



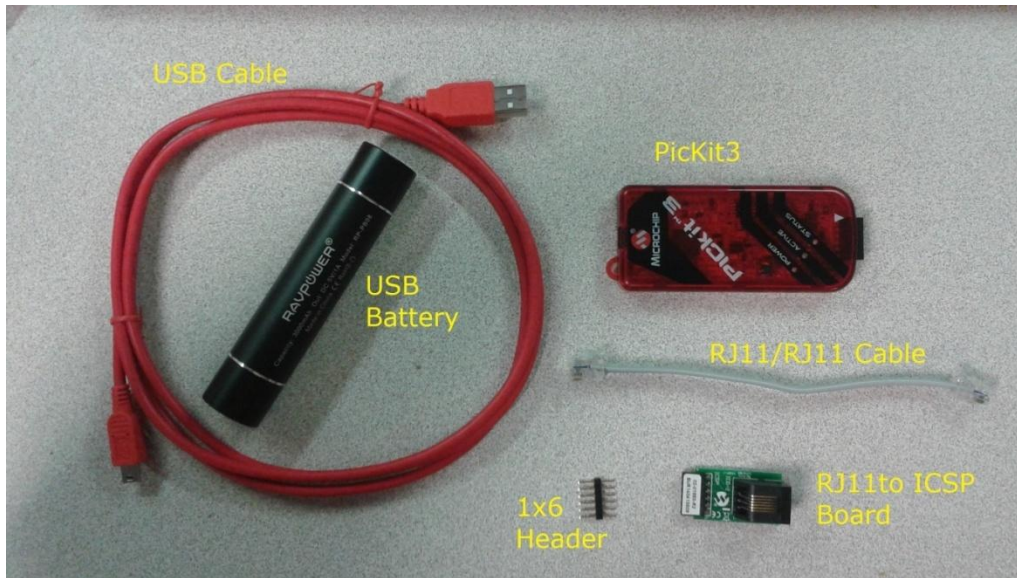
UC601 RMT PROGRAMMING INSTRUCTIONS

*601 Gibson Blvd.
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UC601 RMT PROGRAMMING INSTRUCTIONS

Programmer Assembly

Locate the USB battery, PicKit3, USB cable, and the RJ-11 to ICSP Adapter. Insure that the USB battery is sufficiently charged to complete this programming procedure.

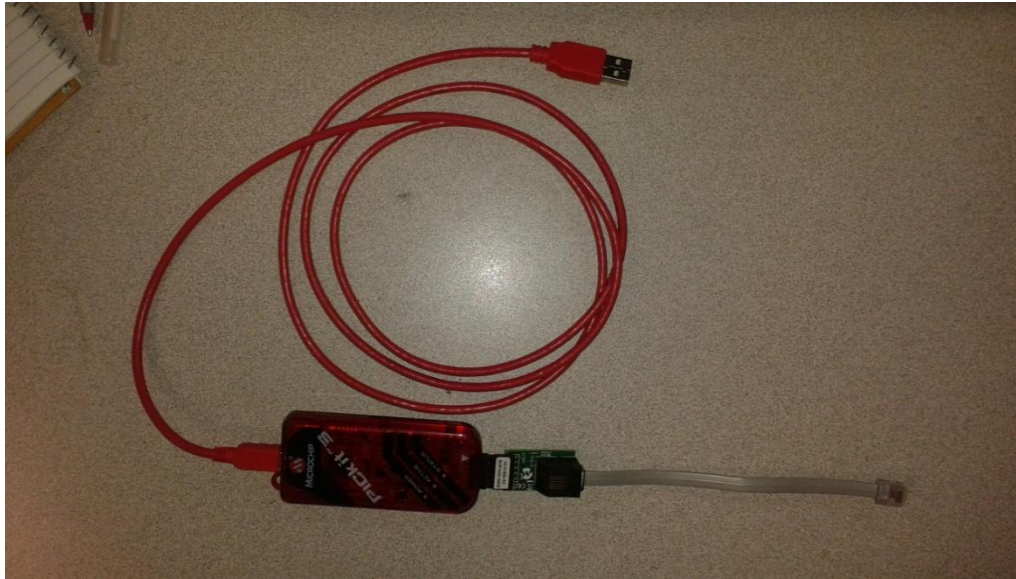


Connect the 1x6 header to the RJ11 to ICSP board. Connect the RJ11 cable to the RJ11 to ICSP board.



