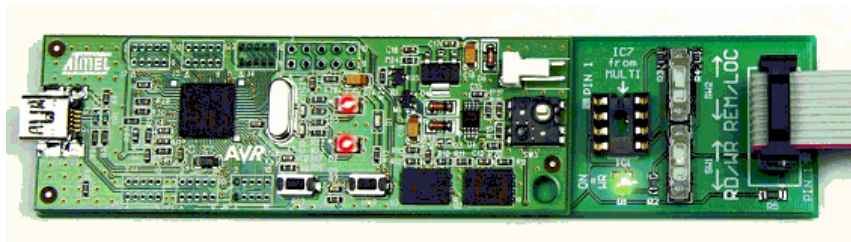


PR/MPROG

Presscon Field Programmer



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1 INTRODUCTION

The Phasefale field programmer unit can be used to easily program or read from Presscon controllers in the field, without needing an on-site computer.

The unit has the following features;

- 10 separate image locations
- Included configuration utility
- USB interface connection
- Read settings from controllers
- Write settings to controllers

The help file included with the configuration utility (run from the Card itself) contains more detailed information about the operation of the field programmer.

2 CONTROLLER IMAGES

The unit can be configured with 10 separate images to be programmed into controllers. These are configured using the software application provided on the field programmer.

The image files are either generated and exported using Pressnet, or read from other controllers.

3 CONFIGURATION UTILITY

The field programmer contains a configuration utility program which should be used to assign image files with image locations.

The configuration utility on the field programmer is supplied with an on-line help file.

4 USB INTERFACE

The field programmer has a USB interface to connect to a computer. Connecting to a computer is necessary to configure the field programmer.

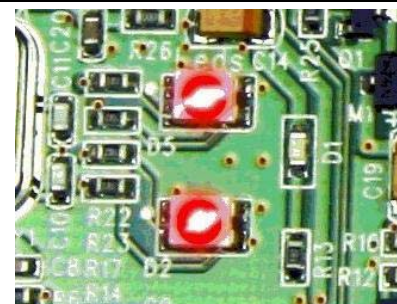
The field programmer will appear to the computer as a USB flash memory stick.

5 CONTROLS

The field programmer has several controls used to drive the unit and to provide feedback to the operator.

5.1 LEDS

The top LED flashes the number of the selected image or indicates an error. The LED flashes RED for reading from the controller chip, and flashes GREEN for writing to the controller chip or is ORANGE on error. Reading or writing is set using the switches.



The bottom LED shows reading or writing activity (FLASHING GREEN) or indicates the error number (FLASHING ORANGE).

5.2 JOYSTICK

The joystick is used to select one of the available image locations. The joystick is also used as a button to clear the error display on the LEDs and return to normal operation.



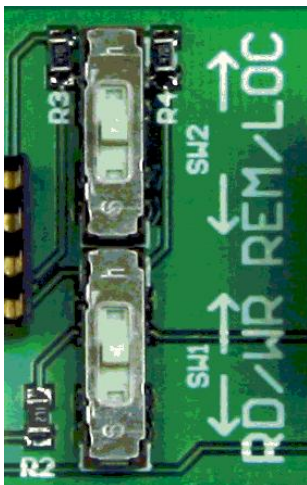
INCREASE IMAGE DECREASE IMAGE
PUSH (AS A BUTTON) TO CLEAR LED
ERROR DISPLAY

5.3 SWITCHES

The switches are used to select between LOCAL or REMOTE, and READ or WRITE.

The top switch selects between the LOCAL chip socket (UP), or the REMOTE controller board (DOWN).

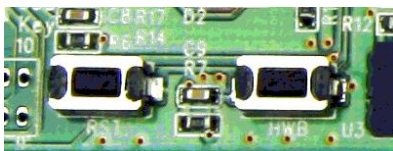
The bottom switch selects between WRITE to the controller/chip (UP) or READ from the controller/chip (DOWN). When the bottom switch is UP (write) the green LED to the left of the switch will be on.



5.4 BUTTONS

There are 3 buttons on the field programmer

- Left Button (RESET)
- Right Button (TRANSFER)
- Joystick Button (CLEAR ERROR)



The RESET button will reset the unit.

The TRANSFER button will start the read or write process.

The CLEAR ERROR button will return the LED display back to normal operation after an error has occurred.

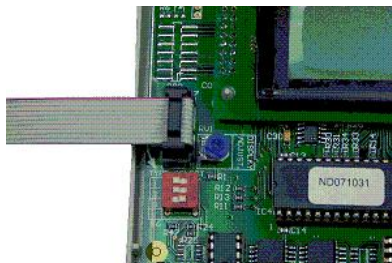
6 USING THE PROGRAMMER

The Programmer can be used to program controllers using 2 different methods

- Program units using 10-way ribbon cable
- Program memory chips directly using the chip socket

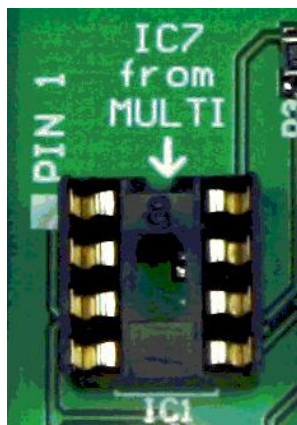
6.1 RIBBON CABLE

The ribbon cable is used to connect the field programmer to a Presscon controller board (hardware version PRM11 or later). To use the ribbon cable, the field programmer must be set to REMOTE.

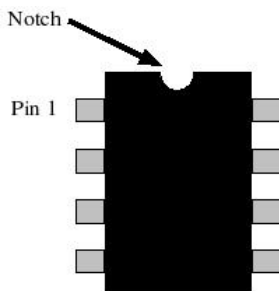


6.2 CHIP SOCKET

The chip socket on the field programmer can be used to program memory chips. To use the chip socket, the field programmer must be set to LOCAL.



NOTE: It is very important that the chip is inserted into the socket correctly. PIN 1 of the chip MUST line up with PIN 1 of the socket. PIN 1 of the chip is to the left of the notch in the chip.



6.3 SELECTING AN IMAGE

The joystick on the field programmer is used to select one of the 10 available image locations.

The top LED flashes (either RED or GREEN depending on whether READING or WRITING) to indicate the number of the selected image.

6.4 TRANSFER

The TRANSFER button will start the read or write process. If reading from a controller/chip the top LED will be RED and the bottom LED will flash GREEN (32 times). If writing to a controller/chip the top LED will be GREEN and the bottom LED will flash GREEN (32 times).

When the transfer is complete the top LED will return to flashing the image number.

7 SOFTWARE REVISION

Pressnet (version 1.6.5 or later) has support to import chip images created by the Field Programmer with the following versions;

- SYSCON v1.50 and later
- MRACK v1.20 and later
- AIRCON v1.30 and later

Controllers with these versions store information (in EEPROM) about the controller type and software version so that Pressnet knows what settings are relevant when importing the data.

To identify software version of the card, view the site information tree in Pressnet which shows the software version beside the card type and network address number.

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