UPDATING FIRMWARE PS360+

Pre-Update Procedure (Windows Version)

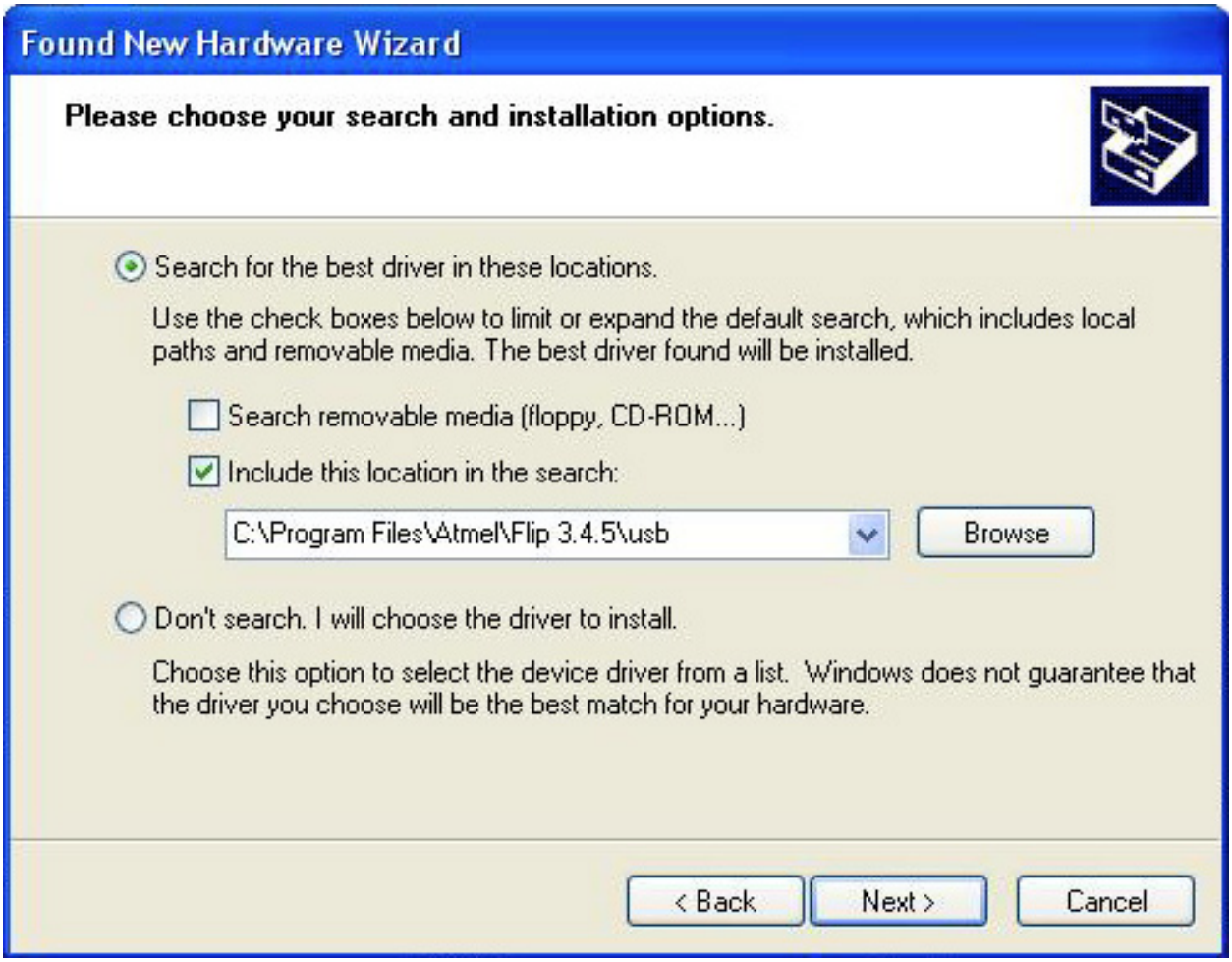
1. In order to update the firmware on the PS360+ you must install Atmel's free FLIP (FLexible In-system Programmer) software. You'll also need to have Java installed. If you don't have it installed, you can download the special version of FLIP that includes the Java runtime.

Atmel software page:
http://www.atmel.com/dyn/products/tools_card.asp?tool_id=3886

2. And if this is your first time connecting the PS360+ to your Windows PC in Bootloader Mode you will probably get the "New Hardware" dialog box. You will need to load a driver that tells Windows what kind of device it is and how to access it (you just need to point it to Atmel's .INF file).

Please follow the picture tutorial below...

Click on “Install from a list or specific location (Advanced)” and click “Next”.