UC601 RMT PROGRAMMING INSTRUCTIONS

Connect the PicKit3 to the USB cable and to the RJ-11 to ICSP Adapter.



Installing with the PICkit 3 Programmer Application (If Not Installed)

Operating System Support List

This tool has been tested under the following operating systems. It is expected to work properly on any x86 machine with Microsoft's .NET 2.0 framework installed.

Windows XP 32-bit

Windows 7 32- and 64-bit.

To install the Application, unzip the contents of the zip file:

<PICkit_3_Programmer_1_0_Setup_A.zip> into a temporary directory.

Next run the install.exe and follow the installation wizard.

A RMT board specific programming file will have already been sent/emailed to you. Save this programming file to a location on this computer that will be easy to locate.

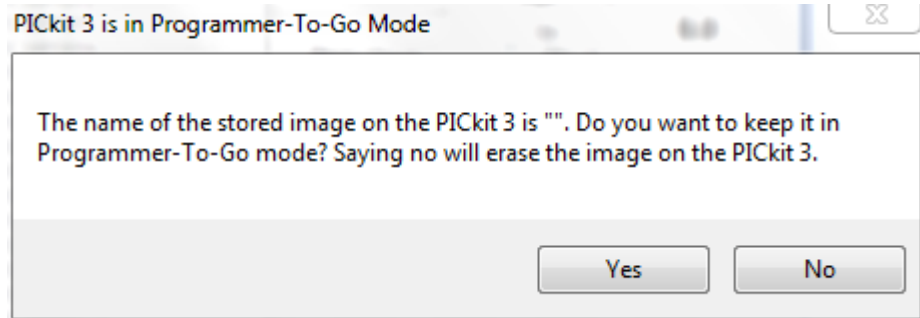
UC601 RMT PROGRAMMING INSTRUCTIONS

Programming (Loading) the PICkit 3 Programmer

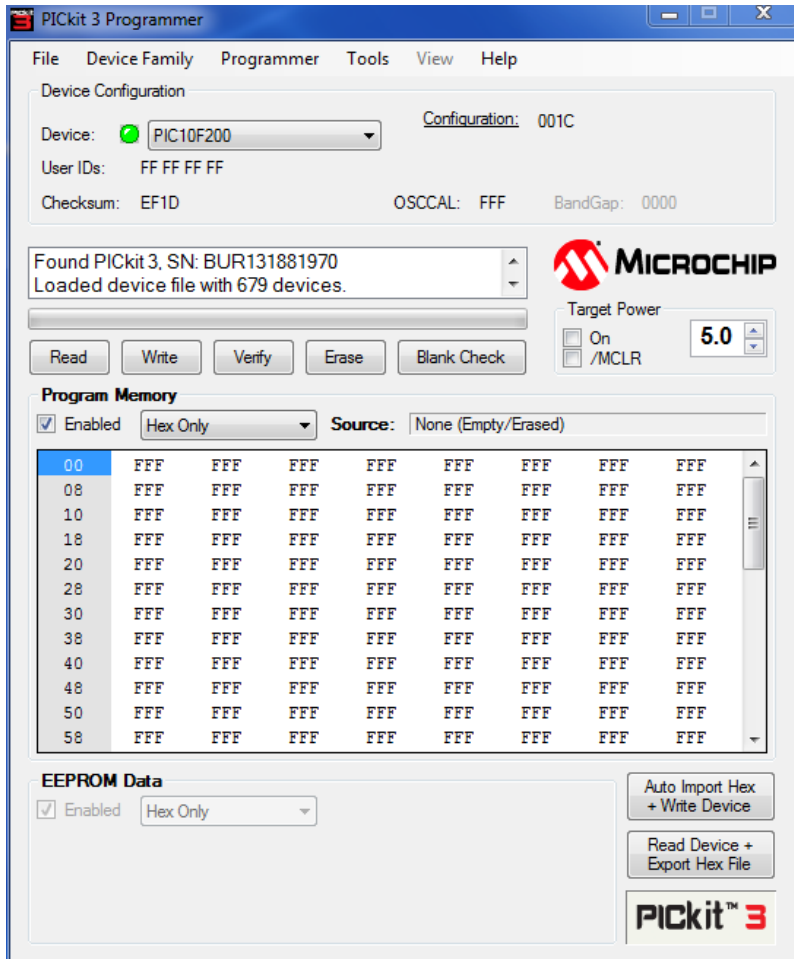
Plug the USB cable into any open USB port on the Windows computer.

