

DDMX-S2 Upgrade Chip Instructions

Overview

The DDMX-S2 Upgrade Chip converts your DDMX-S2 to be functionally equivalent to the DDMX-512. This means that it will be able to control 512 lights when used with Dragonframe 4 or later.

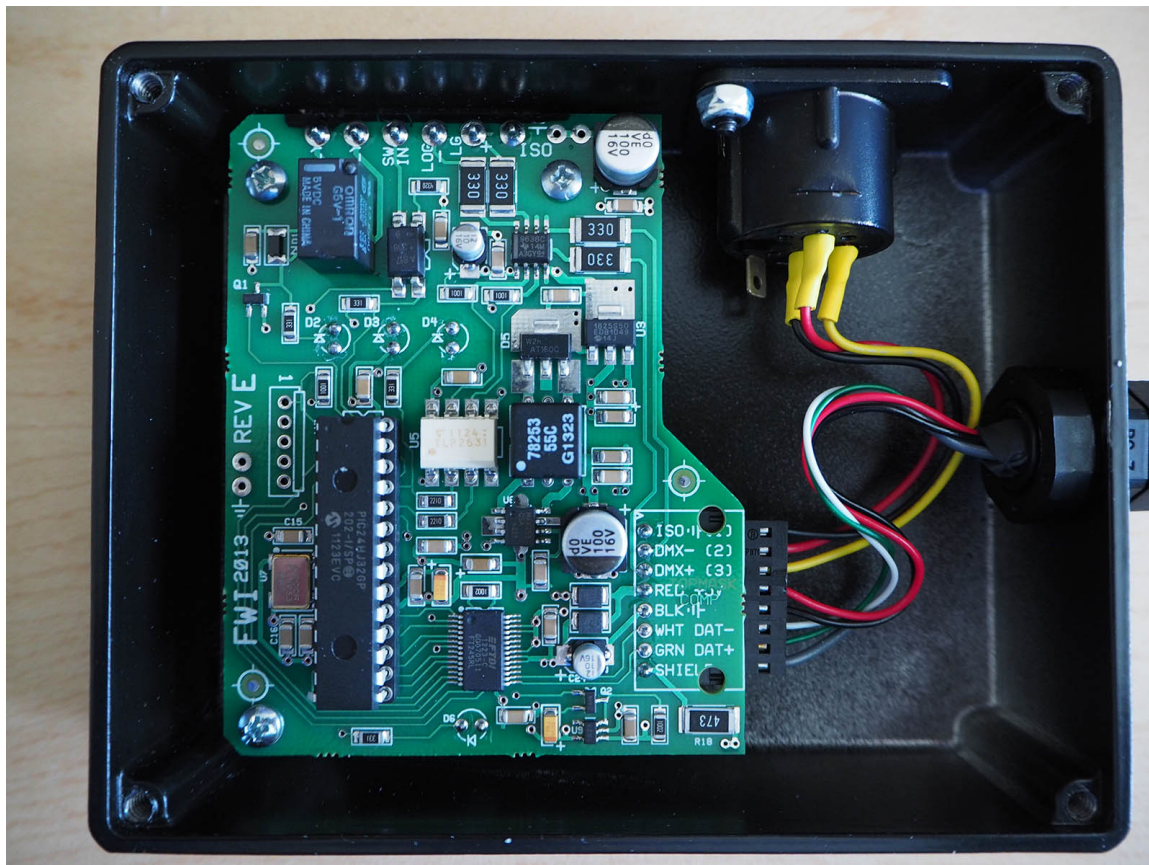
Installation

You will be opening the case, removing the old chip, and inserting the new chip. It is not difficult or dangerous, but it requires precision and patience.

Opening the DDMX-S2

1. Put a cloth or small towel on your table.
2. Unplug your DDMX-S2 from the computer.
3. Turn your DDMX-S2 upside down and remove all four screws with a phillips-head screwdriver.
4. Remove the bottom plate.

You will see something like this:



Removing the DDMX-S2 Chip

Do your best to remove the existing microchip from the socket. Use a small flat-head screwdriver and gently pry up one side a tiny bit. Then try to pry up the other side.