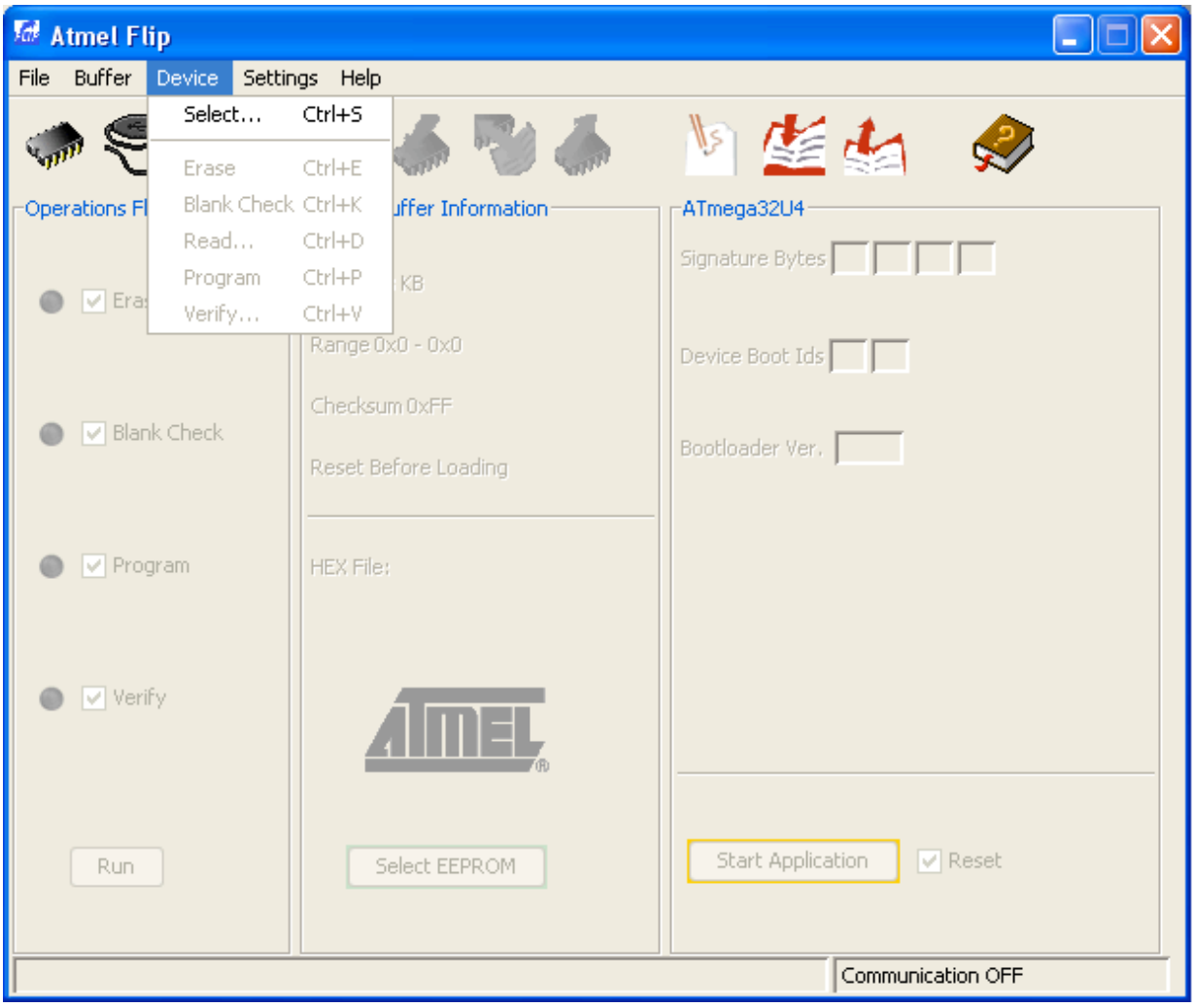


Check the box “Include this location in the search” and click browse, find where your Flip directory is and you will find the correct “usb” folder (in the picture you can see an example of this). Click “Next” and it will start the install.

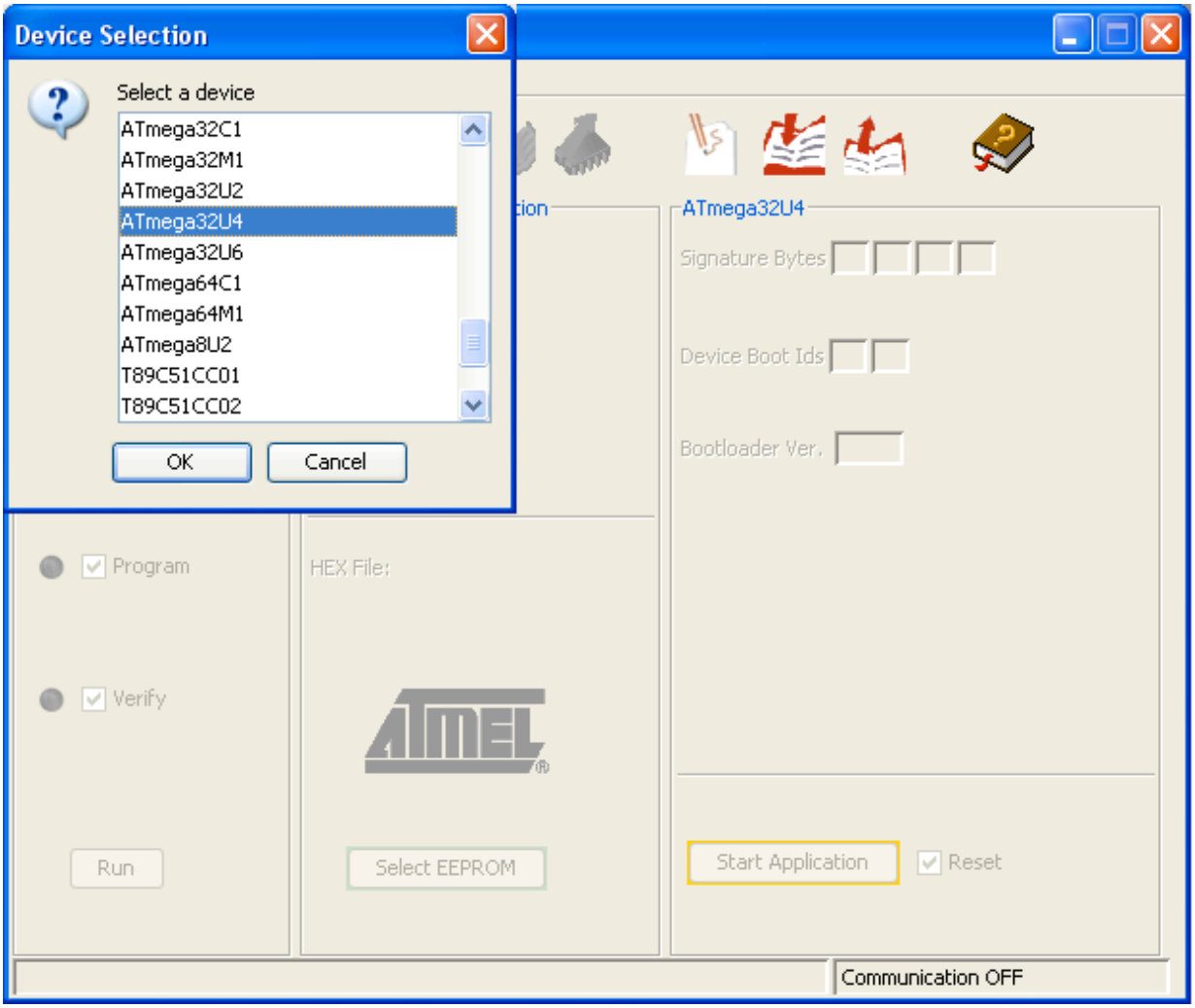
Now it has finished installing and you should now be able to use the FLIP program to update the firmware on your PS360+.
Please disconnect the USB cable and go on to the next step.

Updating your PS360+ Firmware (Windows Version)

