

ORBITAL POCKET DASH™

UPDATE KIT OPERATOR MANUAL

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ABSTRACT

Document contains information for authorised customer use in respect of Orbital's Pocket Dash™ Update system.

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1. GENERAL INFORMATION

1.1 Background

The Orbital Pocket Dash™ Cartridge requires software to enable functional operation. Programming the cartridges can be completed by various means during manufacture, however to facilitate cartridge software upgrades post manufacture Orbital has a further product titled "Pocket Dash Update Kit".

1.2 Scope

This document contains details regarding the Update Kit content and the function of the software CartProg operated from a PC in order to program the Orbital Pocket Dash™ cartridge.

1.3 Confidentiality

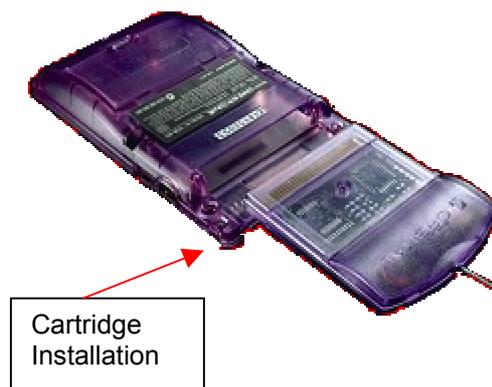
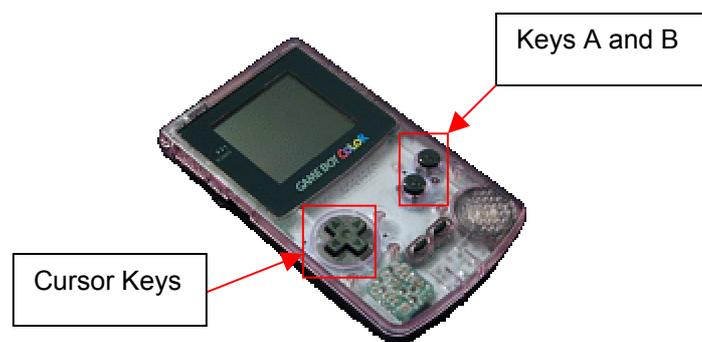
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2. GENERAL SYSTEM INFORMATION

2.1 GAME BOY Console

The GAME BOY controls are used to manipulate the on screen menus.

- Use the cursor pad to select items on the menu. The small arrow cursor will move to show the current selection
- Press Key A to select an option
- Press Key B to go back up one level of the menu



2.2 Computer System Requirements

CartProg software is designed to operate on computers running Microsoft Windows 95, Microsoft Windows 98, Microsoft Windows NT4 or Microsoft Windows 2000.

Where installation or operation direct from CD ROM is unable to be performed due to hardware or software compatibility issues, please inform Orbital or the authorised supplier from whom the product was obtained, immediately in writing and return the entire product for a full refund.

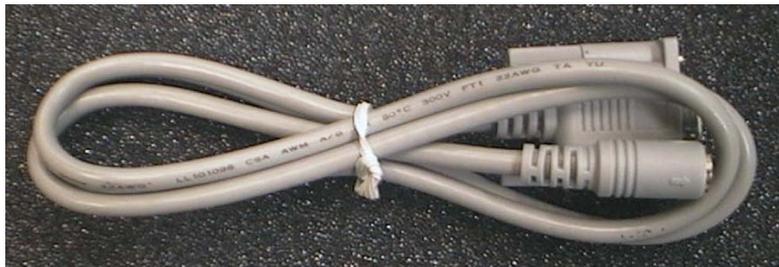
2.3 Update Kit

The purpose of the Pocket Dash™ Cartridge Update kit is to allow post manufacture programming of the Orbital Pocket Dash™ cartridge.

