

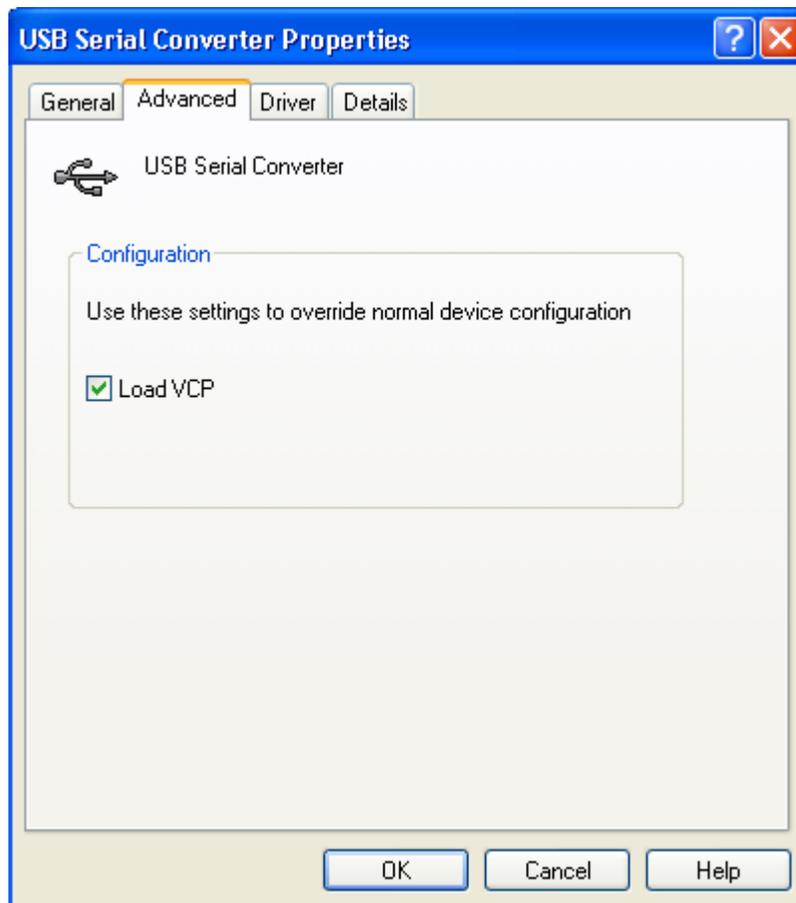
# DP-Tuner Device Utility

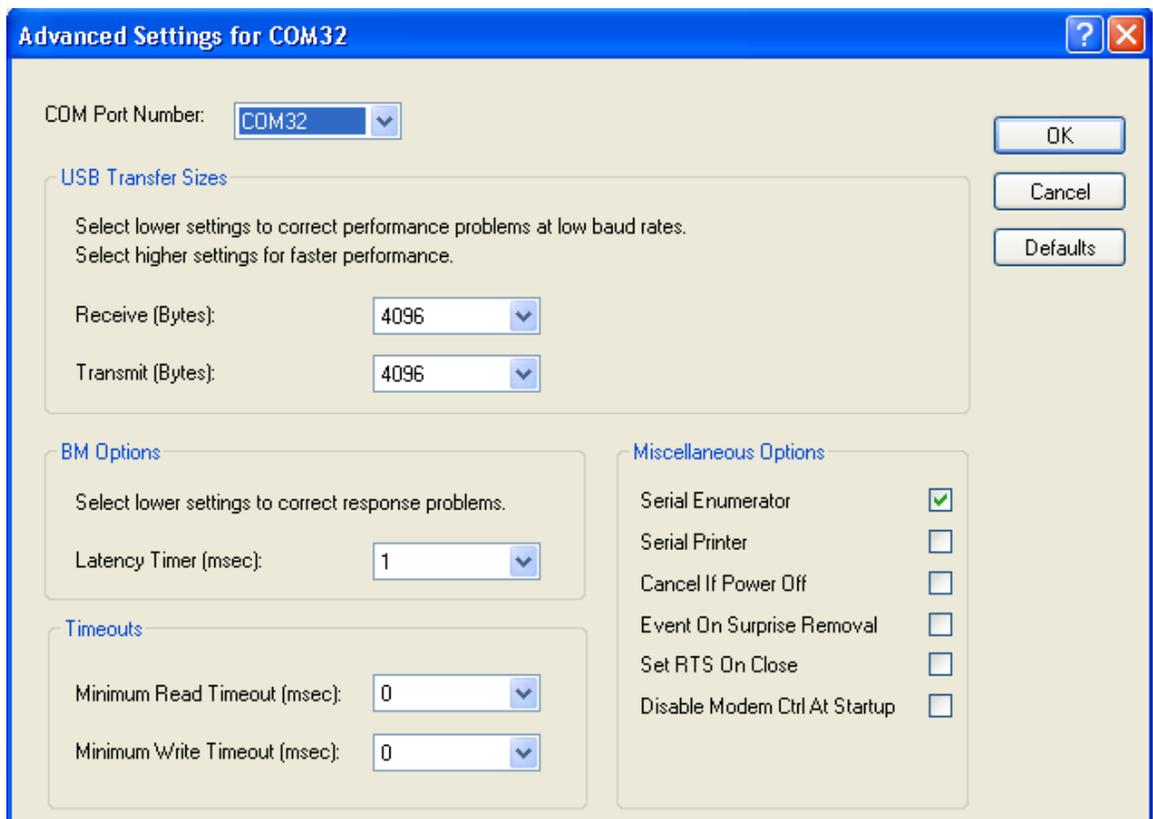
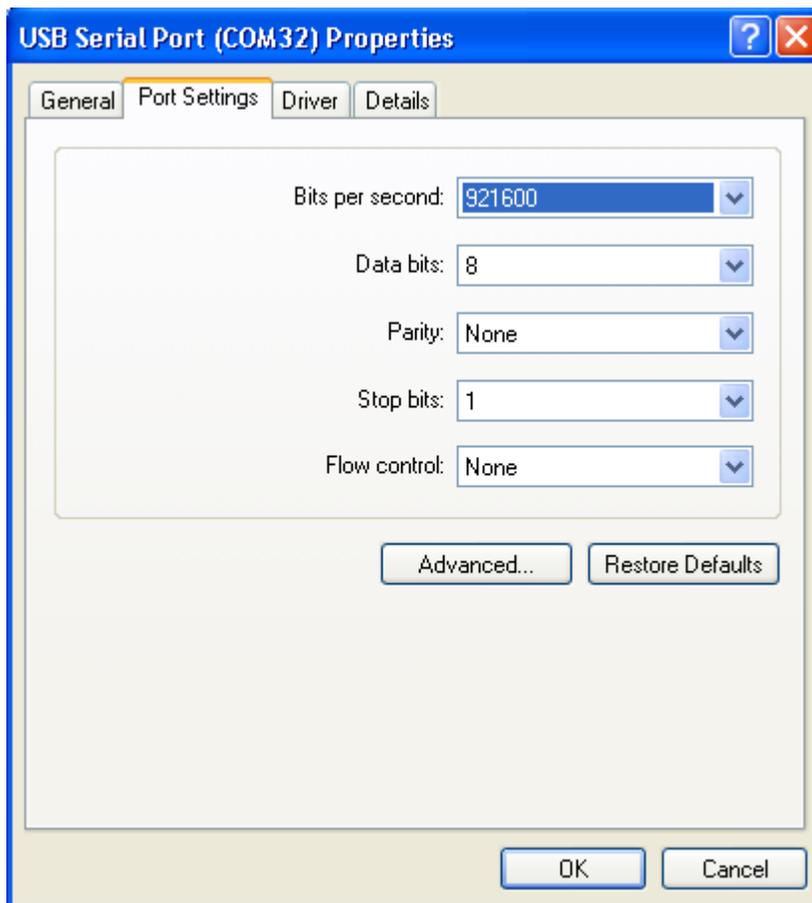
## Driver Installation

Download and install the latest driver

[http://www.dp-tuner.com/getfile.php?file=CDM\\_Setup.zip](http://www.dp-tuner.com/getfile.php?file=CDM_Setup.zip)

1. Plug in the USB cable to any available USB 2.0 port.
2. Go to Control Panel/System/Hardware/Device Manager.
3. Expand the Universal Serial Bus Controllers.
4. Right Mouse Click USB Serial Converter.
5. Select Properties.
6. Select the Advanced Tab.
7. Select Load VCP box.
8. Select OK.
9. Unplug USB cable.
10. Plug in USB cable.
11. Expand Ports (Com & LPT)
12. Right mouse click USB Serial Port (COM??)
13. Select Properties.
14. Select Port Settings Tab.
15. Change Bits per second from 9600 to 921600.
16. Select Advanced.
17. Change Latency Timer from 16 to 1.





