and Function Descriptions for QIA128

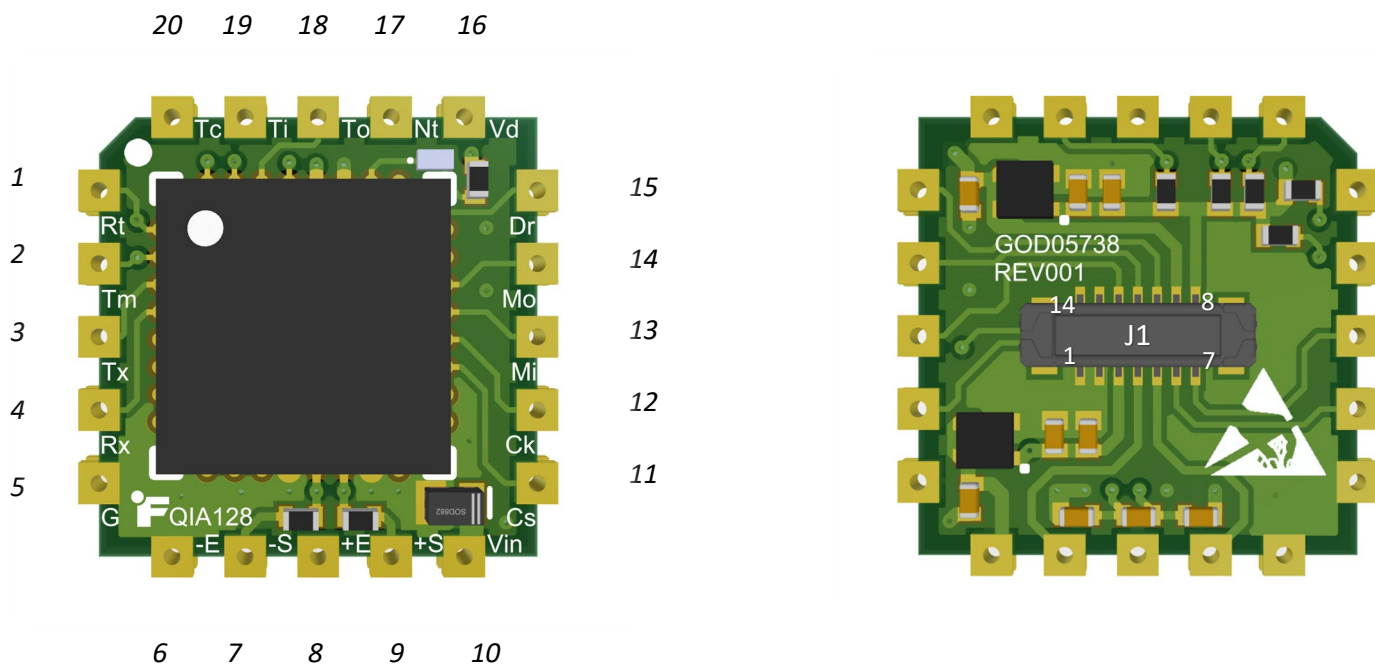


Figure 1.

Table 1

#	Pin	Description	J1 #
1	<b><i>RESET</i></b>	Active low reset pin.	-
2	<b><i>TMS</i></b>	JTAG TMS (Test Mode Select). Input pin used for debug and download.	-
3	<b><i>RX</i></b>	Receive Asynchronous Data input.	7
4	<b><i>TX</i></b>	Transmit Asynchronous Data output.	6
5	<b><i>GND</i></b>	Ground pins are connected to each other internally.	1

Drawing Number EM1052 REV G 2023-09-19 Page 2 of 15

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## QIA128 SPI Communication Guide

