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MINDSTORMS[®]
NXT'REME

Exhibit A.1

**LEGO[®] MINDSTORMS[®] NXT
Firmware Open Source**

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INTRODUCTION

This document describes briefly what is included within the LEGO MINDSTORMS NXT Firmware Open Source.

The Open Source agreement relates to firmware within the ATMEL AT91SAM7s256 processor and the ATMEL ATmega48 microcontroller within the LEGO MINDSTORMS NXT brick.

FIRMWARE DISTRIBUTION

The firmware is divided into two main folder one for each of the processor types. Within each of the folders the firmware is divided into folders which includes the source files and folder which includes the processor related files.

The firmware for the ATMEL AT91SAM7S256 is build using the IAR Embedded Workbench 4.0 using compiler version 4.20A. The firmware for the ATMEL ATmega48 AVR is build using IAR Embedded Workbench 3.2.

AT91SAM7S256 PROCESSOR DEPENDED FILES

The following processor depended files are included within the Open Source license for the LEGO MINDSTORMS NXT, ATMEL AT91SAM7S256 processor.

- AT91SAM7S256.h
- AT91SAM7S256_inc.h
- CStartup.s79
- Cstartup_SAM7.c
- ioat91sam7s256.h
- lib_AT91SAM7S256.h
- sam7s256.c
- sam7s256.h

AT91SAM7S256 SOURCE CODE

The following source files are included within the Open Source license for the LEGO MINDSTORMS NXT, ATMEL AT91SAM7S256 processor.

- c_button.c
- c_cmd.c
- c_comm.c
- c_display.c
- c_input.c
- c_ioctl.c
- c_loader.c
- c_lowspeed.c
- c_output.c
- c_sound.c
- c_ui.c
- d_bt.c
- d_button.c
- d_display.c
- d_hispeed.c
- d_input.c
- d_ioctl.c
- d_loader.c
- d_lowspeed.c
- d_output.c
- d_sound.c
- d_timer.c
- d_usb.c
- m_sched.c
- c_button.h

- c_cmd.h
- c_cmd_bytecode.h
- c_comm.h
- c_display.h
- c_input.h
- c_ioctl.h
- c_loader.h
- c_lowspeed.h
- c_output.h
- c_sound.h
- c_ui.h
- d_bt.h
- d_button.h
- d_display.h
- d_hispeed.h
- d_input.h
- d_ioctl.h
- d_loader.h
- d_lowspeed.h
- d_output.h
- d_sound.h
- d_timer.h
- d_usb.h
- m_sched.h
- modules.h
- stdconst.h
- BtTest.inc
- c_cmd_drawing.inc
- Functions.inl
- c_button.iom
- c_cmd.iom
- c_comm.iom
- c_display.iom
- c_input.iom
- c_ioctl.iom
- c_loader.iom
- c_lowspeed.iom
- c_output.iom
- c_sound.iom
- c_ui.iom
- d_bt.r
- d_button.r
- d_display.r
- d_hispeed.r

- d_input.r
- d_ioctl.r
- d_loader.r
- d_lowspeed.r
- d_output.r
- d_sound.r
- d_timer.r
- d_usb.r
- MainMenu.rms
- Submenu01.rms
- Submenu02.rms
- Submenu03.rms
- Submenu04.rms
- Submenu05.rms
- Submenu06.rms
- Submenu07.rms
- Connection.txt
- Cursor.txt
- Devices.txt
- Display.txt
- Fail.txt
- Font.txt
- Icons.txt
- Info.txt
- LowBattery.txt
- Ok.txt
- Port.txt
- RCXintro_1.txt
- RCXintro_2.txt
- RCXintro_3.txt
- RCXintro_4.txt
- RCXintro_5.txt
- RCXintro_6.txt
- RCXintro_7.txt
- RCXintro_8.txt
- RCXintro_9.txt
- RCXintro_10.txt
- RCXintro_11.txt
- RCXintro_12.txt
- RCXintro_13.txt
- RCXintro_14.txt
- RCXintro_15.txt
- RCXintro_16.txt
- Running.txt

- Status.txt
- Step.txt
- Test1.txt
- Test2.txt
- Ui.txt
- Wait.txt

ATMEGA48 PROCESSOR DEPENDED FILES

The following processor depended files are included within the Open Source license for the LEGO MINDSTORMS NXT, ATMEL ATmega48 processor.

- atmega48.c
- atmega48.h

ATMEGA48 SOURCE CODE

The following source files are included within the Open Source license for the LEGO MINDSTORMS NXT, ATMEL ATmega48 processor.

- c_armcomm.c
- d_armcomm.c
- d_button.c
- d_input.c
- d_output.c
- d_pccomm.c
- d_power.c
- d_timer.c
- m_sched.c
- c_armcomm.h
- d_armcomm.h
- d_button.h
- d_input.h
- d_output.h
- d_pccomm.h
- d_power.h
- d_timer.h
- m_sched.h
- stdconst.h
- d_armcomm.r
- d_button.r
- d_input.r
- d_output.r
- d_pccomm.r
- d_power.r
- d_timer.r