

Mini USB SFP Programmer

Operation manual





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1. Introduction

The device allows to reprogram memory of the SFP module. Has mini USB interface.



Figure 1 – Appearance of the device

This programmer isn't suitable for reprogramming of memory of SFP+ modules.



2. Description of contacts and working knots of the device



Figure 2 – Description of contacts and working knots of the device

- 1. The mini USB interface connector for connection of programmer to the computer.
- 2. The connector for connection of SFP modules.
- 3. Green power indicator.
- 4. Red indicator signaling about process of reading/writing data in memory of the SFP module.



3. Software

This programmer should connect to USB computer port by mini USB cable. At the first connection of a programmer the operation system will find the new device. For correct work of programmer it is necessary to install VCP and D2XX drivers which can be loaded by link

http://data.nag.ru/SNR%20Prog/Drivers/ or

<u>http://www.ftdichip.com/FTDrivers.htm</u>. After installation of drivers in the of devices there will be a virtual COM port. In properties of this port it is necessary to change number to any from 1 to 4.

Reprogramming of memory of the SFP module is carried out by means of the IcProg program which can be loaded by link

http://data.nag.ru/SNR%20Prog/Programs/IcProg.7z or http://www.ic-

prog.com/. For this purpose it is necessary to adjust it:

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1. In a window of the program to choose chip type 24C02

Figure 3 – Program window IcProg



- 2. In settings of a programmer to choose:
 - Programmer: JDM Programmer
 - Port: number of virtual COM port
 - Interface: Windows API
 - Communication: Invert Data out, Invert Data in, Invert Clock

ogrammer:	C Direct VO
DM Programmer	· Windows API
Ports	Communication
C Com 1	✓ Invert Data Out
C Com 2	🔽 Invert Data In
Com 3	✓ Invert Clock
C Com 4	Invert MCLR
VO Delav (1)	Invert VCC
	Invert VPP

Figure 4 – Programmator settings

Reading and writing data to memory of the module is carried out by the corresponding commands in a program window, thus on a programmer the red indicator signaling about work with memory lights up.