



4D SYSTEMS

TURNING TECHNOLOGY INTO ART

Workshop 4 Installation

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Description

This document describes how to install and configure WorkShop 4.
It is highly recommended to follow this document prior to the other ones.

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What You Need

For this application note, the following items are needed:

- A 4D Systems screen with GFX PmmC installed
- A 4D Systems programming cable
- A Windows PC
- A micro-SD card FAT16 formatted
- A micro-SD USD adaptor

Download and Install Workshop 4

Workshop 4 is the integrated development environment that features four different environments for the 4D screens:

- Designer,
- ViSi,
- ViSi-Genie.
- Serial.

Go to 4DSystems.com.au to download the latest version of Workshop 4.

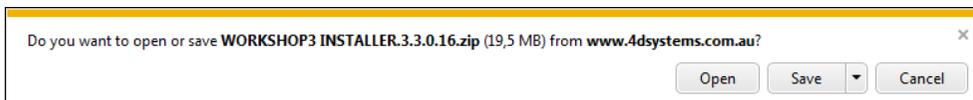


Go to the Workshop 4 page at:

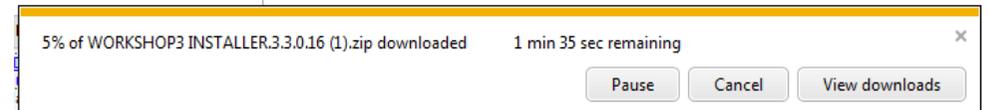
<http://4dsystems.com.au/prod.php?id=111>



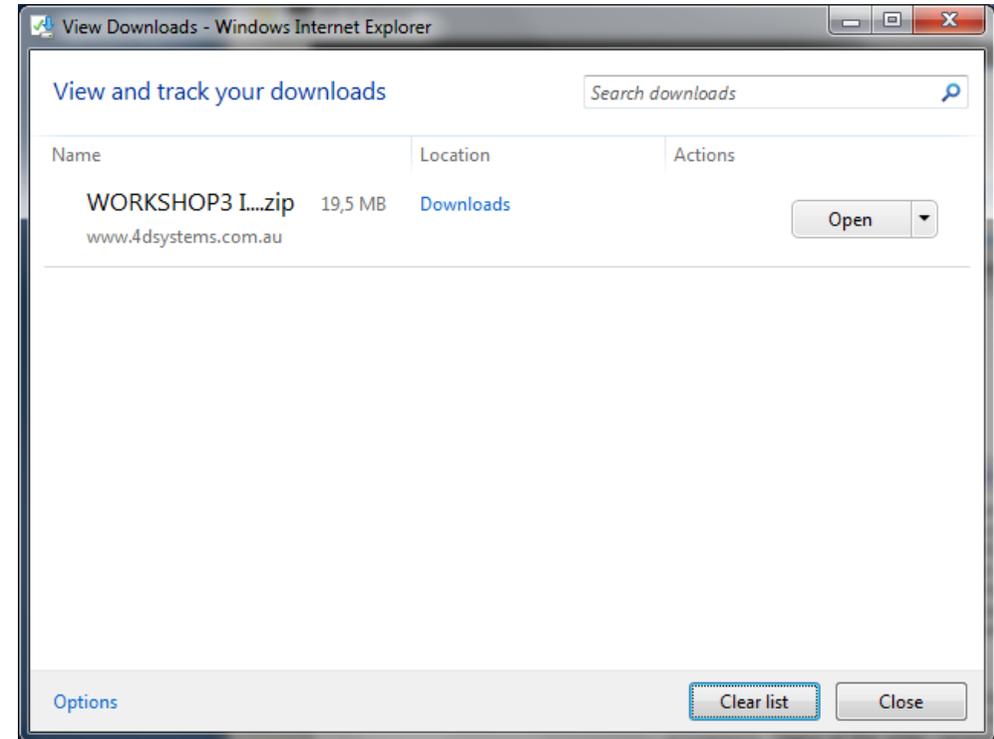
Click on **Save**:



The download starts:

