

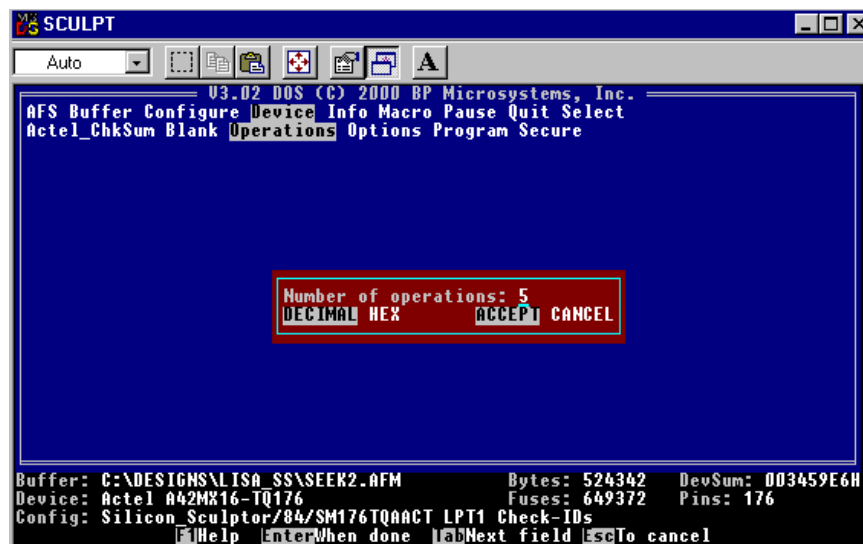
## *Programming Procedure for the 6X Silicon Sculptor in DOS*

### **Programming a Device**

Follow the normal procedure for loading a .afm file and selecting the device you wish to program. After you load an .afm file into the buffer, you are ready to begin programming a device.

The advantage of the 6X programmer is its ability to program a lot of devices very quickly. Before you get started, you must tell the software how many devices you want to program. Beginning at the *Command Mode* screen, select the *Device/Operations* menu and press <Enter>. In the *Device/Operations* dialog box, enter the number of devices you want to program in the *Number of operations* field.

### **Programming One Chip First**



With the programmer, you must first program one device successfully to ensure that the system is configured properly. Once the first chip is programmed, the PC broadcasts the necessary information to every site on every programmer so you can take full advantage of the programmer's speed.

To begin, start from the *Command Mode* and select *Device/Program* (or just press <P>). This alerts the system that you are ready to begin programming. A "Press Start Button on Master" message appears onscreen.

Next, insert the device into the programmer's Master programmer site. The system identifies this programmer site for you by activating the red <Start> button light next to that programmer site.

#### **Note:**

- We highly recommend that you use a vacuum pen to pick up and insert a chip in order to minimize the chance of damage from static discharge.
- Do *not* insert or remove parts when the ACTIVE LED is on.
- The programmer has protection circuitry, so it is not necessary to remove the device to be programmed before the power is turned on or off.

It is very important to insert the device correctly so that its pin 1 matches up with pin 1 in the programmer site. Pin 1 is often identified by a notch or a mark on the device, and by a mark on the programmer site. Inserting the chip improperly may damage it, so make sure you have it properly aligned.

### *Programming Procedure for the 6X Silicon Sculptor in Windows*

#### **Programming a Device**

Before you begin, you must tell the software how many devices you want to program. Beginning at the Software screen, select the “Copies” box, and enter the number of devices you want to program.

#### **Programming one chip first**

With the programmer, you must first program one device successfully to ensure that the system is properly configured. Once the first chip is programmed, the PC broadcasts the necessary information to every site on every programmer so you can take full advantage of the programmer's speed.