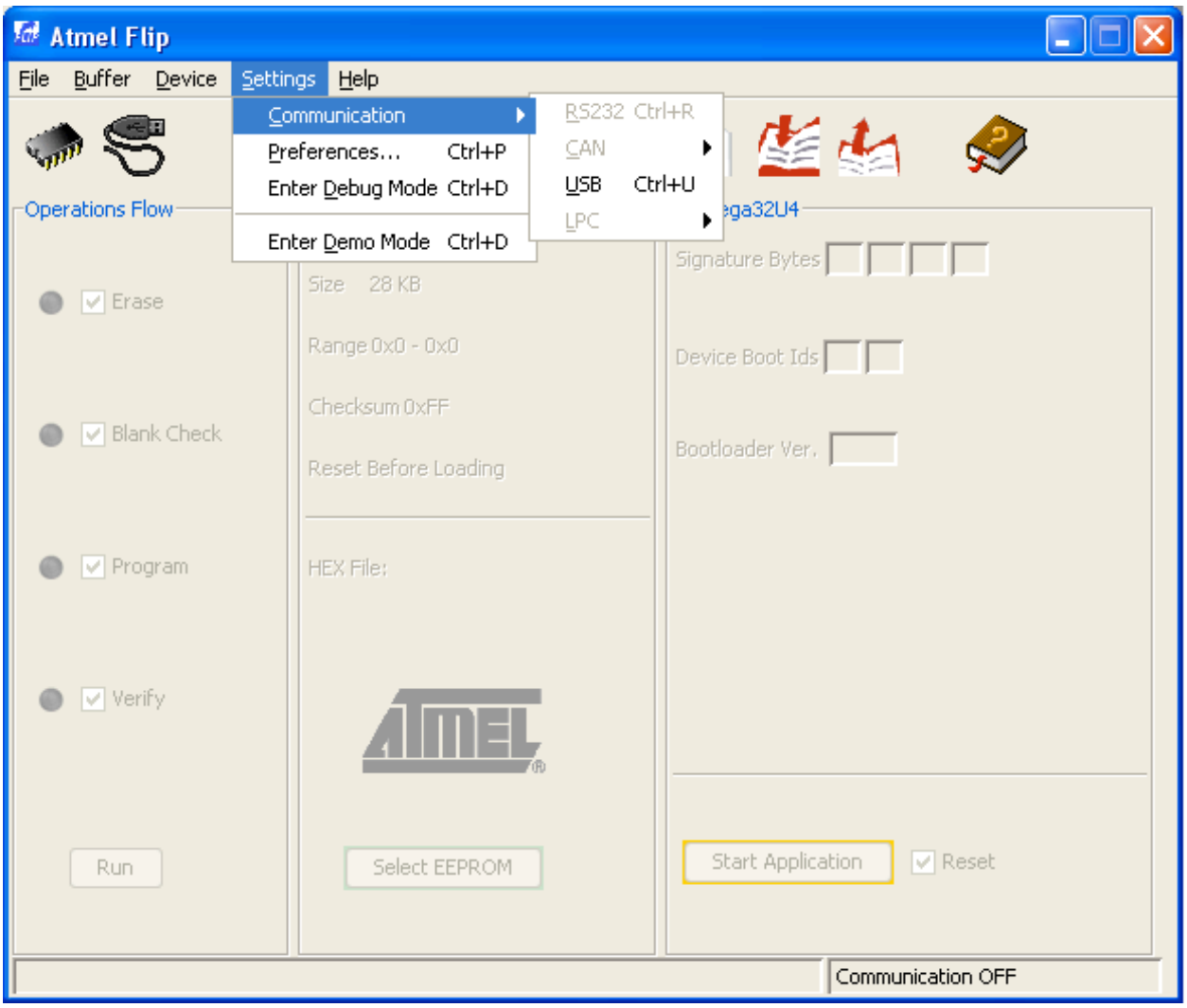
1. Plug in your arcade stick with the START-button held down. You should hear the USB connection sound and the player LEDs will begin to cycle in a distinct back and forth rolling pattern (it will NOT show up in the game controller applet as it is not an HID based bootloader).



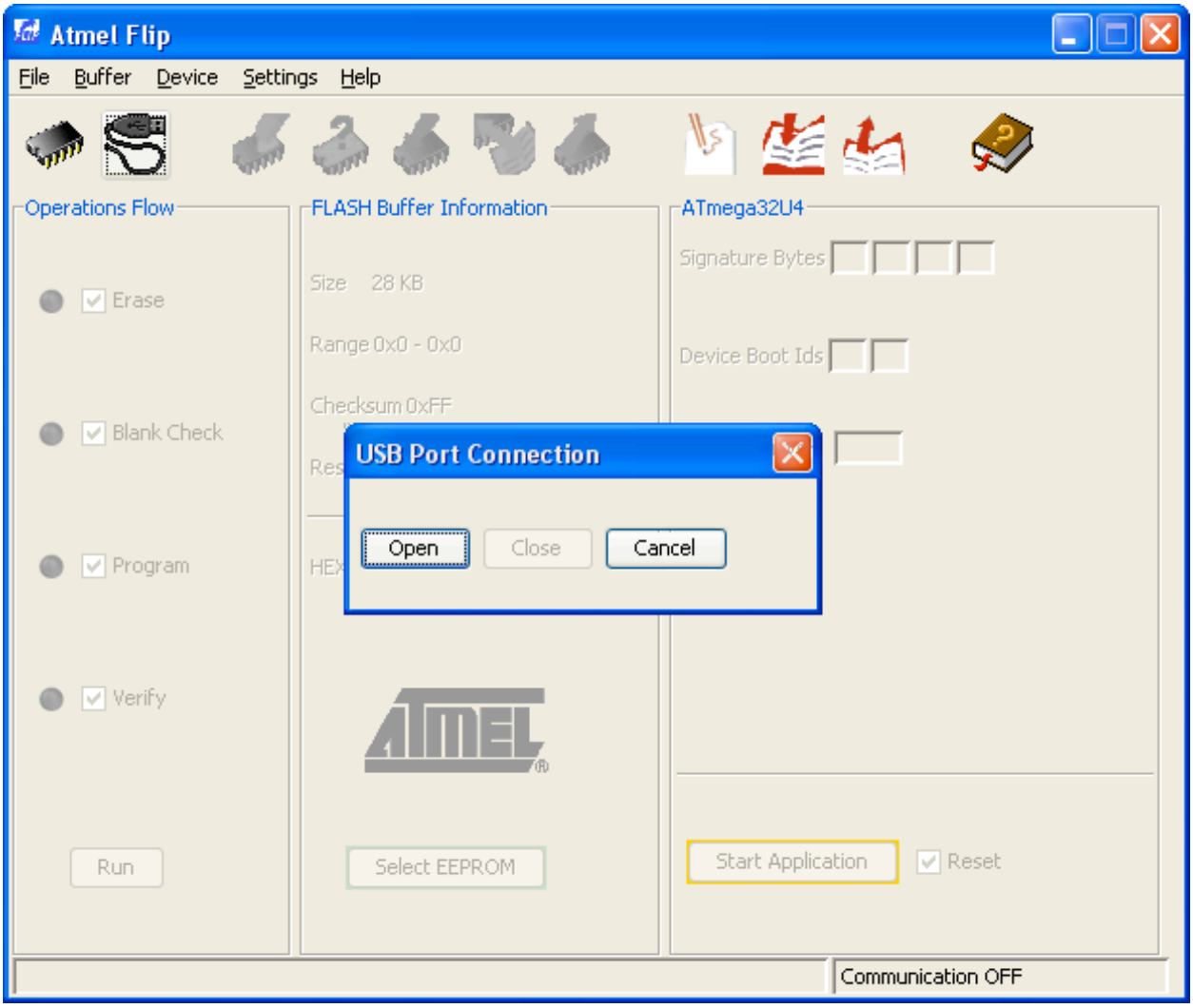
2. Open FLIP, in the top menu click Device -> Select and in the pop up select "**Atmega32U4**".



