IMPORTANT!

This manual applies to SUPERPRO /X108.

Make sure the software installation is completed before connecting the programmer to PC.

Please read the manual carefully before using programmers.

Please use Xeltek Adapters. Non-Xeltek adapters will cause error

The information in this document is subject to change without notice.

In the event of any discrepancy in respect of meaning between the software and the manual due to the upgrade of the software version, the software shall prevail.

Overview of SUPERPRO /X108

1.1 What is SUPERPRO?

The SUPERPRO is a menu-driven software that operates a series of cost-effective, reliable, and high-speed universal programmers. SUPERPRO communicates through a USB 2.0 or USB 3.0 port and operates with most IBM-compatible desktop and notebook computers that based on Pentium. Menu-driven software interface makes all the operations quite user-friendly.

1.2 Feature Highlights

- The SUPERPRO includes ultra high speed programming via 32bit RISC MCU device. This is especially suitable for programming high capacity NAND Flash devices
- A 144 pin driver support is built-in to provide efficient programming of large pin count devices, an additional pin expander module is not necessary to program large pin-count devices.
- The SUPERPRO operates with a PC for engineering purpose or in stand- alone mode, without a PC, for repeat production mode programming. This provides seamless migration from engineering to production.
- The SUPERPRO communicates through a USB 2.0 or USB 3.0 port and operates on most Pentium-based, IBM compatible desktop/notebook computers.
- The SUPERPRO comes with a standard 48-pin DIP ZIF socket and supports optional socket adapters to accommodate PLCC, TSOP, SOIC, SOP, QFP, TSSOP and BGA package types.
- The programmer and software supports Windows XP, Windows Vista, Windows 7 and Windows 10. For authorized users, the SUPERPRO can provide for automatic generation of electronic serial numbers.
- Electronic serial numbers are generated automatically.

1.3 Structure of this User's Guide

This manual includes the following major chapters:

- An introduction to the SUPERPRO series, including the system requirements and the software and hardware installation
- Detailed explanations on the commands and the programming procedures
- Information about error messages and common problems
- An Appendix that includes the customer support information

Note: The software prevails in any discrepancy between it and the user manual, due to any upgrades of the software. The information in this document may be subject to change without notice.

1.4 System requirements

The minimum system configuration requires:

- A desktop or laptop computer with Intel Pentium or an equivalent processor
- Windows XP, Windows Vista, Windows 7, Windows 10 operating system
- 1 GB free space on the hard drive
- Standard (USB 3.0) compliant socket
- A CD drive

1.5 Package content

A standard SUPERPRO programmer package includes:

- A Programming host module
- A Power supply unit
- A USB 3.0 connection cable
- A CD contains driver software
- A user's registration form

System Installation

This chapter provides a brief guidance on how to install the SUPERPRO software and connect the programmer hardware properly.

To avoid complications during the installation process, you must setup the software before connecting the programming hardware (the USB device) to your computer. That is, installation through the "Add New Hardware Wizard" of Windows system

is NOT recommended (this might lead to wrong drivers with a different compatible device ID).

2.1 Software Setup

Select the software to setup your SUPERPRO programmer either from the CD-ROM or by downloading the program from the Xeltek website. Instructions for both methods are described below.

Software setup from CD

1. Insert the CD into the CD-ROM drive.

2. If the setup program does not start automatically, run SETUP.EXE located in the root directory.

3. Select the appropriate programmer model.

4. Click **Setup**.

NOTE: Each model has its own software and they are NOT compatible.

Download the software from website and setup (recommended)

You can also download the specific software for a certain model at Xeltek website: http://www.xeltek.com. Select the icon to download the appropriate file for your programmer. Once you have saved the file to your computer, run it to setup the software. The following procedure describes the setup process step by step.

If you are using the Windows Vista，Win7,Win10 system, the operation system may display the following dialog box to ask you whether to install the software. Select **"Install this driver software anyway".**

2.2 Hardware and Driver Installation

After you set up the software, you can install the hardware and driver. The following procedure explains the installation process.

Do not follow these steps below if you have not yet setup the software (see section 2.1).

1. Make sure all other programs are closed during the installation process.

2. Connect the programmer module to the computer through the USB port.

3. Turn on the power switch of the programmer module.

When you connect the new hardware, the system initiates the New Hardware Wizard, which locates the driver from the software you have just installed. The system displays alerts one at a time, illustrated below. The alerts on your system may be slightly different.

4. After you open the application software for the programmer, the system automatically starts the initialization. If it does not, make sure the programmer is securely connected to the computer and that the power switch is on.

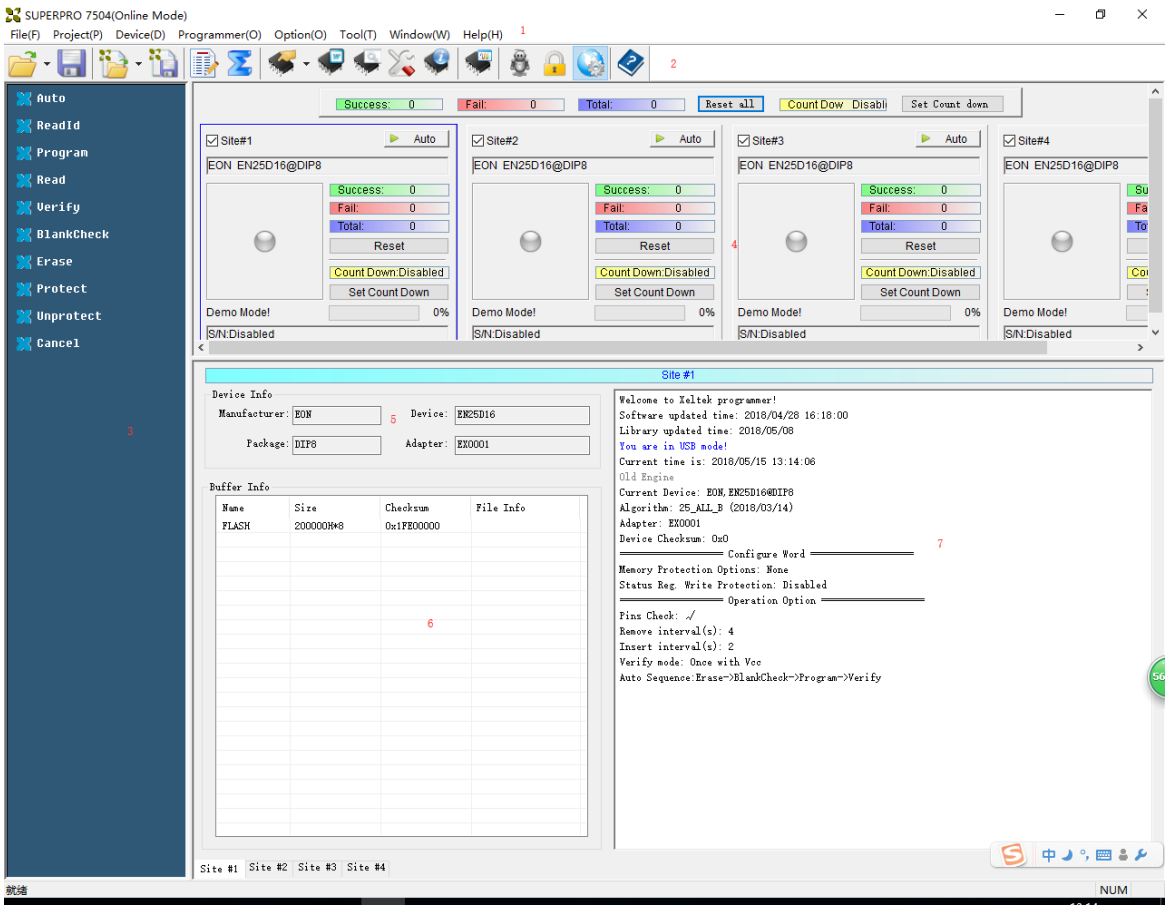
Quick Guidance

This chapter is a quick guidance of the SUPERPRO® software. It describes the functions and features of the programmer that are most frequently used. The SUPERPRO /X108 provides only PC mode for engineering.

Under PC mode, a PC controls the programmer via a high-speed USB connection to program a chip.

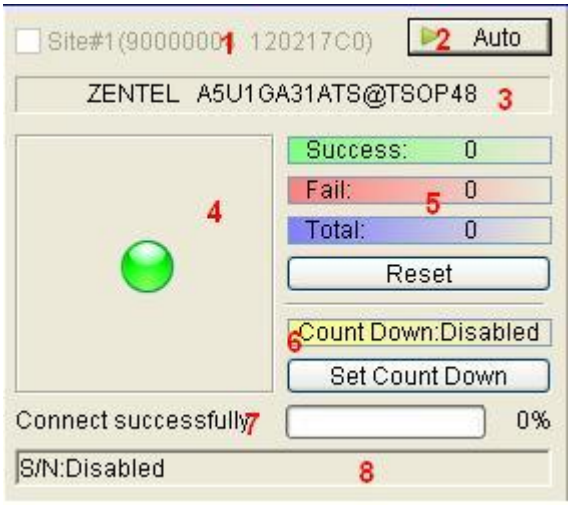
3.1 The User's Interface (main screen)

The main SUPERPRO screen is illustrated below. Each part of the user interface is labeled with a number and described below.



1. The *Menu Bar* Provides *File*, *Project*, *Device*, *Option* and *Help* menus.
2. The *Tool Bar* offers quick access to many commonly used functions.
3. The *Command Window* enables shortcut to many commands and operations.
4. The *Programmer Statue Panel* shows the state of the current project and programmer.
5. The *Device Panel* shows the connected device.
6. The *Buffer Panel* shows the state of the buffer.
7. The *Log Window* displays the operation history.

A detailed specification of the *Programmer Statue Panel* is shown in the picture below and described accordingly to the numbered notation.



