

mikroProg™ firmware upgrade guide

for PIC®, dsPIC® and PIC32®

v01.11.11.01

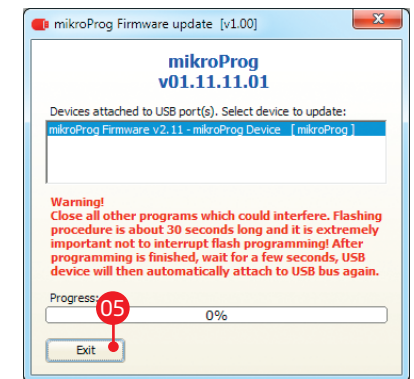
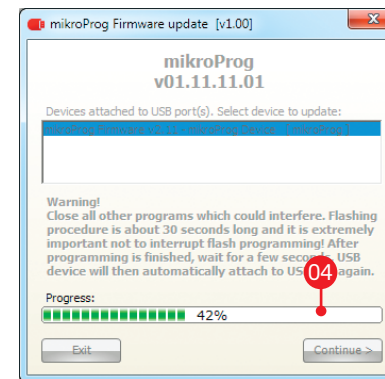
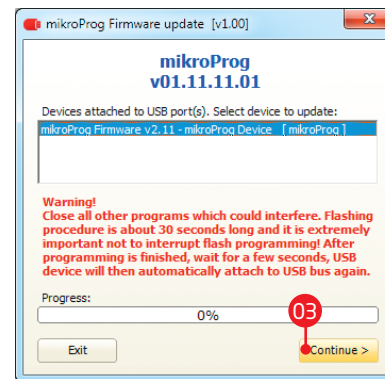
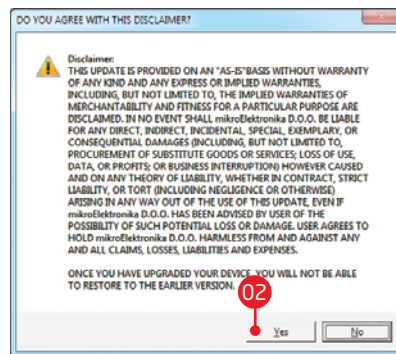
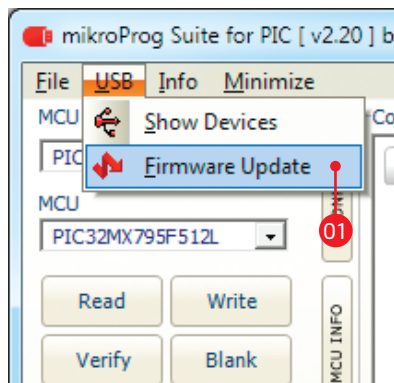
IMPORTANT

Firmware upgrade v01.11.11.01 brings support for new enhanced family for PIC24® and dsPIC33® devices as well as approximately 4x increase in speed of programming PIC32® microcontrollers. Firmware upgrade is done using the latest version of mikroProg Suite™ for PIC® v2.20 software which can be downloaded from mikroElektronika website:

http://www.mikroe.com/eng/downloads/get/1201/mikroprog_suite_for_pic_v220.zip



Do not pull out the USB cable during firmware upgrade



01 Connect your mikroProg™ programmer and debugger with your PC via USB cable. If drivers are correctly installed USB Link amber colored LED will turn on. Start your **mikroProg Suite™ for PIC® v2.20** software. Under **USB menu** click the **"Firmware Update"** option in order to start. If you have older versions of the software installed, make sure to download and install the latest version from the mikroElektronika website (www.mikroe.com).

02 Carefully read the disclaimer text. After you have fully understood the content of the disclaimer, you should decide whether to proceed or not. If you decide to continue with the firmware upgrade please click the **"Yes"** button.

03 mikroProg Suite™ for PIC® software will close and **mikroProg Firmware Update** window will appear. Make sure to carefully read the warning message written in red. Close all other programs which could interfere with programming. If you are ready to start with the firmware upgrade please click the **"Continue"** button.

04 Firmware upgrade will start and progress bar will show the upgrade progress. The whole process takes about 30 seconds. While firmware update is in progress **DO NOT DISCONNECT USB CABLE** from mikroProg™ and **DO NOT START ANOTHER INSTANCE OF mikroProg Suite™ for PIC® SOFTWARE**.

05 After the upgrade is complete please click the **"Exit"** button to close the mikroProg Firmware Update window.