2.3.1 Product Content

The product consists of the following items:

- 1 PC to Cartridge adaptor cable (as displayed below)



- 1 CD ROM containing Orbital Cartridge programming software 'CartProg'

2.3.1.1 **Supplementary items required for cartridge programming (not supplied in kit):**

- Personal Computer
- Cartridge to be programmed
- Customer Application Software (Pocket Dash™ Data Coded Binary file (.dcb))
- Nintendo GAME BOY console

3. SETTING UP

3.1 Cable Installation

The cable supplied in the kit should be connected to either COM1 or COM2 communications ports on the personal computer, and to the cartridge to be programmed.

3.2 CartProg Software

The CartProg application software can be operated via two alternative methods, either by installing the software or by direct operation from the CD ROM. Whilst the CartProg application software is identical in both cases the operation of the program varies slightly. Each method is described in section 5.

3.2.1 CartProg Install

The CartProg application software will automatically install by selecting the GBCartProg.exe file on the CD ROM (double click the file).

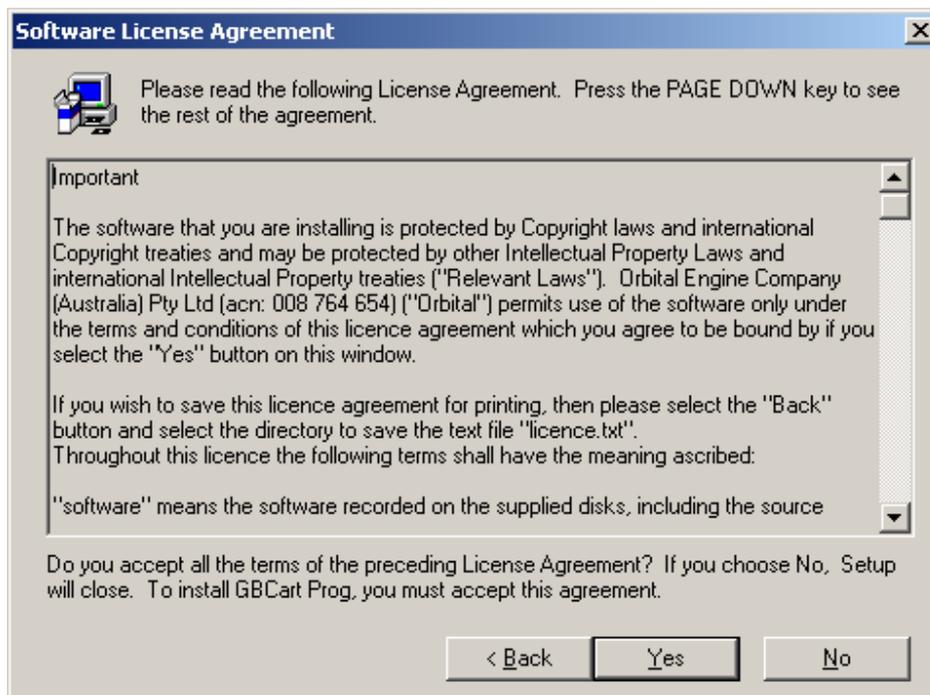


NOTE: Due to configuration problems on some computers it may not be possible to install the CartProg software. The alternative operating as described in section 5 should be used.

After selecting the GBCartProg.exe file the following window will appear.



Selecting the "Next" button will cause the following window to appear. Please read the information contained in this carefully. By selecting the "Yes" button, you will be accepting the conditions of the license agreement and will continue with the install process.



3.2.1.1 Set-up Complete Message - Windows 2000

Successful installation of the software will enable the following window to display in Windows 2000



3.2.1.2 Set-up Complete Message - Windows 95 & Windows 98

For Windows 95 & 98 the computer must be restarted prior to CartProg being operated.



3.3 Operating from CD ROM

If the CartProg software is to be operated direct from the CD ROM there are no set-up requirements. Refer to section 5 for operating instructions

4. PROGRAMMING USING GBCARTPROG SOFTWARE

In order to program a Pocket Dash™ cartridge an associated .dcb file should be obtained from the Original Equipment Manufacturer (please contact the OEM for related information). The file for programming into the cartridge should be copied onto the hard drive of the computer for example to the desktop for ease of use.