1. Module number and the ID of the programmer
2. Auto/Cancel button
3. Device name and the manufacturer information
4. Statue bar shows the success/failure of the programmer
5. Statistic information panel
6. Count down settings and information
7. Connectivity and progression of the programmer/project
8. Serial number

3.2 Programming Procedures

This section provides information on steps for common procedures to program devices using SUPERPRO X108.

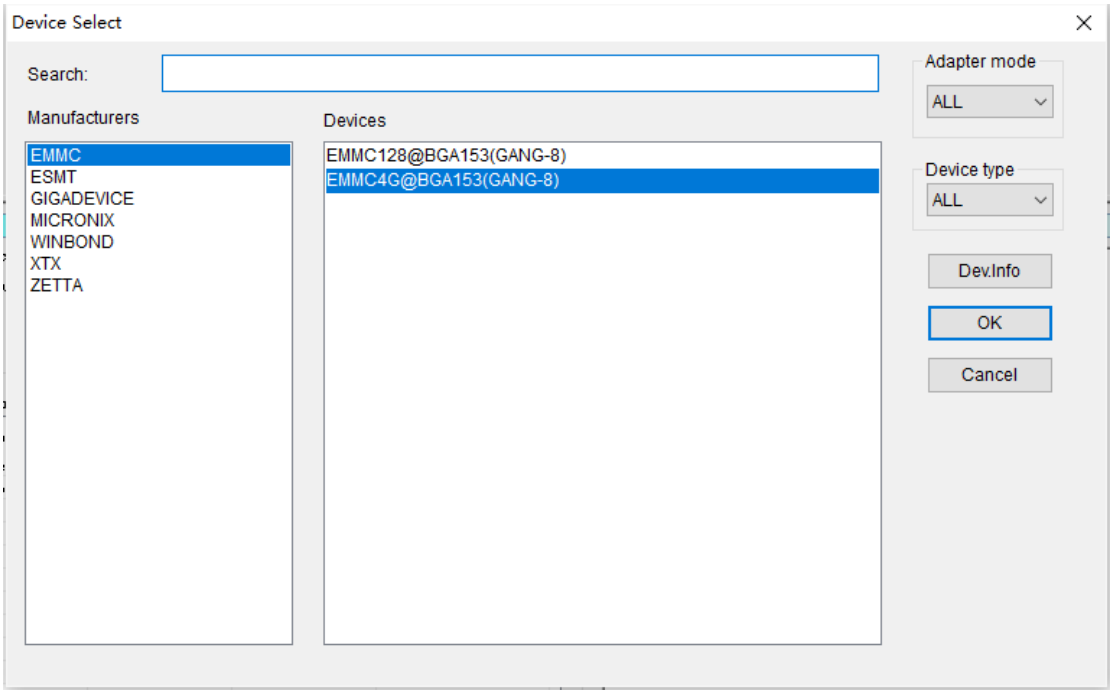
Before using the programmer to program a device, make sure that the programmer is installed properly and that the computer and programmer are communicating successfully. Make sure that you have the appropriate adapter for your SMD devices, if applicable. Insert the chip correctly. Follow the guidelines of the standard chip insertion markings near the pin-driver socket. However, if you select SMD or a device that requires non-standard insertion, the system prompts you with the appropriate chip insertion.

3.2.1 Select the device

To open the Device Selection window, choose one of the following options:

- Select the icon
- Select the menu and select the option.

The system then displays the Device Selection screen as shown below.



NOTE: The red device name means that such device(s) need authorization to use.

3.2.2 Load data into buffer

One can load data into the buffer by reading data either from a file or a master chip.

- To read data from a file, select from the menu. The system displays the dialog box. To make sure the loaded data is correct one can review the information in the window.
  Some or files contain non-zero file initial address. In this case, enter the start address in the File Address box.
- To read the data from a master chip, complete the following steps:
  - Insert the master chip in the socket.
  - Select on the window in the main screen. The data will be copied from the master chip to the buffer memory.
  - To make sure the loaded data is correct one can review the information in the window.
  - If desired, you can save the data to a disk for later use.

NOTE: The read function is not available for some devices, including those have been encrypted.

3.2.3 Set options

- Click from the Option menu to open the Operation Option screen. Set each of the following options:
  - indicates whether to check the pin contact.
  - indicates whether to check the ID of the device.
  - indicates whether the beeper alarms a sound when the operation succeeds/fails.

- indicates an automatic increase in the label number written to each chip.
- indicates whether a different start and end address shall be applied for the programming zone of the device.

- To set the order of the batch processing functions, select from the Options menu. The system displays the Edit Auto screen.
- For devices that include the configuration word, you must set the configuration word before programming to ensure that the chip can be used on the target system. The configuration words for some devices are contained in the data file. Therefore, the system automatically loads the configuration word into the configuration word buffer when loading the data file. For some devices, you must manually make the selection. Select from the Device menu to open the ConfigWord screen.
- Many devices must meet some special requirements for the programming of a chip, including special algorithms conventions. Read the device manual or instructions carefully and adjust the operation steps or buffer data as needed. If an adapter is required for programming, the system displays information about the adapter in the device information screen.

3.2.4 Execute programming

Insert the chip properly into the socket. If the prompt information indicates a need for an adaptor, you may purchase the adapter. The operation procedure for the programming of a chip is described as the following steps:

- Blank Check

  NOTE: You can skip this step if the chip is brand new.
  The Blank Check fails on electrically erasable chips containing some information. In this case, perform the Erase operation first. You do not need to erase EPROM chips for which the data can be overwritten.
- **Program**
- **Verify**

  NOTE: This step is necessary. The chip must pass Verification before the programming can be implemented. Some chips provide only the accumulation check function, such as VerifyCRC instead of a unit-to-unit check function. Very few chips do not provide the accumulation check function.
- **Security or Protect if encryption is required**

  NOTE: You may need to set the configuration word before performing encryption. Refer to Device Configuration Word on page 37 for more information. Select Auto to finish all the operations in one step.

- **Execute Production Mode to Program Chips in Batches**

Select Production Mode from the Option menu to program devices in large quantities. This function facilitates the job of the user who programs chips in batches. In order to program chips in batches, the programmer always conducts the insertion test. The programmer waits for the chip insertion to initiate while the system displays the

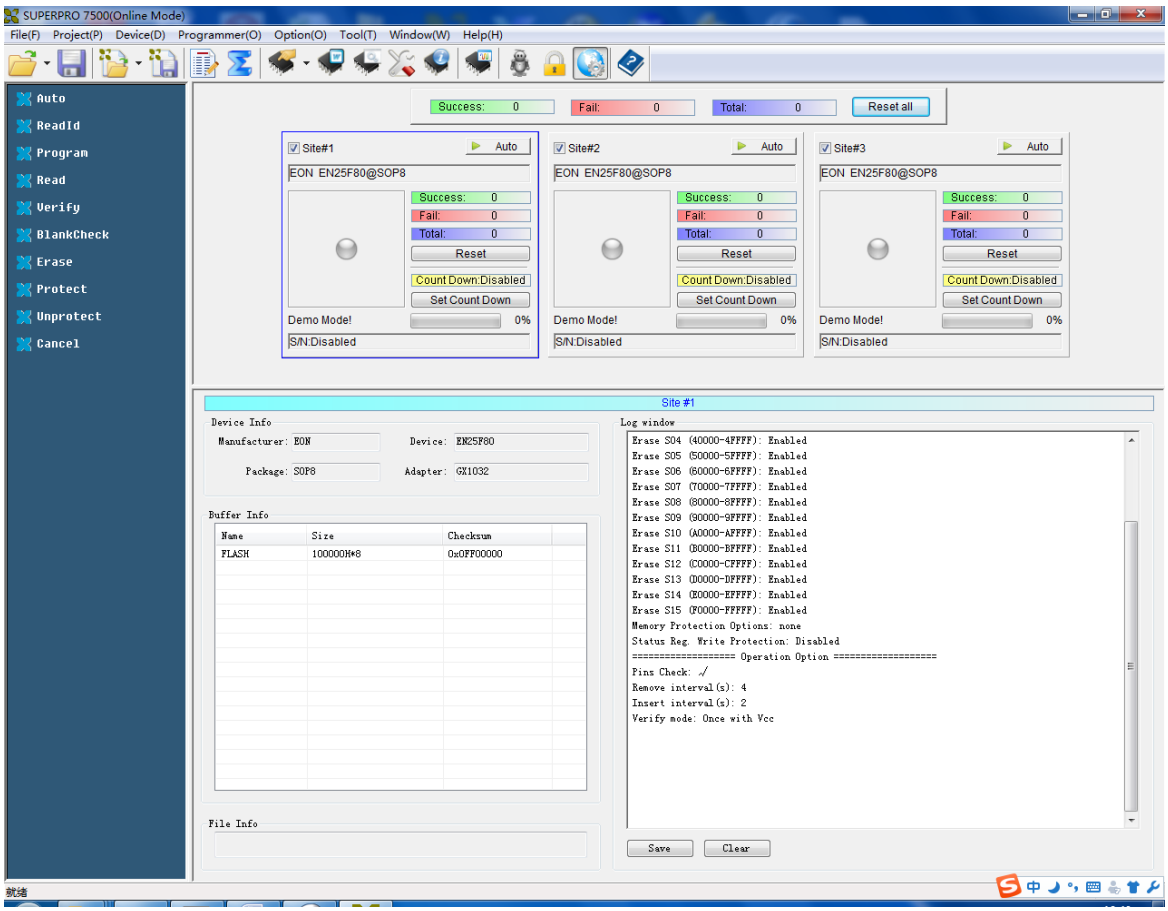
following prompt: Please, insert a device into the socket. Once you have properly inserted the chip, the auto batch-processing command starts automatically.

3.3 Programming When Connected by Hub

SUPERPRO® X108 provides a connection hub and user can simultaneously operate multiple SUPERPRO® X108programmer by using the hub.