Open/Run the PICkit 3 application.

If the window, shown at right, appears, select the "No" button and continue on with the procedure.

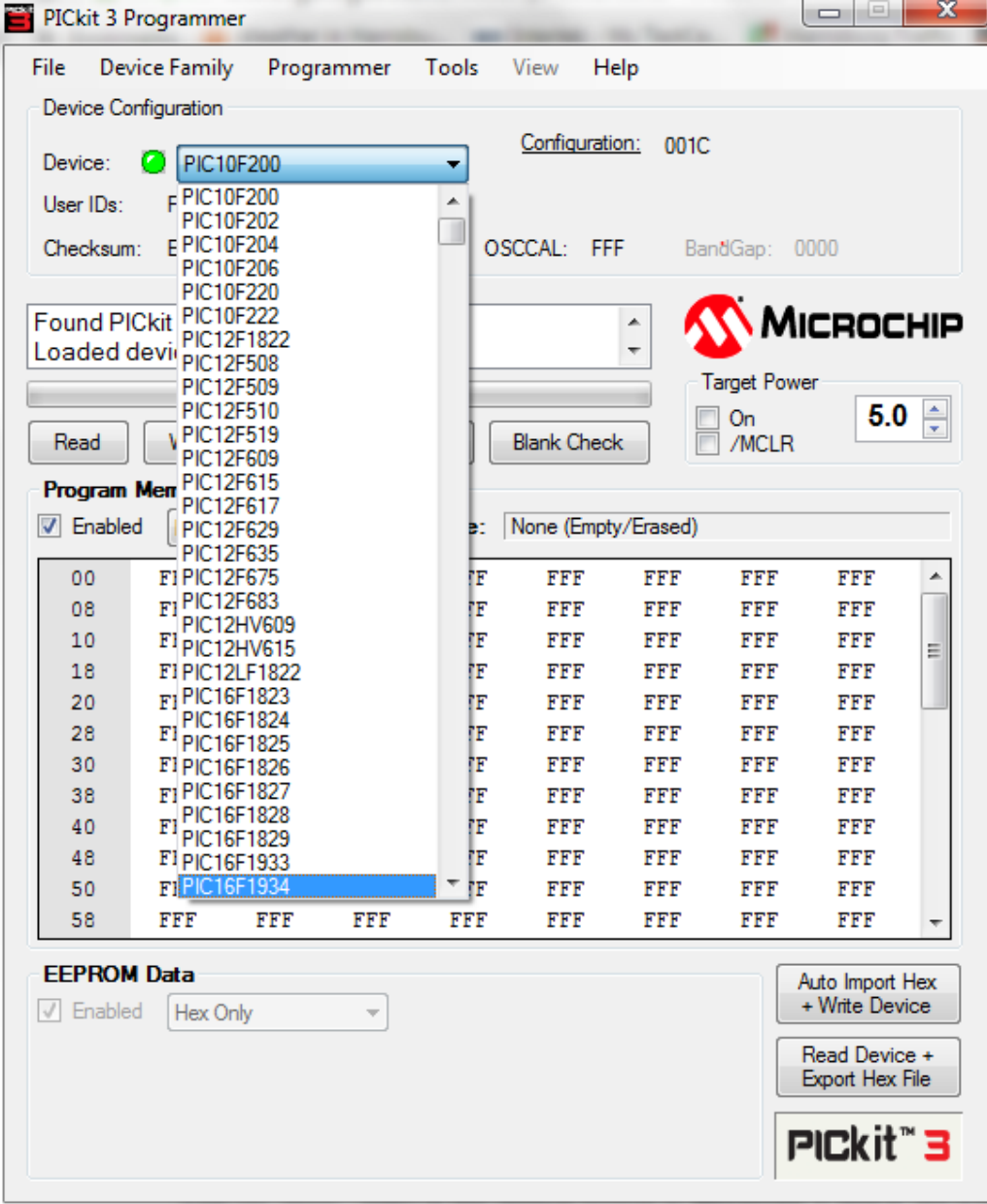


Initial PICkit3 application window.



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Select the "PIC16F1934" as the device to be programmed in the drop down box.



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Select the "Read" button to read data from the programmer.

The screenshot shows the PICkit 3 Programmer software interface. The window title is "PICkit 3 Programmer". The menu bar includes "File", "Device Family", "Programmer", "Tools", "View", and "Help".