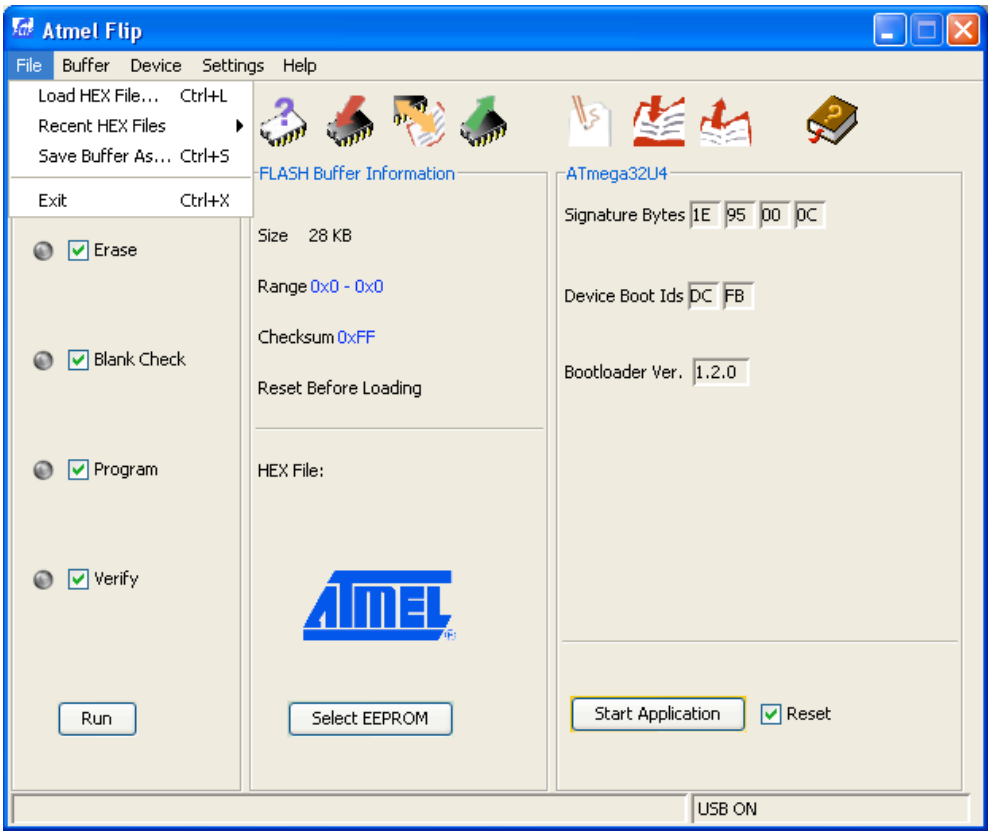
3. Click Settings -> Communications -> USB.

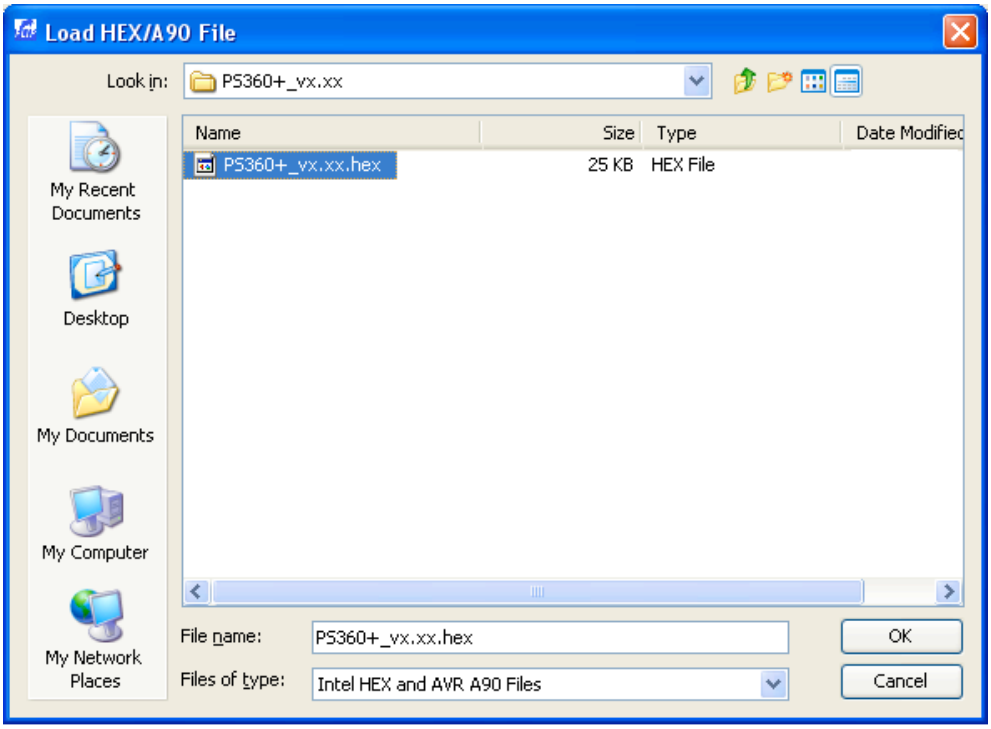


4. In the "USB Port Connection" window click "Open".



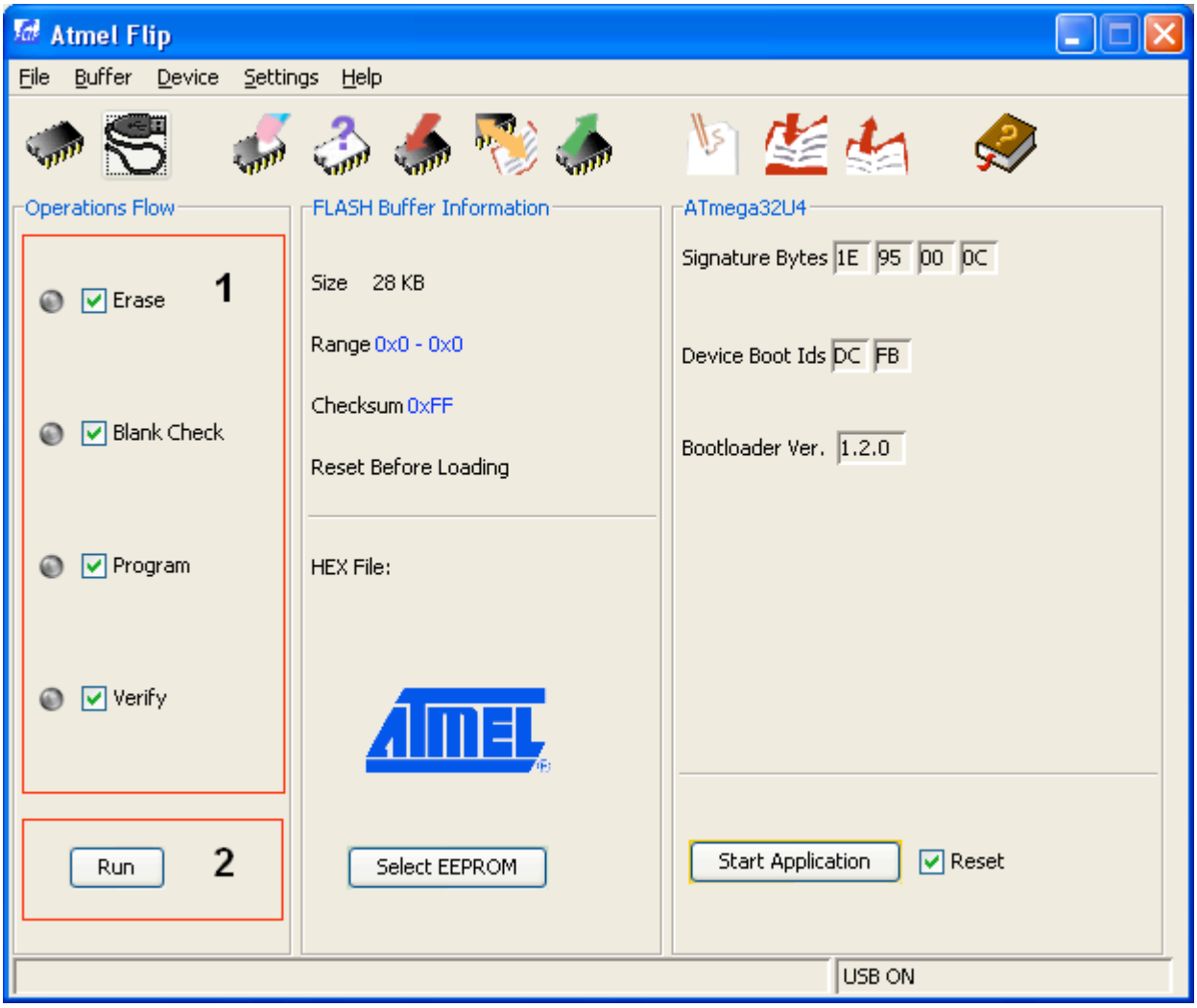
5. Click File -> Load Hex File. Browse to the PS360+.hex firmware file and click "OK".