Click menu **Programmer** -> **Module Management**, and select the number of the programmer you want to operate. Picture below shows the interface when simultaneously operating three programmers.

Every programmer has a unique number. The programmer's first line of the LCD display will show the number of this programmer. The module that is selected at the time will be highlighted. The device that is going to be programmed can be different type(s) in each of the module that is connected through the hub.



- In normal mode, all operations (i.e. selecting devices, loading documents and programming) are carried out in the programmer that is selected and highlighted at the time being.
- In global configuration mode, all the operations are carried out in the programmer(s) that is selected with the check in tick-box(es).

NOTE: Choose specified hub for XELTEK to connect SUPERPRO X108, and currently up to 16 programmer can be operated simultaneously.

Chapter 4 Functions and Commands

This chapter provides a detailed specification and explanation of the SUPERPRO® software. It includes the description of the functions and commands that is listed as below,

- File Menu and Tool Bar (4.1)
- Project Menu (4.2)
- Device Menu (4.3)
- Option Menu (4.4)
- Tool Bar (4.5)
- Log History Window (4.6)

4.1 File

The **File** menu provides access to the commands of **Load**, **Save** and **Exit**. Each function is described in the following sections.

4.1.1 Load File

There may be one or more data buffers in the device. If several data buffers are displayed after you have selected the device, refer to the name and the data manual for the meanings of the buffers. The two data types of the device are **Data (HEX/ASCII)** and **Fuse**.

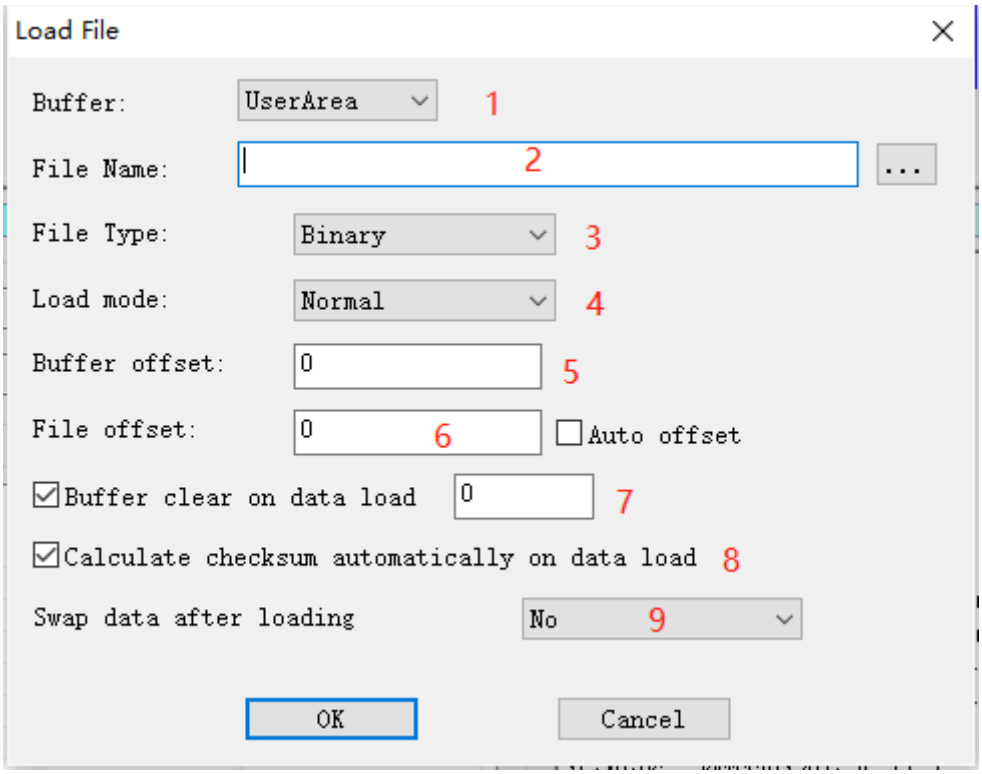
- For most **EPROM** and **SCM**, the data type is **Data (HEX/ASCII)**.
- The data type for **PLD** device is **Fuse**.

After you select the device, the software automatically will identify the data buffer type.

You can review the buffer data types if you open the **Edit** dialog box for the data buffer. When some file data are loaded into the data buffer, the following rules apply:

- With a **HEX/ASCII** data buffer (**EPROM**, **MCU** etc.), the system assumes that 8 bits of the data are valid.
- With a **JEDEC** buffer (**PLD**/**PAL**), the system considers the lowest bit (1 bit) of the file data valid.

Select **Load** from the **File** menu to open the **Load File dialog box**, as illustrated below. The red labels refer to the numbered notations follow this figure.



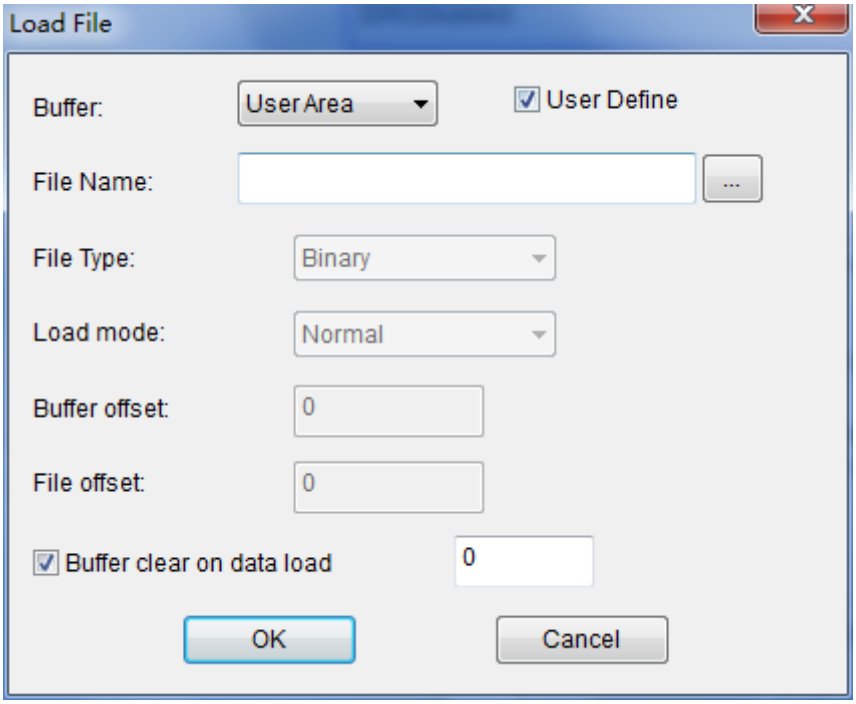
1. **Buffer**. To select the **Buffer** name from the drop down list. The system loads the file data into the buffer accordingly.
2. **File Name**. To enter the name of the data file to load it, or you can select **Browse** and choose the file using the **Select File box** .
3. **File Type**. To select the type of the file from a drop down list. Different file types are included here, e.g. Binary, Intel Hex, Motorola S record, JEDEC, POF, TI, etc.
4. **File Mode**. To select one of the following File Modes from the drop down list:
    - **Normal** to load the whole file
    - **Even** to load the first byte and discard the second byte out of every two bytes
    - **Odd** to discard the first byte and load the second byte out of every two bytes
    - **1st byte of 4** to load first byte and discard the other three bytes out of every four bytes
    - **2nd byte of 4** to load the second byte and discard the other three bytes out

of every four bytes

- **3rd byte of 4** to load the third byte and discard the other three bytes out of every four bytes
- **4th byte of 4** to load the fourth byte and discard the other three bytes out of every four bytes
- **1st 2_byte of 4** to load the first two bytes and discard the other two bytes out of every four bytes
- **2nd 2_byte of 4** to load the last two bytes and discard the other two bytes out of every four bytes

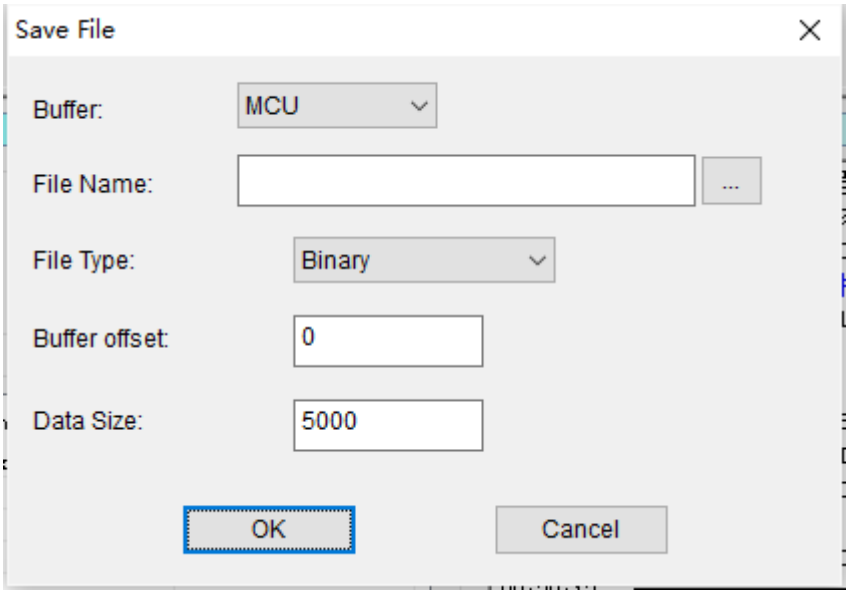
5. **Buffer Address**. To indicate a different initial address of the data being loaded into the buffer.
6. **File Address**. In case the file type has a non-zero start address, enter the data offset address in the **File Address** field. Make sure to enter the correct address, because an incorrect file offset address causes part of the buffer to be filled with FF (or incorrect data).
7. **Buffer clear on data load**. Tick this checkbox will enable the user to fill the data buffers with the specified data.
8. **Calculate File's checksum when loading.** If the option is disabled, Checksum is not calculated after loading file. Although it can save time for large capacity chips, we do not recommend it.
9. Swap data after loading. Swap byte sequence after loading.