Device Configuration:

- Device: PIC16F1934 (selected)
- Configuration: 3FFF 3733
- User IDs: FF FF FF FF
- Checksum: 6732
- BandGap: 0000

Found PICkit 3, SN: BUR131881970
Loaded device file with 679 devices.

MICROCHIP

Target Power: On /MCLR **5.0**

Buttons: Read, Write, Verify, Erase, Blank Check

Program Memory

Enabled Hex Only Source: None (Empty/Erased)

000	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
008	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
010	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
018	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
020	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
028	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
030	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
038	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
040	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
048	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
050	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF
058	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF	3FFF

EEPROM Data

Enabled Hex Only

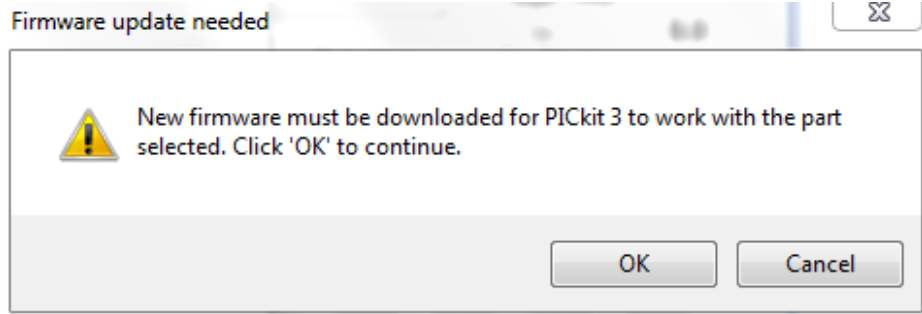
00	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF
10	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF
20	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF
30	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF

Buttons: Auto Import Hex + Write Device, Read Device + Export Hex File

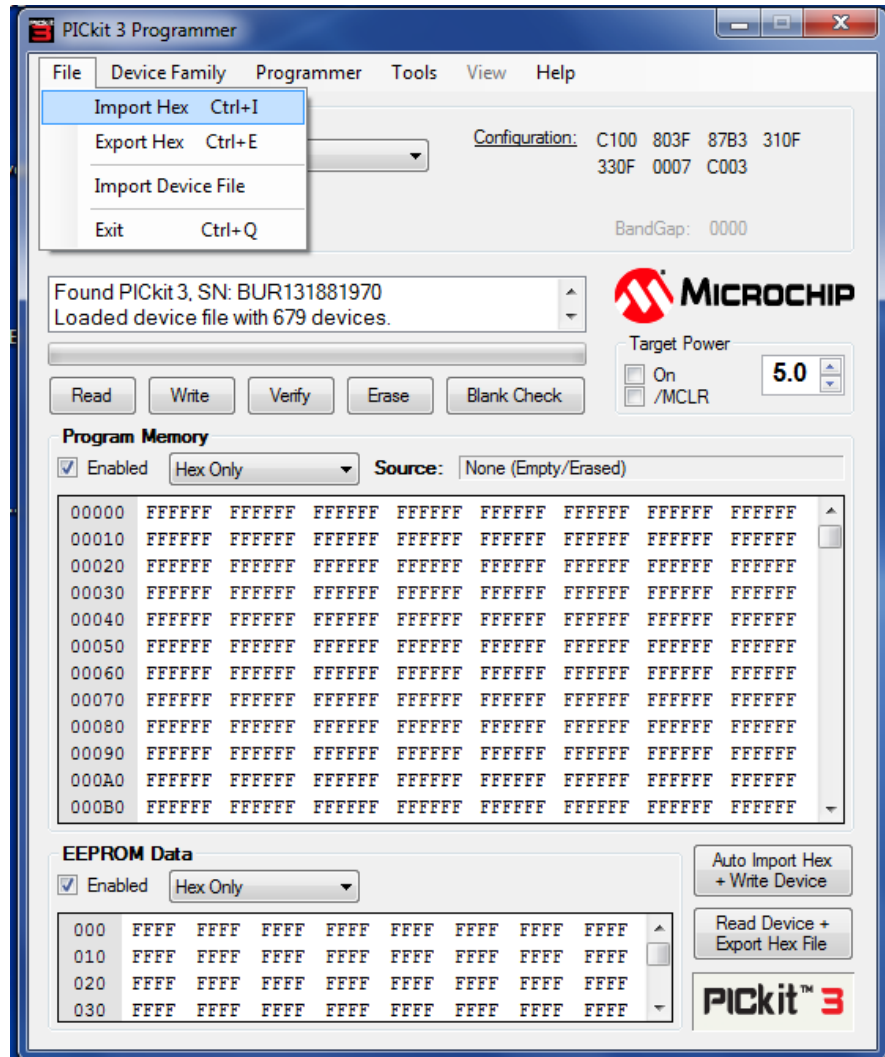
PICkit™ 3

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If the window, shown at right, appears, select the "OK" button. Wait for the download to complete and then continue on with the procedure.