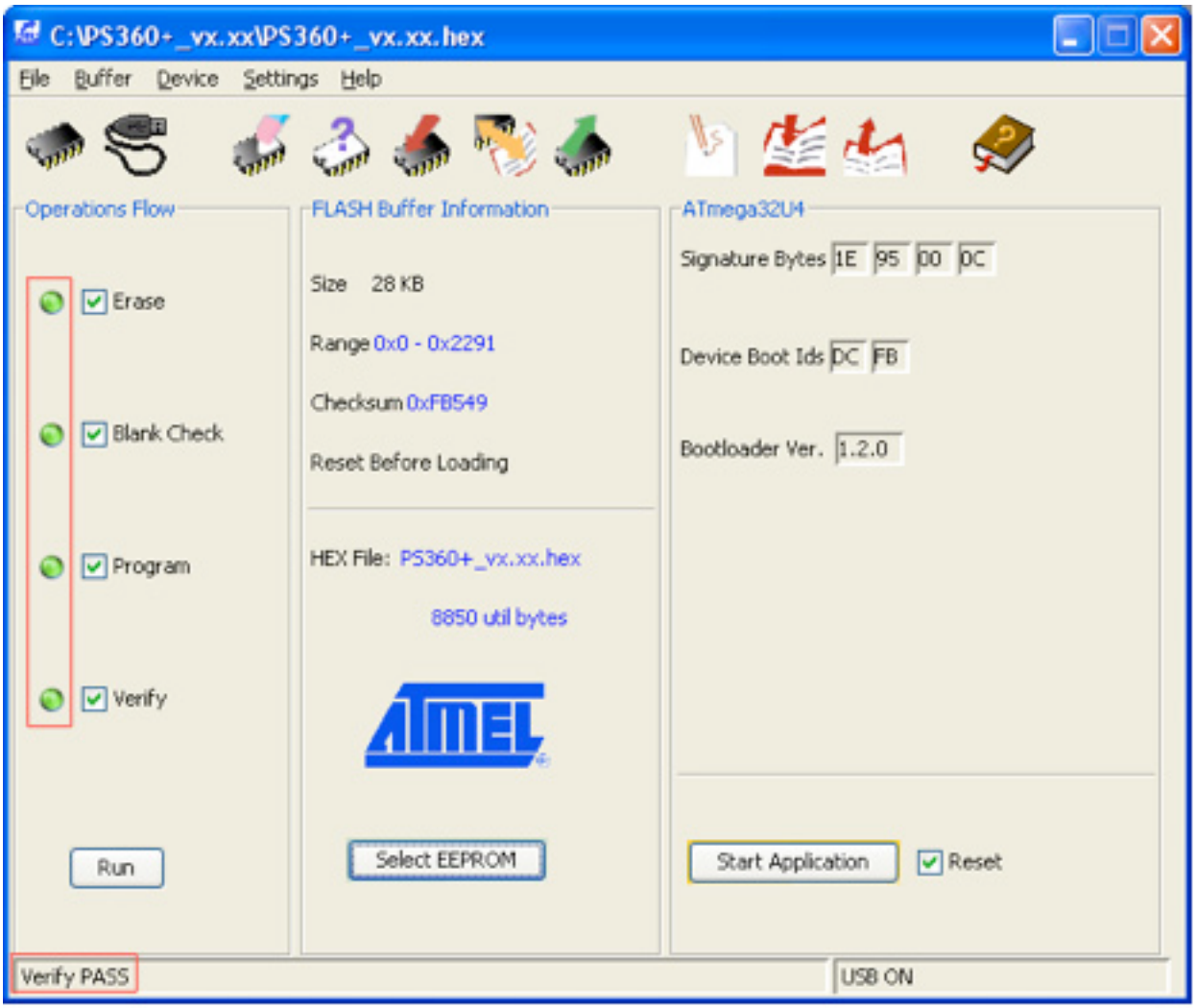


6.1 On the left side, verify that the 4 boxes are checked, they should already be by default: "**Erase**" "**Blank Check**" "**Program**" "**Verify**".

6.2 Click "Run". You will see a dialog pop up with status messages of the update, you will also see all 4 player LEDs on the PS360+ become solid during this time, indicating activity.



7. Once complete, you will see the bubbles next to the check boxes become **green**, and at the bottom “**Verify PASS**” should be present to indicate the final step was completed. After this, close out of the program and unplug the stick from the PC.



Pre-Update Procedure (Mac Version)

NOTE: It is sometimes hard to get the dfu-programmer working without some tweaking but on the majority of setups it works right away.

Before you can update anything on the PS360+ with the Mac you need to install a few things first.

1. Download XCode from here (you need to register but it is free):
http://developer.apple.com/technologies/xcode.html

When you have registered:

1. Log in to **developer.apple.com**
2. Click the **Resources** link at the top of the page.
3. Under Mac OS X, click **Mac OS X Downloads**.
4. Uncheck all categories except **Developer Tools** on the left side of the page. All versions of XCode will be listed so find the correct one for you.

