



Programmer Installation Guide:

Document applies to the following ICE Technology Programmers:
LV48 Series, LV40 Portable & Speedmaster GLV-32

System requirements

Make sure that your PC has the following minimum requirements before you install the software:

- IBM Compatible PC
- 8 MB RAM (16MB recommended)
- 12MB Free hard disk space
- Windows™ 9x/NT4 (SP1 upwards)
- Parallel port - Standard SPP or ECP mode selected in PC BIOS
- Standard serial/PS2 mouse

Connecting the programmer

- Connect one end of the parallel cable to the programmer and the other into one of the parallel ports on the PC. Tighten the holding screws to ensure the cable is properly attached to the ECP or SPP printer port.
- Connect the power supply provided into the back of the programmer and plug into any mains socket. NOTE: The LV48 series programmers do not have a power on switch. It will power up (indicated by the red power LED) automatically when it receives a signal from the PC and then power down when not in use.

Software installation

Software is provided for Windows™ 9x, 2000, & NT4. Contained on the CD is the Setup programme for Windows™ 9x/2000/NT4, Emulator options software, Chiptest software and Selftest diagnostics. The CD also contains the relevant library files for all programmers

Windows Software installation

- Insert the disc into the CD-ROM drive.
- The HTML program should start automatically. If the HTML program does not start automatically, double-click SETUP.EXE in the INSTALL folder from the directory window for your CD-ROM drive.
- Follow the instructions on your screen
- Run WinLV for all programmer operations, including programming memory, microcontroller and logic devices, initialising the emulator options and the built in ChipTester
- Select Programmer/Diagnostics/Selftest (not available on GLV32) from the menu bar to check the functionality of the programmer

Should you encounter any installation problems, before contacting ICE Technology or your local sales office, please consult the troubleshooting guide.