6	<b>-Excitation</b>	Sensor excitation return (connected to Ground).	2
7	<b>-Signal</b>	Sensor negative Input.	5
8	<b>+Excitation</b>	Sensor excitation.	3
9	<b>+Signal</b>	Sensor positive Input.	4
10	<b>VIN</b>	Voltage input 3 – 5VDC	9
11	<b><math>\overline{CS}</math></b>	Active low chip-select. Do not drive the $\overline{CS}$ line low until the device has booted up completely. Also ensure that the $\overline{CS}$ line is not driven low unless the $\overline{DRDY}$ is low.	14
12	<b>SCLK</b>	Serial clock generated by host.	13
13	<b>HICO</b>	Host-In-Client-Out.	12
14	<b>HOCI</b>	Host-Out-Client-In.	11
15	<b><math>\overline{DRDY}</math></b>	Active low $\overline{DRDY}$ pin is used to keep all communication synchronized. It notifies the host device when new data from the sampling system is ready. This ensures that the host is always collecting the latest data. When the $\overline{DRDY}$ pin goes low, it indicates that the data is ready to be clocked out. This pin can be used to externally interrupt the host. The pin returns high when the system is in a conversion state and returns low once new data is ready.  <i>*Note: The pin does not return high once data is read—it will only return high once the system enters a conversion state.</i>	-
16	<b>VDD</b>	Digital rail (2.5V).	-
17	<b>NTRST</b>	JTAG NTRST/BM Reset/Boot Mode. Input pin used for debug and download only and boot mode ( $\overline{BM}$ ).	-
18	<b>TDO</b>	JTAG TDO (Data Out). Input pin used for debug and download.	-
19	<b>TDI</b>	JTAG TDI (Data In). Input pin used for debug and download.	-
20	<b>TCK</b>	JTAG TCK (Clock Pin). Input pin used for debug and download.	-

Drawing Number EM1052 REV G 2023-09-19 Page 3 of 15

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## QIA128 SPI Configuration

Table 2.

Serial Word Length	8-Bit			
SPI Mode	Mode 0 (CPOL = 0, CPHA = 0)			
SCLK Frequency	Min	1 MHz	Max	2 MHz
Internal Clock Frequency of MCU	10.24 MHz			
Operation Mode	Client			
Voltage Level	1.8 VDC (compatible with 3.3 VDC)			

\*Note: The units have been tested with SCLK of 2MHz.

## QIA128 Internal Design Algorithm

When the  $\overline{DRDY}$  pin goes high, it means the device is in the process of A/D conversion, calculating the CRC8 (See [CRC Calculations and References](#)) and generating the packet that needs to be sent per the host device's request.  $\overline{DRDY}$  goes low as soon as it fills out the SPI TX buffer. The following algorithm is being executed while  $\overline{DRDY}$  is high:

- Receives the latest ADC data from the highest interrupt priority
- Client Service Function
  - Keeps reading the RX FIFO until it is empty
  - Saves all the bytes in a software buffer
  - If the buffer is empty, creates a mock-up GADC command to go to the default state
  - Checks the CRC8 byte and CMD byte
    - If either the CRC8 or the CMD are incorrect
      - Goes to the default state
    - Else
      - Replies with the corresponding packet (See [Table 5.](#))
    - Default State:
      - Restarts the SPI module
      - Calculates the CRC8
      - Loads 4 bytes of data (including the latest ADC data and the CRC8 byte) into the TX FIFO buffer
- $\overline{DRDY}$  goes low

It is important to note that when a packet is clocked into the QIA128 via the HOCI line, the response to that packet must be clocked out in the very next  $\overline{DRDY}$  period. If it is not clocked out in the next  $\overline{DRDY}$  period, the response will be lost, and the system will go back to clocking out the ADC data.

## SPI Packet Structure

The packet structure stays consistent during all transactions and always includes four bytes of data for both receiving and transmitting.

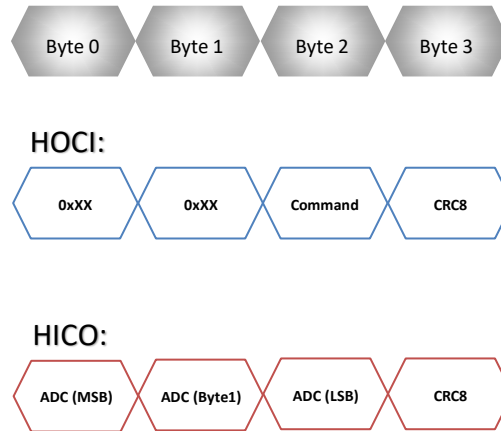


Figure 2.

