

Changing Display's Firmware via BootLoader Software

The following procedure describes how to reprogram display with a new firmware:

BootLoader is a PC software tool, which allows to upload new firmware into displays in case of firmware updates, parameter changes, debugging, etc. The BootLoader software can be started by executing the **BootLoader_ver_2_01.exe** file from the BootLoader_ver_2_01.zip folder, which you can find on the supplied CD (just copy it to your PC hard drive).

Procedure for programming a display is as follows:

1. Connect the Service programming cable RS232 from PC to display. See fig. 1 and fig. 2 on the next page. If your PC does not have a RS232 serial port use the USB/RS232 converter.
2. Run the **BootLoader_ver_2_01.exe** file to start the Boot Loader application. Change the language selection to EN for English if the application is not set to this option when running the software for the first time.
3. Select **SERIAL** communication in the Parameters section.
4. Set the correct **COM port** in the BootLoader window, according to your computer setup (usually COM1 or COM2).
Set:
 Number of bits: **8**
 Number of stop bits: **1**
 Parity: **none**
 Address RS485: **127**
5. Set the Application baud rate (i.e. **9600** for displays equipped with analogue inputs or equal to pre-set baud rate for the serial communication).
6. Set the Boot baud rate to **38400 or lower** if the display application will not be able to boot at this speed.
7. Set the binary file path for the new firmware (e.g. "**C:\YOUR_FILE.BIN**") by pressing the **"Open"** button.
8. Check the **"Program"** option only.
9. Click on the **"Send"** button to program the display. You can see the programming progress in the status bar. (All other parameters are set properly at start-up, do not change them.)
10. If there is an error message **"Start error ... process cancelled!!!"**, the most likely cause is an incorrect Application baud rate. Go to the step 5, change the baud rate and try again.

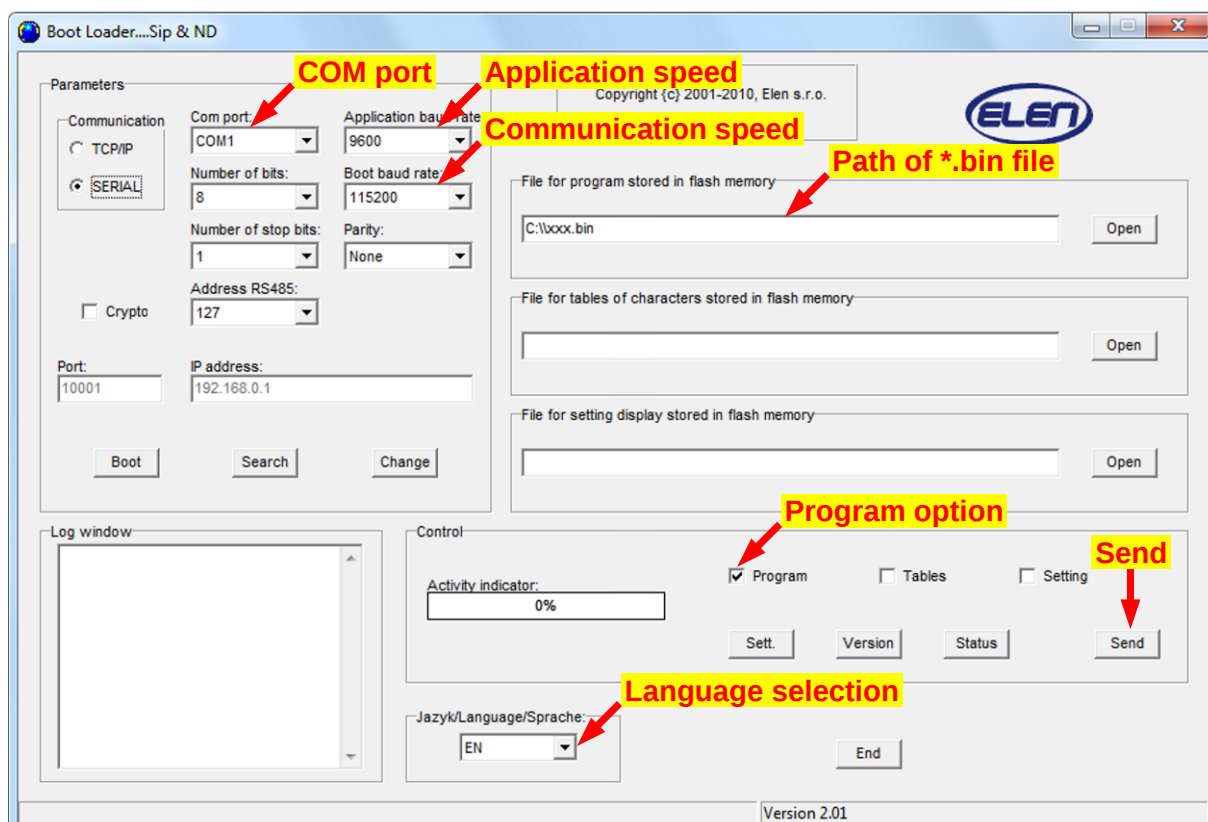


Fig. 1 Connecting programming cable from display to PC directly.

