

007 - UPDATING FIRMWARE

The firmware that runs on the controller board of the printer is open source. This means everybody who wants can download, change, compile and upload changed code to the printer.

(Velleman will only give support to the stock firmware and to updates of the firmware that Velleman issues. You will NOT void your warranty if you change your firmware. You can always revert back to the stock firmware following the instructions below.)

To view, change, compile and upload the firmware to the controller board you will need the Arduino software.

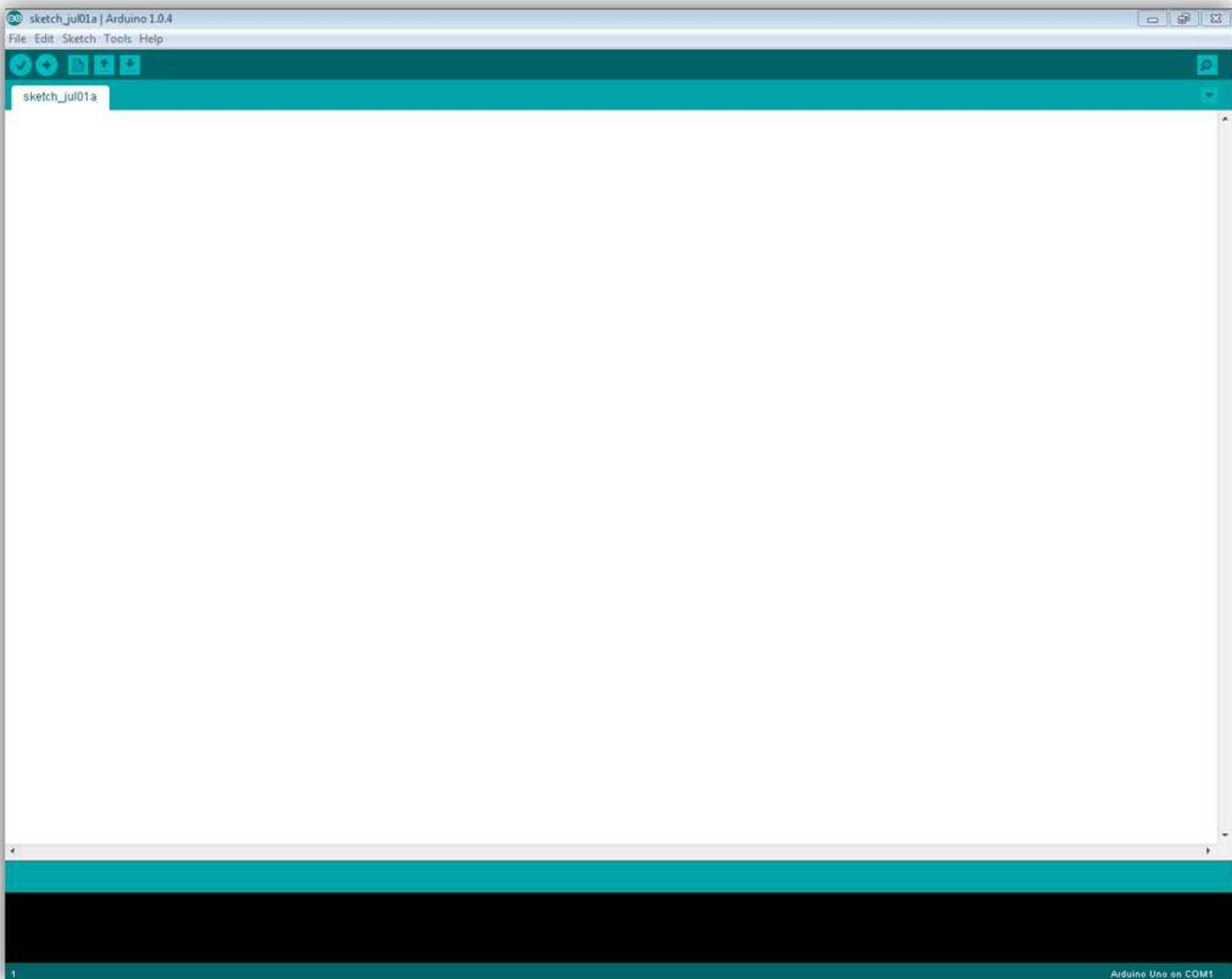
You can find the download link and install instructions on this page:

<http://arduino.cc/en/Main/Software>

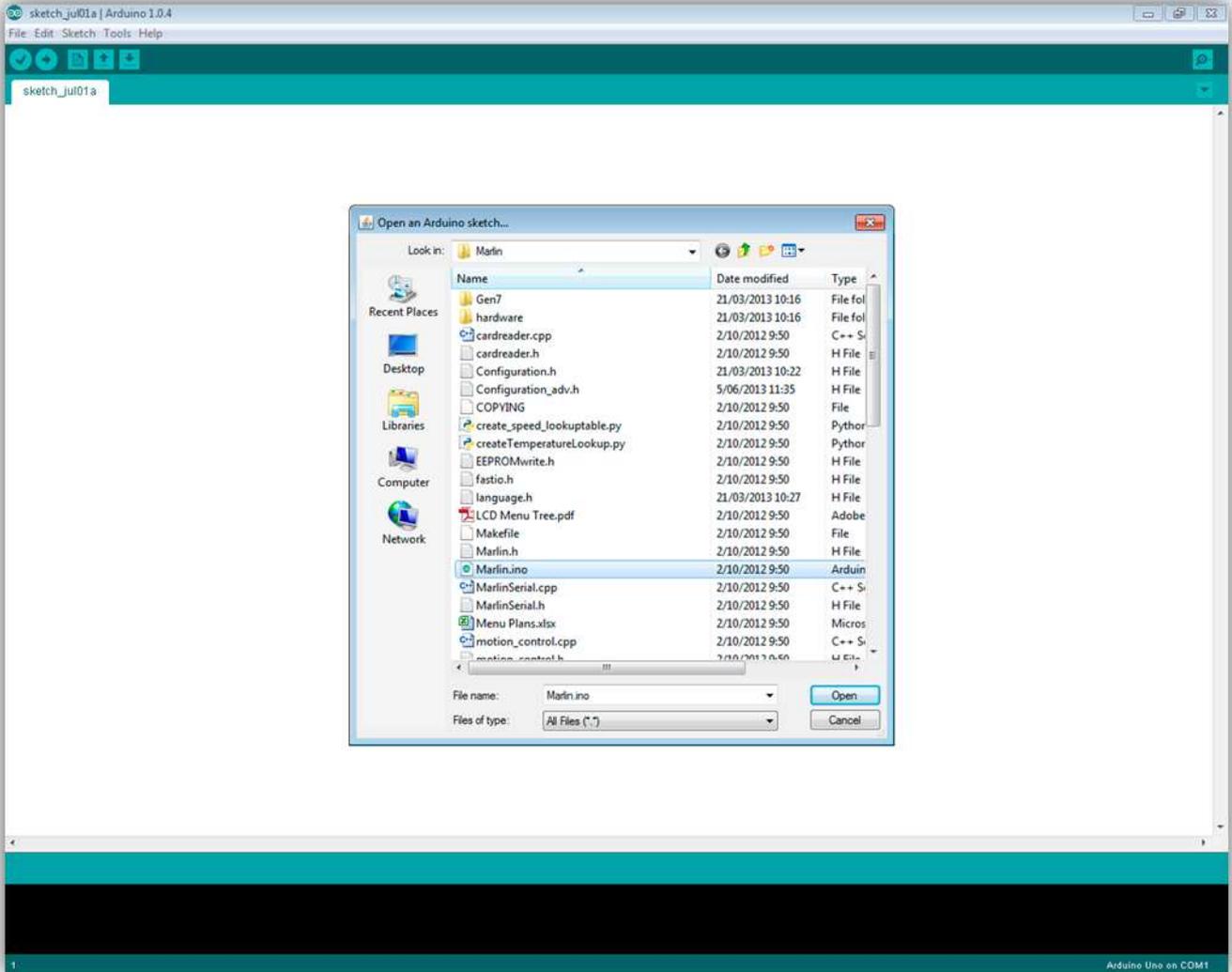
You will also need the source code of the firmware, you can download it in the download sections of this website.

When you start the Arduino software make sure the board is powered and connected to the computer (**driver must be installed**) and that the Repetier software is closed.