## “Continuous Read” Mode

**GADC** Command may be sent for each  $\overline{DRDY}$  period to continuously get the *ADC* data.

*\*Note: If the CRC or the CMD bytes are incorrect, the device still fills out the buffer with the ADC data followed by the CRC8.*

## Timing Diagrams

### Packet Structure (Get ADC Data):

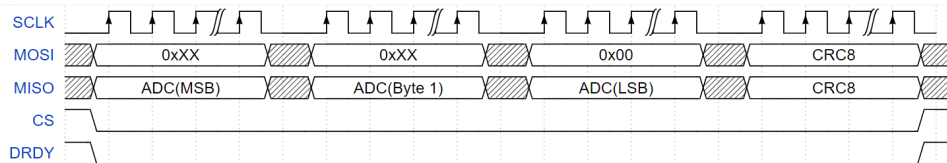


Figure 3.

\*Note: Each clock in **Figure 3.** represents 8-bits.

\*Note: Each word (8-bits) can be clocked out with or without delay, but the entire transaction must be completed within a single  $\overline{DRDY}$  period.

### $\overline{DRDY}$ Period:



Figure 4.

Table 3.

$t_1$ ( $\mu s$ )	$t_2$ (ms)	$t_3$ ( $\mu s$ )	Description
0 to ...*	240	125	4 SPS
	55		20 SPS
	19		50 SPS
	9		100 SPS
	4.5		200 SPS
	1.5		500 SPS
	1.1		850 SPS
	0.6		1300 SPS

\*Note: No delay or any delay as long as all 4 bytes are clocked out prior to  $\overline{DRDY}$  going high. (See  $t_2$ )

## System Behavior

### Start-up

When the system powers *ON*, it starts reading data from the internal flash and the solid green LED lights up; this represents normal operation mode.

*\*Note: Do not drive the  $\overline{CS}$  line low until the device has booted up completely. Also ensure that the  $\overline{CS}$  line is not driven low unless the  $\overline{DRDY}$  is low. The  $\overline{DRDY}$  line goes low as soon as the first data is ready to be clocked out.*

## Sampling Rate Change

When a sampling rate change is requested, it will take certain amount of time (depends on the requested sampling rate) to see the change in the  $\overline{DRDY}$  period. (See [Table 4.](#))

**Table 4.**

Maximum Approximate data rate change timing (ms)	SR Code	Sampling Rate
$\cong 250$	0x00	4 SPS
	0x01	20 SPS
	0x02	50 SPS
	0x03	100 SPS
	0x04	200 SPS
	0x05	500 SPS
	0x06	850 SPS
	0x07	1300 SPS

# QIA128 SPI Communication Guide

## Command-Set List

Table 5.

Type	Name	Description	HOCl Line Packet Structure (Host to QIA128)				HICO Line Packet Structure (QIA128 to Host)			
					CMD	CRC	Payload	Payload	Payload	CRC
			Byte 0	Byte 1	Byte 2	Byte 3	Byte 0	Byte 1	Byte 2	Byte 3
Get	GADC	Get ADC Data	0xXX	0xXX	0x00	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP0	Get Calibration Point Zero	0xXX	0xXX	0x01	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP1	Get Calibration Point One	0xXX	0xXX	0x02	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP2	Get Calibration Point Two	0xXX	0xXX	0x03	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP3	Get Calibration Point Three	0xXX	0xXX	0x04	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP4	Get Calibration Point Four	0xXX	0xXX	0x05	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP5	Get Calibration Point Five	0xXX	0xXX	0x06	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP6	Get Calibration Point Six	0xXX	0xXX	0x07	CRC8	ADC MSB	ADC Byte 1	ADC LSB	CRC8
Get	GCP7	Get Calibration Point Seven	0xXX	0xXX	0x08	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP8	Get Calibration Point Eight	0xXX	0xXX	0x09	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP9	Get Calibration Point Nine	0xXX	0xXX	0x0A	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8

