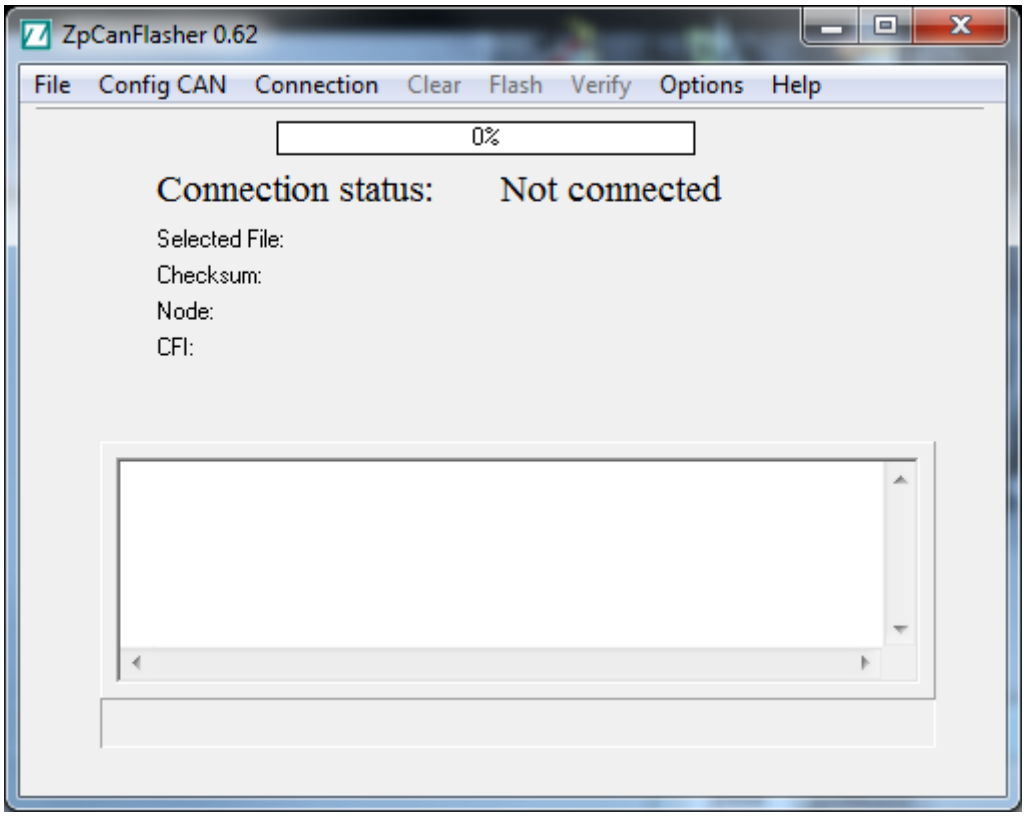
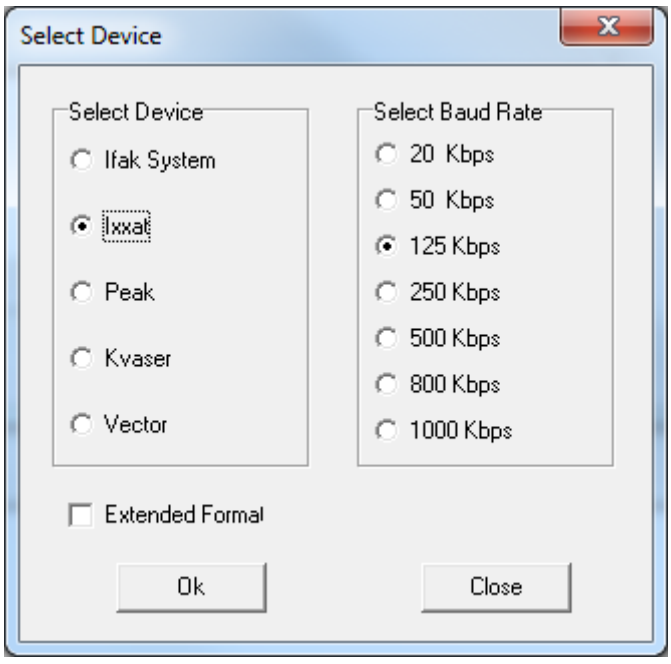
User guide for “PC CAN FLASHER” software

