1. Follow the connection notes under “Connection Notes.docx”
2. Build the image for the specific hardware used.
   1. If using the custom board, define “CUSTOM\_BOARD” in utilities.cpp
   2. You probably need to undefine “DEBUG” in utilities.cpp for the code to fit
   3. In main.cpp, define “HARDWARE\_VERSION\_X\_X”
   4. Ensure the above step is recognized in “utilities.cpp”
   5. Some of the defines may be located under “Project -> Properties -> C/C++ Build -> Settings”. Be sure to check there and play around with whatever option works best.
3. Once the bootloader is up, type “u” to upload
4. Send the .bin file with XMODEM. Using Tera Term,
   1. File -> Transfer -> XModem -> Send…