Drawing Number EM1052 REV G 2023-09-19 Page 8 of 15

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# QIA128 SPI Communication Guide

Get	GCP10	Get Calibration Point Ten	0xXX	0xXX	0x0B	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP11	Get Calibration Point Eleven	0xXX	0xXX	0x0C	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP12	Get Calibration Point Twelve	0xXX	0xXX	0x0D	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP13	Get Calibration Point Thirteen	0xXX	0xXX	0x0E	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP14	Get Calibration Point Fourteen	0xXX	0xXX	0x0F	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP15	Get Calibration Point Fifteen	0xXX	0xXX	0x10	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP16	Get Calibration Point Sixteen	0xXX	0xXX	0x11	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP17	Get Calibration Point Seventeen	0xXX	0xXX	0x12	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP18	Get Calibration Point Eighteen	0xXX	0xXX	0x13	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP19	Get Calibration Point Nineteen	0xXX	0xXX	0x14	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP20	Get Calibration Point Twenty	0xXX	0xXX	0x15	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP21	Get Calibration Point Twenty-One	0xXX	0xXX	0x16	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GCP22	Get Calibration Point Twenty-Two	0xXX	0xXX	0x17	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8
Get	GSSN	Get Sensor Serial Number	0xXX	0xXX	0x18	CRC8	SSN MSB	SSN Byte1	SSN LSB	CRC8
Get	GISN	Get Instrument Serial Number	0xXX	0xXX	0x19	CRC8	ISN MSB	ISN Byte1	ISN LSB	CRC8

Drawing Number EM1052 REV G 2023-09-19 Page 9 of 15

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# QIA128 SPI Communication Guide

Get	GFRN	Get Firmware Revision Number	0xXX	0xXX	0x1A	CRC8	Major	Minor	Patch	CRC8
Get	GDR	Get Data Rate	0xXX	0xXX	0x1B	CRC8	0x00	0x00	SR Code (See <a href="#">Table 4.</a> )	CRC8
Set	S4SPS	Set 4 Sample Per Second	0xXX	0xXX	0x1C	CRC8	0x00	0x00	0x00	CRC8
Set	S20SPS	Set 20 Sample Per Second	0xXX	0xXX	0x1D	CRC8	0x00	0x00	0x00	CRC8
Set	S50SPS	Set 50 Sample Per Second	0xXX	0xXX	0x1E	CRC8	0x00	0x00	0x00	CRC8
Set	S100SPS	Set 100 Sample Per Second	0xXX	0xXX	0x1F	CRC8	0x00	0x00	0x00	CRC8
Set	S200SPS	Set 200 Sample Per Second	0xXX	0xXX	0x20	CRC8	0x00	0x00	0x00	CRC8
Set	S500SPS	Set 500 Sample Per Second	0xXX	0xXX	0x21	CRC8	0x00	0x00	0x00	CRC8
Set	S850SPS	Set 850 Sample Per Second	0xXX	0xXX	0x22	CRC8	0x00	0x00	0x00	CRC8
Set	S1300SPS	Set 1300 Sample Per Second	0xXX	0xXX	0x23	CRC8	0x00	0x00	0x00	CRC8
Get	GND	Get Number of Directions	0xXX	0xXX	0x27	CRC8	0x00	0x00	GND	CRC8
Get	GNLP	Get Number of Loading Points	0xXX	0xXX	0x28	CRC8	0x00	0x00	GNLP	CRC8
Get	GBT	Get Board Temperature	0xXX	0xXX	0x26	CRC8	ADC MSB	ADC Byte1	ADC LSB	CRC8

**\*Note:** 0xXX = Don't care

**\*Note:** All pre-defined responses from each command that is sent on the HOCl line should be expected in the next  $\overline{DRDY}$  period.