NOTE: Ticking the checkbox of Custom File will disable most loading option.



4.1.2 Save File

Select **Save** from the **File** menu to save data in the current buffer to a disk file. A dialog box titled as **Save File** will be displayed.



1. **Buffer**.
2. **File Name**
3. **File Type**
4. **Buffer Address**
5. **Data Size.** To enter the save data size in number of bytes.

4.2 Project

The project file contains all of the information and preparations before programming. It can also be used to restore the working environment that has been saved previously. The project file includes:

- The current device's information, such as:
  - o Manufacturer
  - o Device type
  - o Pin size
  - o Data file name

o Current buffer data

NOTE: The buffer data may differ from the data file due to revisions.

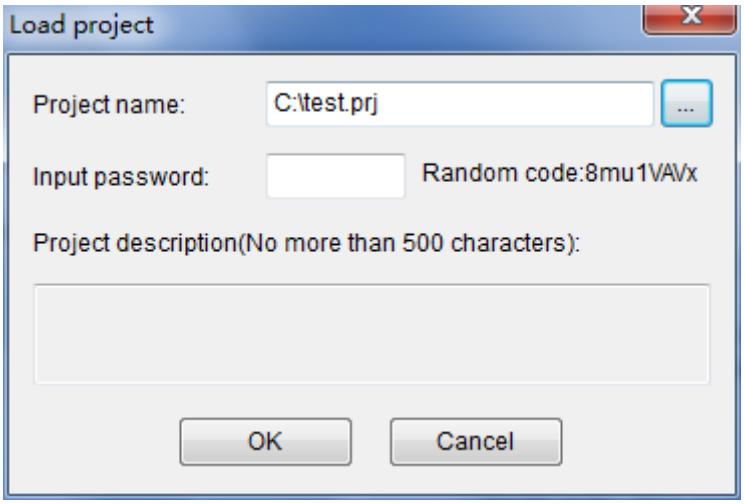
- All Operation Option settings
- The content of the Auto mode
- Software module related to the project

NOTE: The project content is related to the programmer software. If the software has upgraded or has been re-installed to another folder, the saved project files become ineffective

4.2.1 Load Project

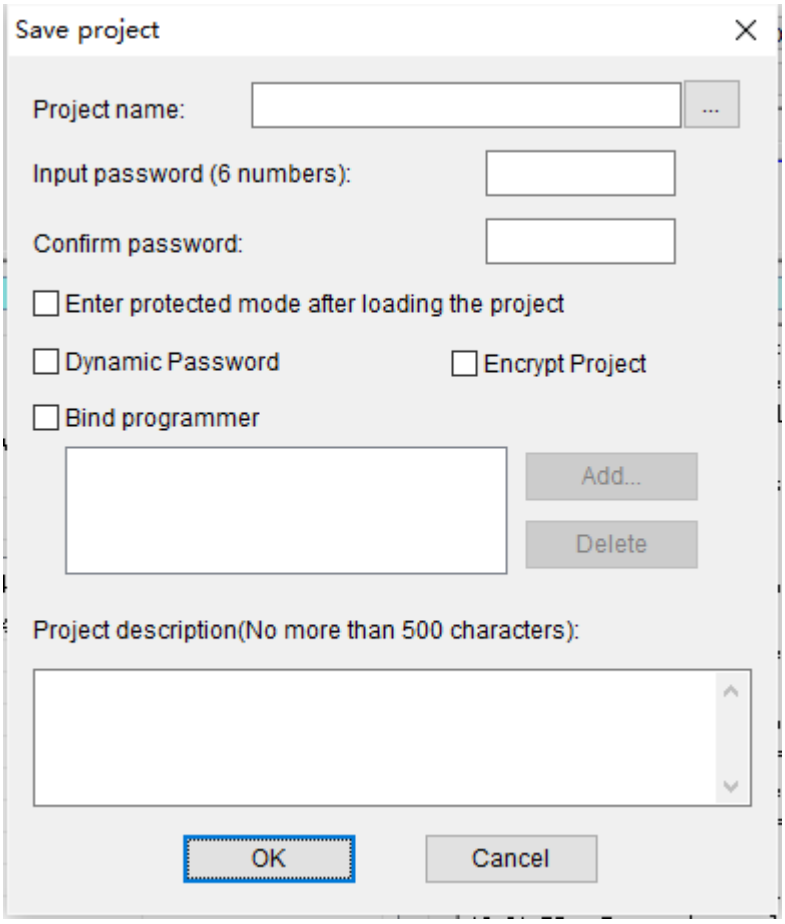
Select **Load Project** from the **Project** menu to load a project file. Select the file in the **File** dialog box. Following the information that is provided by the project file, user can change the device(s), data in buffer, and operation option accordingly.

If the project contains “dynamic password”, a random serial number will be displayed. User should offer the serial number to the project maker. The project maker generates password by the tool “Password Generator” (please refer to “Password Generator” for details). Then User input the password and load the project.

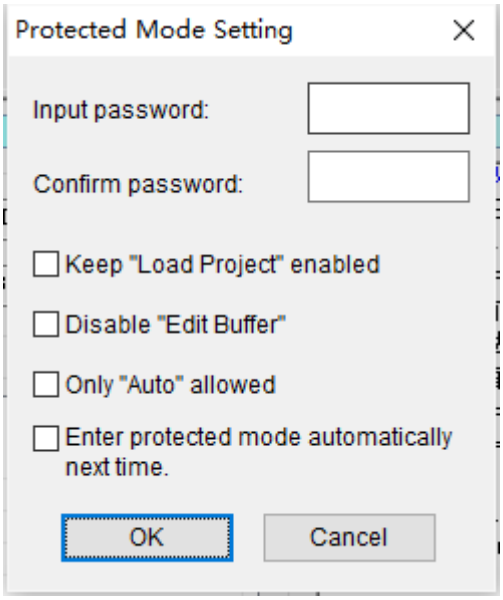


4.2.2 Save Project Files

Select **Save Project** Files from the **Project** menu to save the current working environment to a specified project file. To ensure the security of the data, you can encrypt the project file.



When the option “Enter protected mode after loading the project” is selected, Dialog “Protected mode Setting” pops up. Please refer to “Protected mode” for details.



Dynamic Password: Please refer to “Load project” and “Password Generator” for details.

Bind Programmer: The project can be used only on specified programmers.

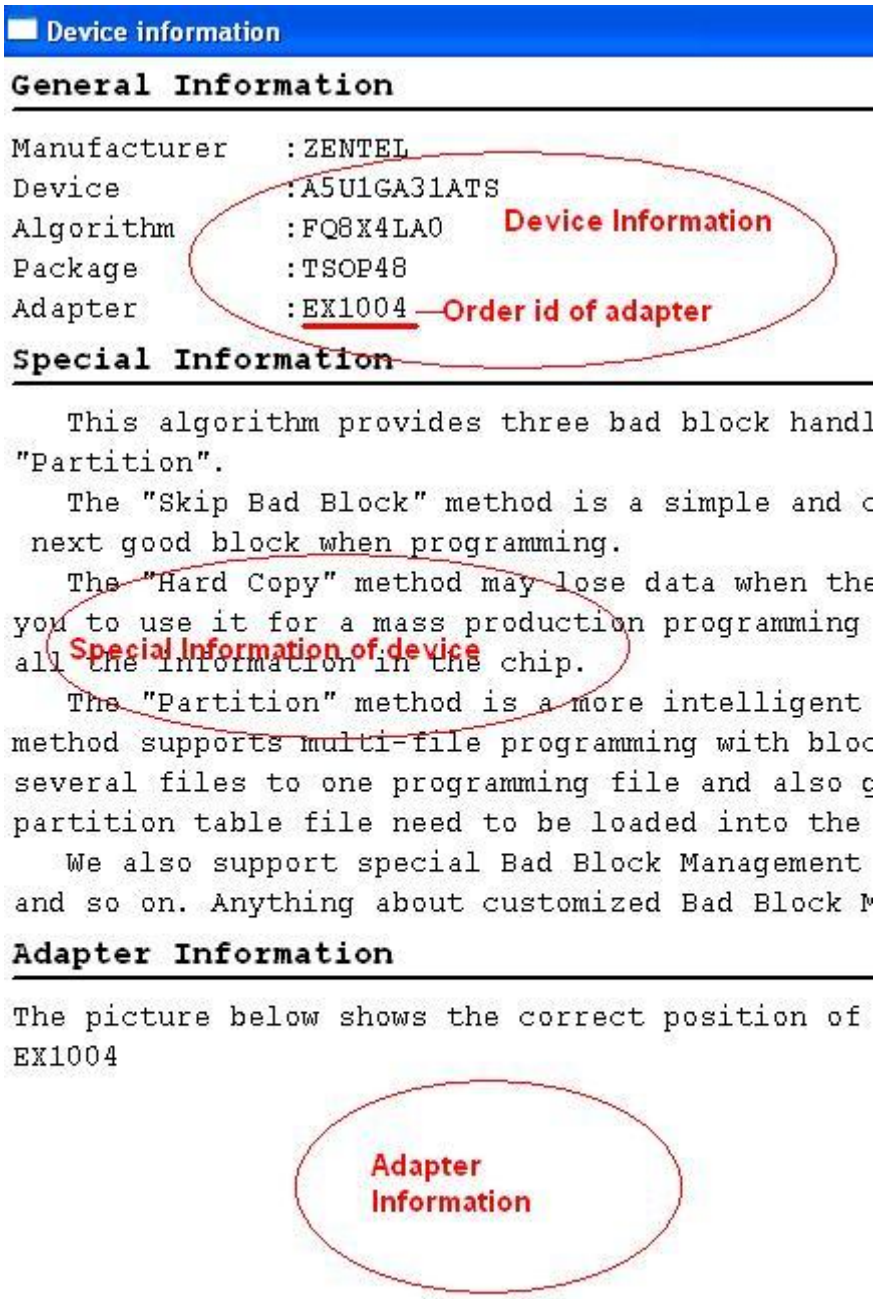
4.3 Device Menu

4.3.1 Device selection

Refer to section ***3.2.2***for the operation of device selection.

