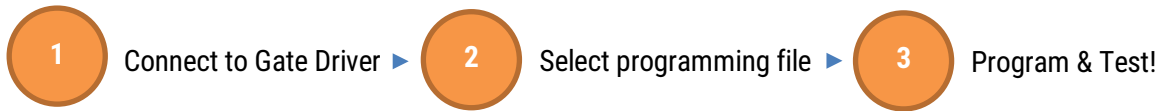


AgileSwitch Gate Driver Programming Instructions



Software Required

Item Name	Link
MPLAB X IPE (Integrated Programming Environment)	Download v5.00

Hardware Required

Item Name	Part Number	Description	Link
Device Programmer	ASBK-001	PICKit 3 with Adapter Board and Cable, Compatible with 62EM1, EDEM3 Series	Buy ASBK-001
	ASBK-007	PICKit 3 with Adapter Board and Cable, Compatible with 2ASC Series	Buy ASBK-007

Procedure

The following steps are required to begin the programming operation:

1. Plug the Device Programmer into an unused USB port on your PC.
2. Plug J1 on the Adapter Board into the PICKit 3 Programmer.
3. Plug the programming cable from J2 on the Adapter Board into the AgileSwitch device, as shown below:



4. Turn on the power supply to the board.
5. Open (Run) the MPLABX IPE (Integrated Programming Environment) software.

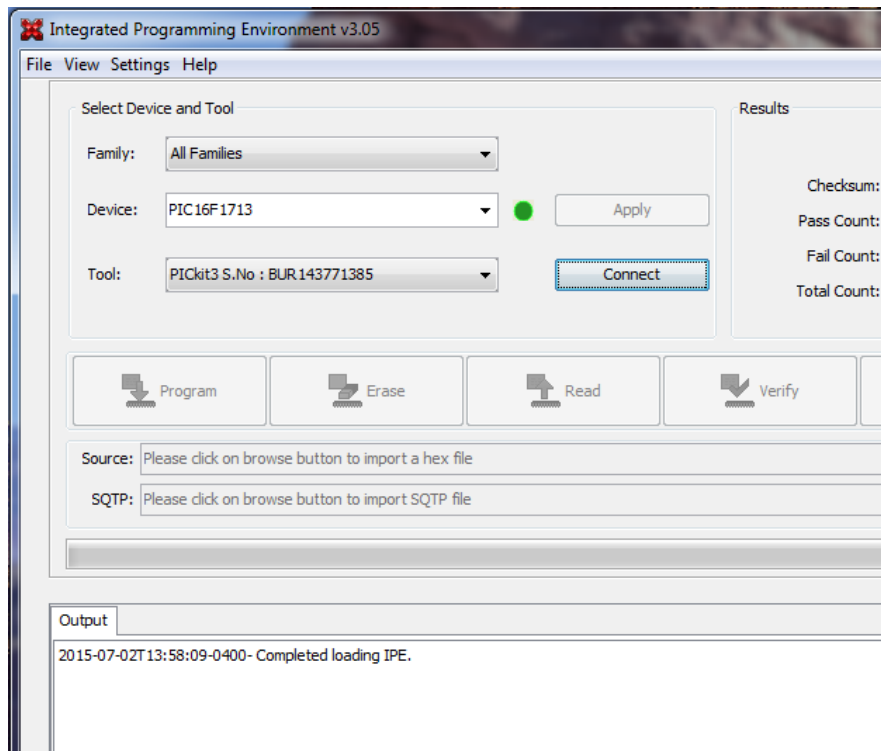


Figure 1: MPLAB X Setup

- Change the device by entering it in the 'Device:' block. The device may be correctly set if you have previously performed a programming operation.

2ASC-12A1HP	PIC16F1776
62EM1	PIC16F1773
EDEM3	PIC16F1713

- Once you have entered the correct device, click the 'Apply' button.
- The 'Tool:' block should show a PICKit 3 programmer. Click the 'Connect' button to connect the programmer.
- After clicking the 'Connect' button, you will get the warning message displayed in Figure 3.