XCode on different OS X versions:
OS X Lion: 4.1 to 4.3.
OS X Snow Leopard: 3.2 to 4.2
OSX Leopard: 3.1 to 3.1.x.
OSX Tiger: 2.0 to 2.x

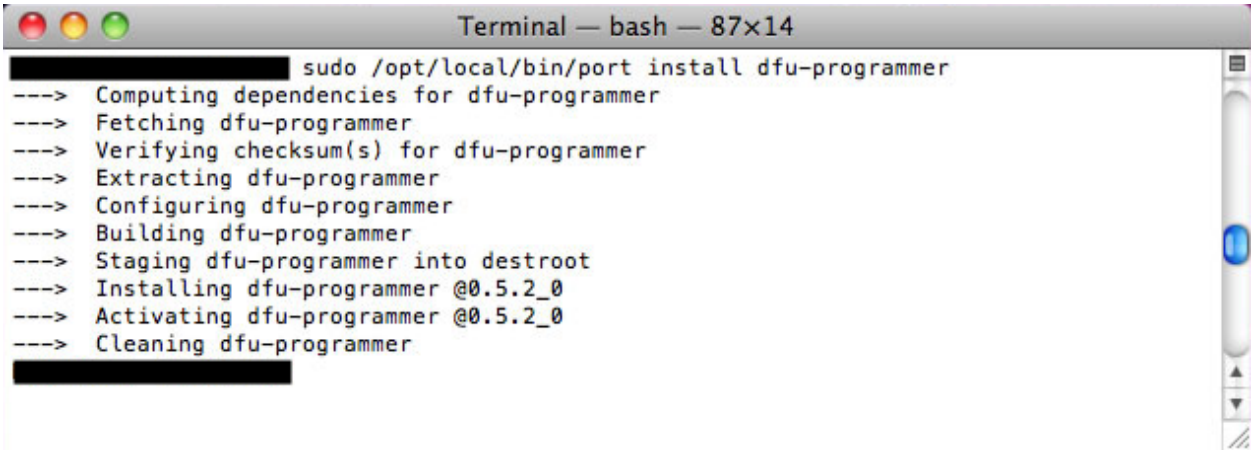
2. Download MacPorts:
http://www.macports.org/install.php

3. Install XCode.

4. Install MacPorts.

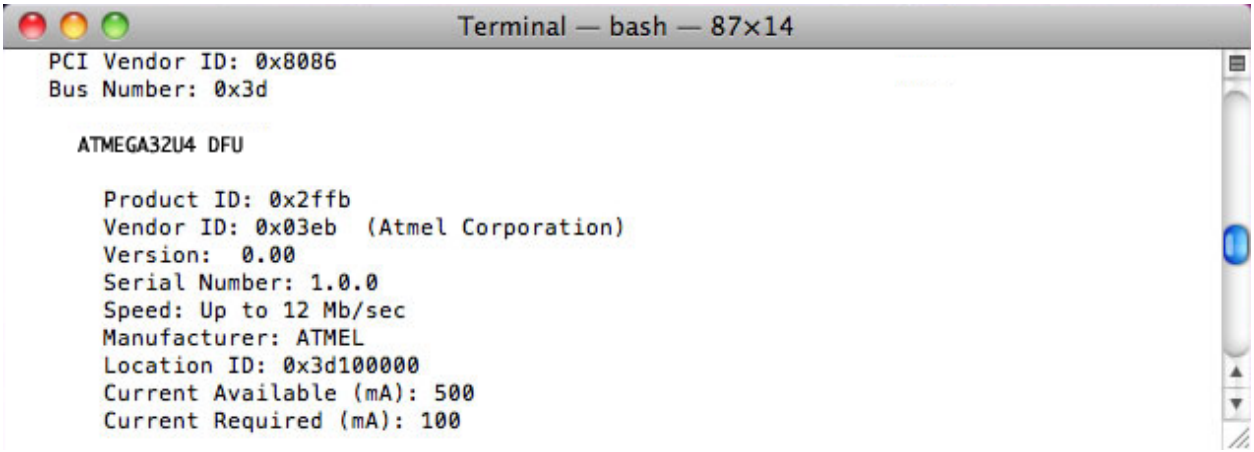
Updating your PS360+ Firmware (Mac Version)

1. Go to the Terminal and write (and afterwards hit enter):
sudo /opt/local/bin/port install dfu-programmer
Now the programmer should get installed and you should see around 10 rows with text.



2. Restart the Terminal

3. Put PS360+ in Bootloader Mode by inserting the USB cable with Start held down.
You can check so it is correct by writing in the Terminal (and afterwards hit enter):
system_profiler SPUSBDataType



4. Erase the PS360+:
Write in the Terminal (and afterwards hit enter):
sudo dfu-programmer atmega32u4 erase

5. Flash the PS360+:
Write in the Terminal (and afterwards hit enter):
sudo dfu-programmer atmega32u4 flash "name of file".hex
(Do not include the quotation marks when you write the name of your file)

6. **Done**.

Updating your PS360+ Firmware (Ubuntu Version)

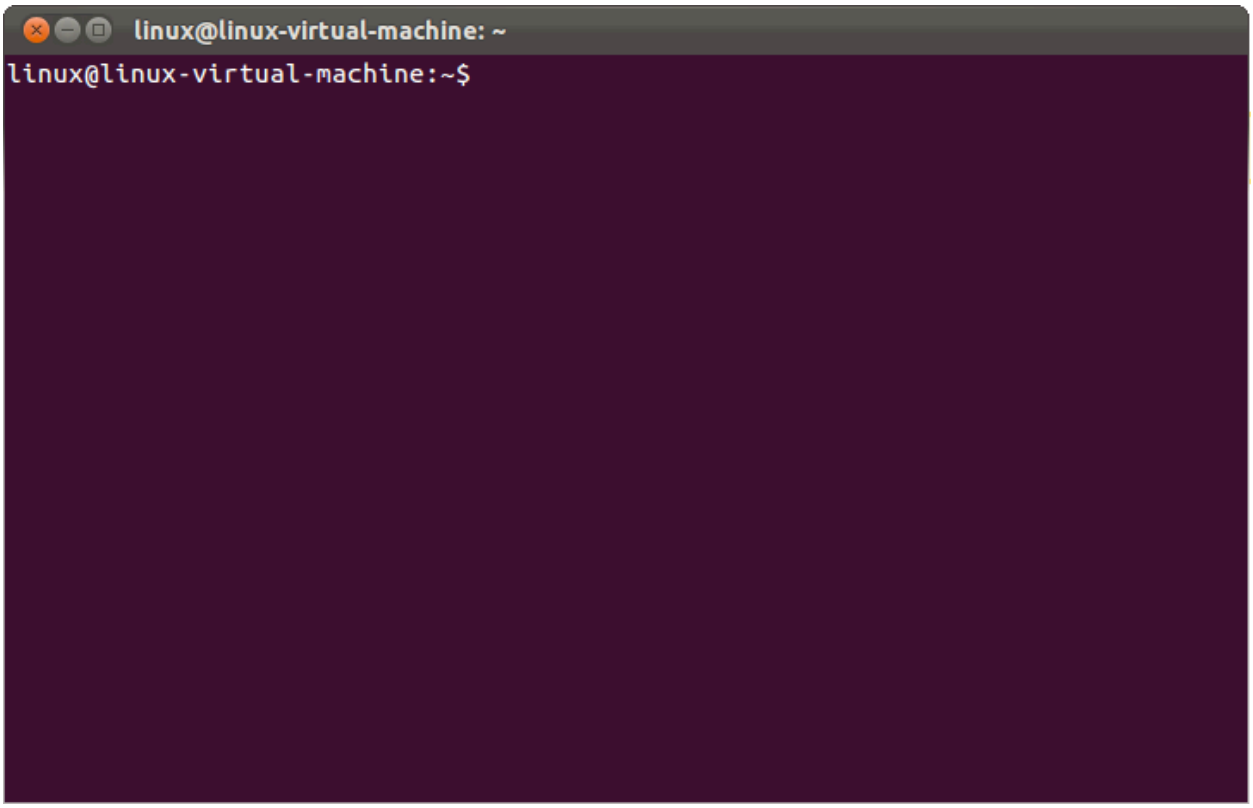
Linux (Ubuntu v9.10 or higher)

(The reason this tutorial uses "Ubuntu v9.10 or higher" is because it supports the most recent build of the dfu-programmer which is what we want).

