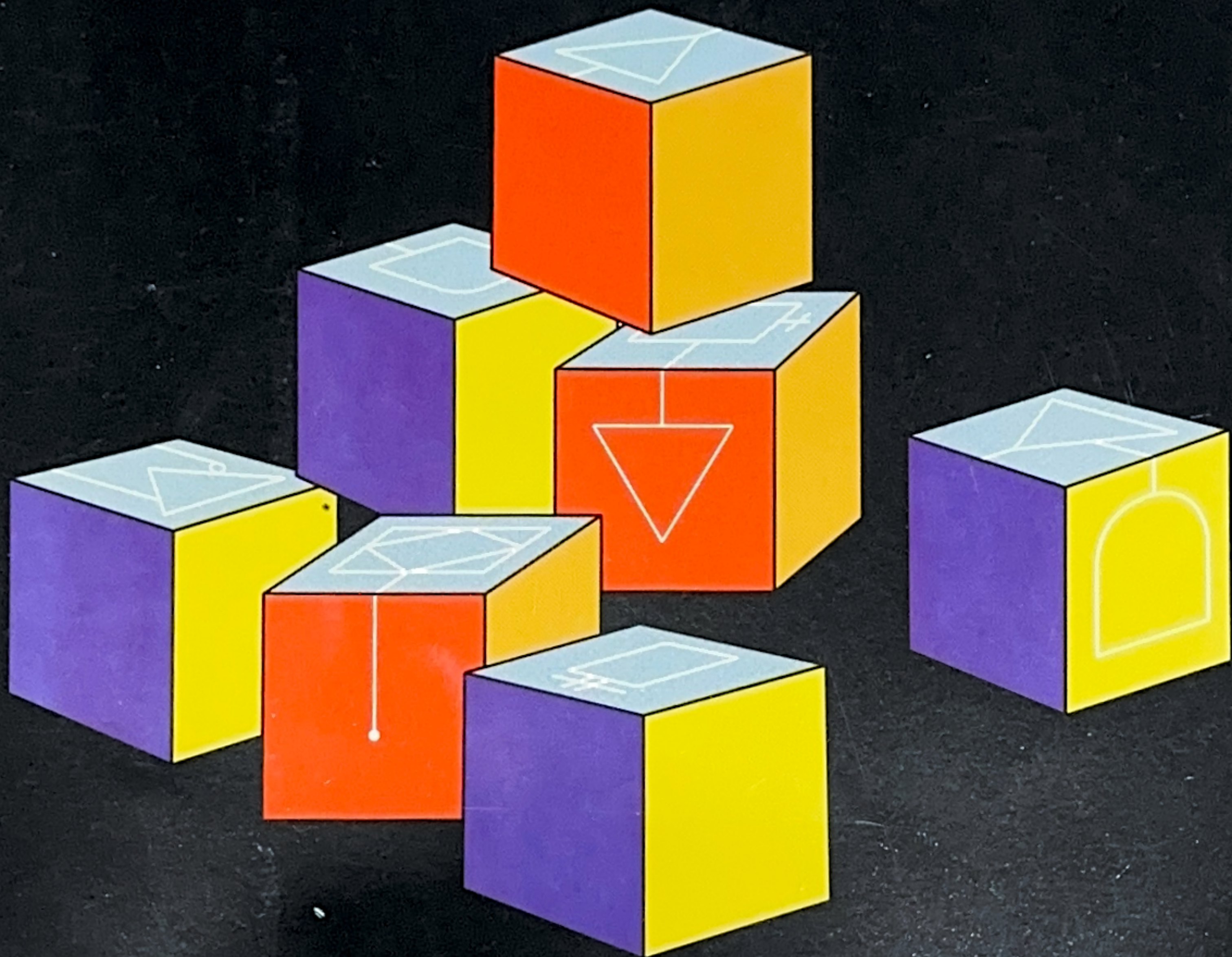
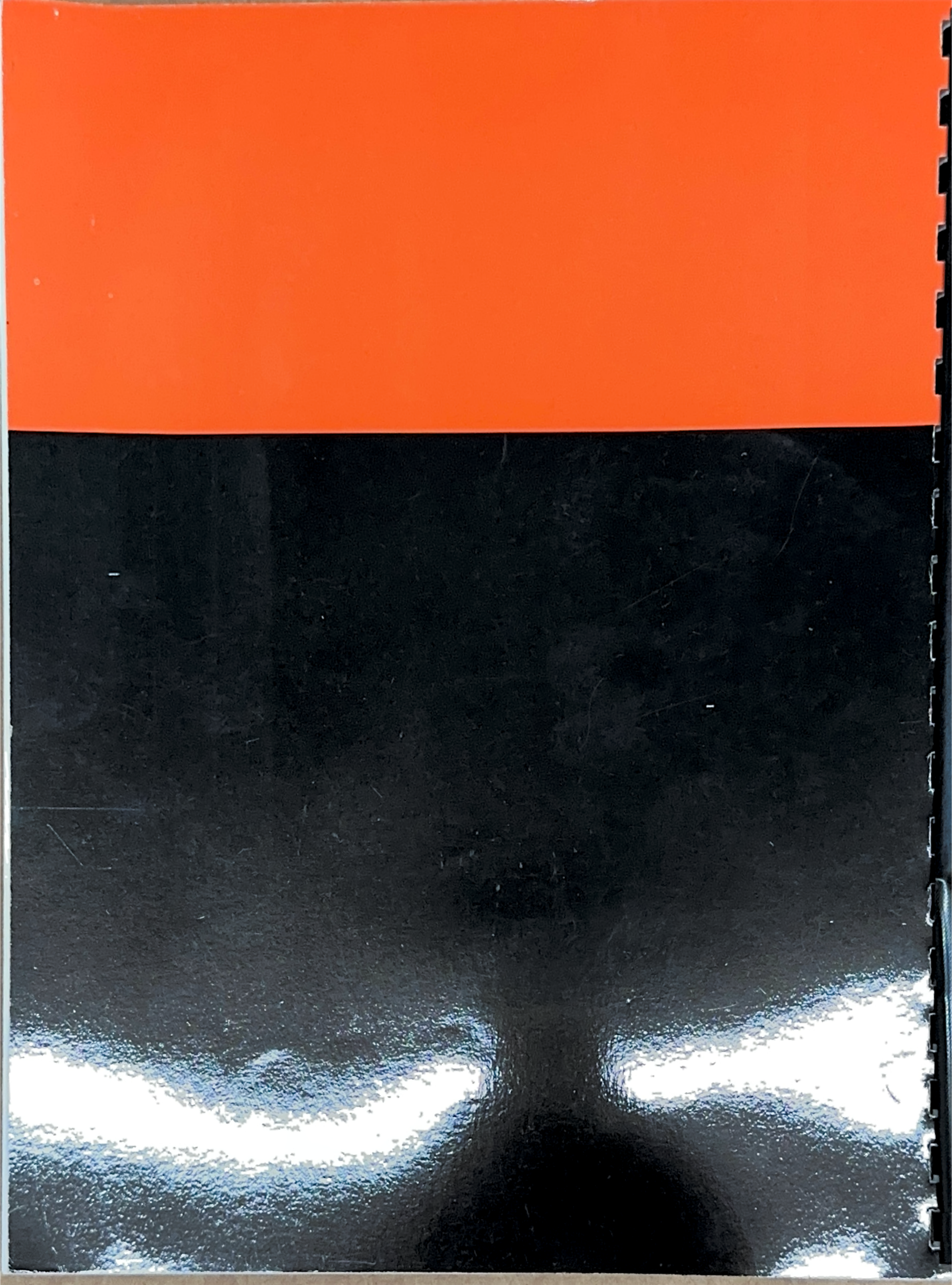