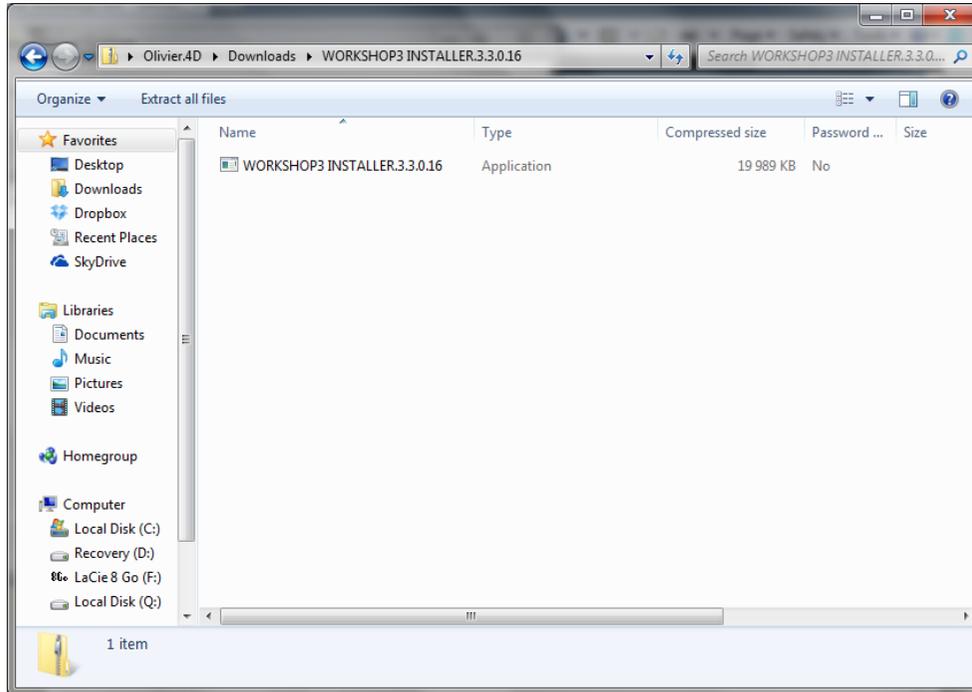


Click on **View Downloads**.



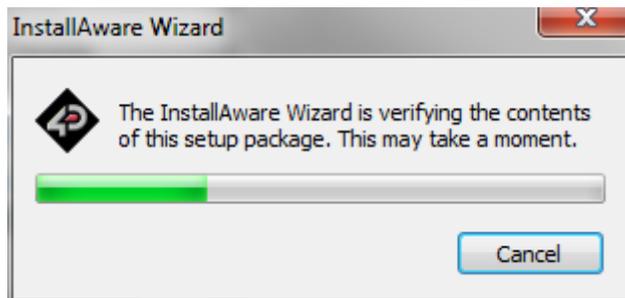
Click on **Open**.

The downloaded file is being unzipped:

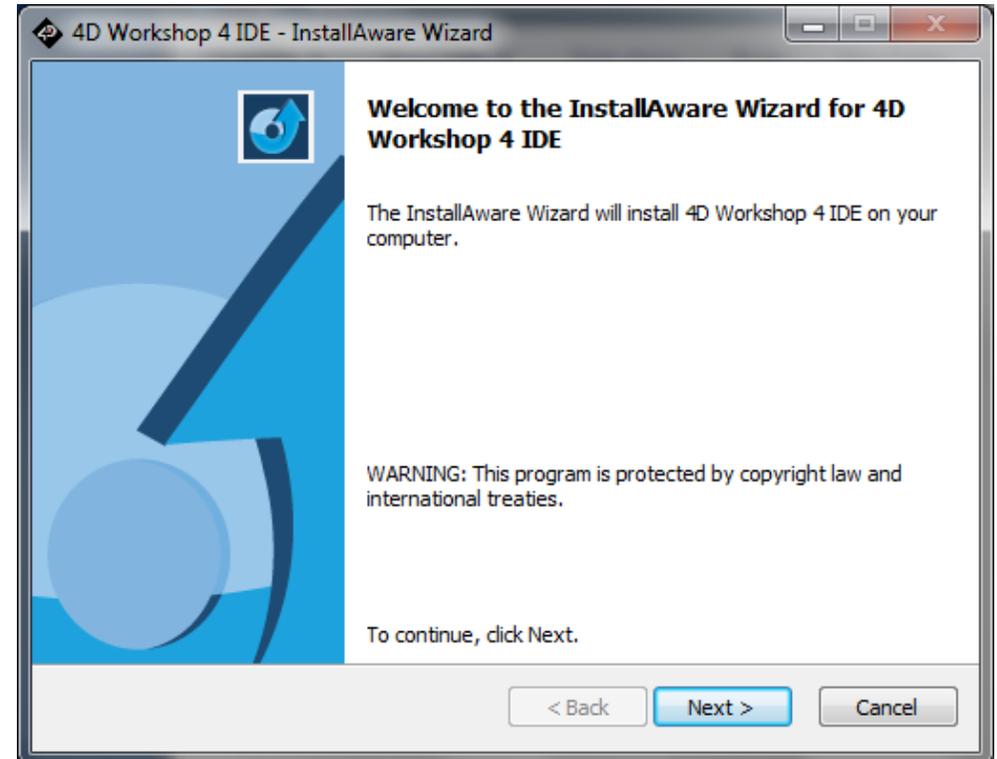


Double-click on the unzipped file to launch it.

Installation starts:

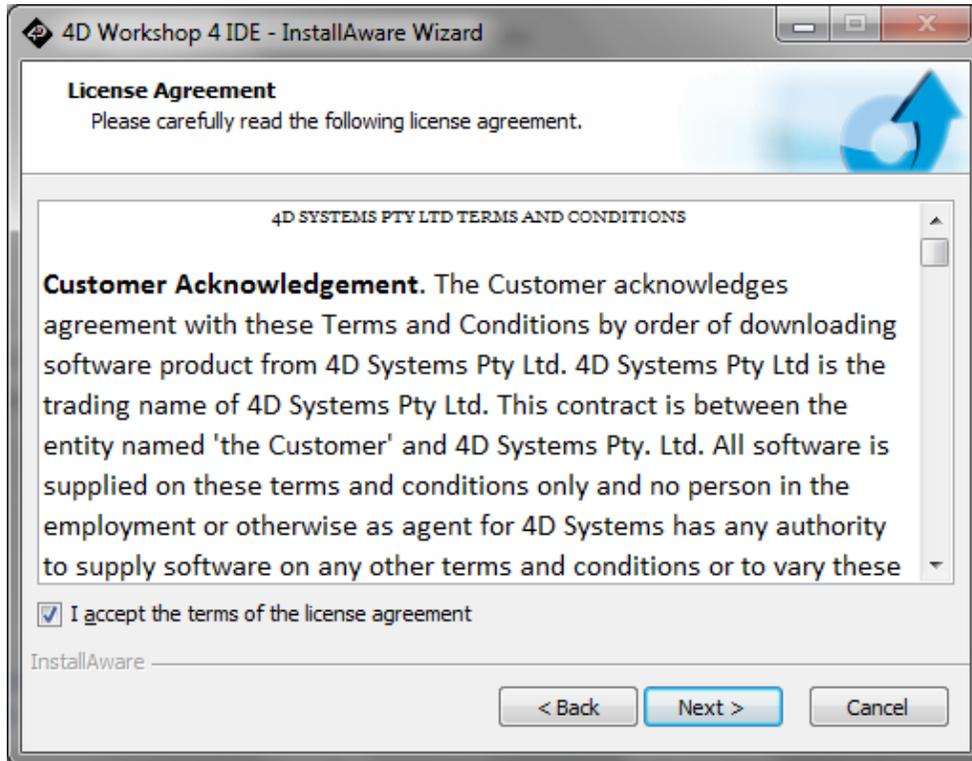


A welcome screen is displayed:



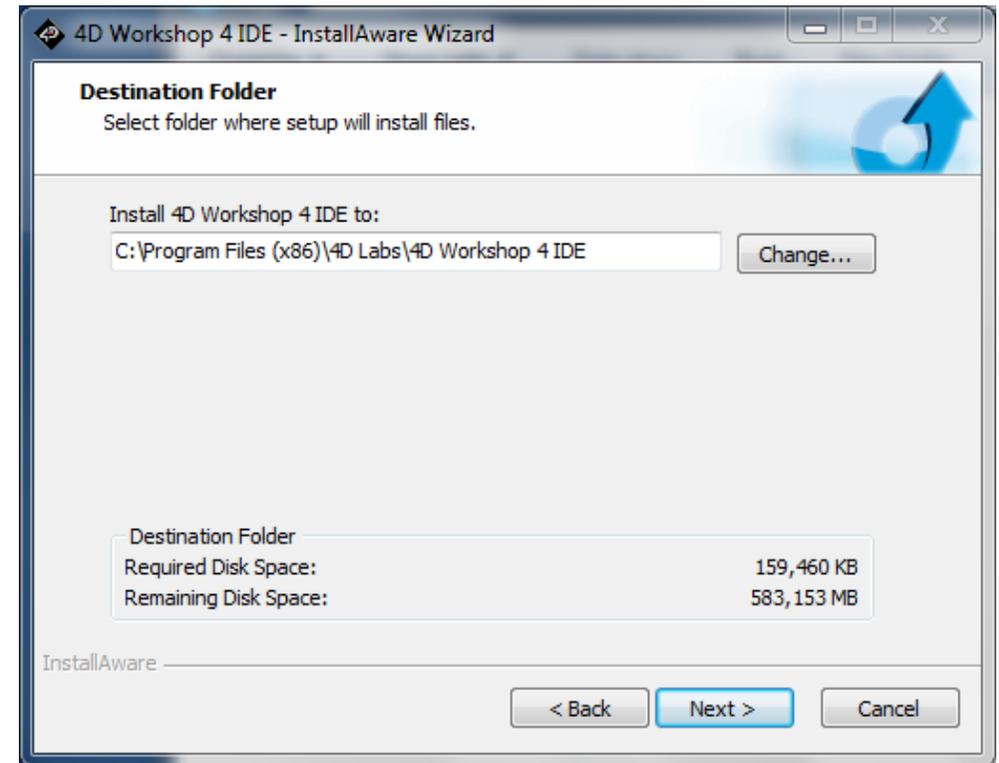
Click on **Next**.

The window displays the licence agreement:



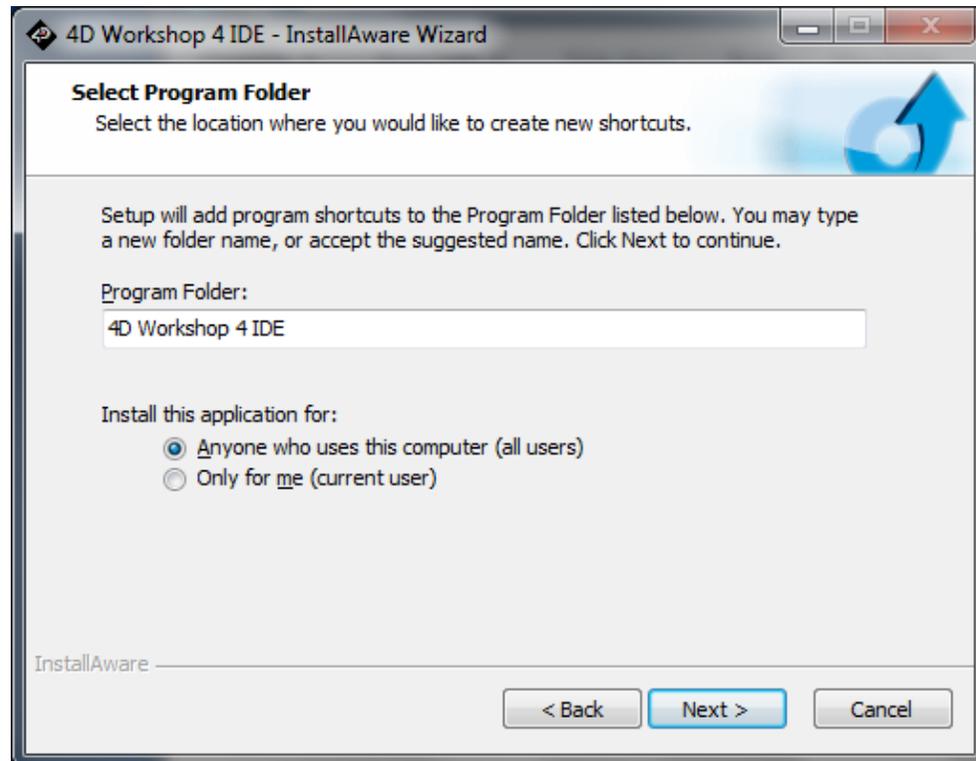
Click on **I accept the terms of the licence agreement** and then on **Next**.

The installer asks for the destination folder, where Workshop is going to be placed:



Accept the proposed folder and click on **Next**.