4.3.2 Device information

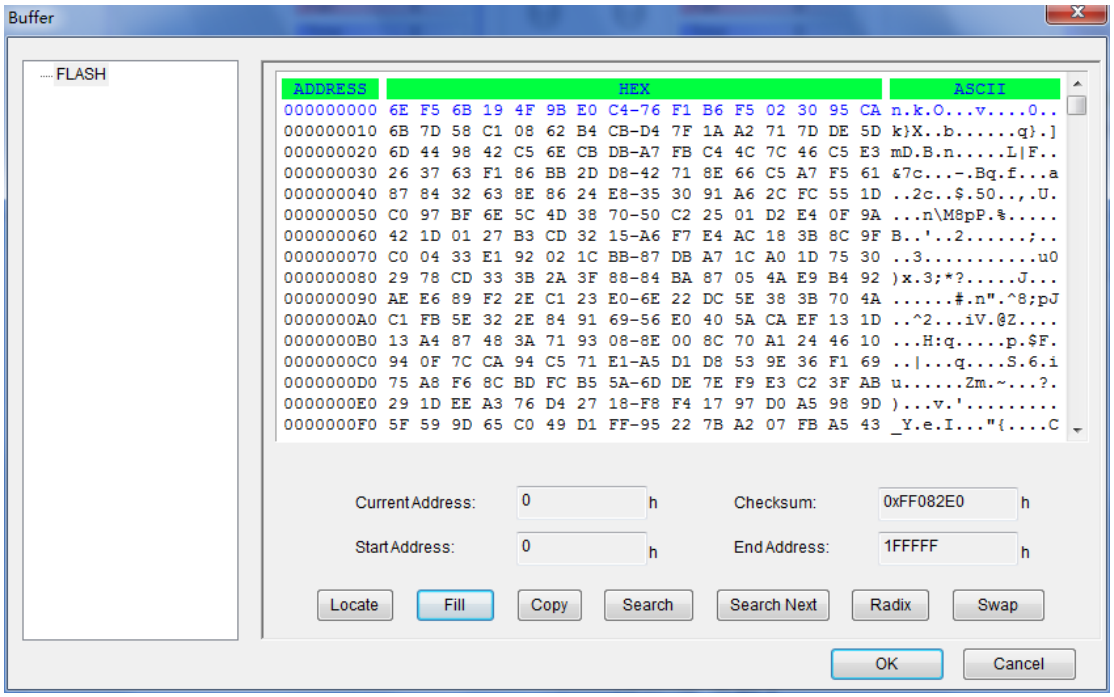
Click **Device information** will display the device information in a window (see the figure below).



4.3.3 Manage data in buffer

There are two major types of buffer, Fuse Buffer and Data Buffer (HEX/ASCII buffer). In following section the operations of these two types of buffer is described and a typical buffer operation window is shown below.

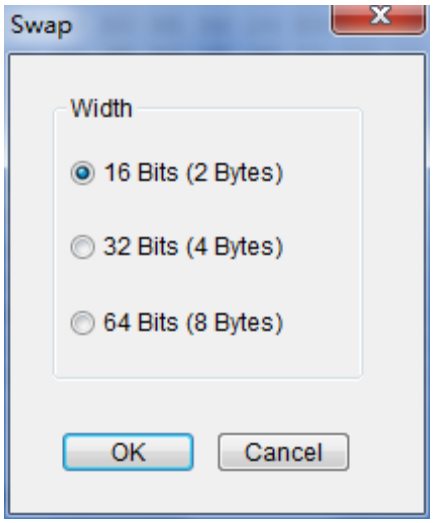
4.3.3.1 HEX/ASCII Data Buffer



- **Locate**. Enter the address of the data you wish to display and select OK to quickly move the cursor to the desired location.
- **Fill**. To fill the data in the buffer between the **Start** and **End** address. For Fuse buffer, the data must be 0 or 1, and for Data Buffer (HEX/ASCII buffer)
- **Copy**. Select **Copy** to open the Copy Buffer dialog box.
  - o Enter the start address in the Start Address field.
  - o Enter the end address in the End Address field.
  - o Select **OK** to copy the data between the start address and the end address, beginning with a new address. Otherwise, select **Cancel**.

- **Radix**. Select **Radix** to toggle between the HEX and DEC memory address display.
- **Search**. Select **Search** to search for a specified string. Select **Search Next** to begin the next search for the specified string
- **Swap**. Select **Swap** to open the Word Swap dialog box, illustrated below.

  Select the **Word Width** option to swap high byte and low byte according to the specified width in the address range and select **OK**. Otherwise, select **Cancel**.



For example, if the data buffer address 0-10(HEX) is:

12 34 56 78 90 AA BB CC - DD EE FF 11 22 33 44 55

Then after swapping the data, it would look like this according to the selected word width:

- **16 Bits** (2 bytes)

  34 12 78 56 AA 90 CC BB - EE DD 11 FF 33 22 55 44

- **32 Bits** (4 bytes)

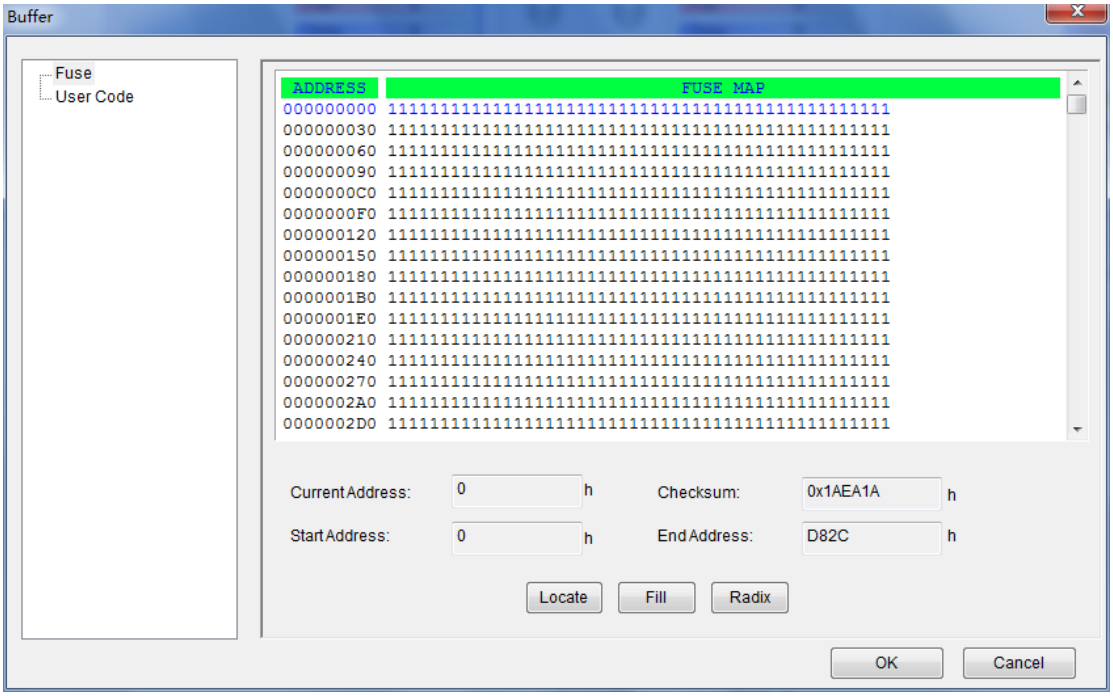
  78 56 34 12 CC BB AA 90 - 11 FF EE DD 55 44 33 22

- **64 Bits** (8 bytes)

  CC BB AA 90 78 56 34 12 - 55 44 33 22 11 FF EE DD

4.3.3.2 Fuse Buffer

When you select **Edit** from the **Buffer** menu with the appropriate file type, the system opens the **Fuse Buffer Edit** window, illustrated below.



The data for editing is either 0 or 1. Refer to the data manual of the device and the JEDEC to determine which of the following explanations for the data apply.

- 1 represents an intact fuse and 0 represents a blown fuse, or
- 1 represents a blown fuse and 0 represents an intact fuse