4.1 Preparation

4.1.1 Install the Pocket Dash™ cartridge to GAME BOY console



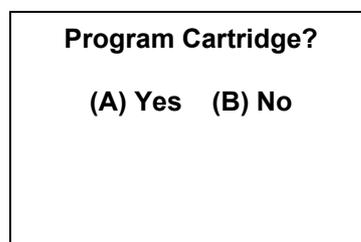
4.1.2 Connect the computer to Pocket Dash™ Cartridge adaptor cable

The Pocket Dash™ cartridge to computer adaptor cable should be installed by connecting the 9 pin connector to either 'Coms1' or 'Coms2' port on the computer and 6 pin cable from the cartridge.

4.1.3 Cartridge

Hold down the **A** and **B** buttons on the GAME BOY console and switch on the power. Ensure that the buttons remain depressed until the question "Program Cartridge" appears (as below).

Note: this is after the GAME BOY graphic has been displayed on screen.



Press the **A** button to confirm that you wish to program the cartridge.

After Selecting **A** the GAME BOY console will begin scrolling the text "Waiting for PC connection... ." as per the example screen display below.

Cartridge Loader
--- H/W V2.1 XXXXX---
Stat: Waiting for PC conne

**This product is
NOT licensed by
Nintendo**

Note: the message at the lower section of the screen scrolls (text displayed is example only)

4.2 Programming

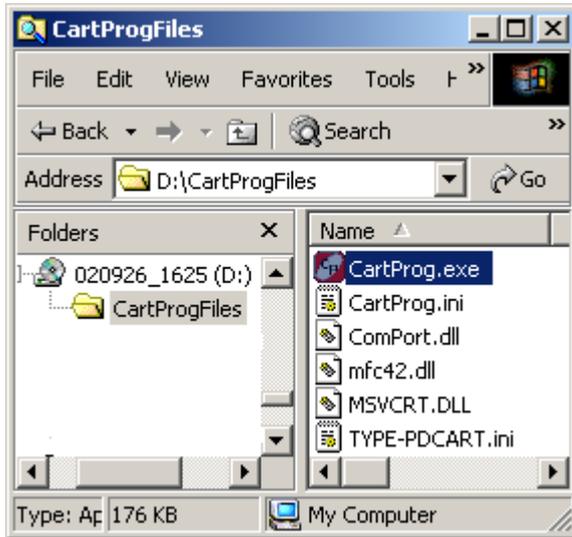
As indicated earlier in the document, initiation of programming differs slightly between operating CartProg from installed software or direct from the CD ROM. Each method is described in the following two sections.

4.2.1 Installed software

Simply double clicking on the .dcb file will initiate the GBCartProg software and the programming sequence will commence.

4.2.2 Operation from CD ROM

When programming using CartProg direct from the CD ROM the Pocket Dash™ .dcb file must be dragged onto the CartProg.exe with the CartProgFiles folder to initiate programming. One method of completing this task is to open two 'Eplorer' windows as in the following view.