The installer asks for the shortcut on the Windows Start menu:



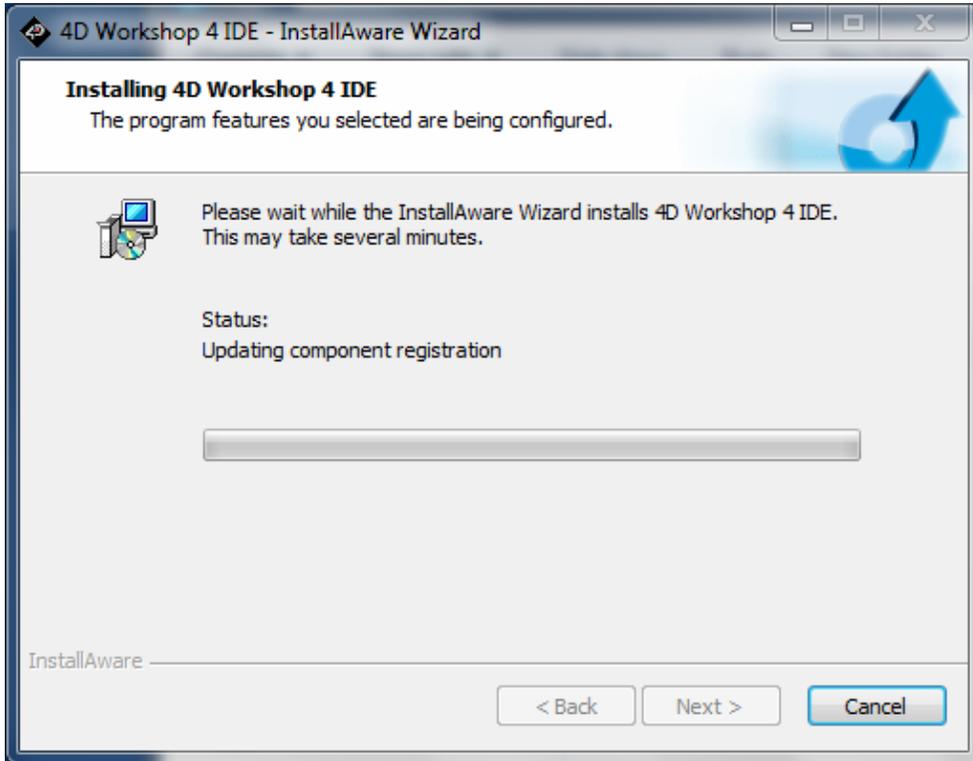
Accept the proposed folder and click on **Next**.

A final screen summarises the options previously defined:

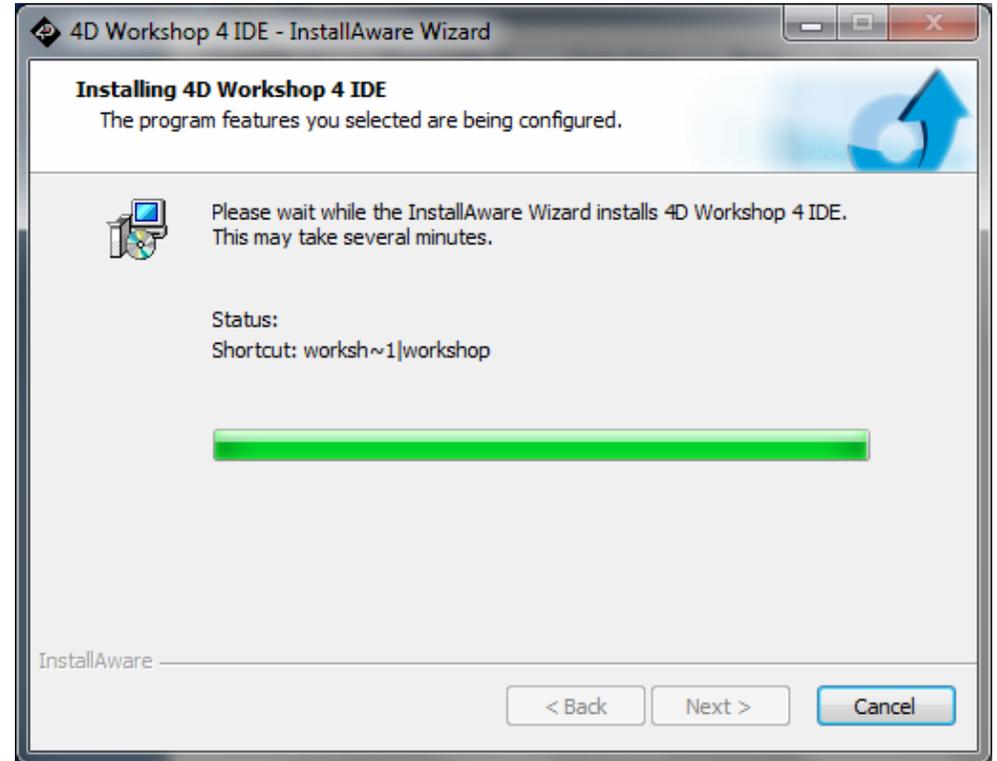


Click on **Next**.