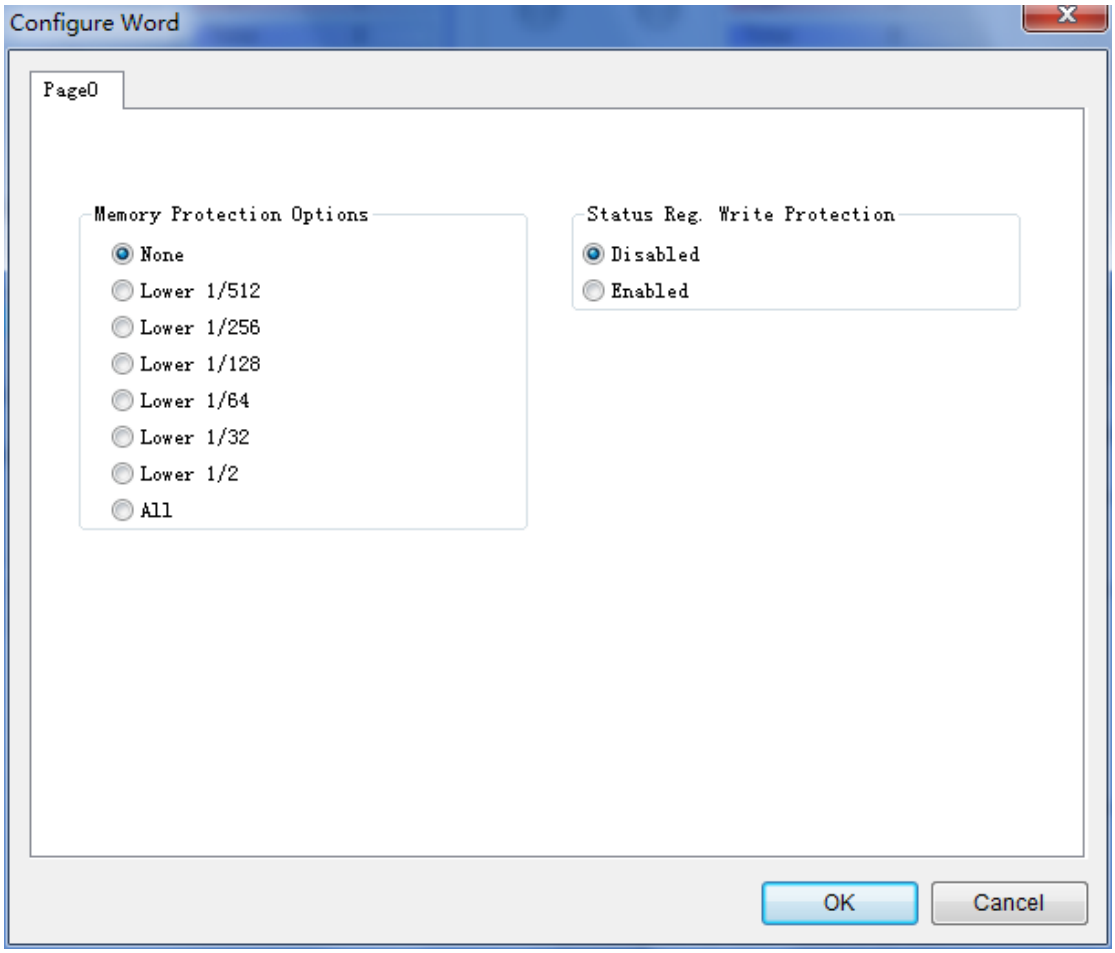
4.3.4 Device Configuration Word

Important: The device configuration word varies from device to device. Refer to the device data manual for more information about the configuration words. Set the configuration words according to the requirements of your target system. Otherwise, you cannot use the device normally even if it is normal when preparing and verifying the program.

Some single-chip microcomputers allow special working modes, such as the storage area mapping, the watchdog time, the clock, or the encryption. Set these special modes through the Device Configuration Word option.

The user files contain the configuration words of some devices. When you load these files, the system automatically loads the configuration words into the configuration word buffer. However, you must select the configuration words for some devices manually.

Select Device Configuration Word from the Device menu to open the ConfigWord



dialog box. The following sample illustration shows the configuration word for EON,EN25B16(Bottom Boot). It contains the watchdog and three protection modes

Some single-chip microcomputers include many items for the configuration word. The items may appear on separate tabs or pages. Make sure to set all the items on all pages before programming a chip. The input of the configuration word can be divided into several ways:

- The 8-bit (byte) edit box input
- The 16-bit (word) edit box input
- The single choice input (select and deselect, choose one out of two)
- The multiple choice input (choose one out of many)

The configuration words for chip programming are classified into two categories:

- If the configuration word contains some protected items, then you cannot verify the items after preparing the program. When preparing the program, the programmer automatically shields the protected items and writes the other items. Select Security or Protection to write the protected items.
  NOTE: If you select **None** as the Protection option, the system does NOT carry out an operation when performing Security or Protection.

- In some devices, the configuration words cannot be separated, so the system does not write the configuration word when preparing the program. To write the configuration word in these cases, select the corresponding item, such as **Write_Option**. Some FLASH devices also use the configuration word for the protect operation and to execute and display the segment protection.

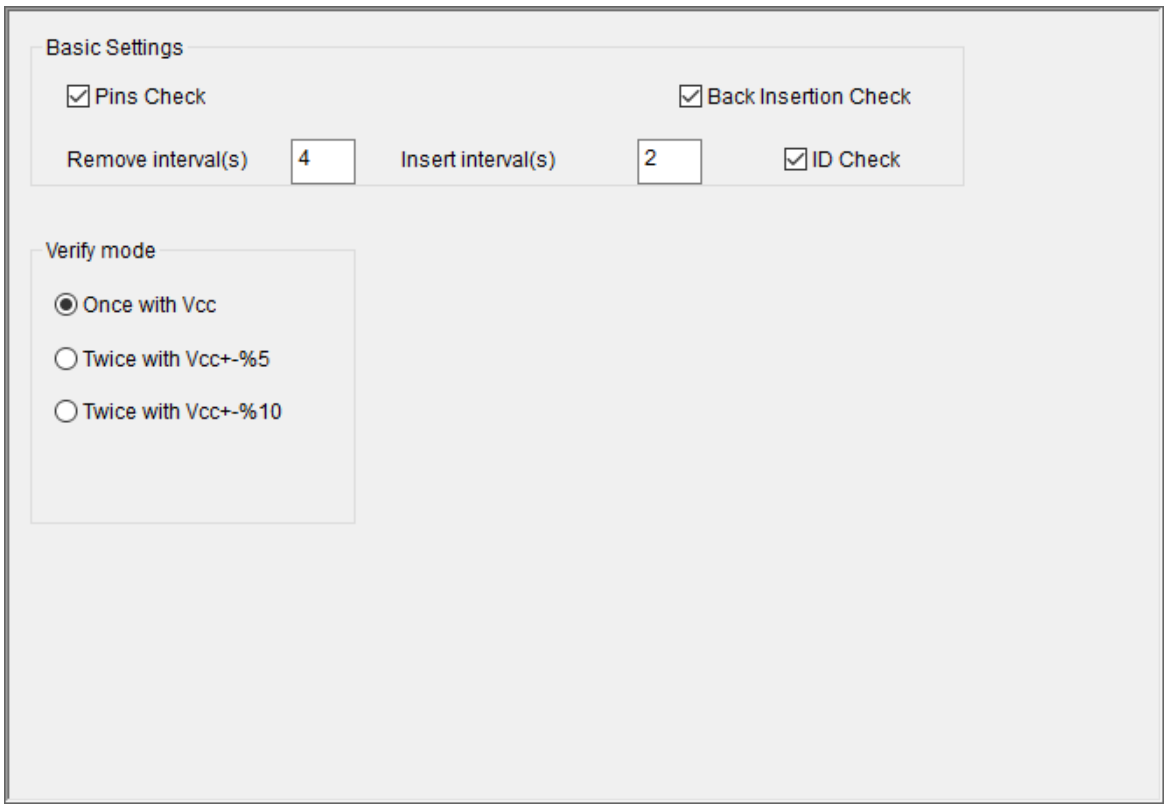
4.3.5 Option Menu

The **Option** menu includes items to help you program in a specific mode to meet the targeted system requirements. Before programming a chip, make sure to select the necessary settings. The **General** view of the Operation Option screen is illustrated below. The **Operation Option** screen includes four tabs:

- General
- Buffer
- Auto.Inc
- Count

Each view is explained in the following sections

General



1. For chips with 48 pins or less or for chips with an adaptor that reduces the chip to

48 pins or less, select Insertion Test to have the programmer check the pin contact status before programming. The test includes a check for poor contact, wrong direction, chip insertion, and chip insertion orientation errors.

2. Select ID Check to have the programmer read the Electronic Identifier Code from the chip to identify the manufacturer, the device type and the programming algorithm code. If you have already selected the device, the default for this option is checked.

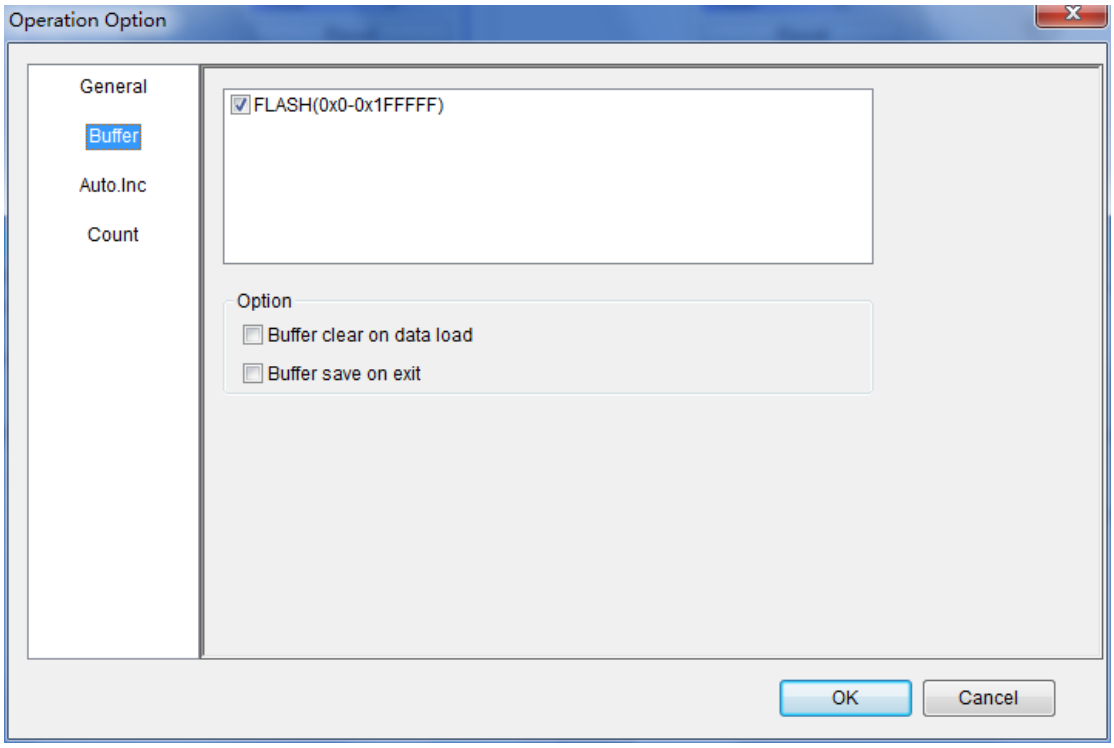
3. Select Beeper On to turn the beeper on or off. The beeper makes a sound to indicate the results of operations such as Insertion Test error, ID unmatched, programming successfully completed or failed.