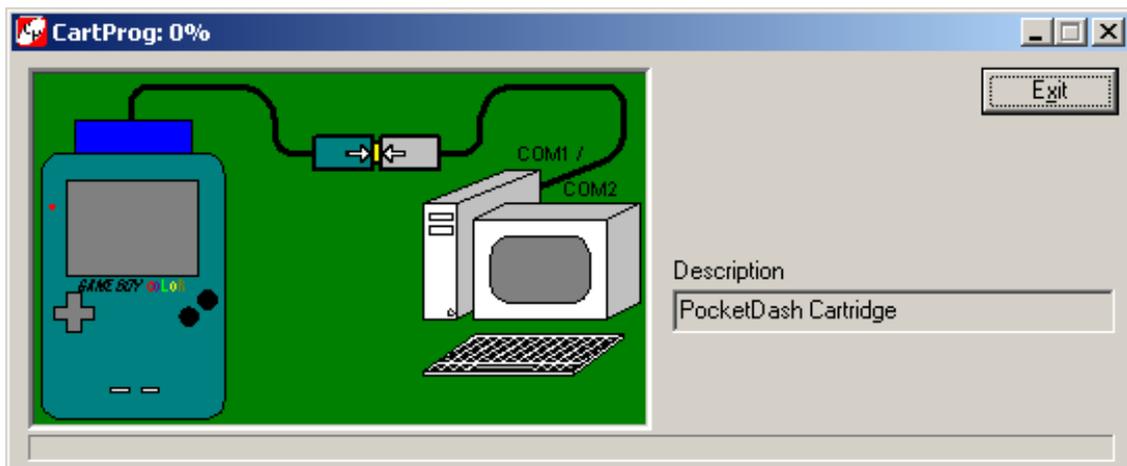


After opening the windows and navigating through folders to achieve these views, simply drag the .dcb file (named pxxx-V320-4sabs-t1.dcb in this example) located in the right-hand window above over onto the CartProg.exe file on the left hand window.

4.2.3 Programming Sequence

Once CartProg software has been activated via either of the two methods described in sections 5.2.1 or 5.2.2 the programming sequence is automated.

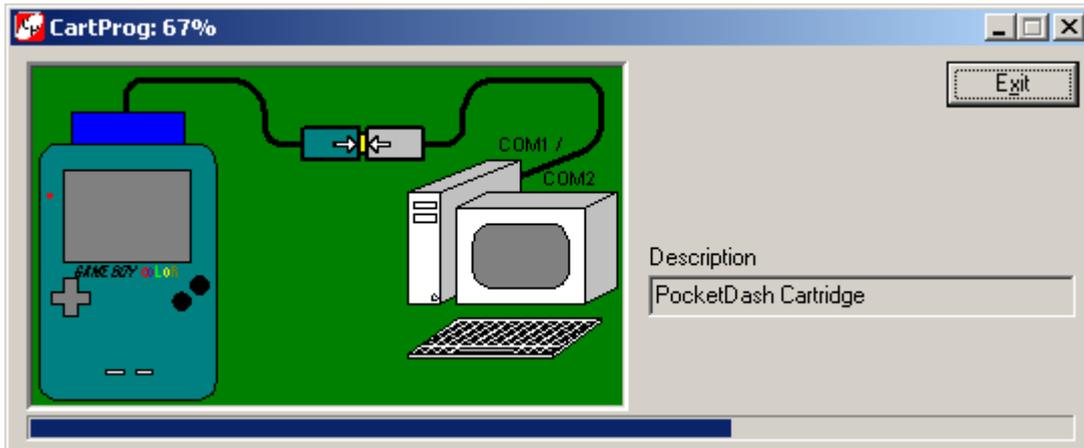
The window view below indicates that CartProg is operating and is an example of how this should be displayed initially.



4.2.3.1 The GAME BOY console screen should then display the text **Erasing App....**

4.2.3.2 Immediately after the Erase phase of the programming sequence is complete, the GAME BOY console screen should then display **Programming cart....**

During this phase the blue bar along the lower section of the window should increment from left to right as the software transfer executes, additionally the % in the top left corner of the active window should increase accordingly as per the example view below.