Installation starts:



Installation goes on:



When installation is completed, an alias to Workshop 4 is placed on the desktop:

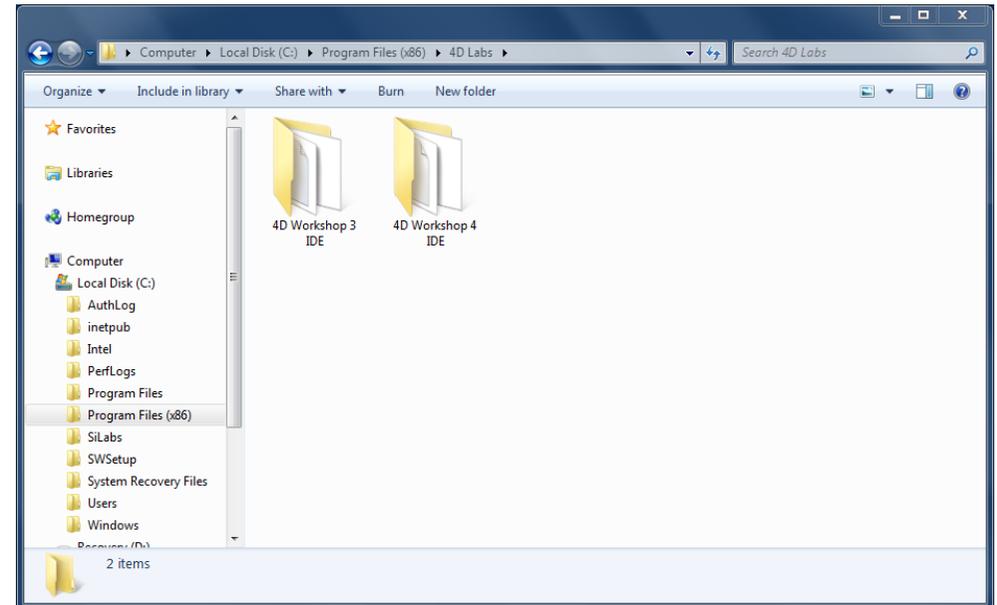


To run 4D Workshop, just double-click on the alias:



Installing Workshop 4 doesn't remove previous versions.

Workshop 3 and Workshop 4 reside alongside on the Program Files directory:



Download and Install the Programming Cable Driver

Do not connect the programming cable until the driver is installed. Please install first the driver and then connect the programming cable.

Go to the 4D Systems website and download the latest version of the driver for the programming cable from the 4D Programming Cable page.

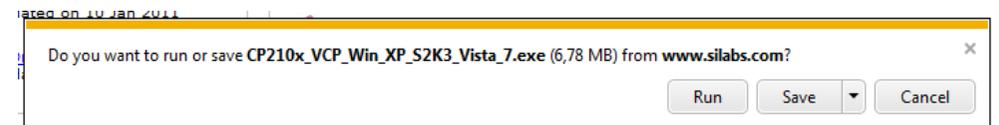
The screenshot shows the 4D Systems website page for the 4D Programming Cable. The page features a navigation menu with links for Home, Company, Products, 4DGL, Support forum, Distributors, News & Events, Contact us, and App Notes. The main content area is titled "4D Programming Cable" and describes it as a "USB to Serial-TTL Programmer for 4D Modules". It includes a detailed description, a list of features, and tabs for "Description", "Features", "Installation", "Virtual COM Port", and "Power Settings". The description text is: "The 4D Programming Cable is a USB to Serial-TTL UART converter cable. It incorporates the Silabs CP2102 USB to Serial UART bridge IC (as used in the uUSB-MB5 module) which handles all the USB signalling and protocols. The cable provides a fast and simple way to connect all of the 4D devices that require TTL level serial interface to USB. The Programming Cable is also an essential hardware tool used for programming PmmC files and 4DGL user code downloads into the GOLDELOX, PICASO and DIABLO processors embedded in many 4D modules." Below the text is an image of the cable and a "Page 1 of 1" indicator.