You should see something like this:



Click **File -> Open** and in the firmware folder you downloaded select the "**Marlin.ino**" file.



```
Marlin | Arduino 1.0.4
File Edit Sketch Tools Help

Marlin Configuration.h Configuration_gcode.h EEPROMwrite.h Marlin.h MarlinSerial.cpp MarlinSerial.h Sd2Card.cpp Sd2Card.h Sd2PinMap.h SdBaseFile.cpp SdBaseFile.h SdFat.h

/* -*- C++ -*- */

/*
  Reprap firmware based on Sprinter and grbl.
  Copyright (C) 2011 Camiel Gubbels / Erik van der Zalm

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  it under the terms of the GNU General Public License as published by
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 */

/*
  This firmware is a mashup between Sprinter and grbl.
  (https://github.com/Kiliment/Sprinter)
  (https://github.com/simen/grbl/tree)

  It has preliminary support for Matthew Roberts advance algorithm
  http://reprap.org/pipermail/reprap-dev/2011-May/003323.html
 */

#include "Marlin.h"

#include "ultralcd.h"
#include "planner.h"
#include "stepper.h"
#include "temperature.h"
#include "motion_control.h"
#include "cardreader.h"
#include "watchdog.h"
#include "EEPROMwrite.h"
#include "language.h"
#include "pins_arduino.h"

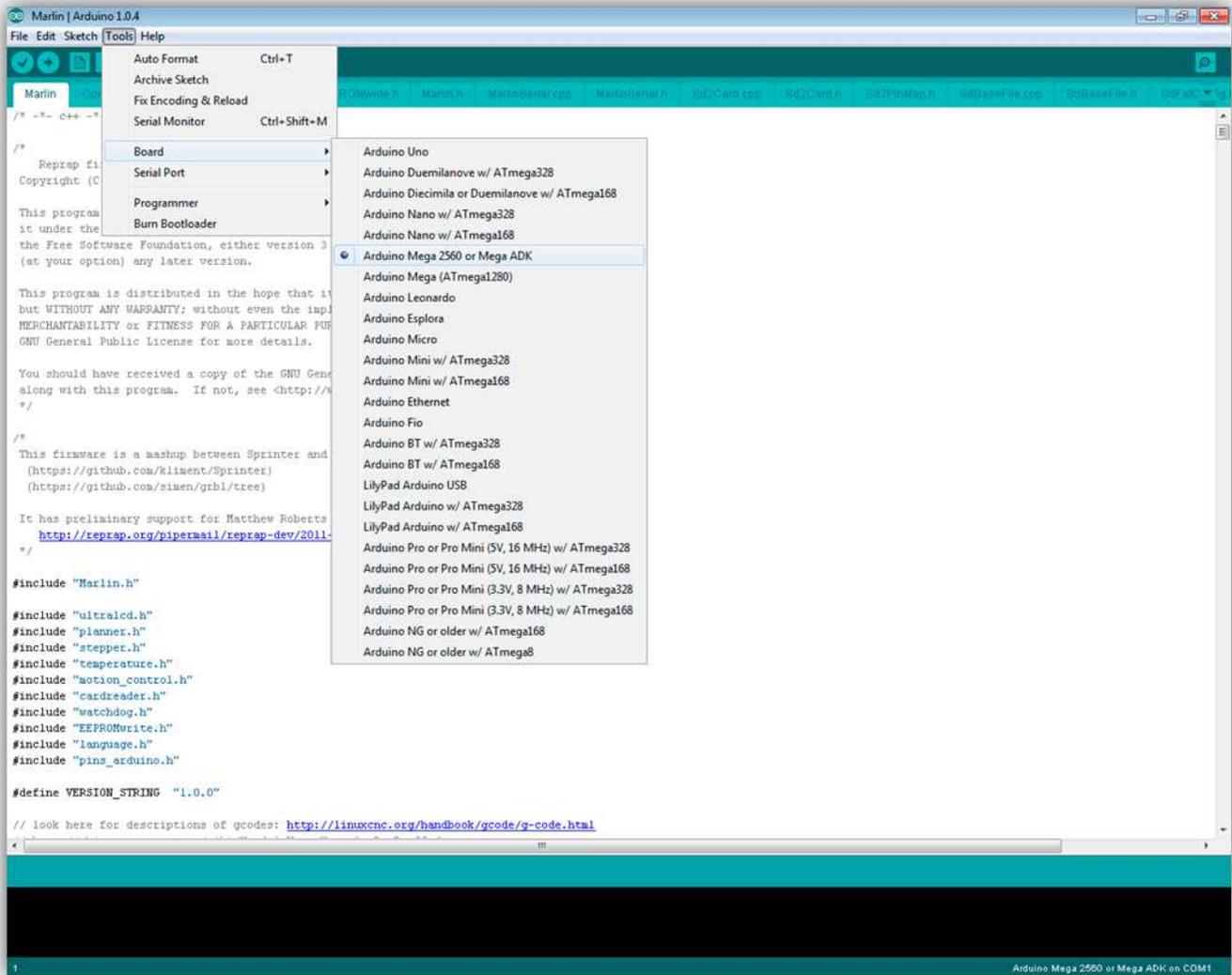
#define VERSION_STRING "1.0.0"

// look here for descriptions of gcodes: http://linuxcnc.org/handbook/gcode/g-code.html

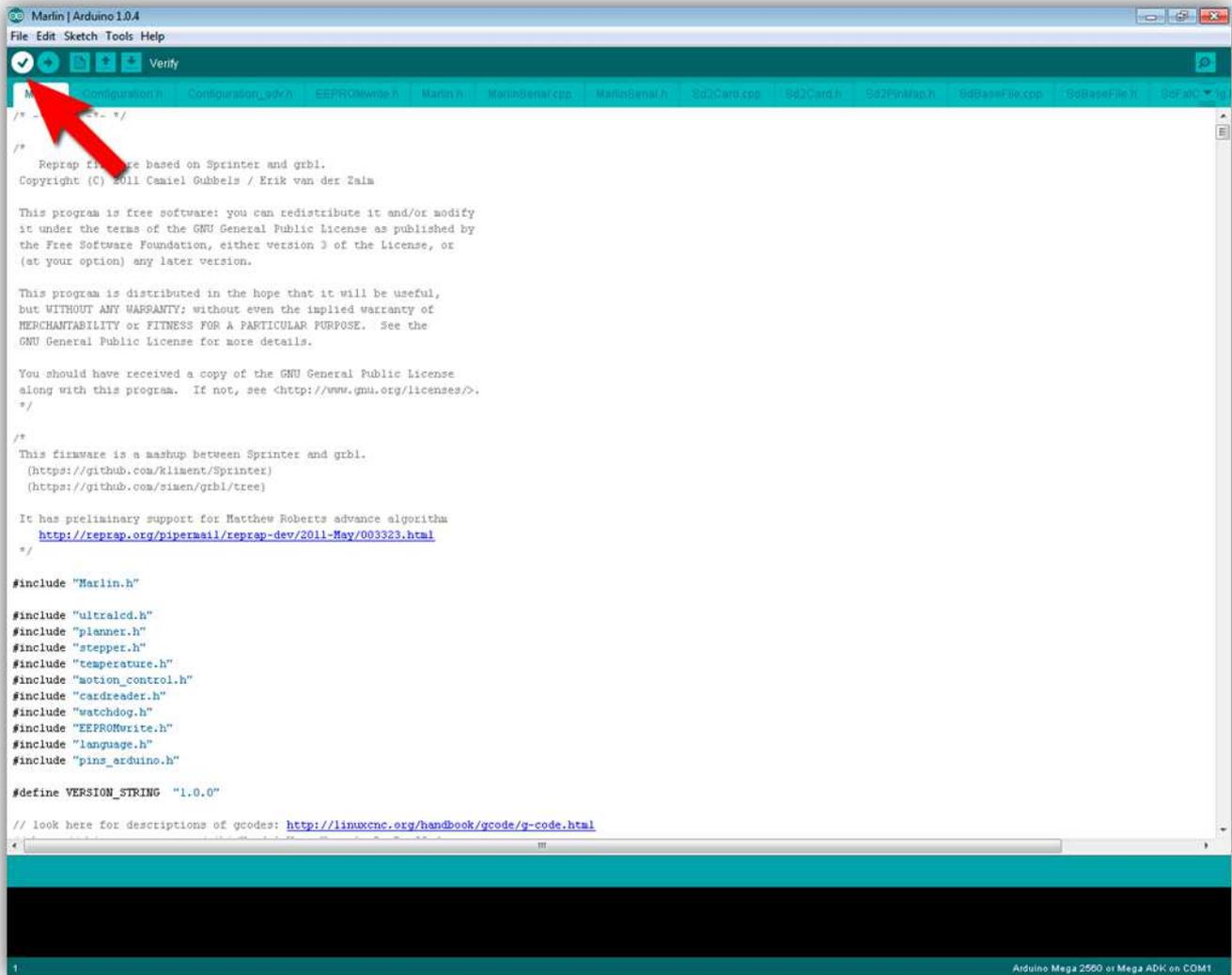
Arduino Uno on COM1
```