## Software Installation

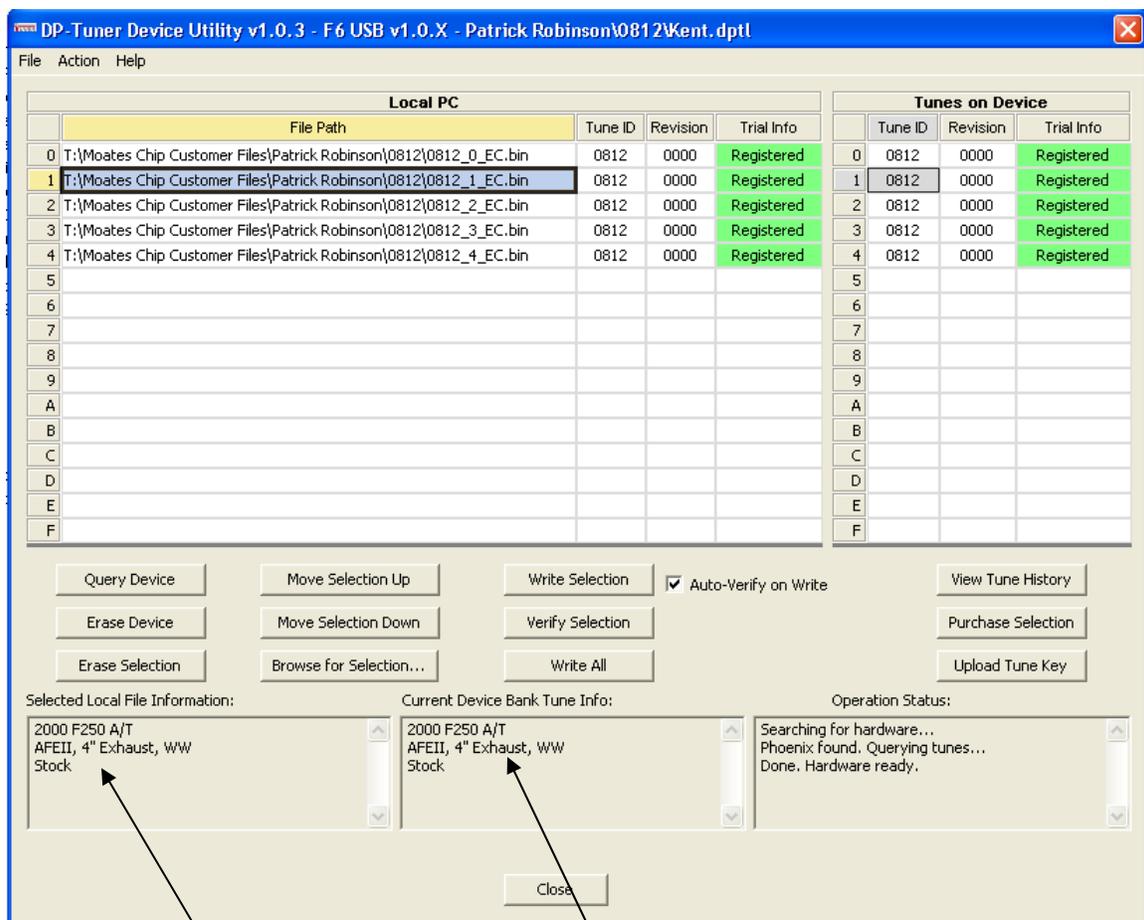
Download and install the latest software

<http://www.dp-tuner.com/getfile.php?file=SetupDPTDeviceUtility.zip>

1. Make sure the USB cable is plugged into the device and the USB port.
2. Open the software.
3. The window is split so that you can view what tunes are on the device and what you have saved in you Local PC layout.
4. Select Auto-Verify on Write

## Adding a tune

1. Select the empty position you want to add the file to.
2. Select Browse for Selection or double click the Tune ID column.
3. Select the file you want to load in the position.
4. Select Write Selection.
5. You can also browse and add multiple tunes. Select Write All to add the multiple new tunes.



The selected file will show what is on the local PC with a list of mods and the program name in the box. The same information for what is programmed to that position on the chip will also be displayed.