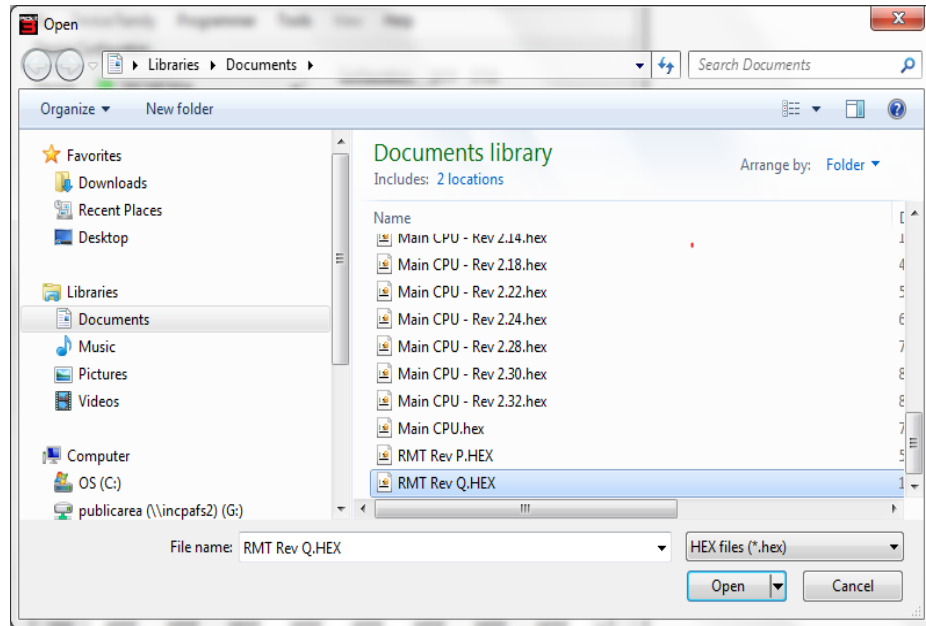


Select "Import Hex" from the File menu.

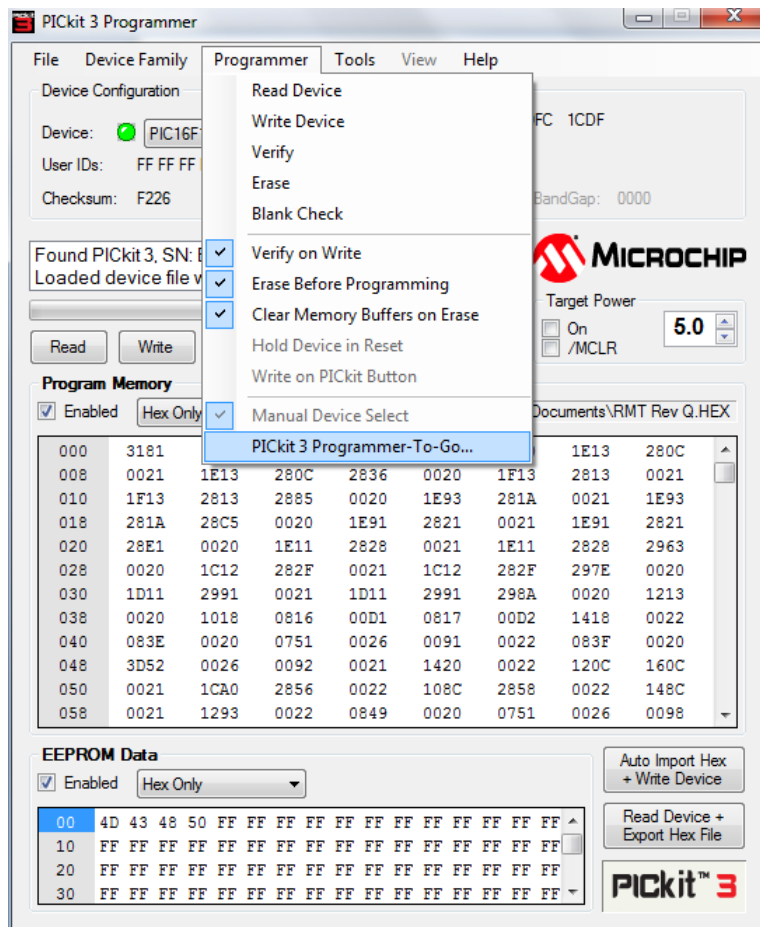


UC601 RMT PROGRAMMING INSTRUCTIONS

Select the desired programming file for the RMT that has previously been sent/mailed to you.