Before making any changes make sure that you selected the right board. This setting can be found under:

Tools -> Board -> Arduino Mega 2560 or Mega ADK



Now you can check if the source code compiles correctly, press the “Verify” button.



If everything went correct you should see a "Done compiling" message at the bottom of the window.

```
Marlin | Arduino 1.0.4
File Edit Sketch Tools Help

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 * it under the terms of the GNU General Public License as published by
 * the Free Software Foundation, either version 3 of the License, or
 * (at your option) any later version.
 *
 * This program is distributed in the hope that it will be useful,
 * but WITHOUT ANY WARRANTY; without even the implied warranty of
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 * GNU General Public License for more details.
 *
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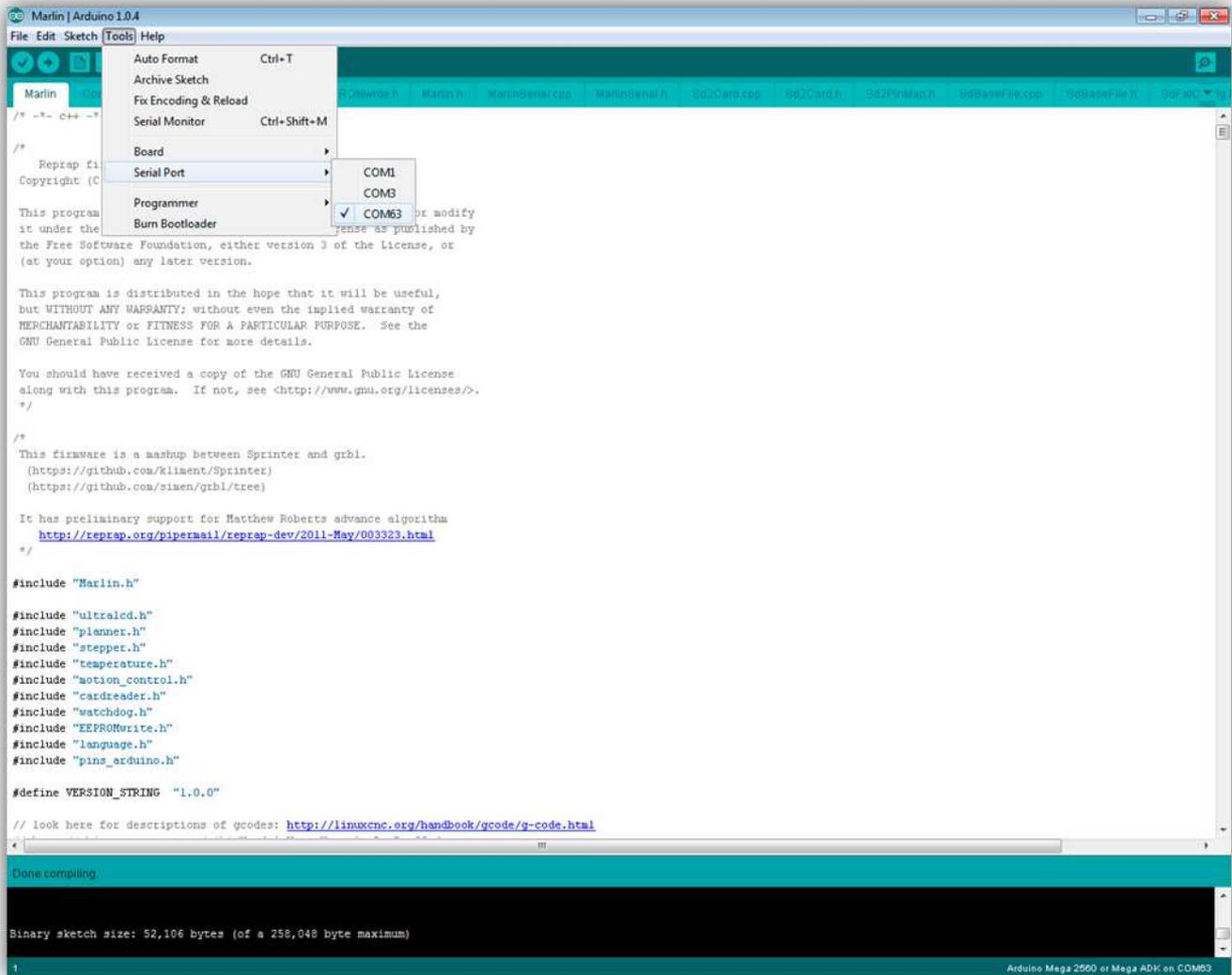
Done compiling

Binary sketch size: 52,106 bytes (of a 258,048 byte maximum)

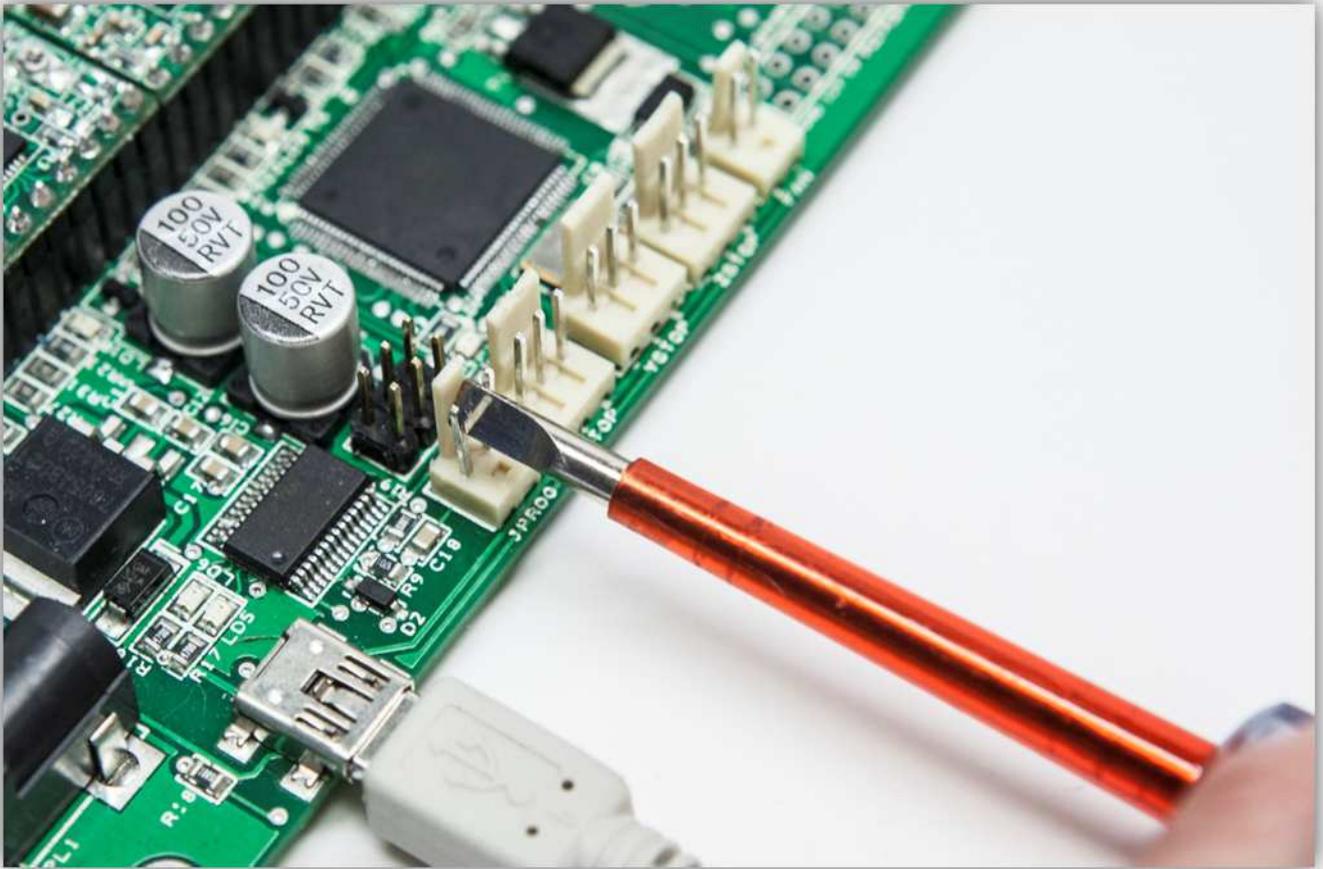
1 Arduino Mega 2560 or Mega ADK on COM1
```