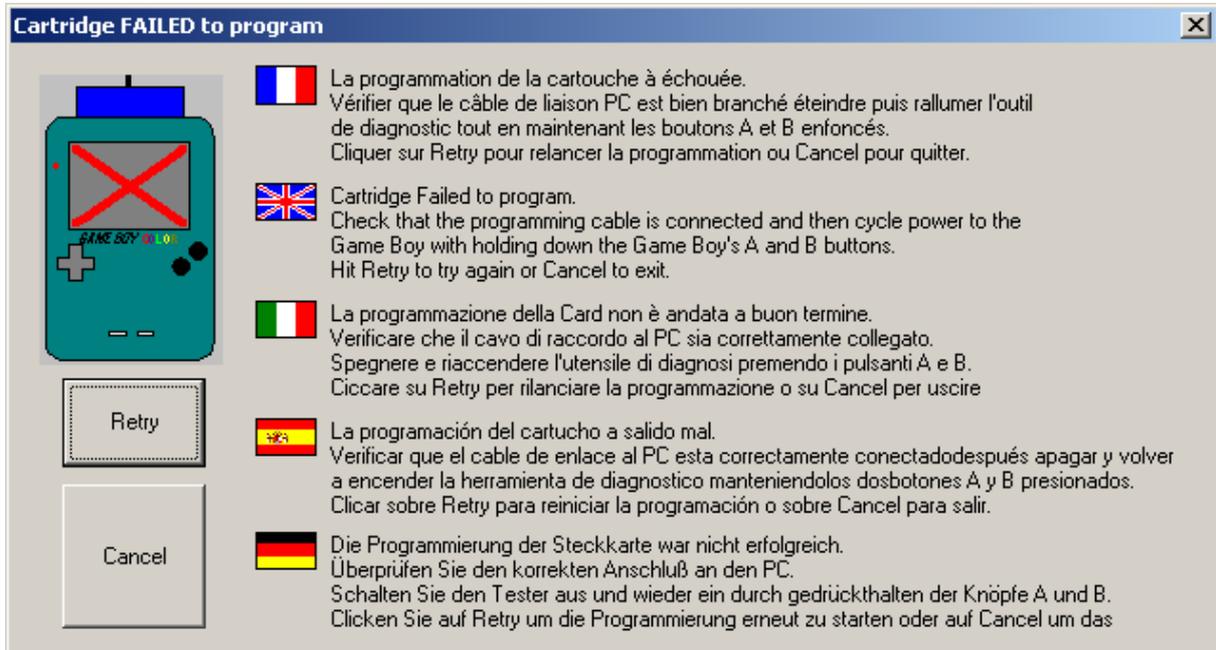


4.2.3.3 When the software transfer is complete the GAME BOY console screen should display **Programming successful!...Please cycle power**

4.2.3.4 Successful programming is also indicated to the operator by display of the following window on the computer screen



If programming fails the following window will be displayed on screen. Should this message appear refer to the instructions provided in the window. If after several attempts the cartridge fails to program please refer to the supporting information of the product.



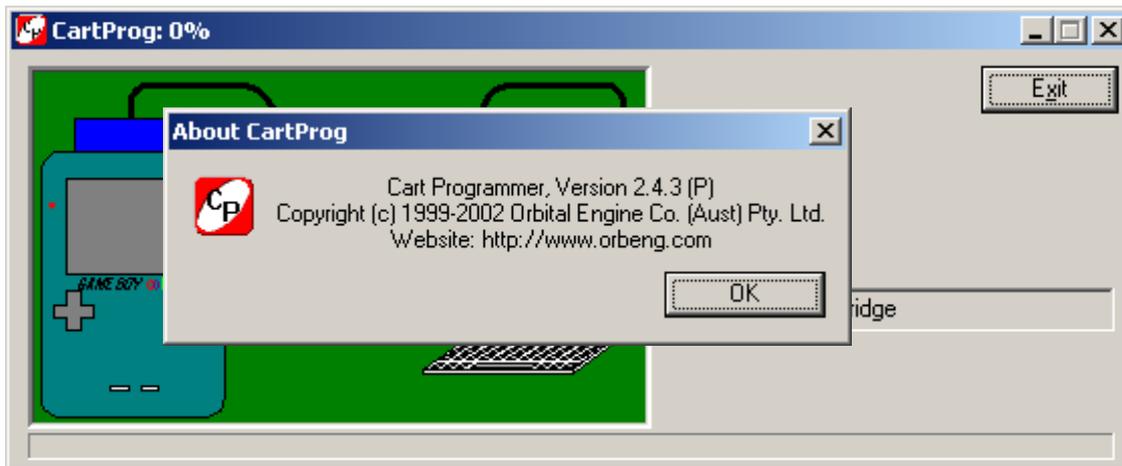
5. IDENTIFYING THE VERSION OF GBCARTPROG