## Local PC layout

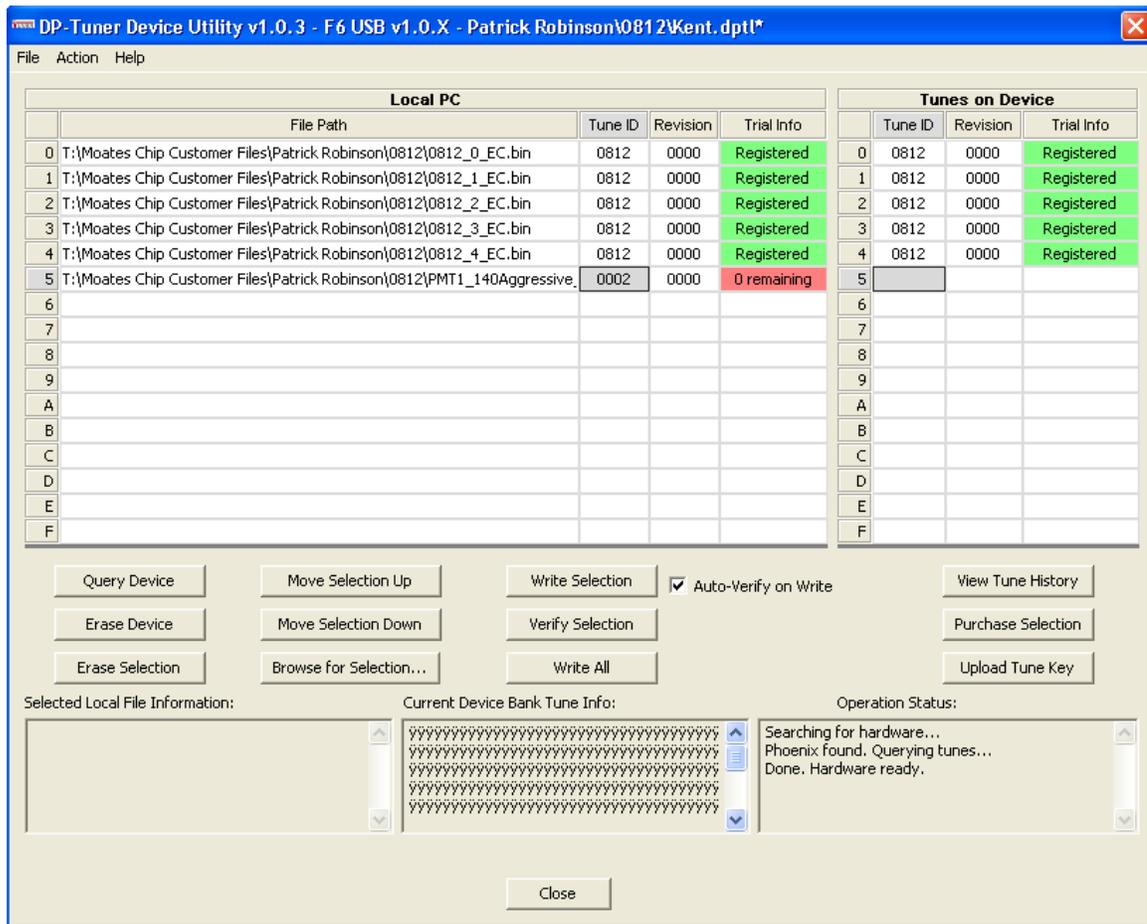
1. Select File Save Layout As to save the Local PC file path information. The default path for the layout is the location of the files you loaded to the path.
2. You can save multiple different layouts and modify layouts.

## Trial Tunes

1. The trial tunes will be added the same as the licensed ones. The only difference is the trial info column. The counter will count down until 0 and then the tune will be removed from the chip.
2. The device column will show the tune has been erased and the local PC column will show 0 Remaining licenses available.

The screenshot shows the DP-Tuner Device Utility v1.0.3 interface. The title bar reads "DP-Tuner Device Utility v1.0.3 - F6 USB v1.0.X - Patrick Robinson\0812\Kent.dpt!". The interface is divided into several sections:

- Local PC Table:** A table with columns for File Path, Tune ID, Revision, and Trial Info. It lists five tunes with Trial Info set to "Registered".
- Tunes on Device Table:** A table with columns for Tune ID, Revision, and Trial Info. It shows five tunes, with the fifth one (Tune ID 0002) having "10 remaining" licenses.
- Control Buttons:** A set of buttons including "Query Device", "Move Selection Up", "Write Selection", "Erase Device", "Move Selection Down", "Verify Selection", "Erase Selection", "Browse for Selection...", "Write All", "View Tune History", "Purchase Selection", and "Upload Tune Key". There is also a checked "Auto-Verify on Write" option.
- Status Logs:** Three log windows at the bottom: "Selected Local File Information:" (showing "140hp Aggressive Trial"), "Current Device Bank Tune Info:" (displaying a grid of asterisks), and "Operation Status:" (showing a sequence of messages: "Phoenix found. Querying tunes...", "Done. Hardware ready.", "Attempting to upload to bank 5...", "Upload succeeded.", "Bank 5 verify succeeded.").
- Close Button:** A "Close" button at the bottom center.



### License a Trial Tune

1. Request/Pay for the license.
2. Save the license file from the email.
3. Select Upload Tune Key and browse to the license file.
4. Browse and reload the now licensed tune onto the chip.

### Changing the tune order

1. Select the tune you want to move up or down and then select the proper button.
2. Select write all so that the new order is written to the device.