



Millenium 3 - Tutorial

Technical support
Memory Cartridge

IMPORTANT

- IN ORDER TO SUCCESSFULLY TRANSFER A PROGRAM VIA MEMORY CARTRIDGE, THE MILLENIUM 3 THAT IS USED TO SAVE THE PROGRAM (WRITE TO THE MEMORY CARTRIDGE) HAS TO HAVE THE SAME HARDWARE SETUP (SUPPLY VOLTAGE, OUTPUTS AND POSSIBLE EXTENSIONS) AS THE TARGET, THE M3 THAT THE PROGRAM IS SUPPOSED TO BE TRANSFERRED TO.
- FOLLOWING A HARDWARE UPGRADE ON ALL RECENTLY PRODUCED MILLENIUM 3, THE FIRMWARE OF THE CONTROLLER HAS BEEN UPDATED. WE STRONGLY RECOMMEND TO USE THE LATEST SOFTWARE (V2.5 AC7 OR HIGHER) ON THE MILLENIUM 3 THAT IS USED TO SAVE THE PROGRAM.
- IT IS NOT POSSIBLE TO USE THE MEMORY CARTRIDGE FOR PROGRAM TRANSFER IF THE MILLENIUM 3 IS CONNECTED TO AN M3MOD MODEM INTERFACE!
- DO NOT LEAVE THE MEMORY CARTRIDGE INSIDE THE MILLENIUM 3 AFTER THE PROGRAM HAS BEEN TRANSFERRED.

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Presentation

The Millenium 3 EEPROM Memory Cartridge (P/N 88 970 108) is a transfer tool for loading an application and updating the firmware at the same time or for saving a program.



There are different operating guidelines for using the memory cartridge:

- with a blind version of the M3
- with a display version of the M3
- with a display version of the M3 with locked keypad
- transferring a password protected program

NB

IT IS RECOMMENDED TO DISCONNECT MILLENIUM 3 FROM POWER BEFORE INSERTING OR EXTRACTING THE MEMORY CARTRIDGE INTO / FROM THE PROGRAMMING PORT.

Three steps to transfer a program via memory cartridge

1. Load your program to an M3 with display
2. Use the M3 parameter menu to write the program to the memory cartridge (save program) considering:
 - a) the target is an M3 with display
 - b) the target is an M3 with display with locked keypad
 - c) the target is an M3 with display and password protection
 - d) the target is a blind M3
 - e) the target is a blind M3 with password protection
3. Transfer the contents of the memory cartridge to the target:
 - a) an M3 with display and neither protection nor lock
 - b) an M3 with display, protected
 - c) an M3 with locked keypad, or blind, with or without password

Display version



Display version



Keypad Locked

Blind version



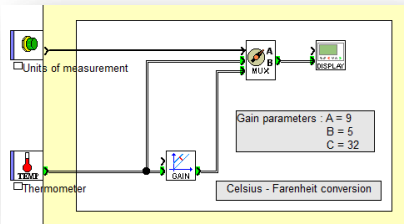
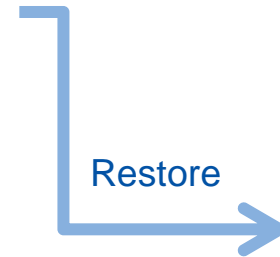
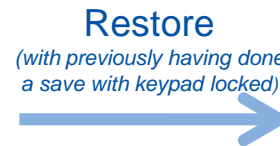
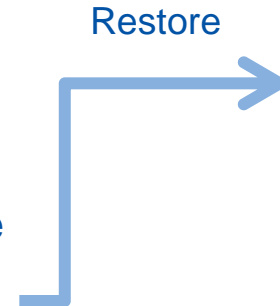
Display version



Memory cartridge



Save
(with or without keypad locked)



Program

Table of Millenium3 & memory cartridge combinations



	Millenium 3 with display		Millenium 3 blind version	
	Write to the memory cartridge (Save the program)	Read from the memory cartridge (Restore the program)	Write to the memory cartridge (Save the program)	Read from the memory cartridge (Restore the program)
No protection	YES	YES	NA	YES
Password protected program	YES ⁽¹⁾	YES ⁽²⁾	NA	YES
Keypad locked ⁽³⁾	NO	YES	NA	YES