Drawing Number EM1052 REV G 2023-09-19 Page 10 of 15

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9001:2008



13485:2012



U.S. Manufacturer

## Packet and CRC Examples

The following transaction is the response to the **GSSN** command (**Get Sensor Serial Number**) that is being clocked out with the **GADC** command (**Get ADC Data**):

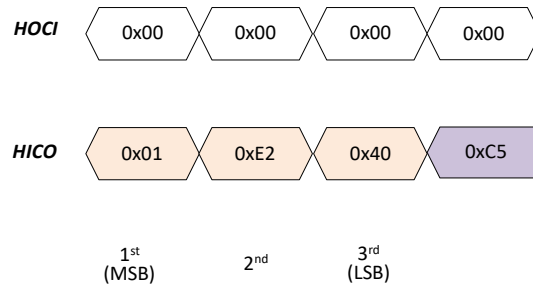


Figure 5.

`u8 crc8(u8 *p, u8 len);` function (See [CRC Calculations and References](#)) has been used as a reference to calculate the CRC for the example above:

```
// CRC calculation for the HICO transaction, MSB = 0x01 and LSB = 0x40
```

```
u8 BUFFER[] = {MSB,...,LSB} >>>> u8 BUFFER[] = {0x01, 0xE2, 0x40};
```

```
u8 crc8(BUFFER, 3);
```

```
then function returns 0xC5
```

### ADC Data Conversion

The following formula could be used to convert the raw ADC data:

$$\text{CalculatedReading} = \frac{[\text{ADCValue} - \text{OffsetValue}]}{[\text{FullScaleValue} - \text{OffsetValue}]} \times \text{FullScaleLoad}$$

Here are the variables:

*ADCValue* = the most recent analog-to-digital conversion value.

*OffsetValue* = the analog-to-digital conversion value stored during calibration that corresponds to the offset (zero physical load).

*FullScaleValue* = the analog-to-digital conversion value stored during calibration that corresponds to the full scale (maximum physical load).

*FullScaleLoad* = the numeric value stored during calibration for the maximum physical load.

### ADC Data Conversion Example

#### Calibration Data:

*OffsetValue* = Get Calibration Point Zero (*GCP0*): 8,000,000 (0x7A1200)

*FullScaleValue* = Get Calibration Point Five (*GCP5*): 12,000,000 (0xB71B00)

*FullScaleLoad* = 20 lb

*ADCValue*: Get ADC Data (*GADC*): 10,552,731 (0xA1059B)

$$\text{CalculatedReading} = \frac{[10552731 - 8000000]}{[12000000 - 8000000]} \times 20 \text{ lb} = 12.763 \text{ lb}$$

## Temperature Conversion

$$\text{Output (mV)} = 1200 - \left[ \frac{16777215 - \text{ADCValue}}{6990.506666666667} \right]$$

$$\text{Temperature (}^\circ\text{C)} = -40 + \left[ \frac{\text{Output} - 80}{0.28} \right]$$

## Temperature Conversion Example

*ADCValue: Get Board Temperature (GBT): 9,095,859 (0x8ACAB3)*

$$1200 - \left[ \frac{16777215 - 9095859}{6990.506666666667} \right] = 101.1733 \text{ (mV)}$$

$$-40 + \left[ \frac{101.1733 - 80}{0.28} \right] = 35.6 \text{ (}^\circ\text{C)}$$

## Firmware Revision

APPLICATION	
Revision	7.0.0
Release Date	09/19/2023
Hardware Compatibility	REV002
Notes	New Features <ul style="list-style-type: none"><li>Added support for hardware revision HW002</li></ul>
	Changes <ul style="list-style-type: none"><li>N/A</li></ul>
	Fixes <ul style="list-style-type: none"><li>N/A</li></ul>

