E6000 Console Download Capability Test:

This simple procedure will enable the user to determine whether their E6000 Console is fitted with firmware capable of downloading data from PC applications such as **Creation 6**, **Designer Knit** and **Win_Crea**.

Remove the DIN cable connection from the E6000 Console's integral DIN socket mounted upon the top left hand edge (when viewed from the front.

Power up the E6000 Console and if *PROGR* is not immediately displayed after a brief period then select this display by manipulation of the keys.

When *PROGR* is displayed, press the **ENT** key. This will cause *ERASE* to be displayed.

Press the **ENT** key and a flashing *CAST ON* will be displayed.

Press the **3** key followed by **ENT** key and *ALL* & *ST.PATT* will be displayed alternately.

Press the **NO** key and a flashing *ST.PATT A* will be displayed.

Press the 'UNMARKED' key followed by the **0** key and the result will indicate the Console's capability.

If the result is a constant alarm tone and *ERROR 213* upon the display then the unit is already fitted with firmware capable of downloading.

If the result is an alternating *ST.PATT A* and *0* upon the display, or some other error other than 213, then the Console is fitted with an early version of the firmware and will **not** accept downloads.

E6000 Console and 8K or 32K Memory:

The early E6000 Consoles were manufactured to include an 8K volatile memory, whereas the later models include a 32K (4 times 8K) one.

The size of this memory is completely irrelevant to the unit's download capability.

In most circumstances, memory capacity is not of great importance. The 8K memory size is capable of holding considerably large patterns/designs and application, such as DAK7, which are capable of downloading such excessive patterns in stages or sections anyway.

The only definite method of determining what size of memory is fitted within an E6000 Console is by removal of the rear cover and examination of the contents.

a) The 28 pin IC above the PROGRAMM EPROM is the component of interest. This is a low power SRAM and part of its identification number will indicate the size:

   e.g. the 64 within **8464A-10L** indicates 64 thousand bits or 8K bytes – or –

   the 256 within **D43256AC -10L** indicates 256 thousand bits or 32K bytes.

b) The PCB capable of 32K has a small diode in close proximity to the Pin 1 end of the MUSTER EPROM.

c) MADAG PCB ARTWORK numbers alone are not a definite indication of the unit's capacity!

An 8K unit cannot simply be upgraded/converted to a 32K unit my replacement of the SRAM!

A 32K unit cannot simply be downgraded/converted to an 8K unit my replacement of the SRAM!