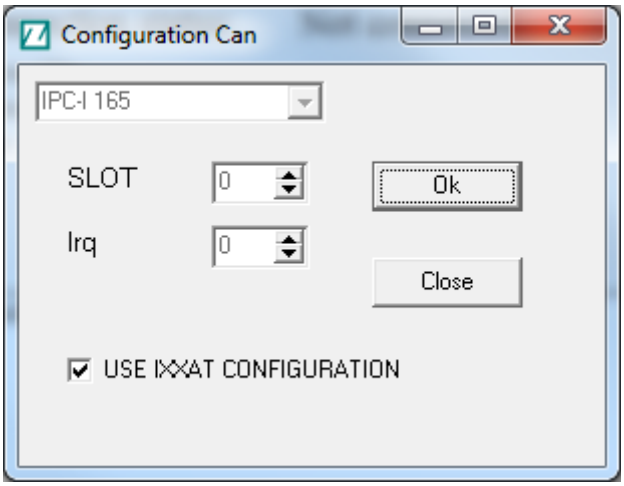
After launching the software (the latest version is 0.62) it is necessary to configure the USB-to-CAN device: select ‘Config Can’ to set the connection parameter between your programming device and the controller:



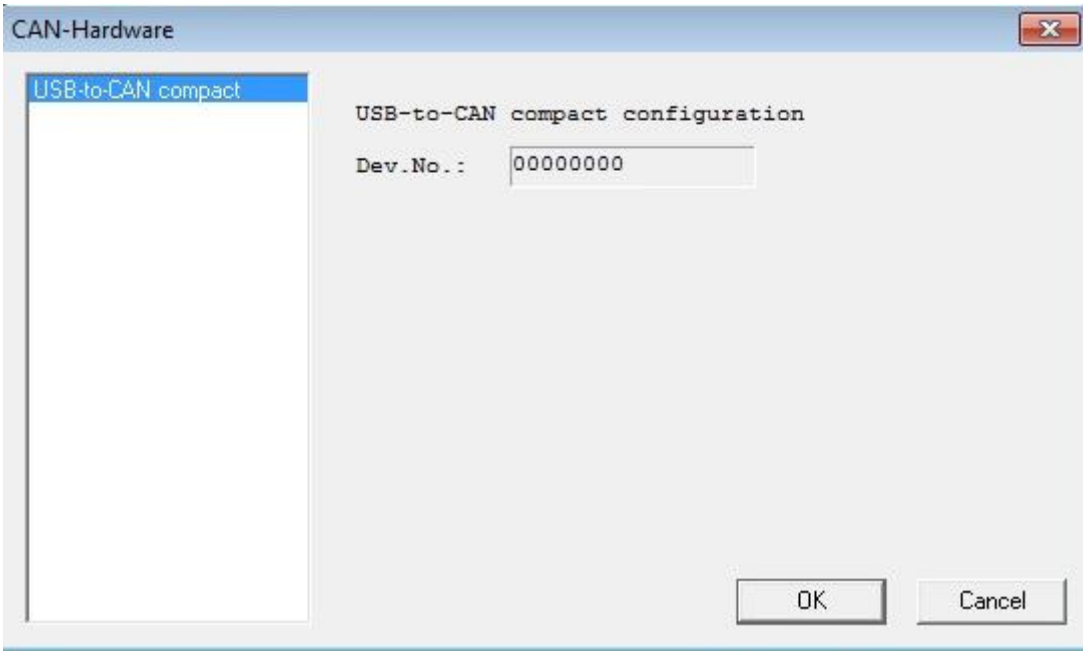
Tick the ‘Ixxat’ option as shown below and press the ‘OK’ button to confirm:



After the confirmation, a new window appears. Tick the 'USE IXXAT CONFIGURATION' box and Select CAN Bus Speed (125 kb is the standard for ZAPI applications). Then press 'OK':