⁽¹⁾The password has to be entered in order to save the program
⁽²⁾The password has to be delivered with the memory cartridge in order to restore the program
⁽³⁾See using a memory cartridge with a display version of the M3 & Restore the program (with keypad locked)



Using a memory cartridge with a display version of the M3

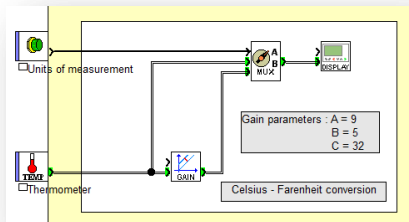
Display version



Memory cartridge



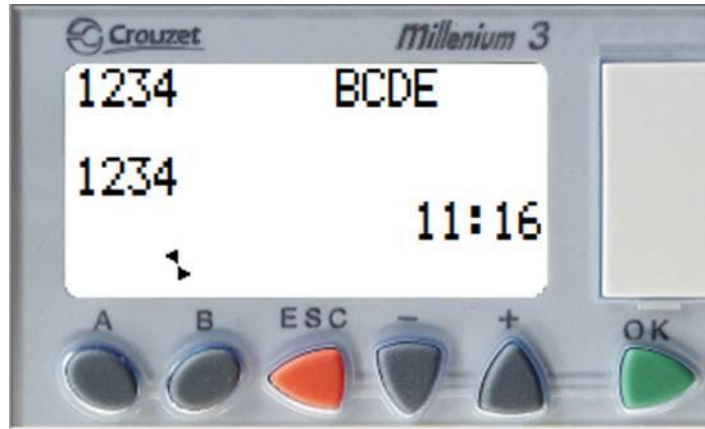
Save
(with or without keypad locked)



Program

Saving the program

1. Write the program into the Millenium 3 via USB or serial programming cable or Bluetooth
2. Disconnect the power supply
3. Extract the programming cable, or Bluetooth receptor
4. Insert the memory cartridge
5. Reconnect the power supply



- Press the OK key or, in case of an active display, ESC and OK together, to access the controller menu



- Select the **MEMORY CARD** by using the '+' and '-' key, then press OK



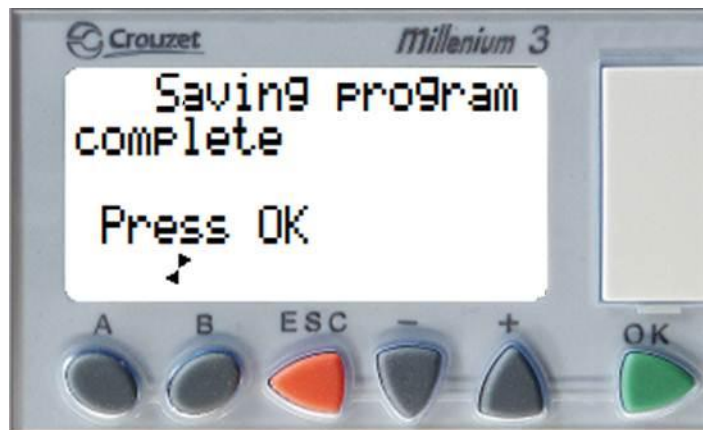
- Select **SAVE** by using the '+' and '-' key, then press OK



- Press OK



- Wait for the program to be saved



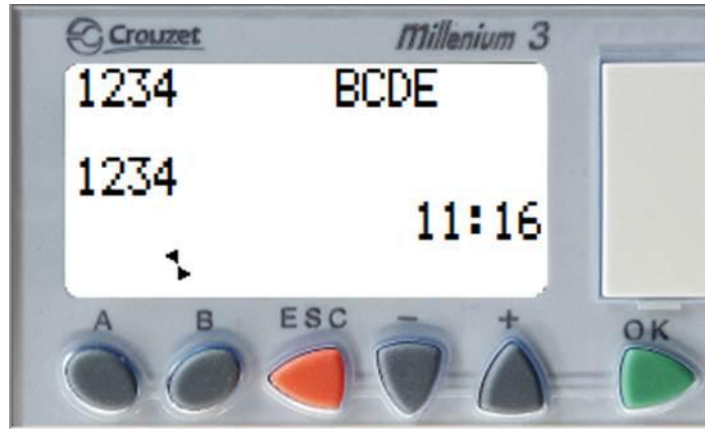
- Your program is saved, press OK

Saving the program and locking the keypad

1. Write the program into the Millenium 3 via USB or serial programming cable or Bluetooth
2. Disconnect the power supply
3. Extract the programming cable, or Bluetooth receptor
4. Insert the memory cartridge
5. Reconnect the power supply