## CRC Calculations and References

### crc8.h example:

```
extern uint8_t const crc_table[256];  
uint8_t crc8(uint8_t *p, uint8_t len);
```

### crc8.c example:

```
uint8_t const crc_table[256] = {  
0x00, 0x07, 0x0e, 0x09, 0x1c, 0x1b, 0x12, 0x15, 0x38, 0x3f, 0x36, 0x31,  
0x24, 0x23, 0x2a, 0x2d, 0x70, 0x77, 0x7e, 0x79, 0x6c, 0x6b, 0x62, 0x65,  
0x48, 0x4f, 0x46, 0x41, 0x54, 0x53, 0x5a, 0x5d, 0xe0, 0xe7, 0xee, 0xe9,  
0xfc, 0xfb, 0xf2, 0xf5, 0xd8, 0xdf, 0xd6, 0xd1, 0xc4, 0xc3, 0xca, 0xcd,  
0x90, 0x97, 0x9e, 0x99, 0x8c, 0x8b, 0x82, 0x85, 0xa8, 0xaf, 0xa6, 0xa1,  
0xb4, 0xb3, 0xba, 0xbd, 0xc7, 0xc0, 0xc9, 0xce, 0xdb, 0xdc, 0xd5, 0xd2,  
0xff, 0xf8, 0xf1, 0xf6, 0xe3, 0xe4, 0xed, 0xea, 0xb7, 0xb0, 0xb9, 0xbe,  
0xab, 0xac, 0xa5, 0xa2, 0x8f, 0x88, 0x81, 0x86, 0x93, 0x94, 0x9d, 0x9a,  
0x27, 0x20, 0x29, 0x2e, 0x3b, 0x3c, 0x35, 0x32, 0x1f, 0x18, 0x11, 0x16,  
0x03, 0x04, 0x0d, 0x0a, 0x57, 0x50, 0x59, 0x5e, 0x4b, 0x4c, 0x45, 0x42,  
0x6f, 0x68, 0x61, 0x66, 0x73, 0x74, 0x7d, 0x7a, 0x89, 0x8e, 0x87, 0x80,  
0x95, 0x92, 0x9b, 0x9c, 0xb1, 0xb6, 0xbf, 0xb8, 0xad, 0xaa, 0xa3, 0xa4,  
0xf9, 0xfe, 0xf7, 0xf0, 0xe5, 0xe2, 0xeb, 0xec, 0xc1, 0xc6, 0xcf, 0xc8,  
0xdd, 0xda, 0xd3, 0xd4, 0x69, 0x6e, 0x67, 0x60, 0x75, 0x72, 0x7b, 0x7c,
```

Drawing Number EM1052 REV G 2023-09-19 Page 14 of 15

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## QIA128 SPI Communication Guide

```
0x51, 0x56, 0x5f, 0x58, 0x4d, 0x4a, 0x43, 0x44, 0x19, 0x1e, 0x17, 0x10,  
0x05, 0x02, 0x0b, 0x0c, 0x21, 0x26, 0x2f, 0x28, 0x3d, 0x3a, 0x33, 0x34,  
0x4e, 0x49, 0x40, 0x47, 0x52, 0x55, 0x5c, 0x5b, 0x76, 0x71, 0x78, 0x7f,  
0x6a, 0x6d, 0x64, 0x63, 0x3e, 0x39, 0x30, 0x37, 0x22, 0x25, 0x2c, 0x2b,  
0x06, 0x01, 0x08, 0x0f, 0x1a, 0x1d, 0x14, 0x13, 0xae, 0xa9, 0xa0, 0xa7,  
0xb2, 0xb5, 0xbc, 0xbb, 0x96, 0x91, 0x98, 0x9f, 0x8a, 0x8d, 0x84, 0x83,  
0xde, 0xd9, 0xd0, 0xd7, 0xc2, 0xc5, 0xcc, 0xcb, 0xe6, 0xe1, 0xe8, 0xef,  
0xfa, 0xfd, 0xf4, 0xf3  
};  
//-----  
uint8_t crc8(uint8_t *p, uint8_t len){  
    uint16_t i;  
    uint16_t crc = 0x0;  
  
    while (len--){  
        i = (crc ^ *p++) & 0xFF;  
        crc = (crc_table[i] ^ (crc << 8)) & 0xFF;  
    }  
  
    return crc & 0xFF;  
} //end crc8()
```

Drawing Number EM1052 REV G 2023-09-19 Page 15 of 15

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