10. Click the 'OK' button on the warning message.

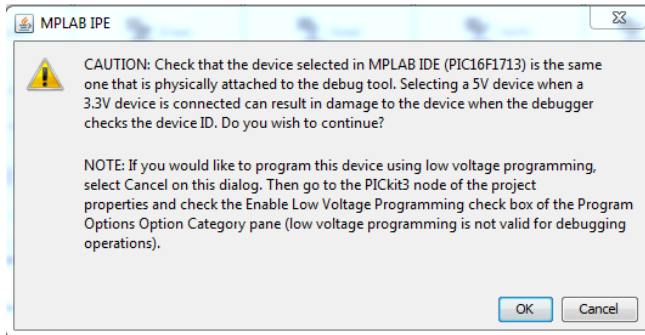


Figure 2

11. After clicking the 'OK' button, the programmer should detect the device.

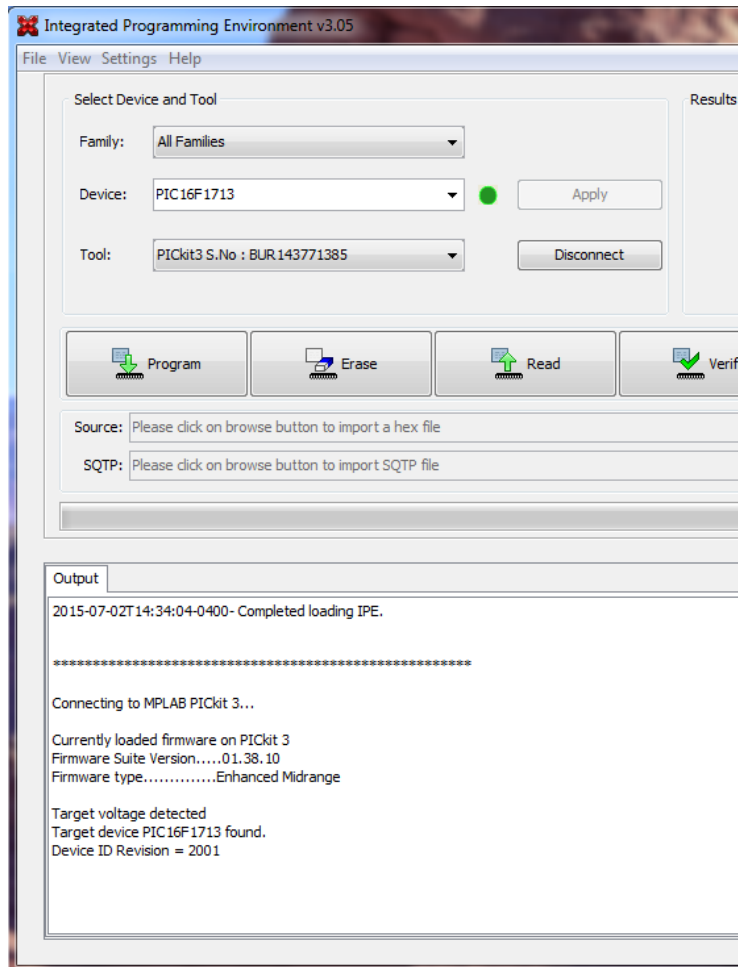


Figure 3

- Load in the programming file by clicking on the 'Browse' button as shown in Figure 5.

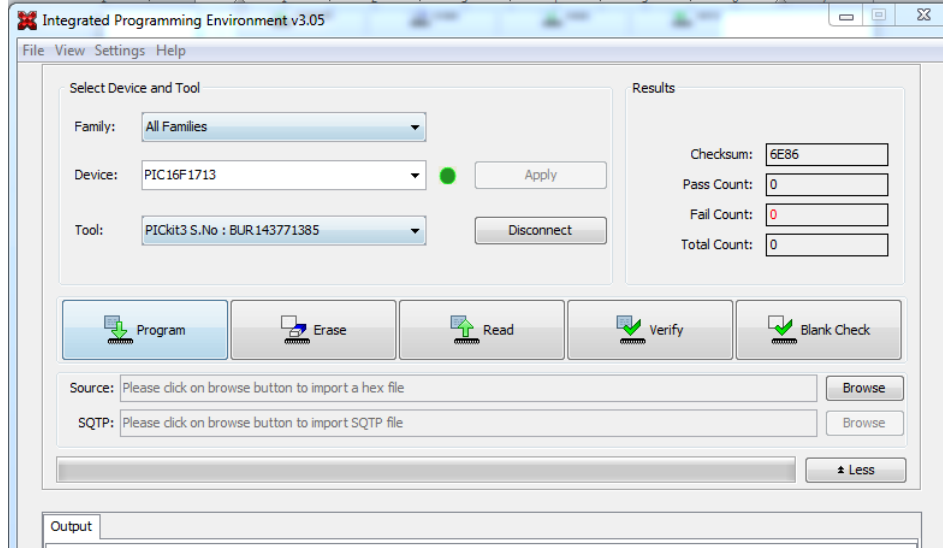


Figure 4

- Clicking on the 'Browse' button will open a window which will allow you to navigate to the folder containing the .hex programming file (this location will be specific to your setup).