Go to the 4D Programming Cable page at:

<http://4dsystems.com.au/prod.php?id=138>

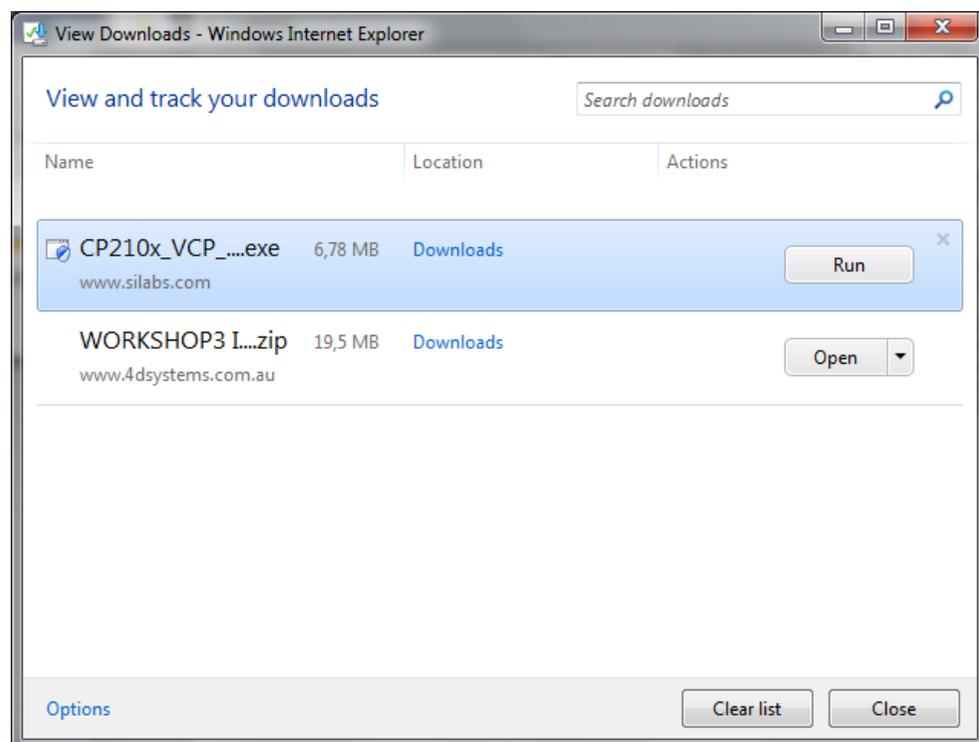
The screenshot shows the 4D Programming Cable page in a web browser. The page features a navigation menu with links for Description, Features, Installation, Virtual COM Port, and Power Settings. The main content area is titled "4D Programming Cable" and describes it as a "USB to Serial-TTL Programmer for 4D Modules". It includes a detailed description, a list of features, and tabs for "Description", "Features", "Installation", "Virtual COM Port", and "Power Settings". The description text is: "The 4D Programming Cable is a USB to Serial-TTL UART converter cable. It incorporates the Silabs CP2102 USB to Serial UART bridge IC (as used in the uUSB-MB5 module) which handles all the USB signalling and protocols. The cable provides a fast and simple way to connect all of the 4D devices that require TTL level serial interface to USB. The Programming Cable is also an essential hardware tool used for programming PmmC files and 4DGL user code downloads into the GOLDELOX, PICASO and DIABLO processors embedded in many 4D modules." Below the text is an image of the cable and a "Page 1 of 1" indicator. The page also includes a "Datasheets" section with a link to "Programming Cable Drawing" (Updated on 15 Aug 2012), a "Software and Utilities" section with links to "CP2102 Settings" (Updated on 10 Jan 2011), "Drivers for Windows" (Updated on 10 Jan 2011), "Drivers for Mac OS" (Updated on 10 Jan 2011), and "Drivers for Linux" (Updated on 10 Jan 2011), and a "Related products" section with links to "uUSB-MB5 USB to Serial UART Bridge Converter" and "PoGa - Kit".