In some situations the user may need to identify the version of CartProg software that is available. The following two sections describe methods of acquiring this information:

5.1 Installed Version

After starting the CartProg software, locate the mouse pointer over Orbital Logo in the top left hand corner of the window and click the right mouse button. This provides a selection menu. Select the last option "About CartProg...". A window will display as per the example below.

The CartProg version number is the contained in the first line of the text ie in this example the Version is "Version 2.4.3 (P)"

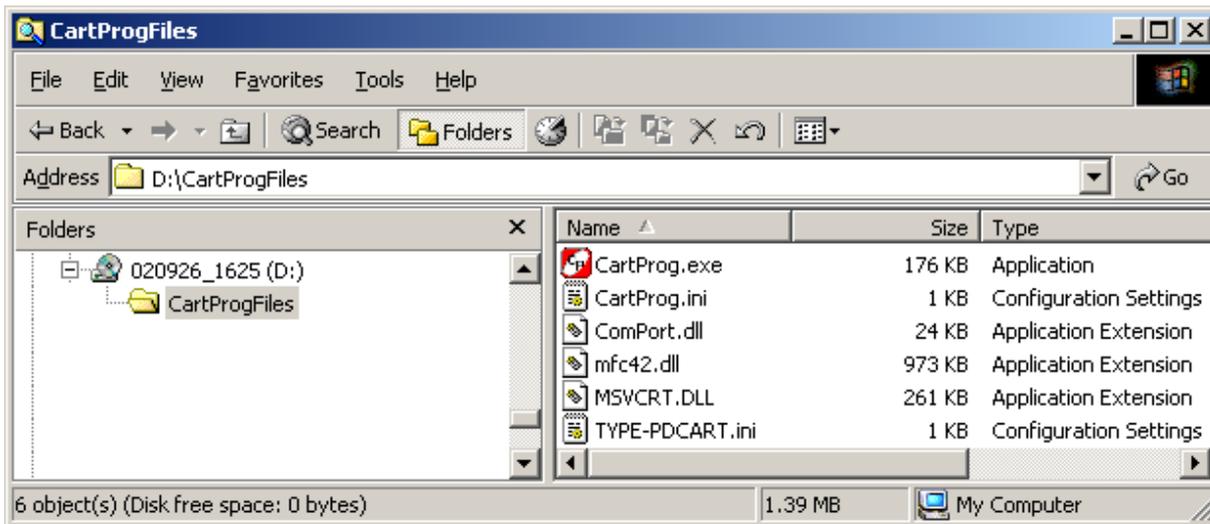


5.2 CD ROM

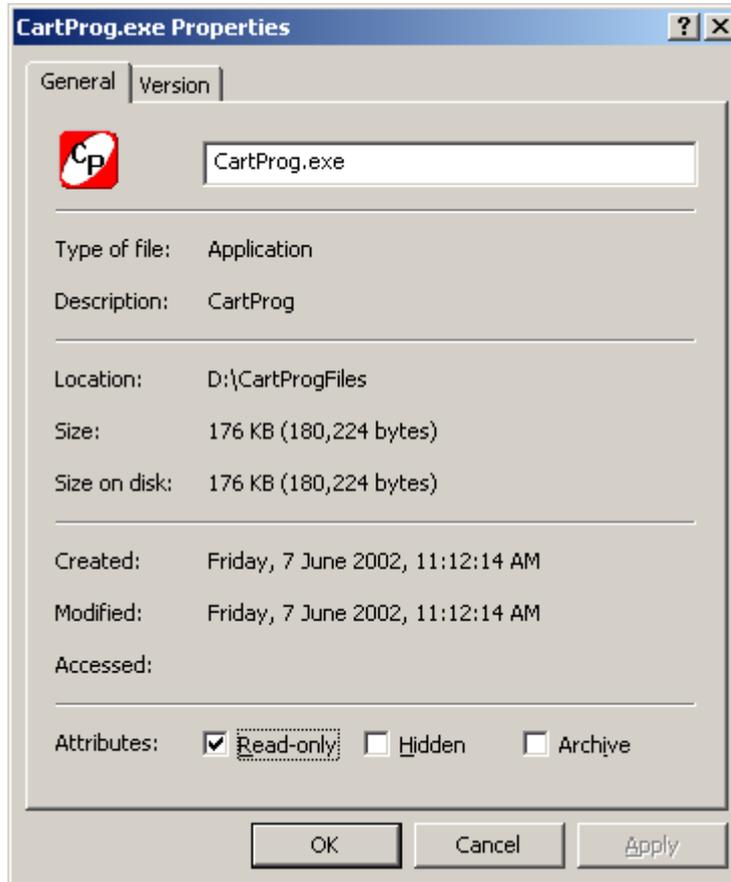
