

FlashMic Firmware update procedure

1. Please unzip the downloaded file which is named DRM85.bin to a suitable location
2. Ensure that the batteries in your FlashMic are adequately charged, and change them if there is any doubt. NEVER start a firmware update with low batteries, as the FlashMic may be rendered unusable if the batteries run out midway during the update procedure.
3. Turn the FlashMic on, and connect it to the computer with the USB cable. The LCD display will change to USB, and the computer will signify its recognition of the FlashMic in the usual way.
4. The FlashMic will be identified in the directory tree as an additional drive (the drive letter will vary from machine to machine).
5. Drag-and-drop the DRM85.bin file from the location used unzipping the file to the FlashMic root (NOT into any of the three folders AUDIO, CONFIG or FIRMWARE it contains).
6. When the file transfer is complete, unplug the FlashMic's USB cable and switch the FlashMic off.
7. Switch the FlashMic back on again; the LCD display will now show the message UPDATE. The bargraph meter indication will start to move from left to right.
8. The update will continue and complete automatically. When the bargraph indication is full, the FlashMic will either return to IDLE mode, or enter the Reformat routine (see below).
9. The new firmware is now installed. Depending on the precise nature of firmware changes in the new version, the FlashMic may now automatically enter the Reformat routine. In this case, the display will now read FMT N. See Reformatting the Memory for further details. It is recommended that a memory format is always performed following a firmware update in any case, so if a reformat is not forced by the upgrade procedure, please perform a reformat manually.
- 10. Please repeat the upgrade process from step 3. This is very important, since the FlashMic holds two copies of the firmware in memory. This double update ensures that both copies have been updated and will prevent the FlashMic reverting to the earlier firmware at a later date**