SHOOTER



LOGICAL
DEVICES, INC.



3.9 READ EPROM

CHARACTER R

The READ command directs the SHOOTER to read the EPROM into the SHOOTER internal RAM. Make sure that the EPROM is inserted correctly and the proper configurator plug is inserted in the CNF socket before issuing the READ command.

3.10 FORMATTED HEXADECIMAL DOWNLOAD

CHARACTER T

1. Directs the SHOOTER to enter the DOWNLOAD mode. The unit is now expecting the header character of the specified format, either an S for MOTOROLA or a : for INTEL. At this point, all other characters will be ignored until the header is received. The most significant bit of an address will be ignored and any references to address space from 4000H to 7FFFH will not write to RAM. When the address is received, the contents of the offset register (see OFFSET command) will be subtracted from it and the result will be the actual RAM address where the data will be stored.
2. If no header character is received within approximately seven seconds, the unit will exit the DOWNLOAD mode and return to the READY state.
3. The checksum is compared at the end of each data record. If an error is detected, the ERROR indicator will light, but the data will still be stored in RAM and the unit will still remain in this mode, either until the end of the record is found or until transmission stops.

APPENDIX C

Inserting EPROMs

This appendix explains how to insert EPROMs into the SHOOTER ZIF socket.

The 28 Pin ZIF socket of the SHOOTER is organized as shown in figure B-1. Note that Pin 1 and Pin 28 are adjacent. All EPROMs are inserted to the rear of the socket. This means that for a 24 Pin device to be inserted into the SHOOTER ZIF socket, Pin 1 of the device must be put into pin socket 3. Figure C-2 and C-3 show this clearly.

