

Andromeda Research AR-32A System Instruction Summary

1. Start the software by double clicking the EPROM+ desktop icon. For non-Windows operation, boot from the CD or USB stick. The AR-32A programming unit must be connected to the computer, powered on (green LED lit) and **NOT** attached to a device.
2. When the software starts you will see the device selection table. At the **ENTER DEVICE TYPE** -> prompt type the number of the device with which you are working (ex:93C56) and press **ENTER**. After you select the device the system will display an information summary which shows how to set the switches on the programming unit. If an adapter is required pay attention to switch/plug settings.
3. The system will now display the main **COMMAND LIST**. This is the primary screen where you tell the system what you wish to do. Commands are issued by pressing a single key on the keyboard. The command number or letter is in yellow, followed by the command description. (ex:To enter the **BUFFER EDITOR** you would press **5**. To **SAVE BUFFER TO DISK FILE** you would press **A**.) The system is ready for a command whenever you see **SELECT COMMAND** -> in the lower left corner under **COMMAND/ DATA ENTRY**. Commands and data are always entered in this area. The system will show activity and status information under the **ACTIVITY/STATUS** (lower right) area of the screen.
4. If you make a mistake (such as choosing the wrong command) simply press the **Esc** (Escape) key to cancel and return to the previous screen or mode. If you are entering data, such as a filename, and make a mistake, press the **BACKSPACE** key to correct. The **BACKSPACE** key allows correction, the **ENTER** key accepts.
5. When commands **D**, **P**, **L** and **9** are selected, the entire main screen is replaced with a new screen. These screens require you to select (highlight) an entry. Use the arrow keys (up/down/left/right) to move the highlight bar over your choice. Once the choice is made, press the appropriate function key (**F3**, **F4**, **F5**, **F6**, **Ins**) as indicated by hints on the specific screen. You may also press **F1** for help.
NOTE: As you use the system look carefully at each command display and screen as there are helpful hints presented to assist you.

How to read a device into the buffer. Attach to the device. Press **5** (**BUFFER EDITOR**). You will see a screen of FF. Press **G**. The system will confirm a connection to the part, read the data into the buffer then compare to insure a good read. A green message indicates valid data is in the buffer which you will also see on the editor screen.

How to save the buffer to a disk file. Once the device data is in the buffer you may save the buffer data to a disk file. Press **Esc** until you return to the command list. Press **A**. You will see **ENTER FILE-NAME** ->. Type a filename (8 characters max.) followed by a 3 character extension and press **ENTER**. (ex:DATAFILE.BIN - Most third party software requires a .BIN extension.) After you press **ENTER** you will see **SAVE DEFINED BUFFER RANGE (Y/N/(O)PTIONS)** ->. Press **Y**. The correct buffer range (device size) will be saved to a file with the name you entered. The file will be saved in the directory or folder which is the current path. (ex:CURRENT PATH=C:\EPROM)

How to program a device from a disk file. From the command list press **D**. Highlight the filename you wish to program then press **F3**. The system will load the file and prompt you to **PROGRAM OR SKIP (P/S)** ->. Press **P**. Confirm that the device programmed correctly.

How to program a device from the buffer. From the command list press **2** then press **Y**. Confirm that the device programmed correctly.

How to set the directory/folder in which you will load/save files. From the command list press **P**. You will see a list of directory/folder names. Highlight a name and press the Insert (**Ins**) key. Pressing **Ins** sets the highlighted folder as the current path for commands **A**, **D**, **L** and **B**. To change the current drive (disk/flash) press **F5** then the drive letter.

How to reflash an immobilizer. (device must be attached) From the command list press **P**. Highlight **LOCKSMTH** then hold down the **ALT** key and press **L** (**ALT+L**). You are now in the librarian. Highlight **TOYOTA/LEXUS/HONDA** in the upper pane. (Lower pane has instructions.) Press **TAB**. **MODE** changes from **BROWSE** to **VIEW** and a cursor appears. Use arrow keys to move cursor to the line with the vehicle model and year. Press **F6** then **F3** then **P** to program. If the device programmed correctly (green) then the reflash was successful.

How to close the program. From the command list press **0** then **Y**.

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2. ONCE PRINTED, CUT NEATLY AROUND THE BLACK BORDER THEN AFFIX THE INSTRUCTIONS TO THE INSIDE OF THE PROGRAMMING UNIT LID USING DOUBLE SIDED TAPE OR ADHESIVE.