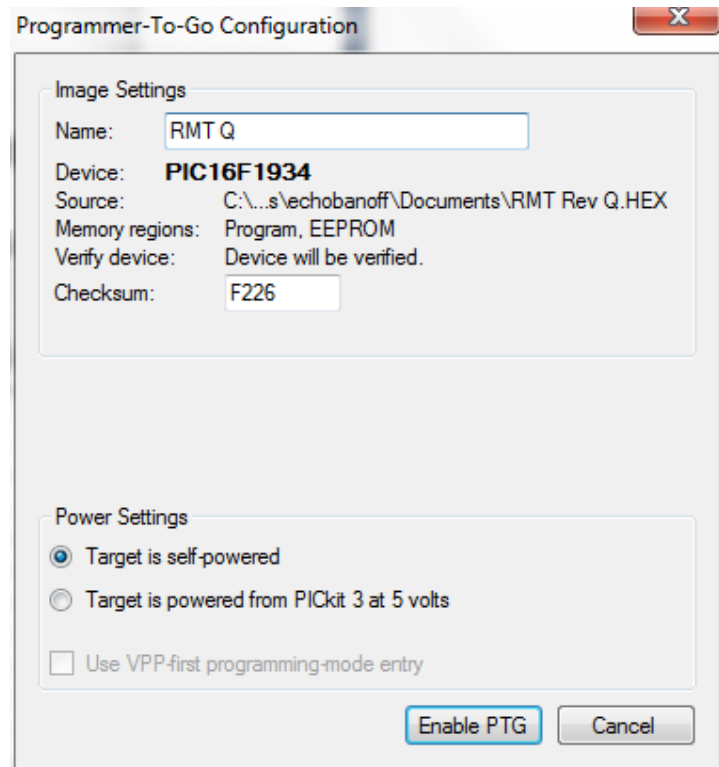
Select "PICkit 3 Programmer-To-Go..." from the Programmer menu.



UC601 RMT PROGRAMMING INSTRUCTIONS

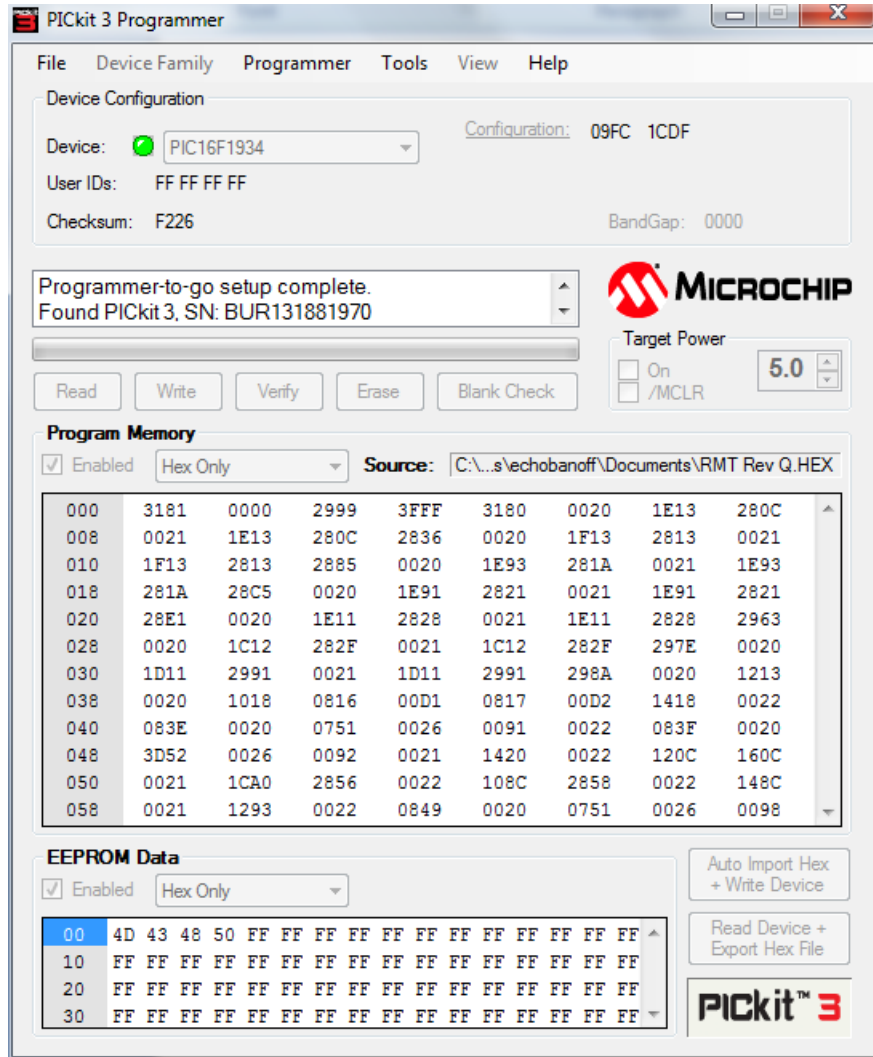
Enter a descriptive name for the file that will be programmed into the RMT board. E.g. if the filename is "RMT Rev Q.hex" Enter "RMT Q"