NOTE: Not all programmers include a beeper.

4. Indicate the mode for verifying the data by selecting one of the Verify Mode options. These options refer to the voltage of the pin VCC, which may vary when the programmer verifies the data. The manufacturer provides the MinVcc and MaxVcc values for verifying the data. VCC(+/- 5%) or VCC(+/- 10%) is adopted for the verification. If VCC = 5.00V, select one of the following options:

- VCC = 5.00V and verify the data once
- VCC = 4.75V and VCC = 5.25V, and verify the data twice (+/- 5%)
- VCC = 4.50V and VCC=5.50V, and verify the data twice (+/- 10%)

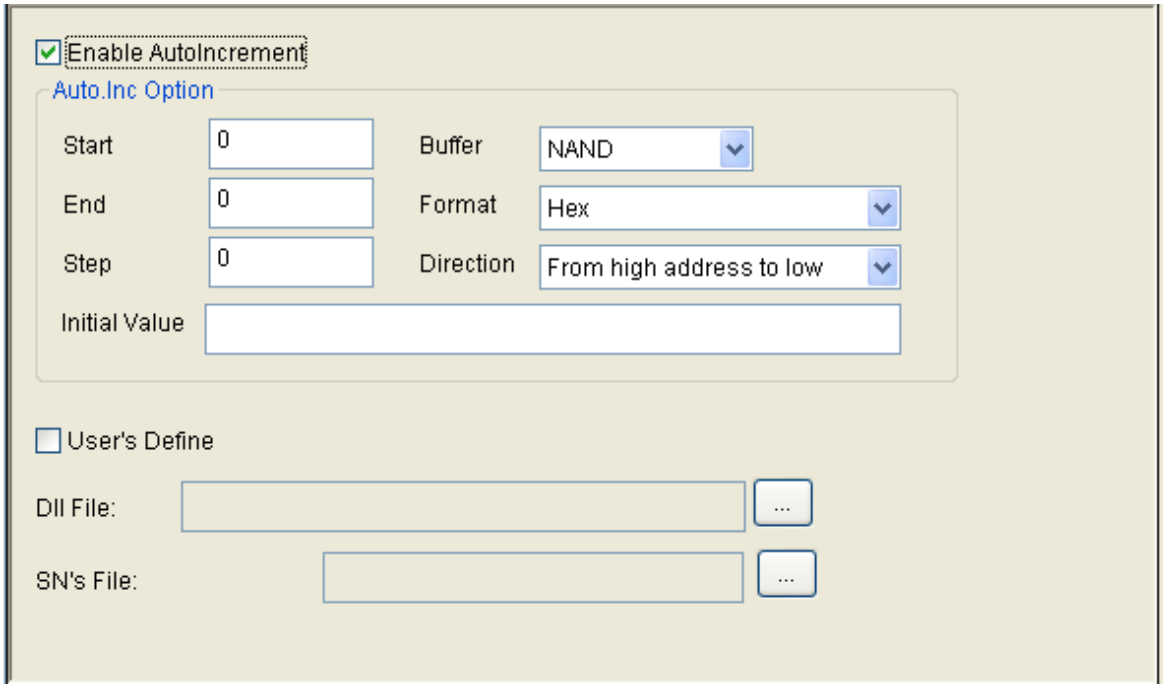
Buffer



The default programming method is to program the device from the start address to the end address. However, you may choose to program only a part of the chip, such as with most E/EPROM (FLASH) devices. (Double click on buffer name and set the range of programming)

Auto Increment (Auto.Inc)

Auto Increment provides two methods of generating the serial numbers: Auto Increment and User Defined. This function is not available in stand-alone mode.



NOTE: The serial number is the content required by some applications that must be written in a certain area for every chip. This information includes the product sequence number and the MAC address.

To have the software generate the serial number, select **Enable AutoIncrement**.

1. Enter the automatic start buffer address in the Start Addr field.

2. Enter the automatic end buffer address in the End Addr field.

3. Enter an increment value less than 10 in the Inc. Step field.

4. The AutoInc Format defines the start value and the overflow value. The overflow value is the number at which the increment ceases and carries to the next address, which becomes the new start value.

- Select Binary to set the start value as 0 and the overflow value as 256.

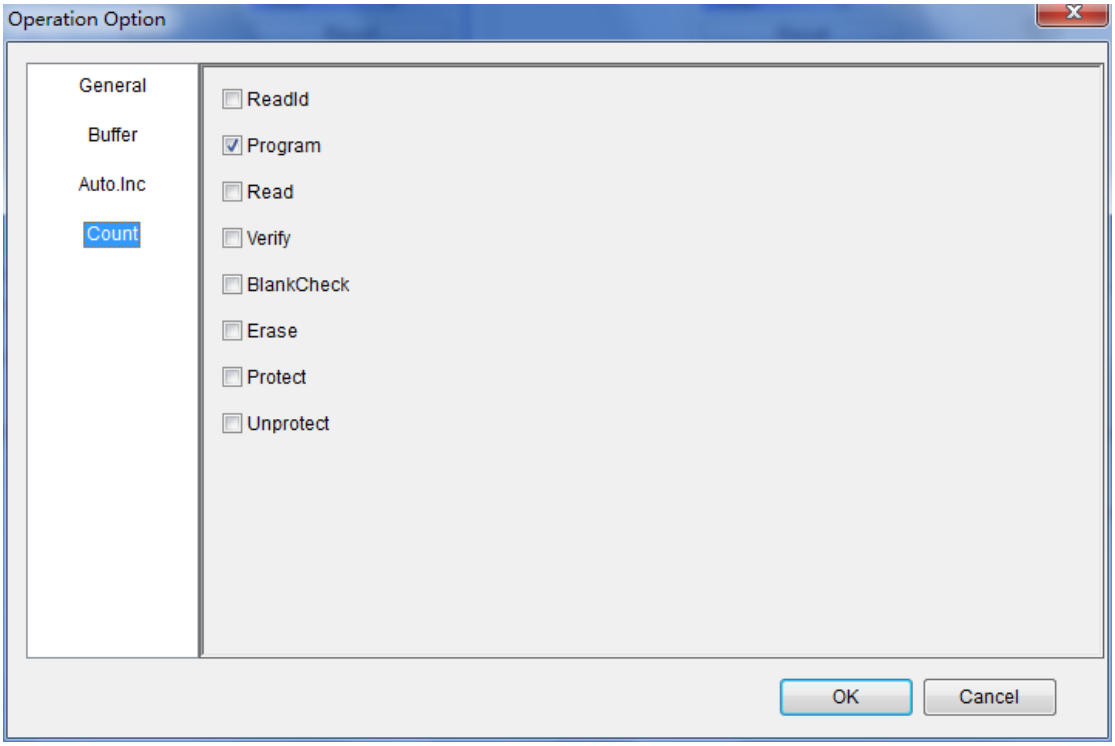
- Select ASCII Decimal to set the start value as 30 (hexadecimal representation of 0) and the overflow value as 39+1 (the hexadecimal representation of 9).
- Select ASCII Hex to set the start value as 30 (hexadecimal representation of 0) and the overflow value as 46+1 (the hexadecimal representation of a number greater than F, where 9+1=A).

To define the increase of the serial number, select User's Definition. You must be authorized to use this function. If so, you can change the data as desired in the 4K byte range.

Count

The Count view of the Operation Option screen is illustrated below. This screen allows you to change the default setting regarding the statistical work of the programming status. In the default case, it is only effective for the function

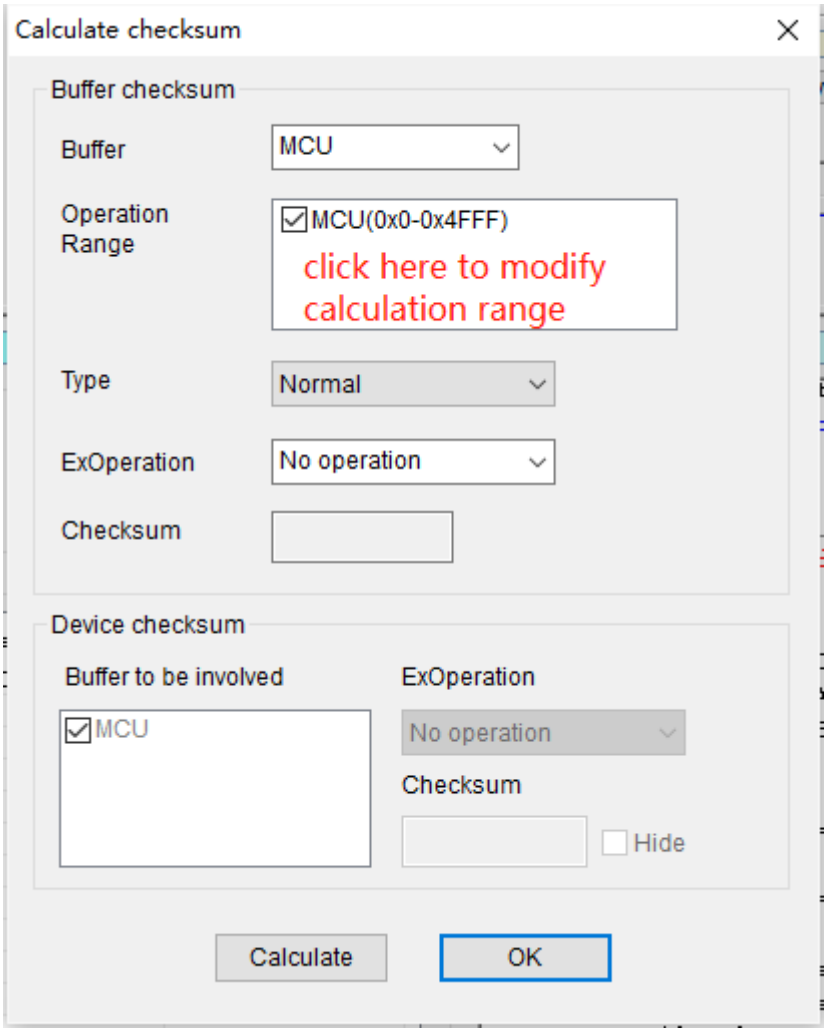
program".



