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## Iprog user manual pdf

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Here's the guide on using the iProg Pro, a beginner's user manual for those new to it. The article covers basic configuration and parameter settings. **\*\*iProg Pro Confirmation\*\*** We've confirmed that the iProg Pro clone works without any issues. For more information, please visit the ELRS website: **\*\*Specifications\*\*** The iProg Pro features: \* Type: MCU \* Size: 18mm x 13.8mm x 3mm (without antenna) \* Weight: 0.9g (without antenna) \* MCU: SX1276 \* RF Chip: ESP8265 \* Refresh rate: 25Hz ~200Hz \* Input Voltage: 5V \* Antenna Connector: U.FL CRSF \* Receiver protocol: CRSF \* Telemetry Power: max. 500mV **\*\*Default Firmware\*\*** The iProg Pro comes with pre-installed firmware, including the RadioMaster BR1 900 RX. **\*\*Binding Process\*\*** To bind the receiver to your transmitter, follow these steps: 1. Power OFF your transmitter/radio. 2. Plug in and unplug your receiver three times. 3. Ensure the LED is doing a quick double blink, indicating the receiver is in bind mode. 4. Power ON your transmitter/radio and use the [BIND] button on the ExpressLRS Lua script to send out a binding pulse. 5. If the receiver has a solid light, it's bound! **\*\*Serial RX Configuration\*\*** To configure the Serial RX: 1. Open Betaflight Configurator. 2. Go to the Ports tab. 3. Enable the corresponding UART as a Serial RX (e.g., UART2). 4. Save and Restart. **\*\*Traditional Binding\*\*** For traditional binding: 1. Power OFF your transmitter/radio. 2. Plug in and unplug your receiver three times. 3. Ensure the LED is doing a quick double blink, indicating the receiver is in bind mode. 4. Power ON your transmitter/radio and use the [BIND] button on the ExpressLRS Lua script to send out a binding pulse. 5. If the receiver has a solid light, it's bound! **\*\*iProg Pro User Manual\*\*** This article provides a beginner's user manual for the iProg Pro, covering basic configuration and parameter settings. **\*\*iProg Pro Related Content\*\*** For more information on the iProg Pro, please visit the ELRS website: By using text scripts, you can easily set up a programmer to work with new types of chips quickly. In iProg Pro Software Settings, selecting "Option"->"General" allows access to the iProg settings window. Before writing operations, you have the option to enable or disable user confirmation requests. This feature is not always required, as it depends on how the script author implemented it. Additionally, enabling backup saves the current file contents before executing a write or read operation. Markers files can also be utilized; when activated, a separate file will automatically be created containing information about the colored markers in the editor. Upon reopening the data file, the program checks for the presence of this token file and loads it if found. The runtime window can be cleared at the start command, displaying full path names on tabs, and allowing files to be loaded and compared without questions even when their sizes don't match. Furthermore, a standard dialog is displayed for saving files by drag and drop, using an automatically generated default file name that includes the current script's name, time, and date. This can be customized further. The editor also enables hexadecimal viewing and editing of files, allowing simultaneous display of multiple tabs with different files. To open or close a tab, you can do so at any time. If you want to add a new tab, click on File -> New from the main menu or use the button on the toolbar. To shut down an unneeded tab, just tap the cross icon next to its label. When opening a new file, only the size of the fixed tab remains unchanged; other tabs get resized based on the downloaded file's dimensions. Editing content within files is similar to editing standard text documents - simply press the number keys and hex keys as needed. Navigation can be done using either your mouse or keyboard arrow keys. The Page Up and Page Down keys allow you to scroll through pages, while the End key jumps to the end of the document, and the Home key takes you back to the beginning. For precise cursor control, use the Ins key. The editor's toolbar is designed for quick access to frequently used functions. It can be enabled or disabled from the main menu under View -> Editor Panel. The buttons on this panel offer various functionalities: - They let you open a settings window and set color labels in your file. - When you click the button below your cursor or select an area, it will be highlighted with the chosen color. You can also change the label by pressing Ctrl + the number on the button. - Colored markers can be saved along with your data file if "Save marker file" is enabled in the program settings. A label file named as your data file but with a .mrk extension will also be saved. Other buttons on the panel duplicate functions found in the editor's drop-down menu, including "Select All," "Find," and "Clear." The panel automatically removes all markers or resets the selected bytes if you use these buttons. \* When selecting a block in the file, closing the navigation bar is triggered. \* If no highlighted areas are present in the editor, pressing buttons does nothing. \* The pop-up menu in the editor contains options such as Copy - copying selected content to the clipboard and Paste - pasting from the clipboard into the file. \* Other options include Select All - selecting all content, Find, Fill, ReplaceXOR - opening a control panel that can be docked to display constantly. \* The Find option allows users to locate specific bytes or strings in the file, which are then listed. \* If a line from the list is selected with the mouse, it will highlight