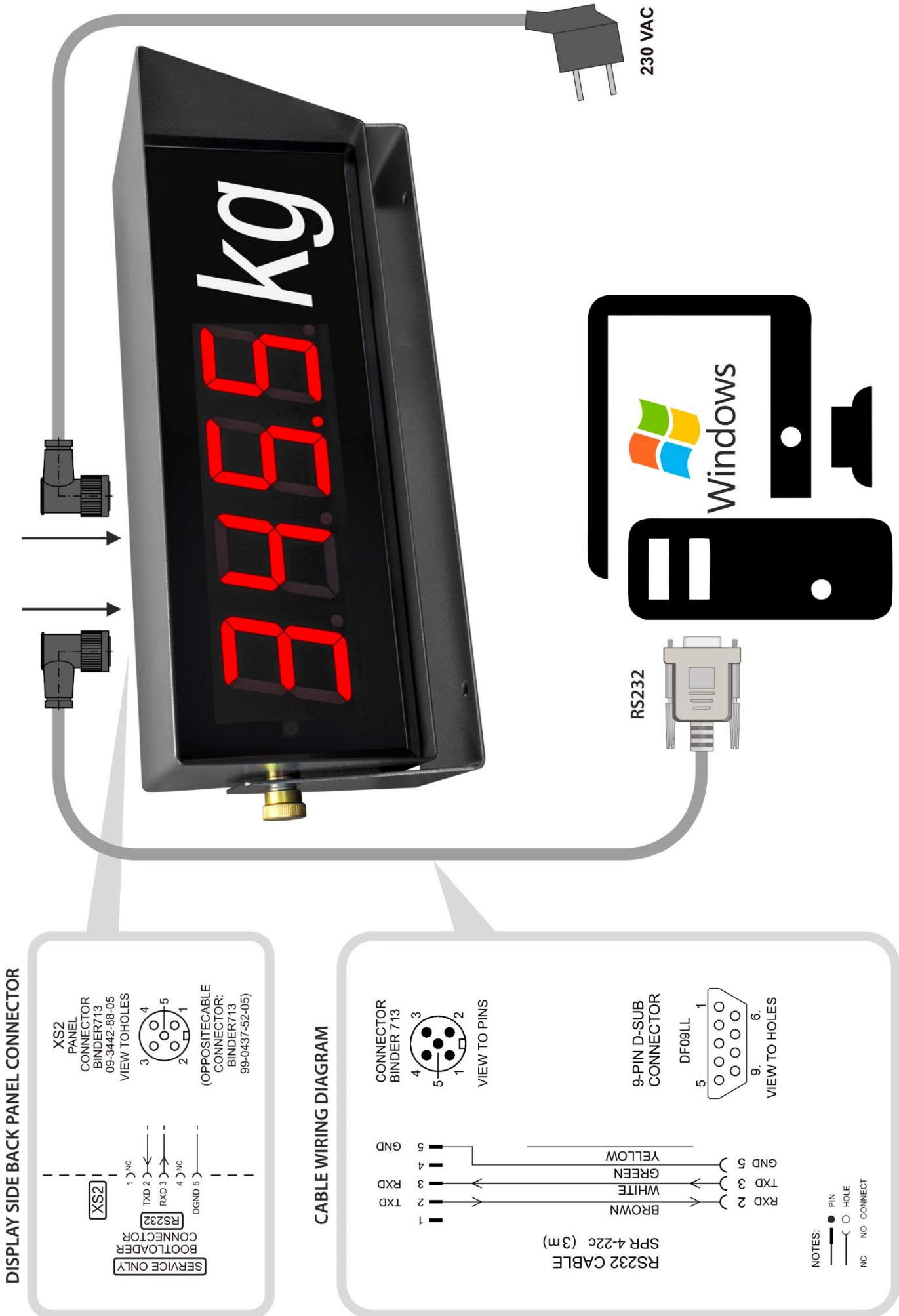


Fig. 2 Connecting programming cable from display to PC through USB/RS232 converter.