NB

THE PROGRAM RESTAURATION PROCEDURE FOR A MILLENIUM 3 DISPLAY VERSION WITH LOCKED KEYPAD IS IDENTICAL TO THAT OF A MILLENIUM 3 BLIND VERSION



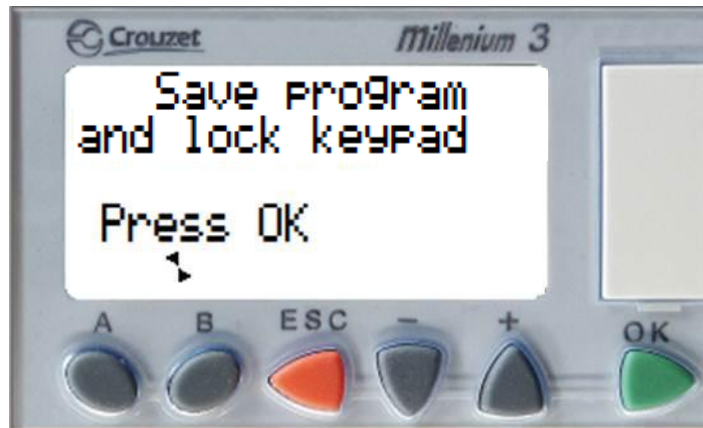
- Press the OK key or, in case of an active display, ESC and OK together, to access the controller menu



- Select **MEMORY CARD** by using the '+' and '-' key, then press OK



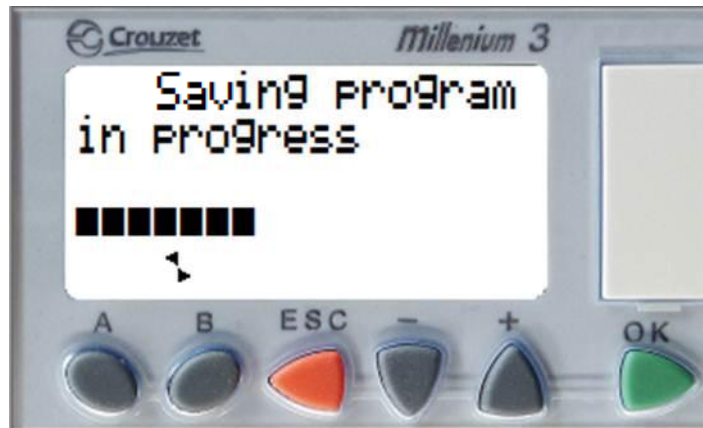
- Select **SAVE & LOCK KEYPAD** by using the '+' and '-' key, then press OK