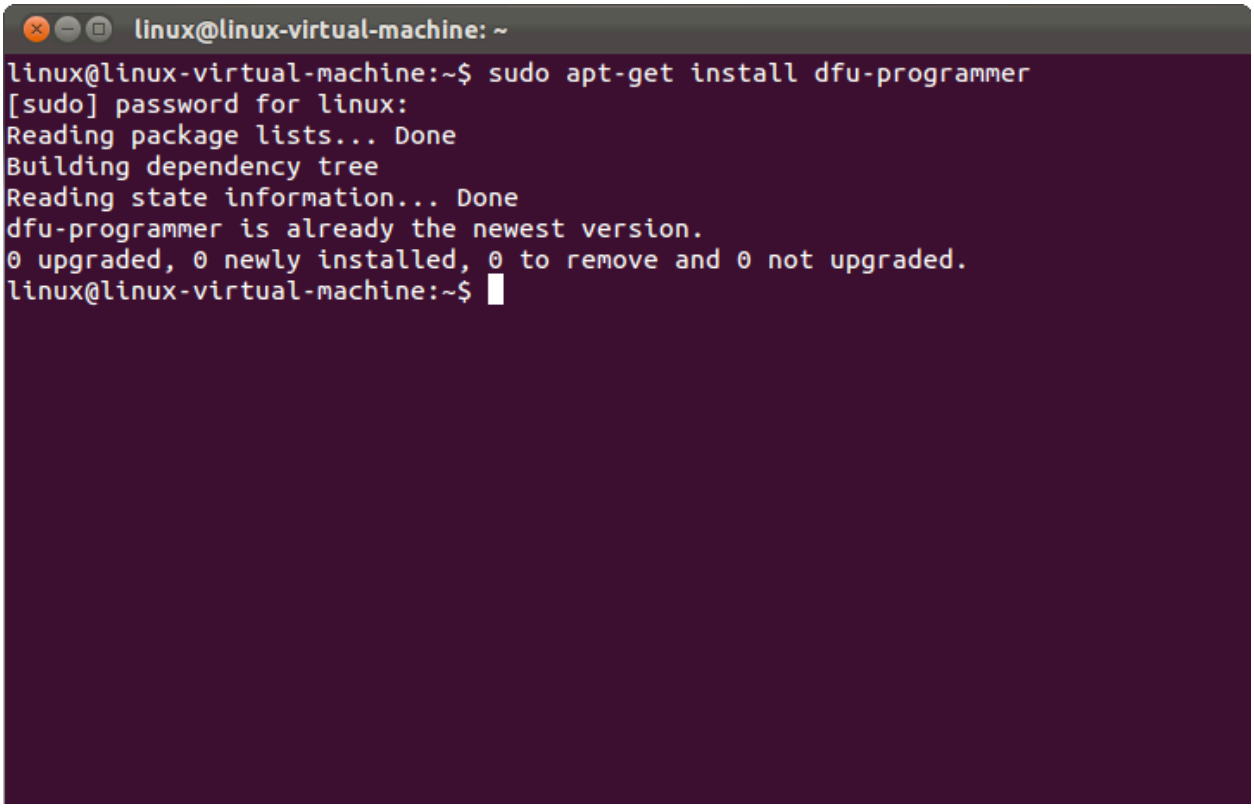
1. Download DFU-Programmer:
http://dfu-programmer.sourceforge.net/

Extract the file to the desktop.

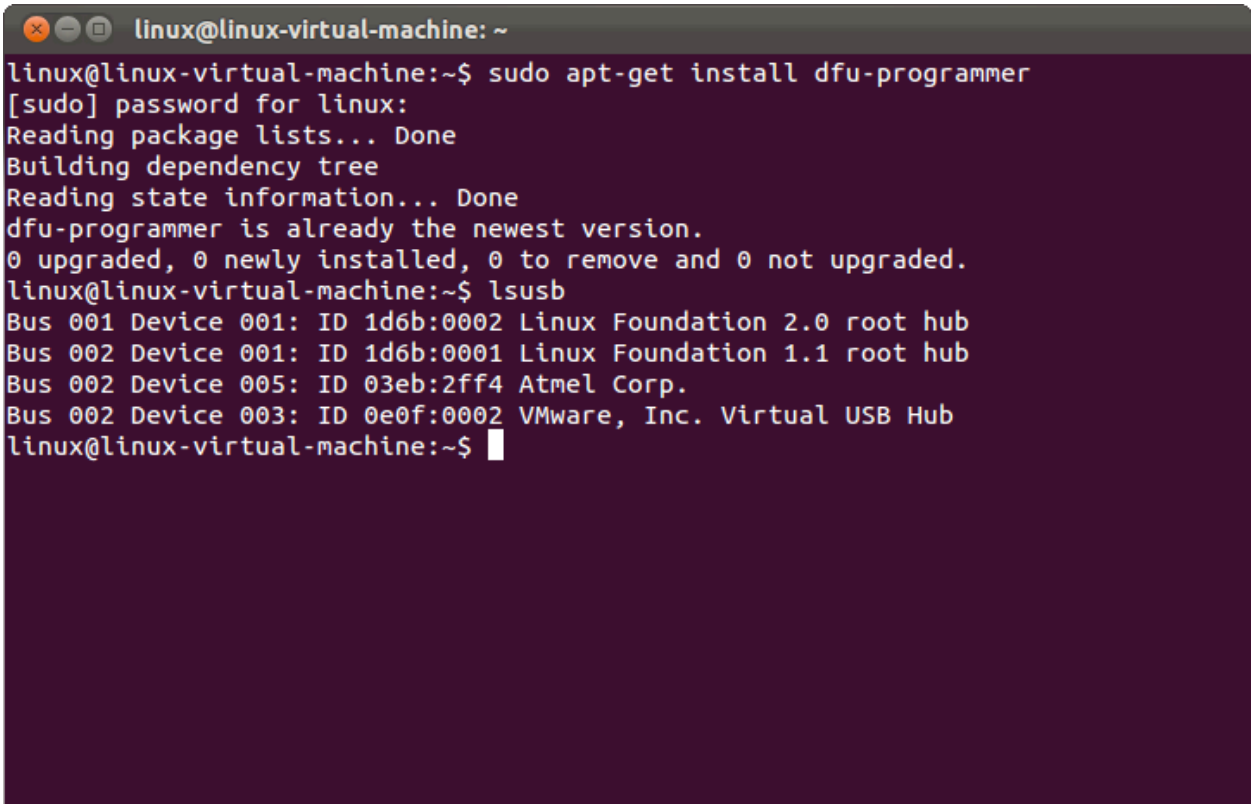
2. Start the terminal by clicking: Ctrl + Alt + T.



