



# SIM800 Series\_FS \_Application Note

GPRS Module

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# About Document

## Version History

Version	Date	Owner	What is new
1.00	2013-10-31	Yong.lu	New version
1.01	2014-06-30	Yong.lu	Chapter 2.2,Modify the parameter description of AT+FSREAD Chapter 2.8,Add AT+FSRENAME Chapter 2.9,Add AT+FSDRIVE Chapter 2.10,Add AT+FSMKDIR Chapter 2.11,Add AT+FSRMDIR
1.02	2015-08-10	Yong.lu	Scope,Add SIM808,SIM800C,SIM800A,SIM800F and SIM800C-DS Chapter 2.12,Add AT+FSHEX
1.03	2016-11-17	Wenjie.Lai	Scope
1.04	2020-06-15	Yizhe.Tan /Wenjie.Lai	All

## Scope

This document presents the AT command of FS operation and application examples.

This document can apply to SIM800 series modules with FS function.

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# 1 Introduction

## 1.1 Purpose of the document

Based on module AT command manual, this document will introduce FS application process.

Developers could understand and develop application quickly and efficiently based on this document.

## 1.2 Related documents

[1] SIM800 Series\_AT Command Manual

## 1.3 Conventions and abbreviations

## 2 FS Introduction

### 2.1 Features

Local storage space is mapped to the drive which can get by AT+FSDRIVE=0, the system will create User directory in local drive after first boot, and storage space of SD card is mapped to the drive which can get by AT+FSDRIVE=1.

As PCM interface and SD card interface is multiplexing function, shown as below table. At the first time to use SD card, customer must execute "AT+SD2PCM=0" and "AT&W", then reboot the module by AT command or PWRKEY pin.

**PCM and SD card multiplexing function:**

Pin name	Pin number	Mode 0(default)	Mode 1	Mode 2	Mode 3
PCMCLK	29	PCMCLK	DISP_RSTB	MC3CM0	GPIO18
PCMOUT	30	PCMOUT	DISP_DI	MC3DA3	GPIO19
PCMSYNC	65	PCMSYNC	DISP_CEB	MC3CK	GPIO20
PCMIN	66	PCMIN	DISP_DA	MC3DA2	GPIO21
GPIO2	27	GPIO2	DISP_A0DA	MC3DA0	-
GPIO3	28	GPIO3	DISP_CLK	MC3DA1	-

## 3 AT Commands

SIM800 series FS AT command overview.

AT Command	Description
<b>AT+FSCREATE</b>	Create file
<b>AT+FSREAD</b>	Read file
<b>AT+FSWRITE</b>	Write file
<b>AT+FSDEL</b>	Delete file
<b>AT+FSLS</b>	List directories/files
<b>AT+FSFLSIZE</b>	Get file size
<b>AT+FSMEM</b>	Get the size of available memory
<b>AT+FSRENAME</b>	Rename file
<b>AT+FSDRIVE</b>	Get drive
<b>AT+FSMKDIR</b>	Make new directory
<b>AT+FSRMDIR</b>	Delete directory
<b>AT+FSHEX</b>	Set character format of FS path or name

### 3.1 AT+FSCREATE Create File

AT+FSCREATE Create File	
Test Command <b>AT+FSCREATE=?</b>	Response <b>OK</b> or <b>ERROR</b>
Write Command <b>AT+FSCREATE=&lt;filename&gt;</b>	Response <b>OK</b> or <b>ERROR</b> Parameters <b>&lt;filename&gt;</b> String without double quotes, the length of the file name should be less than or equal to 64 characters
Reference	Note

### 3.2 AT+FSREAD Read File

AT+FSREAD Read File	
Test Command <b>AT+FSREAD=?</b>	Response <b>OK</b> or <b>ERROR</b>
Write Command <b>AT+FSREAD=&lt;filename&gt;,&lt;mode&gt;,&lt;filesize&gt;,&lt;position&gt;</b>	Response <b>&lt;data&gt;</b> <b>OK</b> or <b>ERROR</b> Parameters <b>&lt;filename&gt;</b> String without double quotes, the file should have already existed. The length of the file name should be less than or equal to 64 characters <b>&lt;mode&gt;</b> <b>0</b> Read data at the beginning of the file <b>1</b> Read data at the <position> of the file <b>&lt;filesize&gt;</b> The size of the file that you want to read, the size should be less than or equal to 10240.If the <filesize> is more than the file real size, the <filesize> will be set to the file real size <b>&lt;position&gt;</b> The starting position that will be read in the file. The <position> should be less than the file size <b>&lt;data&gt;</b> The data which is read will be putted out by UART port
Reference	Note When <mode> is 0, <position> is invalid.