If the CartProg software is not installed on the computer the version can be viewed by opening an 'Explorer' window as per the following example:



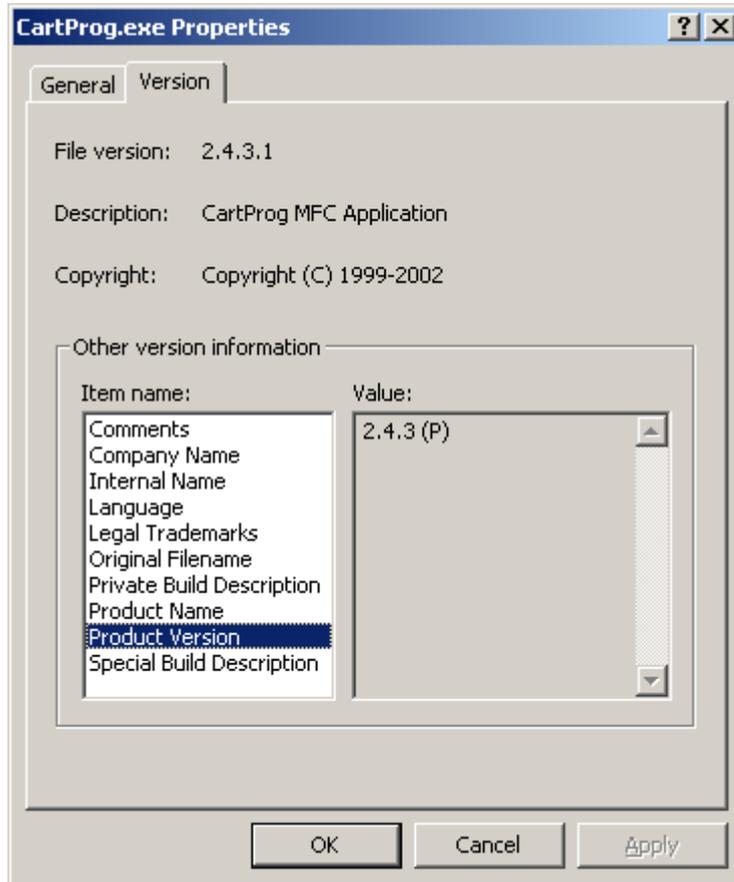
Double click on the 'CartProgFiles' folder to display the following window view:



Locate the mouse pointer over the CartProg.exe file in the top left hand corner (of the right hand window) and click the right mouse button. This provides a selection menu. Select the last option 'Properties', which will display the following window:



Select the Version tab to display the following window:



Select the 'Product Version' in the 'Item Name' window. The 'Value' section in this window provides the CartProg version number, in this example being 2.4.3 (P).