

inject-inator



Now Hear This

Quick Start guide

1. Insert the memory card containing the Controller SW-package into the Inject-inator.
2. With the Controller's back panel power switch in the off position, plug the Inject-inator to the Controller's back panel RS-232 connector. Screw it on, so that it is firmly in place. If you need to use an extension RS-232, you can get one at Radio Shack (Model 26-117).
3. Switch on the Controller's back panel AC power switch.
4. The Inject-inator's busy light will come on and flash a bit for 10 seconds or so and then the word "Ping!" will show on the Controller's display. Plan on doing something else for about 30 minutes like have a beer...or two. Take a sauna. Call an old friend. Just stay away and don't do anything that would remove power from the Controller.
5. When the green "OK" LED (on the Injectin-ator) lights up, the upgrade has successfully finished. If the green LED lights up very quickly (i.e. in a minute or so), it means that the Controller is already updated with the current software. In this case the Inject-inator does not upload the software from the card to the Controller.

PLEASE NOTE:

When the upgrade has been successfully finished and green "OK" LED lights up on Inject-inator, the text on the front panel still says "Updating Software. Please wait...". Please ignore this message and proceed to step 6.

6. Power off the Controller.

7. Disconnect the Inject-inator from the Controller.

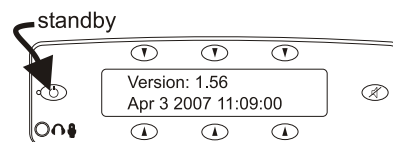
8. Power up the Controller. Watch in amazement as the Controller burns up the next 4 or 5 minutes updating the various daughter boards and neighborhoods within itself. The front panel display will show the progress. Do nothing but watch. When it's finished, the Controller will put itself into standby. You can use it normally again.

You can also verify Controller has been successfully upgraded by pressing and holding standby on the front panel key when Controller is in standby mode. The following message should appear on front panel display:

"Version: X.YY"
"Abc DD YYYY HH:DD:SS"

For example:

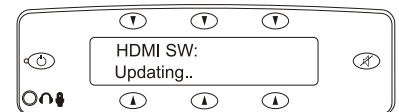
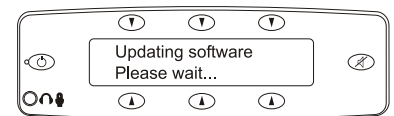
"Version: 1.54"
"Mar 20 2007 10:33:49"



Inject-inator will not change any settings on the unit that you have previously made. However, you should check out the Setup menus for all the cool new stuff that was added with the new software.

Troubleshooting

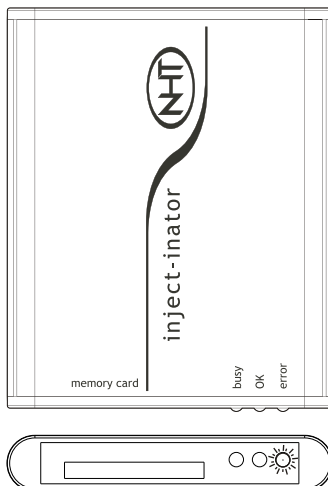
Error situations and status are indicated with different LED combinations described here forth. There are also descriptions of possible causes for the errors. If things didn't go as planned, check out the following:



- There are three LEDs: yellow (Busy), green (OK) and red (Error). When the Inject-inator is powered up, all LEDs will light up for a moment, and then turn off.
If yellow LED is blinking, the Inject-inator is doing something cool and useful. It means, “do not disturb”, so please restrain yourself from messing with it. Especially important is to NOT TURN OFF THE MAINS POWER OF THE CONTROLLER.
- If green LED is lit, everything has gone according to “the plan”, and you are ready to be awed by the new cool features brought to you by the new software version. At this point it is OK to turn off the mains power from the Controller and remove the Inject-inator. Actually you'll have to do that anyways, as the Controller needs to be re-booted.
- If the red LED is lit or blinking, something went wrong. DO NOT TURN THE CONTROLLER POWER OFF!, Read the explanations below before you do anything.
- If the red LED is lit and not blinking, you forgot to insert the memory card to the Inject-inator, or you just have found a really weird way of doing that. Check that you have inserted the memory card correctly. You can safely turn off the Controller AC power, insert the memory card and try again.
- If the red LED is blinking once every second or so, there's something wrong with the contents of the memory card. Make sure you don't have more than one HEX-file on the root folder of the memory card. If that didn't help, please contact customer service. You can safely turn off the Controller AC power in this case.
- If the red LED is blinking twice every second, there's something wrong with the actual Controller software file in the card. The file contents may have been corrupted at some point. Consult the Controller product page at nhthifi.com or call 800-648-9993 for information on what the correct files should be. You can safely turn off the Controller AC power in this case.
- If the red LED is blinking three times every second, there's something wrong with the communication with the Controller. Check the cable connection between the Inject-Inator and the Controller. If you are using extension cables or such, this might be a good time to get rid of them. You can safely turn off the Controller AC-power in this case.
- If the red LED is blinking four times every second, something bad has happened in the middle of the actual update process. DO NOT TO TURN THE CONTROLLER POWER OFF as that would almost certainly cause the unit to stop responding to anything, and would require opening the unit and changing the firmware chip to fix. What you can do is to try re-starting the upgrade process by removing, then re-inserting the memory card, or re-connecting the Inject-inator. It should go without saying, of course, that this kind of error is very rare.
- If the LEDs do not light up at all, the Inject-inator does not get power for some reason. Please check that the Controller mains switch is on. If you are using extension cables or such, this might be a good time to get rid of them.

If anything else weird happens, give us a call at 800-648-9993 or +1-707-747-0122 and let us help sorting it out.

Software updates will be available on the Controller product page on the NHT web site: nhthifi.com



How it Blinks