the corresponding area in the editor window. \* Fill allows users to fill the entire file or specified area with values, repeating them cyclically until the area is filled. \* Replace enables users to replace sequences of bytes with another value. \* The top editor requires entering a search value in hex form (or selecting from a dropdown list) to find specific values in the file. \* Pressing Find and then next finds subsequent matches, highlighting them in the editor. \* Replacing values involves entering new values into the lower editor or selecting options from a drop-down menu. \* The Clear option fills the entire file with 0xFF (255 DEC). \* Remove markers removes colored background notes from files while Remove matches - removes color highlighting bytes that appear as results of editing, etc. \* Font and colors bring up an editor setup menu. \* Resize allows users to set arbitrary file sizes if the file isn't a fixed size. \* Swap bytes swaps even and odd bytes in the file. \* ASCII 7bit toggles symbol display. \* Dragging and dropping content into the explorer or list of scripts saves file contents. You can save a file from the editor by dragging it into the Explorer or a list of scripts, which will display a dialog for entering the file name. The saved file goes to the folder pointed at with the mouse when dropped. To adjust the editor settings, go to Options in the main menu or click on the button on the panel. Here you can pick a new font by clicking on its current one, and choose text colors below that. If a program theme is chosen, ticking "Use theme colors" will change the editor's colors to match. Scripts are files with algorithms for chip operations, stored in the Scripts folder. To add a script, enable the list view from View -> List of devices or by clicking on the chip icon, then drag it to dock to the side. The display mode can be changed at the top buttons: tree, list, or search mode. If searching, more than two characters will show all matching script names. Double-clicking a script name loads it into the editor, unless it's binary - which is loaded separately. With tooltips enabled, moving the mouse over scripts shows a hint for each one, sometimes with images too. To customize a folder or script, right-click on its name and select the desired options. For folders, you can choose an icon to display alongside the name and a tooltip text. Script hints can be edited by clicking on the current hint and typing in a new one. You can also associate images with scripts. Calculators are text files that describe algorithms for calculations within the program editor. To access the calculator list, go to View > Calculators in the main menu. This will display the calculator tree, which mirrors the folder structure of the Calculators directory. The calculator window can be docked to the left or right side of the program window and remains open even after restarting the program. To launch a calculator, double-click on its name or press Enter on your keyboard. Calculator tooltips can be edited in the same way as script hints. The explorer is a small file manager that helps with file management within the editor. Enable it by going to View > Explorer in the main menu and docking it to the program window. The explorer window displays buttons for quick access to computer disks, allowing you to select all disks or only non-removable ones. You can also choose the file types to display below the current path on the disk. The root folder of the current disk can be accessed quickly using the "\\" button. When enabled, the "Compare with editor by mouse click" switch allows for content comparison between the explorer and editor files. The comparison options are shown in a drop-down tooltip. Clicking the button opens the Explorer settings window. The "Non-removable drives only" toggle hides removable drives from the Explorer header. In the File Types section, you can choose file extensions to display in Explorer. Additionally, specify an action for double-clicking on unsupported files' names in the list. The program allows saving text messages when running scripts in a history file. To do this, enable the "Save messages to history file" toggle at the top of the message window. The button with a monogot opens the History File settings window. Each script has its own history file created in the same folder as the script. The file name is the same as the script's file name, but with a \*.log or \*.html extension instead. For shared history across all scripts, the log is written to one common file located in the Scripts\Log folder. Choose between text and HTML formats for the history file. If the file doesn't exist when a script runs, it's created. New messages are added to the end of an existing file. History files appear in the device list. Double-clicking on the file name opens it. Delete unnecessary files by selecting them in the list and pressing Del. Messages are written to the history file after each script completes. A copy of what was displayed in the message box is recorded. The program's appearance can be customized using different skins. Invoking the settings window through Options -> Themes allows selecting a new set of toolbar icons. Default icons are built-in, while user-created sets (Set. 0, Set. 1, Set. 2) reside in Icons\Toolbar folders. Icons must be 32x32 PNG images with specific file names determining their positions on the toolbar. The "Display panel" toggle enables or disables showing the program's interface. The currently chosen theme's name appears below. To switch topics, click the three-dot button next to it. The "Use theme" toggle lets you turn the program's design on or off. If the theme is enabled, clicking "Apply theme colors in editor" allows for a quick color scheme change in the editor.