### 3.3 AT+FSWRITE Write File

AT+FSWRITE Write File	
Test Command <b>AT+FSWRITE=?</b>	Response <b>OK</b> or <b>ERROR</b>
Write Command <b>AT+FSWRITE=&lt;filename&gt;,&lt;mode&gt;,&lt;filesize&gt;,&lt;inputtime&gt;</b> <b>&gt;</b>	Response <b>&gt;</b> <b>OK</b> or

	<p><b>ERROR</b></p> <p>or</p> <p><b>TimeOut</b></p> <p>Parameters</p> <p><b>&lt;filename&gt;</b> String without double quotes, the file should have already existed. The length of the file name should be less than or equal to 64 characters.</p> <p><b>&lt;mode&gt;</b>   <b>0</b> Write data at the beginning of the file               <b>1</b> Write data at the end of the file</p> <p><b>&lt;filesize&gt;</b> The size of the file that you want to write, the size should be less than or equal to 10240.</p> <p><b>&lt;inputtime&gt;</b> User should write file in the &lt;inputtime&gt; period, otherwise the operation of writing to the file fails. Unit is second.</p>
Reference	Note

### 3.4 AT+FSDEL Delete File

<b>AT+FSDEL Delete File</b>	
Test Command <b>AT+FSDEL=?</b>	Response <b>OK</b> or <b>ERROR</b>
Write Command <b>AT+FSDEL=&lt;filename&gt;</b>	Response <b>OK</b> or <b>ERROR</b> Parameters <b>&lt;filename&gt;</b> String without double quotes, the file should have already existed. The length of the file name should be less than or equal to 64 characters.
Reference	Note

### 3.5 AT+FSLS List Directories/File

<b>AT+FSLS List Directories/File</b>	
Test Command <b>AT+FSLS=?</b>	Response <b>OK</b>

	<p>or <b>ERROR</b></p>
<p>Write Command <b>AT+FSLS=&lt;filepath&gt;</b></p>	<p>Response <b>&lt;list of subdirectories/files&gt;</b></p> <p><b>OK</b> or <b>ERROR</b> Parameters <b>&lt;filepath&gt;</b> String without double quotes, directory for selection. The length of the directory name should be less than or equal to 64 characters. The string format such as C:\,the directory must have “\”</p>
Reference	<p>Note If the last character of the result string is “\”, this means that it is a directory, otherwise, it is a file.</p>

### 3.6 AT+FSFLSIZE Get File Size

AT+FSFLSIZE Get File Size	
<p>Test Command <b>AT+FSFLSIZE=?</b></p>	<p>Response <b>OK</b> or <b>ERROR</b></p>
<p>Write Command <b>AT+FSFLSIZE=&lt;filename&gt;</b></p>	<p>Response <b>+FSFLSIZE: &lt;n&gt;</b></p> <p><b>OK</b> or <b>ERROR</b> Parameters <b>&lt;filename&gt;</b> String without double quotes, the file should have already existed. The length of the file name should be less than or equal to 64 characters <b>&lt;n&gt;</b> The file size</p>
Reference	Note

### 3.7 AT+FSMEM Get the Size of Available Memory

<b>AT+FSMEM Get the Size of Available Memory</b>	
Test Command <b>AT+FSMEM=?</b>	Response <b>OK</b> or <b>ERROR</b>
Execution Command <b>AT+FSMEM</b>	Response If SD card exist: <b>+FSMEM:</b> <b>&lt;local_drive&gt;:&lt;local_size&gt;bytes,&lt;sd_drive&gt;:&lt;sd_size&gt;bytes</b>  <b>OK</b> or If SD card doesn't exist: <b>+FSMEM: &lt;local_drive&gt;:&lt;local_size&gt;bytes</b>  <b>OK</b> or <b>ERROR</b> Parameters <b>&lt;local_drive&gt;</b> Local drive <b>&lt;sd_drive&gt;</b> SD card drive <b>&lt;local_size&gt;</b> The free space of local storage <b>&lt;sd_size&gt;</b> The free space of SD card
Reference	Note <local_drive> is got by AT+FSDRIVE=0 or <sd_drive> is got by AT+FSDRIVE=1.

### 3.8 AT+FSRENAME Rename File

<b>AT+FSRENAME Rename File</b>	
Test Command <b>AT+FSRENAME=?</b>	Response <b>OK</b> or <b>ERROR</b>
Write Command <b>AT+FSRENAME=&lt;old_name&gt; &gt;,&lt;new_name&gt;</b>	Response <b>OK</b> or

	<p><b>ERROR</b></p> <p>Parameters</p> <p><b>&lt;old_name&gt;</b> Old name of specified file, string without double quotes, the file should have already existed. The length of the file name should be less than or equal to 64 characters</p> <p><b>&lt;new_name&gt;</b> New name of specified file, string without double quotes.</p> <p>The length of the file name should be less than or equal to 64 characters</p>
Reference	<p>Note</p> <p>The file name must be full path name.</p>