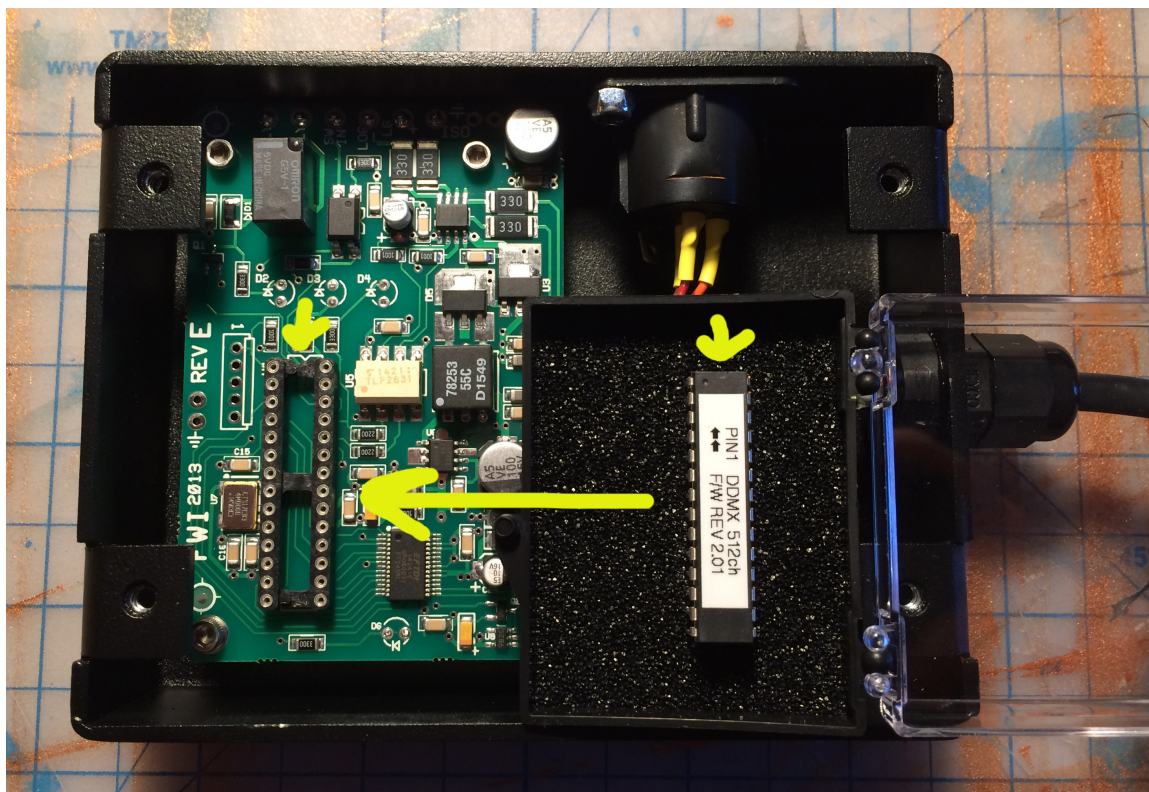
Take it slowly.

Keep doing this until this chip is loose.

If you *do* happen to bend the pins, it's ok, since you probably will not be putting that microchip back into the device.

Inserting the Upgrade Chip

1. Carefully remove the upgrade chip from the packaging.
2. Line up the chip so that semi-circle notch on one end aligns with the notch drawn on the circuit board. In this picture, the small yellow arrows are pointing to the small notches.
3. After ensuring that all of the pins are lined up with the holes below, gently push the chip down until it is fully seated.



Closing the Case

Place the bottom plate on the DDMX-S2.

Fasten all four screws.

Turn it right-side up.

You are done!

Note that in Dragonframe, the device may still have a name with “DDMXS2” in it. That does not really matter. Also, it doesn’t matter if you choose “DDMX-S2” or “DDMX-512” in the connections screen. Dragonframe will recognize the 512 channel functionality either way.