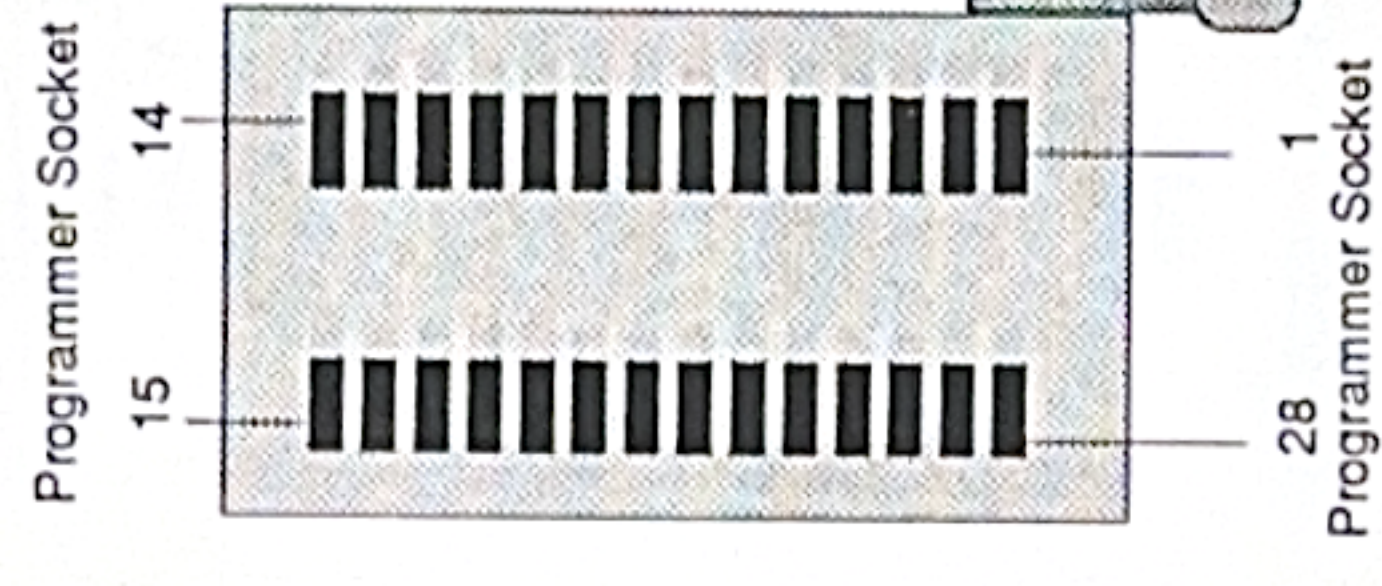


Figure C-1. 28 Pin ZIF Socket

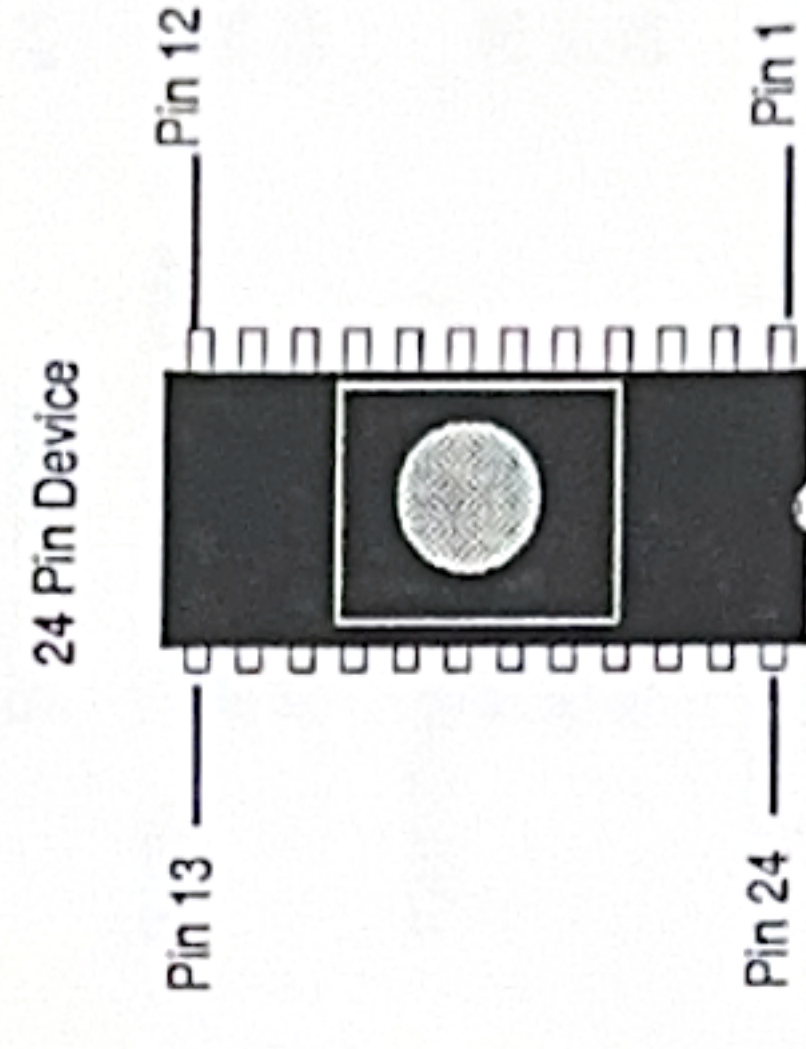


Figure C-2. 24 Pin Device