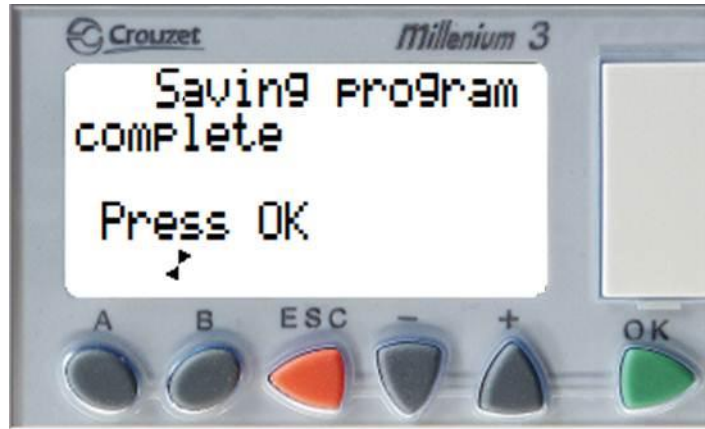
- Press OK



- Press OK



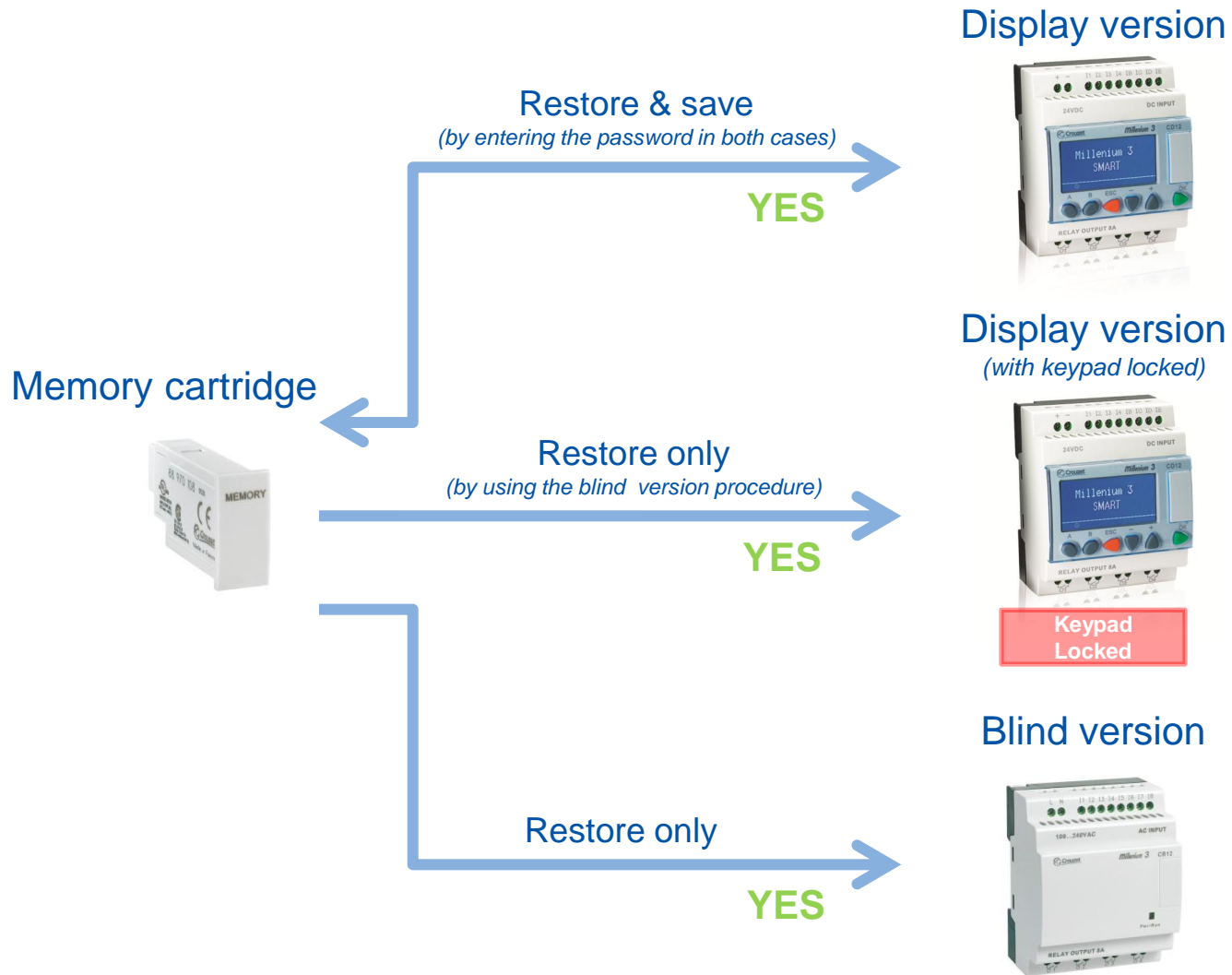
- Wait for the program to be saved



- Your program is saved, press OK



Transferring a password protected program with a memory cartridge

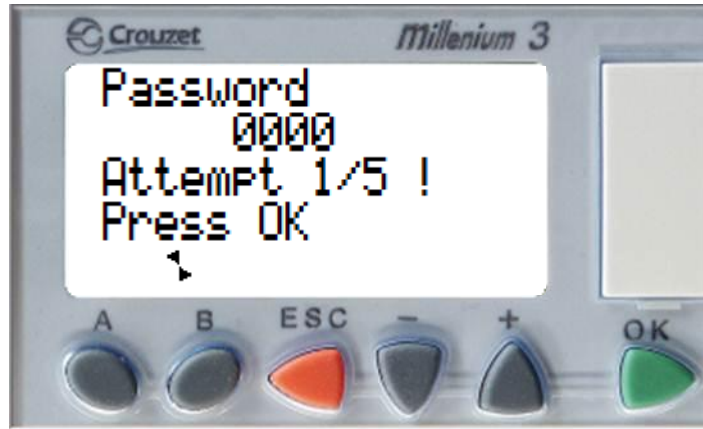


Entering a password (on the controller)

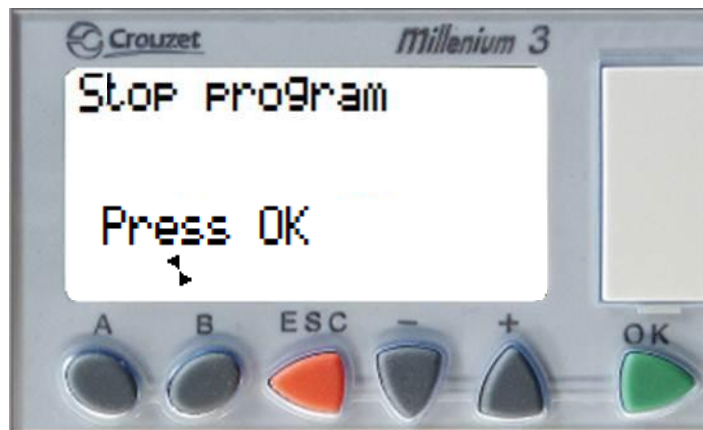
- If your program is protected, you will be prompted to enter a password every time you want to access the program inside the controller

THE EASIEST WAY TO TRANSFER A PASSWORD PROTECTED PROGRAM:

- LOCK THE KEYPAD OF THE TARGET M3