Next, select the "Enable PTG" button to program (load) the programmer.



UC601 RMT PROGRAMMING INSTRUCTIONS

The programmer has been successfully programmed (loaded) when "Programmer-to-go setup complete." is displayed in status box of the PICKit 3 window.



Shut down / close the PICKit 3 application.

Remove the USB cable from the computer.

UC601 RMT PROGRAMMING INSTRUCTIONS

Programming the RMT Board

This following procedure assumes that the PicKit3 has been previously loaded with the required firmware for the UC601 RMT board.

Plug the USB battery into the USB cable.

Initially the LEDs on the PicKit3 will be illuminated as follows:

- The "Status" LED will be illuminated red.
- The blue "Active" LED will be blinking.
- The green "Power" LED will be on and will remain on for the remainder of this procedure.



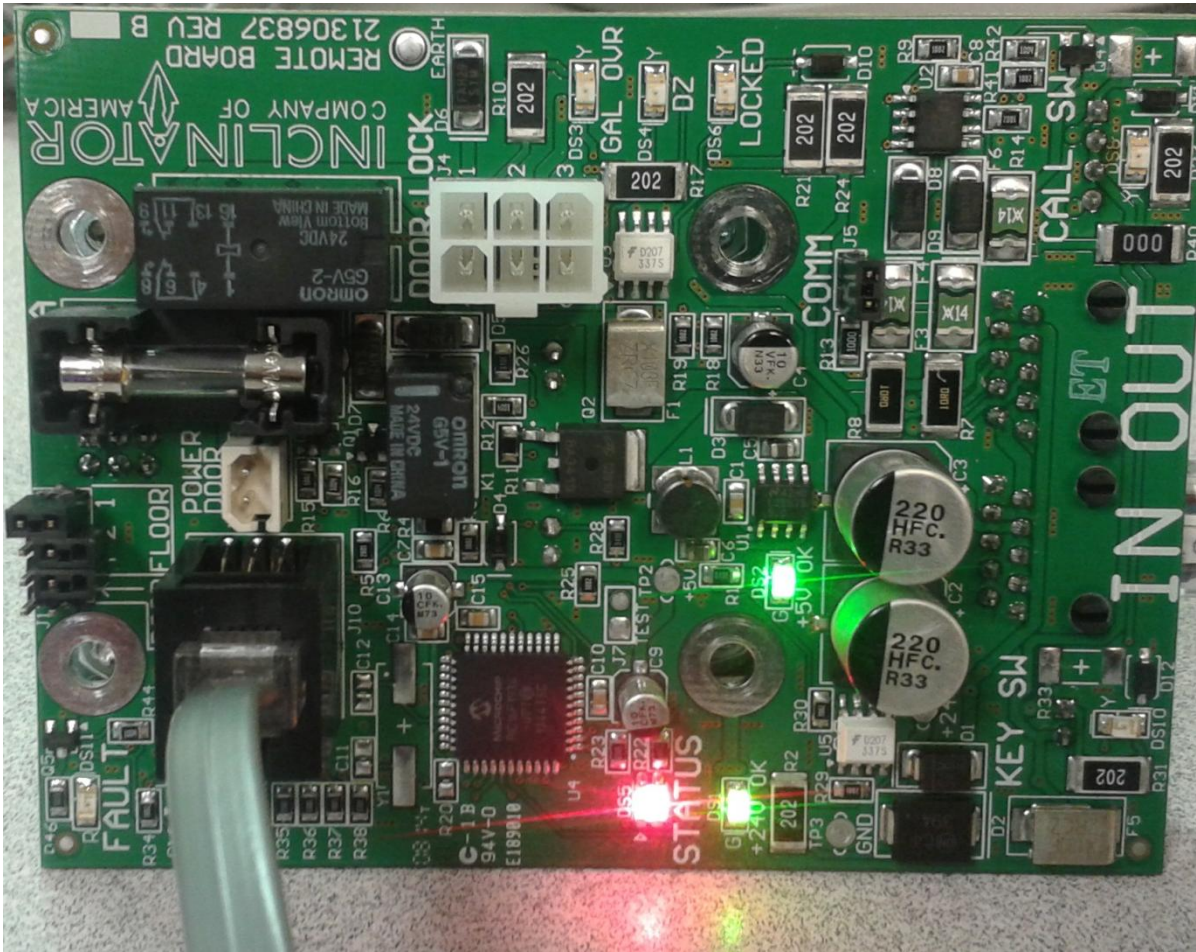
After a few seconds to as much as twenty seconds, the "Status" LED will be off and the blue "Active" led will be blinking. The PicKit3 is now ready to program the device.