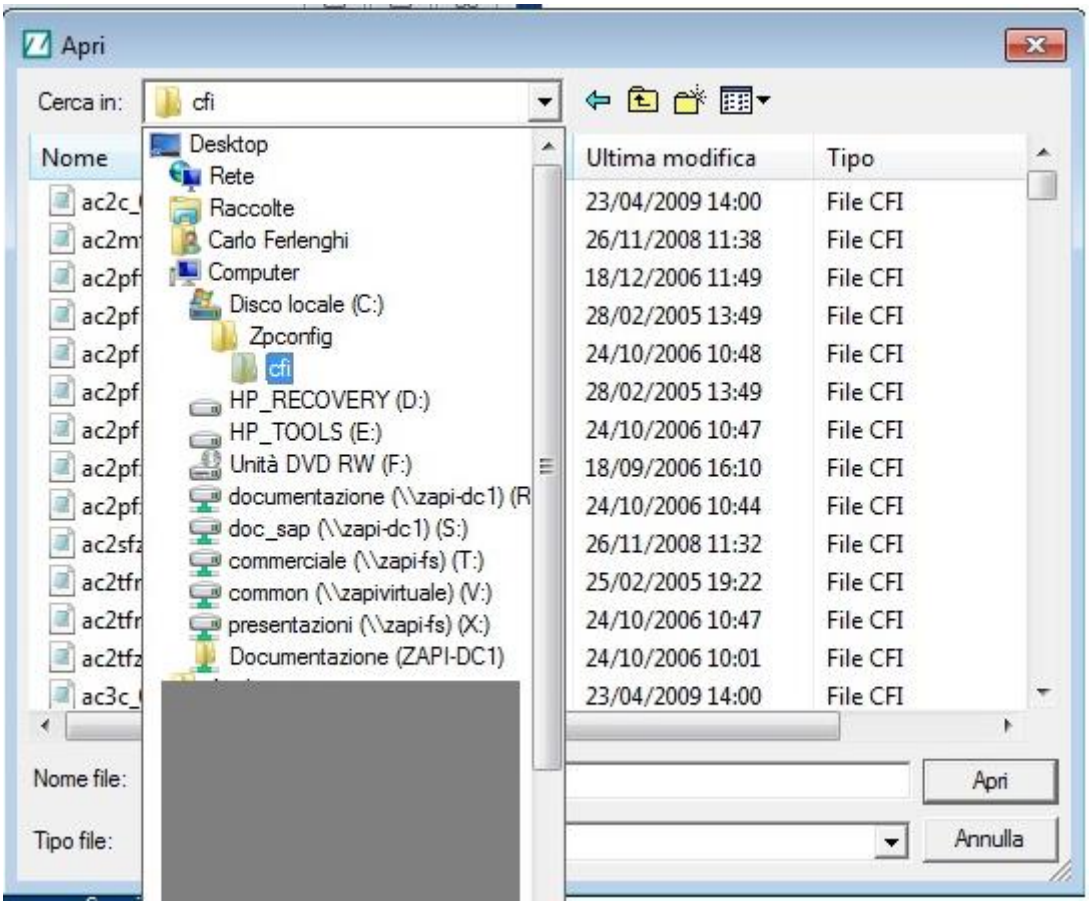


The new window confirms that all previous actions were successful. Press the 'OK' button to continue:

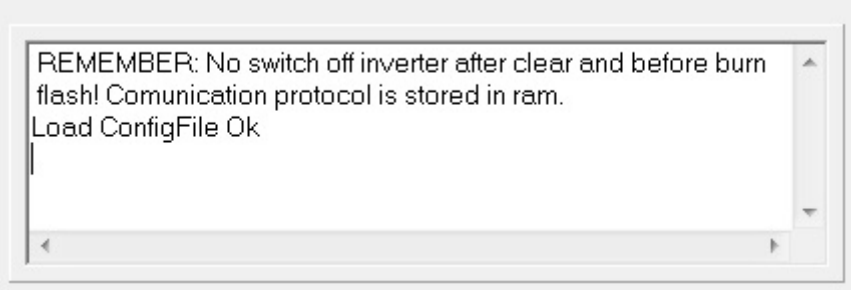


Now, the proper configuration file must be set. This file (.cfi) allows the communication between the ZpCanFlasher and a particular node of the CAN bus network. Select from the 'File' drop-down menu the 'Load ConfigFlash' option:

All .cfi files are listed following the path shown in the example below:

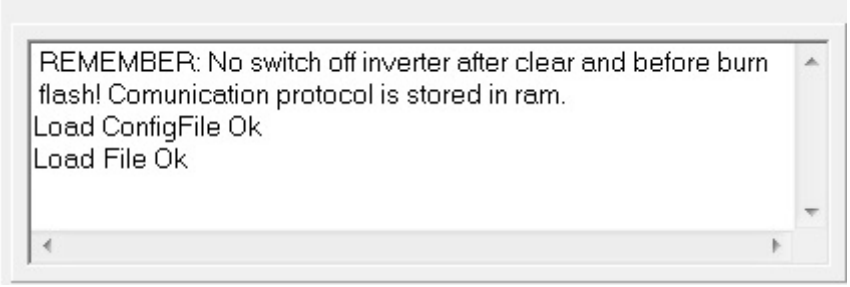


A further box reports that the operation is completed correctly:

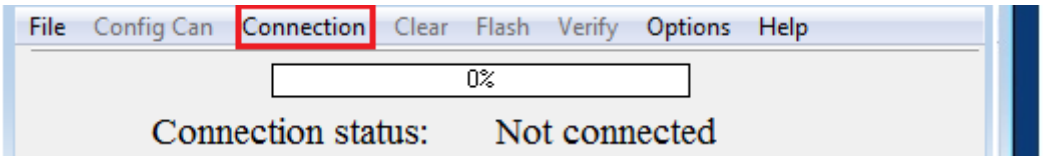


At this point the can communication is set. Now the operator has to choose the correct software (.h86 file) to be downloaded onto the controller. Select from the 'File' sub-menu the 'Load File' option:

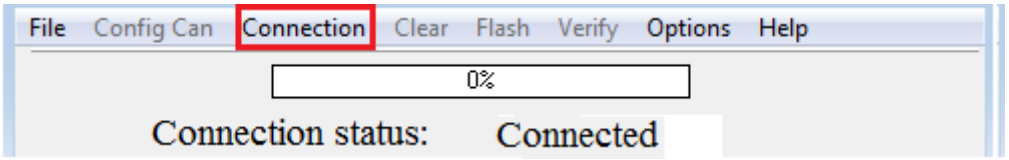
Choose the correct file from the proper location. The log box, as usual, reports that the operation has gone well.



Now the connection must be started, select from the main window ‘Connection’, then ‘Start Connection’:

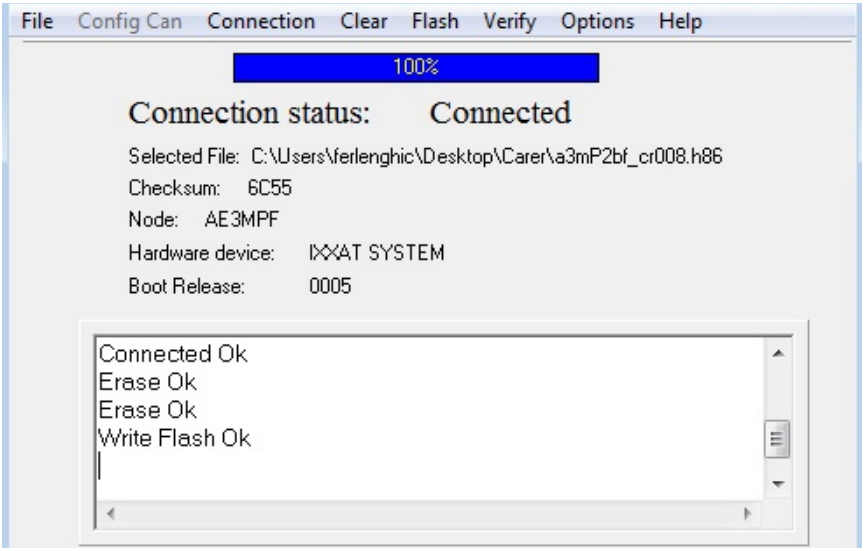


The status changes from ‘Not connected’ to ‘Connected’:

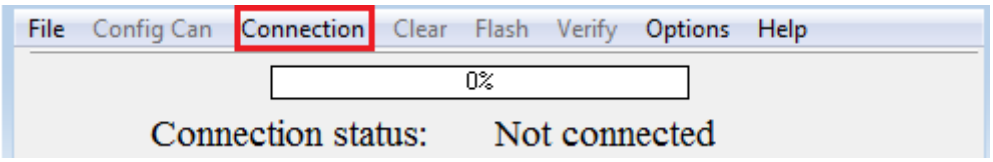


At this point, all is ready to download the software but first the memory has to be erased: click ‘Clear’ from the main menu and wait for the confirmation to appear in the log window:

Now select FLASH to download the software onto the device and wait:



Now in order to stop the connection, select from the ‘Connection’ sub-menu ‘Stop Connection’. The Connection status will change again from “Connected” to “Not Connected”.



Switch off the controller. The operation is finished.