- SAVE THE PROGRAM BY SELECTING “SAVE & LOCK KEYPAD”
- RESTORE THE PROGRAM USING THE PROCEDURE FOR THE BLIND M3



- Enter your password by using the '+' and '-' key, then press OK



- Press OK to access the controller menu

Restore the program

- Insert the memory cartridge
- Connect the power supply

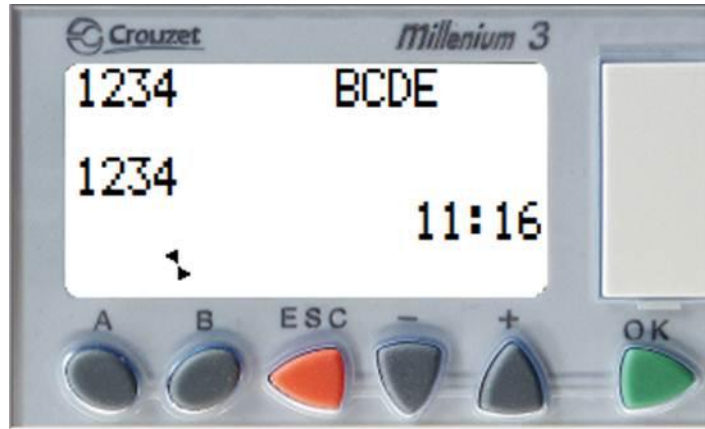
Memory cartridge



Restore

Display version





- Press the OK key or, in case of an active display, ESC and OK together, to access the controller menu



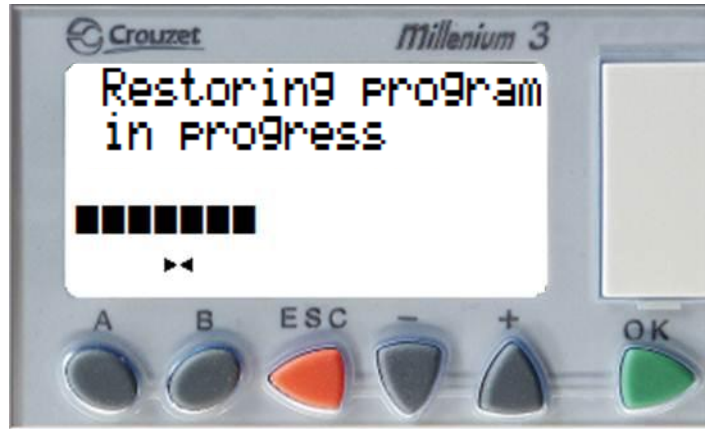
- Select **MEMORY CARD** by using the '+' and '-' key, then press OK