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Turn on system power so that the RMT board is powered up.

Plug the RJ11 connector into the programming connector on RMT board.



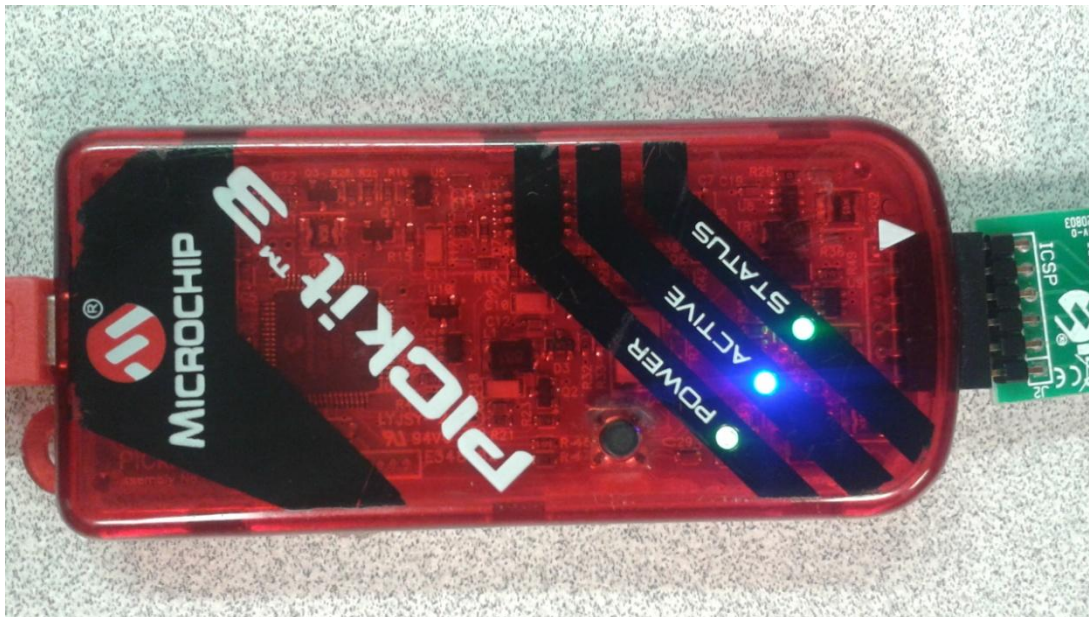
UC601 RMT PROGRAMMING INSTRUCTIONS

Press the button on the PicKit3 to begin programming. The "Status" LED will alternately be illuminated red and green (or orange) while the RMT board is being programmed.



If the "Status" LED is not illuminated as indicated above, press the button again.

Programming of the RMT board is complete when the "Status" LED is illuminated green and the blue "Active" LED is blinking.



Turn off system power, remove the RJ11 cable from the programming connector.

Turn on system power and confirm that the PI indicates the expected version of the RMT firmware.