4.3.6 Edit Auto

The Auto function organizes the different functions of the device into a sequential group and carries out the functions in order, similar to a batch command. **Edit Auto** enables edit functions and operations, in order to automatically execute the programming procedure according to pre-arranged functions and operations. As can be seen from the figure above, user can select one certain function/operation and **Add**, **Delete** the selected one, or **Delete All** to cancel all the previous arrangement.

4.3.7 Checksum



Buffer checksum: Calculate checksum for one buffer.

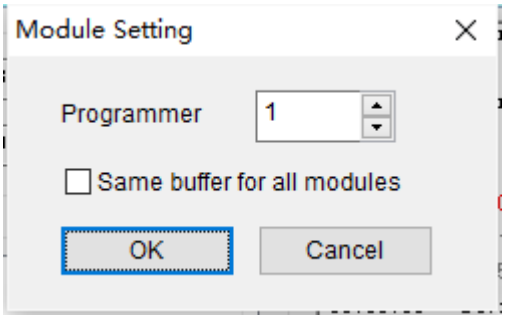
Device checksum: The total checksum containing all the buffers.

Type: Algorithms for calculating checksum. Till now we supported Byte accumulation, Word accumulation, CRC16, CRC32, CCITT, MD5, etc.

ExOperation: true code, ones-complement code and complemental code.

4.4 Programmer Menu

4.4.1 Module Manage



Up to16 programmers can be operated at the same time.

If “Same buffer for all modules” selected, “read” operation is prohibited.

4.4.2 Production mode

In production mode it programs automatically whenever chip has been inserted into socket.

4.4.3 System check

This function is to check hardware of the programmer, including system storage, pin driver, clock, etc.

NOTE: make sure chips are removed when system checking, for it’ll influnce the check result and may damage programmer and chips.

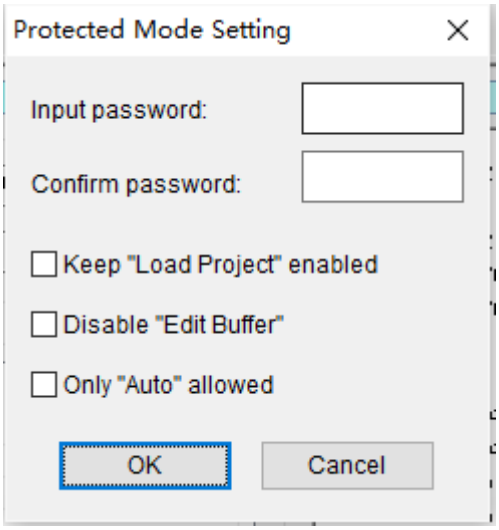
4.5 Option Menu

4.5.1 Globe mode

In globe mode, operations including programming, selecting device, loading file, loading project, and so on, are all applied to all modules. If user want to operate one module, he should right click on the module’s panel and select from menu, or click “auto” button on the panel, or quit globe mode and do operations only for the module.

4.5.2 Protected mode

In protected mode, limited functions can be used. This function is to avoid human error.



If password is set, user should input correct password if he want to quit protected mode.

4.6 Tool Bar

The tool bar provides a quick way to execute common functions. The toolbar from the main SUPERPRO screen is illustrated below. Each tool is labeled with a number and

described below.

1. Load file
2. Save file
3. Load project
4. Save project
5. Edit buffer
6. Calculating the Checksum
7. Select device
8. Device information
9. Device configuration word
10. Edit Auto
11. Option

12. Logic test
13. Production mode
14. Factory mode
15. Global settings
16. Help

Chapter 5 Frequently Asked Questions (FAQ)

You can monitor the programmer operations through the Operation Information Window and message window. This chapter helps define common problems related to programmer actions and errors.

5.1 Dealing with Data Files

This section explains common problems involving the **File Type** dialog box.

5.1.1 Solve Invalid File Type or File Data Overflow Error

The data for programming is usually stored in the data file. Commonly used formats are Intel Hex, Motorola and Tektronix. The files of these formats keep data in text mode, which include data and address information. Because the offset address is not always zero, you may incur errors when loading the file directly.

For example, the location of data in buffer (as viewed in the Edit Buffer window) may be incorrect or you may receive an error message when loading the file, such as **Invalid file type, or all file data overflow**. Select one of the following options to solve this problem.

- Confirm the file type and ensure the buffer can load all the files.
- Find the offset address of the file. When loading the file, select the Show

Offset Address (Minimize) After Loading option to display the start address

of the file after the file is loaded.

5.1.2 Separate File Data for Programming

By using the File Mode selection in the File Type dialog box, you can select the data of a file and write it to several chips of the same type. This allows you to load the file several times according to your needs. There are three methods for separating the file data:

- Based on byte (8bit), divide the file into two parts by the odd and even address. Program the two parts into two chips respectively. When loading the file, select **Even** as the File Mode to write the data in the addresses 0,2,4,6, etc. to one chip. Select **Odd** as the File mode to write the data at the address 1,3,5,7, etc. to the other chip.

- Based on the byte (8-bit), divide the file into four parts by address of the first byte, the second byte, the third byte and the fourth byte out of every four bytes. Program the four parts to four chips respectively. When loading the file, select the 1st byte of 4 as the File Mode to write the data in the addresses 0, 4, 8, 12 (or C if HEX), etc. to one chip. Then select 2nd byte of 4, 3rd byte of 4, and finally 4th byte of 4 to write the remaining data to the other three chips.

- Based on the word (16-bit), divide the file into two parts by address of the first two bytes and the last two bytes out of every four bytes. Program the two parts to two chips respectively. When loading the file, select the 1st two bytes of 4 as the File Mode to write the data in the addresses 0, 1, 5, 6, etc. to one chip. Then select 2nd two bytes of 4 to write the remaining data to the other chip.

5.1.3 Program Two or More Files to One Chip

User can load several files into the buffer and write them to the chip. The following explanation gives an example of programming three files (Sample1, Sample2, and Sample3) to one chip. The example assumes the following:

- Write the data from the address 200 (Hex) of the file Sample1 to the address 0 of the chip.

Write the data from the address 0 (Hex) of the file Sample2 to the address 3000 (Hex) of the chip.

• Write the data from the address 4000 (Hex) of the file Sample3 to the address 4000 (Hex) of the chip.

1. Select **Edit** from the Buffer menu. Make sure that the Buffer clear on data load option is not checked.

2. Select **Load** from the **File** menu to load the Sample1 file.

o In the Buffer Address field, enter 0.

o In the File Address field, enter 200.

3. Select **Load** from the File menu to load the Sample2 file.

o In the Buffer Address field, enter 3000.

o In the File Address field, enter 0.

4. Select **Load** from the **File** menu to load the Sample3 file.

o In the Buffer Address field, enter 4000.

o In the File Address field, enter 4000.

5. Continue with programming.

If there are no changes in the file requirements or content of the three files (Sample1, Sample2, and Sample3), you can save the data in buffer to a new file, such as Sample4, for easy loading and programming next time.

5.2 Adapter Selection

The standard programmer configuration supports the DIP devices with 48 or less pins. If you want your programmer to support a device with more than 48 pins, you will need an adapter. There are two types of adapters: universal and specific.

• Universal adapters are applicable for all devices of the same encapsulation and the same number of pins.

• Specific adapters are applicable for certain devices only. For example, if the number of the pins for economical programmer hardware is not enough, specific adapters may solve the ‚insufficient number of the pins' problem. To use devices with pins between 48 and 144, you can choose either the universal adapter or the specific adapter. To use devices with pins more than 144, you must use the specific adapter. The Device Information screen displays adapter information.

Appendix

XELTEK periodically publishes upgrade software on the XELTEK website. You can download and upgrade your software from the website. Non-users may download the software for evaluation.

Troubleshooting

If the User Manual does not answer your questions, first contact your sales agent or the distributor. If you still need technical assistance you can call XELTEK between Mon-Fri 7:30AM-12:00PM & 1:00PM - 4:30PM (PST). Make sure you have your product serial number before calling. Before contacting XELTEK, check the following to ensure you get the best service.

• Read the User Manual.

• If you receive an error message that is not explained:

o Make sure you can repeat the circumstances that created the error.

o Write down the error message.

• Make sure you have your product serial number.

• Check your computer configuration, including computer brand, free memory size before starting the software, the video adapter brand, and the operating system.

• Make sure you are at your computer when you call so the engineer can guide you through the solution.

Contact Information

XeltekInc.

1296 Kifer Rd. Suite # 605

Sunnyvale, CA 94086

United States

General Consultation

001-408-530-8080

Order/Sales

001-408-530-8080

Email: sales@xeltek.com

Technical Support

001-408-530-8080

Email: techsupport@xeltek.com

Fax: 001-408-530-0096

Website: http://www.xeltek.com

License Agreement

You may:

1. Copy the program for back-up purposes ONLY in support of its use on a single computer.

2. Transfer the program and license to another party if the other party agrees to accept the terms and conditions of this agreement.

You may not:

1. Use this product on a computer system or network that allows the program to be operated by more than one user at the same time.

2. Modify, copy, or transfer the User's Guide or other documentation or any copy.

3. Decompile or disassemble any program modules or encrypted devices.