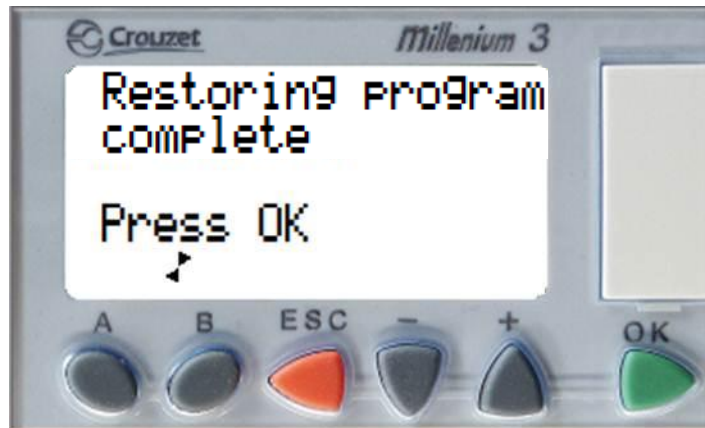
- Select **RESTORE** by using the '+' and '-' key, then press OK



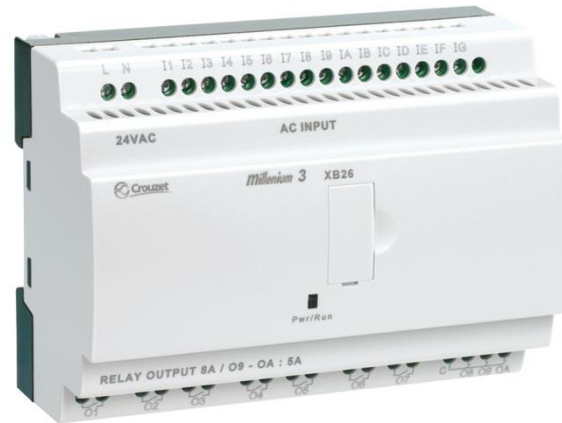
- Press OK



- Wait for the program to be restored



- Press OK



Using a memory cartridge with a blind
version of the M3
or with an M3 with locked keypad
[Read form the memory cartridge only]

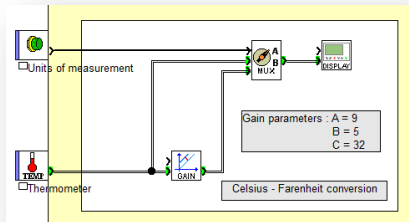
Display version



Memory cartridge



Blind version



Program

Read and Monitoring

YES⁽¹⁾

Compare the programs

YES

Diagnostics

YES

(1) IMPORTANT

A PROGRAM TRANSFERRED INTO A MILLENNIUM 3 BLIND VERSION BY A MEMORY CARTRIDGE CAN NO LONGER BE READ FROM THIS MILLENNIUM BY LAPTOP OR COMPUTER

Status March 2012, ClsM3 V2.5 AC7

Restore the program 1/2

- For this operation you need to have a memory cartridge with a saved program inside
- Disconnect the power supply
- Insert the memory cartridge
- Reconnect the power supply, which initializes the program transfer from cartridge to M3

Restore the program 2/2

- **Blind M3** - the LED of the blind M3 is off during program transfer
Display M3 - the screen off during program transfer.
- **Blind M3** - wait until LED of M3 starts flashing slowly, indicating the program transfer has been completed correctly.
Display M3 - after completed program transfer the display turns on.
- Interrupt M3 power supply
- Extract Memory cartridge
- Reconnect M3 to power
- Check if the LED on the blind M3 flashes slowly (all OK / no error)

Any questions?

Contact us through our website www.crouzet.com