### 3.9 AT+FSDRIVE Get Drive

AT+FSDRIVE Get Drive	
<p>Test Command</p> <p><b>AT+FSDRIVE</b></p>	<p>Response</p> <p><b>+FSDRIVE: (0-1)</b></p> <p><b>OK</b></p> <p>or</p> <p><b>ERROR</b></p>
<p>Write Command</p> <p><b>AT+FSDRIVE=&lt;n&gt;</b></p>	<p>Response</p> <p><b>+FSDRIVE: &lt;drive&gt;</b></p> <p><b>OK</b></p> <p>or</p> <p><b>ERROR</b></p> <p>Parameters</p> <p><b>&lt;n&gt;</b> 0 Local drive 1 SD card drive</p> <p><b>&lt;drive&gt;</b> A-G</p>
Reference	Note

### 3.10 AT+FSMKDIR Make New Directory

AT+FSMKDIR Make New Directory	
Test Command	Response

<b>AT+FSMKDIR=?</b>	<b>OK</b> or <b>ERROR</b>
Write Command <b>AT+FSMKDIR=&lt;dir_name&gt;</b>	Response <b>OK</b> or <b>ERROR</b> Parameters <b>&lt;dir_name&gt;</b> String without double quotes. The length of the dir name should be less than or equal to 64 characters.
Reference	Note

### 3.11 AT+FSRMDIR Delete Directory

<b>AT+FSRMDIR Delete Directory</b>	
Test Command <b>AT+FSRMDIR=?</b>	Response <b>OK</b> or <b>ERROR</b>
Write Command <b>AT+FSRMDIR=&lt;dir_name&gt;</b>	Response <b>OK</b> or <b>ERROR</b> Parameters <b>&lt;dir_name&gt;</b> String without double quotes, the dir should have already existed. The length of the dir name should be less than or equal to 64 characters
Reference	Note

### 3.12 AT+FSHEX Set Character Format of FS Path or Name

<b>AT+FSHEX Set Character Format of FS Path or Name</b>	
Test Command <b>AT+FSHEX=?</b>	Response <b>+FSHEX: (0-1)</b>  <b>OK</b> Parameter See Write Command

Read Command <b>AT+FSHEX?</b>	Response <b>+FSHEX: &lt;n&gt;</b>  <b>OK</b> Parameters See Write Command
Write Command <b>AT+FSRMDIR=&lt;dir_name&gt;</b>	Response <b>OK</b> Parameters <b>&lt;n&gt;</b> <u>0</u> The character format of the file patch or name is ASCII <b>1</b> The character format of the file patch or name is UTF-8
Parameter Saving Mode	AT&W_SAVE
Reference	Note

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## 4 FS Examples

```
//Example of FS
AT+SD2PCM=0 //SD mode is valid
OK
AT&W
OK
AT+CFUN=1,1 //In this example, reboot the module by AT
              //command, customer can reboot the module by
              //PWRKEY pin instead of AT command
OK
AT+FSDRIVE=1 //Create test.txt file in /customer directory
+FSDRIVE: E //Get SD card drive

OK
AT+FSLs=E:\
Images\
Audio\

OK
AT+FSCREATE=E:\test.txt //Create test.txt
OK
AT+FSLs=E:\
Images\
Audio\
test.txt

OK
AT+FSFLSIZE=E:\test.txt
+FSFLSIZE: 20

OK
AT+FSREAD=E:\test.txt,0,100,1
asdfghjklolytedftttg
OK
AT+FSWRITE=E:\test.txt,0,2,10 // Write "cc" at the beginning of the file
>

OK
AT+FSREAD=E:\test.txt,0,100,0 // The first two characters is "cc"
ccdfghjklolytedftttg
OK
```

```
AT+FSREAD=E:\test.txt,1,100,2 // The offset of reading position is 2
dfghjklolytedftttg
OK
AT+FSMEM
+FSMEM: C:1024bytes,E:49152bytes

OK
AT+FSLs=E:\
test1.txt

OK
AT+FSMKDIR=E:\media // Make media directory
OK
AT+FSRENAME=E:\test1.txt,E:\test2.txt // Rename test1.txt
OK
AT+FSLs=E:\
test2.txt
media\

// Delete media directory

OK
AT+FSRMDIR=E:\media
OK
AT+FSLs=E:\
test2.txt

OK
AT+FSHEX=0 // The file path or file name is ASCII format
OK
AT+FSLs=C:\
User\

OK
AT+FSHEX=1 // The file path or file name is UTF-8 format
OK
AT+FSLs=433A5C // "433A5C" is UTF-8 format, converts to ASCII is
557365725C "C:\ "
// "557365725C" is UTF-8 format, converts to ASCII
is "User\"

OK
```