Now select the correct COM port your board is on. This setting can be found under:

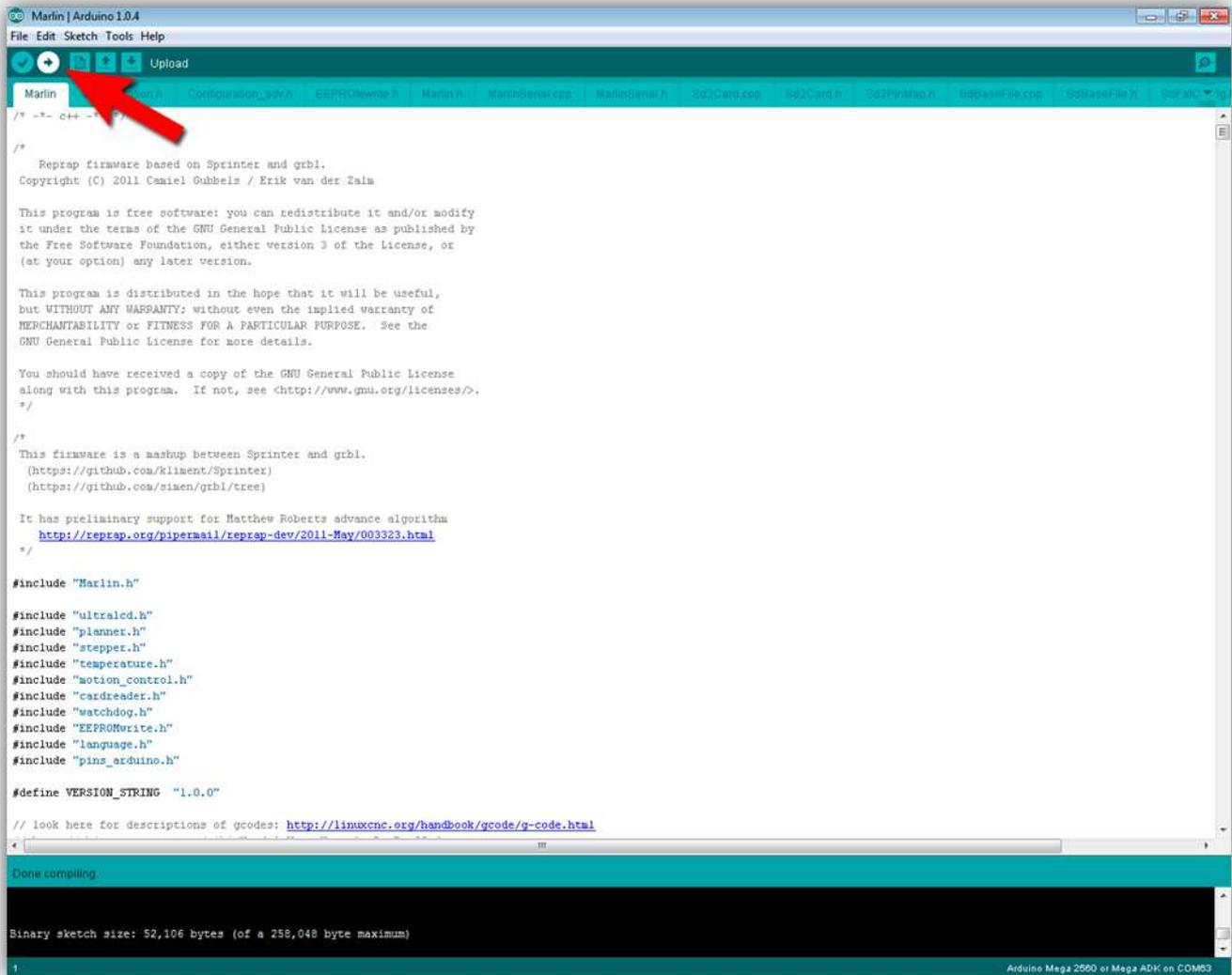
Tools -> Serial Port



Before we can flash the board we need to short the pins on the JPROG connector. You can do this by putting a screwdriver between the pins. **Be sure to do this continually while the Arduino software is programming the board.**



Press the "Upload" button to program the board via USB.



You should see the LEDs flash for a while and when it's all done the Arduino software should show "Done uploading"

```
Marlin | Arduino 1.0.4
File Edit Sketch Tools Help

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1 Arduino Mega 2560 or Mega ADK on COM66
```