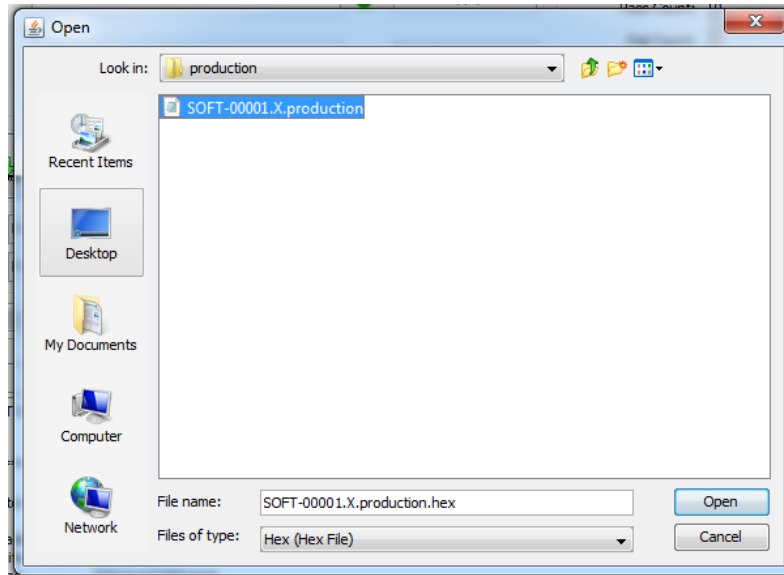


Figure 5

14. Select the programming file and click the ‘Open’ button. You will get a message stating that the .hex file has been loaded successfully.

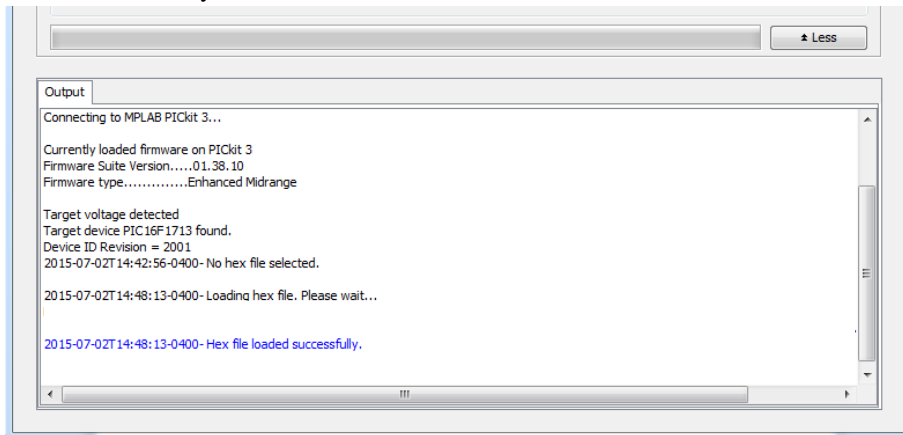


Figure 6

15. Once the programming file has been successfully loaded, click on the ‘Program’ button. The PICKit3 programmer should begin the program operation and you should see the following result.

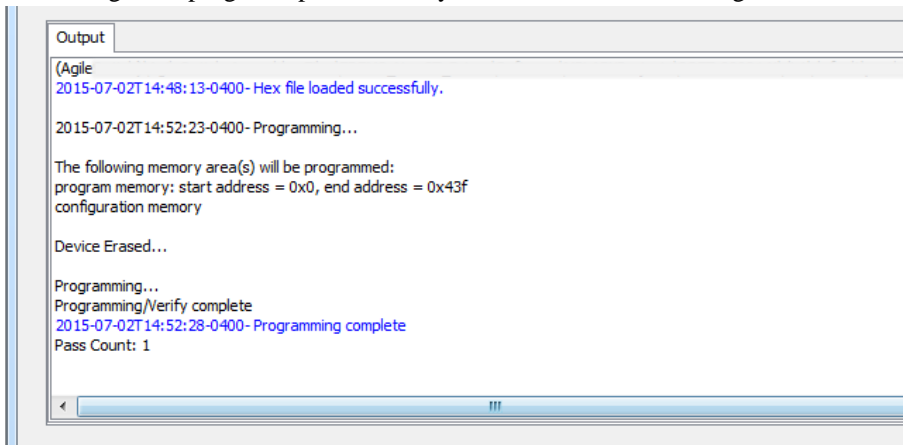


Figure 7

16. After a successful programming operation turn off the power supply and remove the programming cable from the device.
17. You have successfully programed or reprogramed the board and it is now ready to be used in your system.