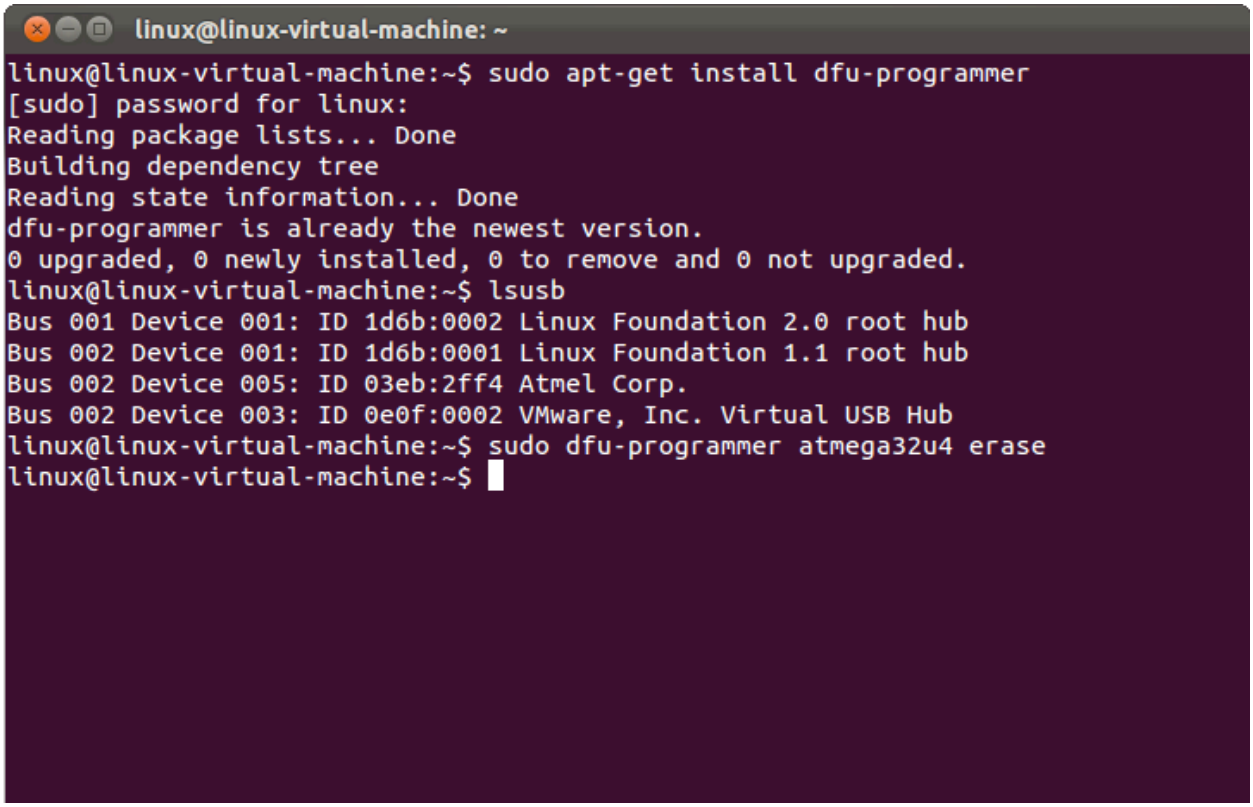
3. Write: *sudo apt-get install dfu-programmer* and hit enter.
Enter password also (if it asks for it) and hit enter again.



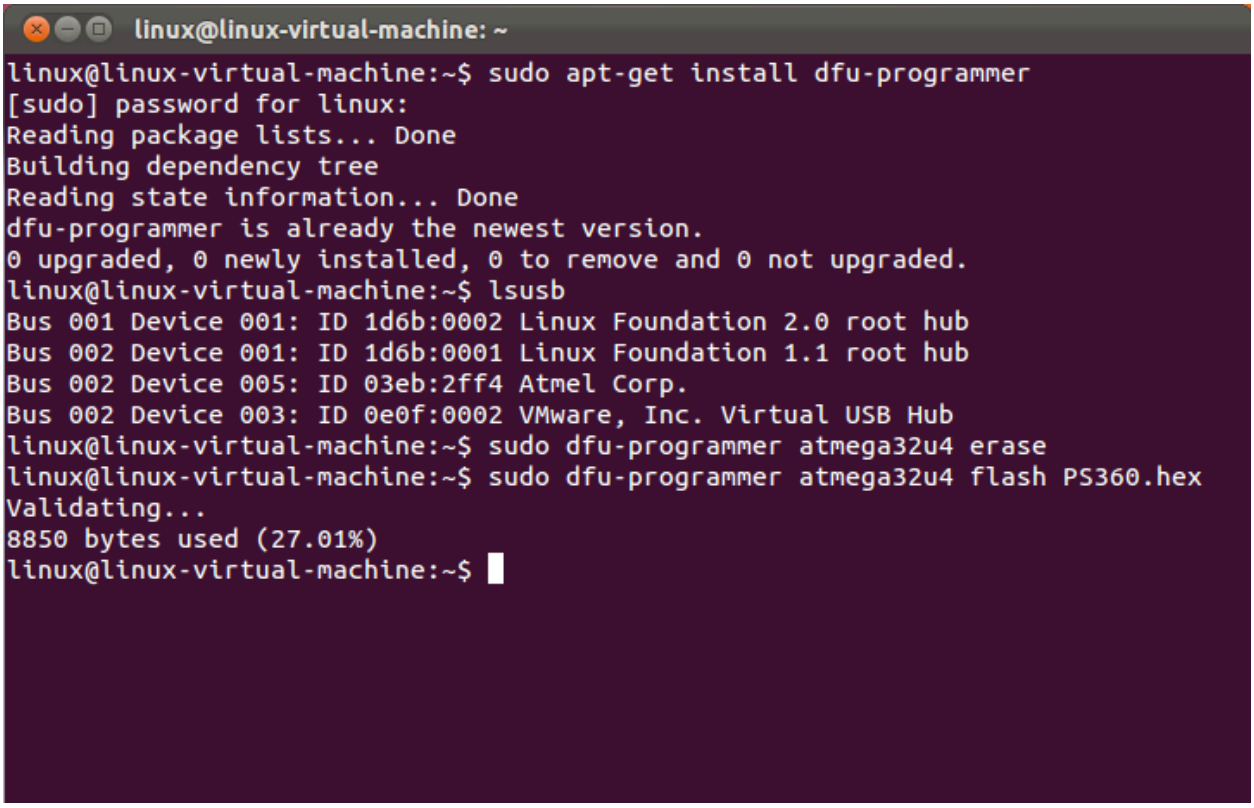
4. Hold down the start button on PS360+ and connect the USB cable.
To make sure it recognizes the PS360+ in bootloader mode go to the Terminal and type: *lsusb*



5. Erase the PS360+ first by typing this in the Terminal:
sudo dfu-programmer atmega32u4 erase



6. Flash the PS360+ by typing this in the Terminal:
sudo dfu-programmer atmega32u4 flash ” name of file”.hex
(Do not include the quotation marks when you write the name of your file)



Remember to have the hex file in the Home folder otherwise it will not find it.

7. Done.