Click on **Drivers for Windows** to start downloading:



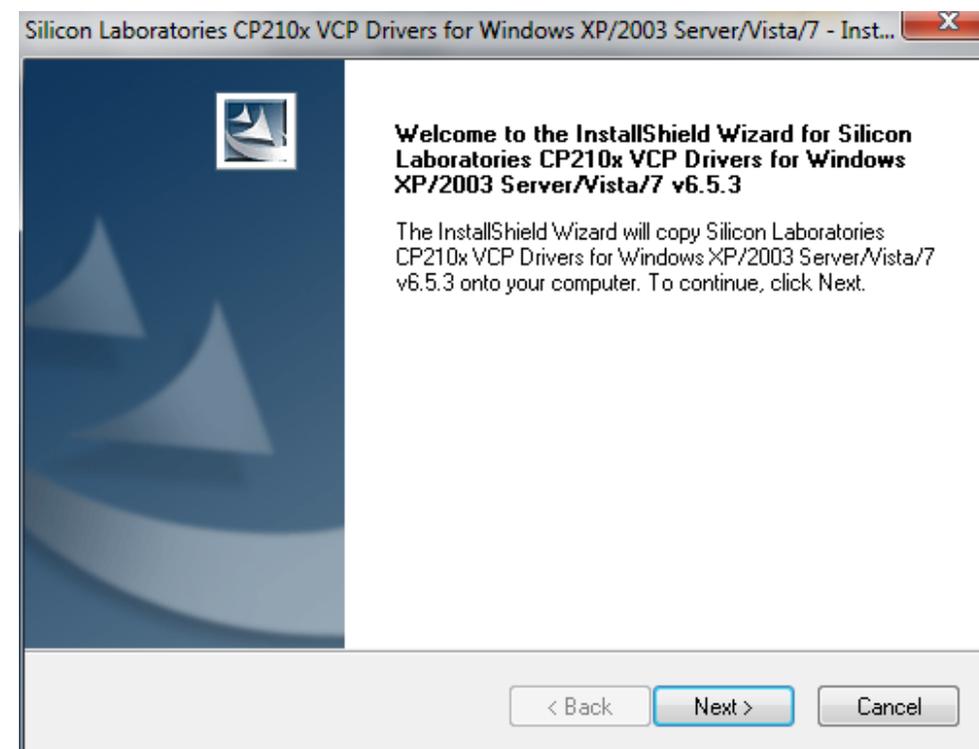
Click on **Save**.

Then click on View Downloads:



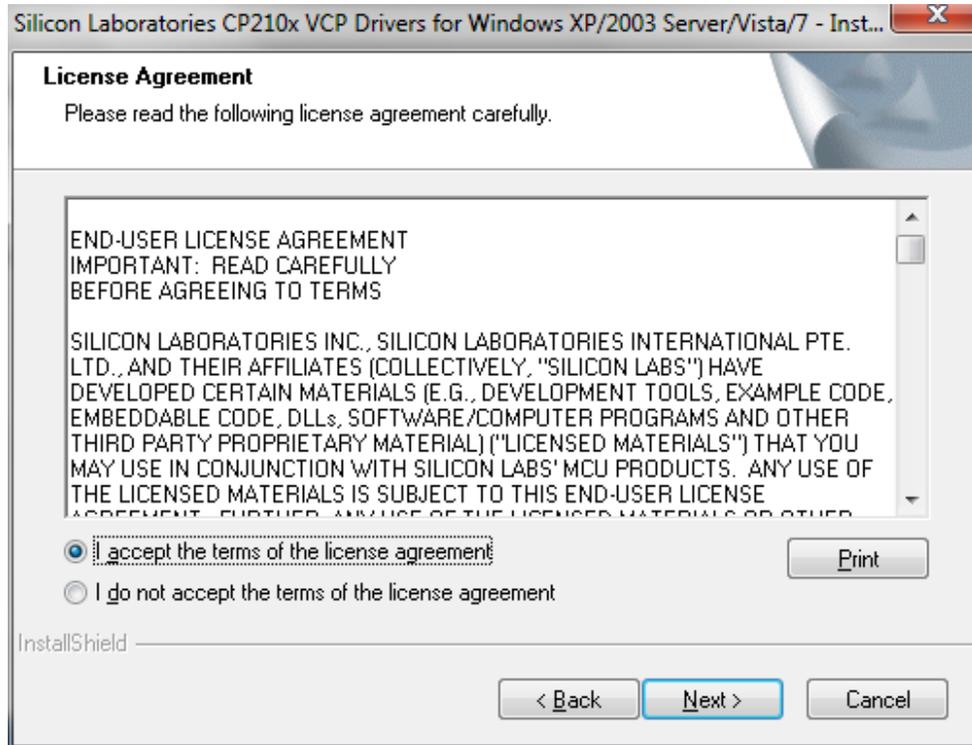
Click on **Run** to launch the installation of the driver.

A welcome screen is displayed:



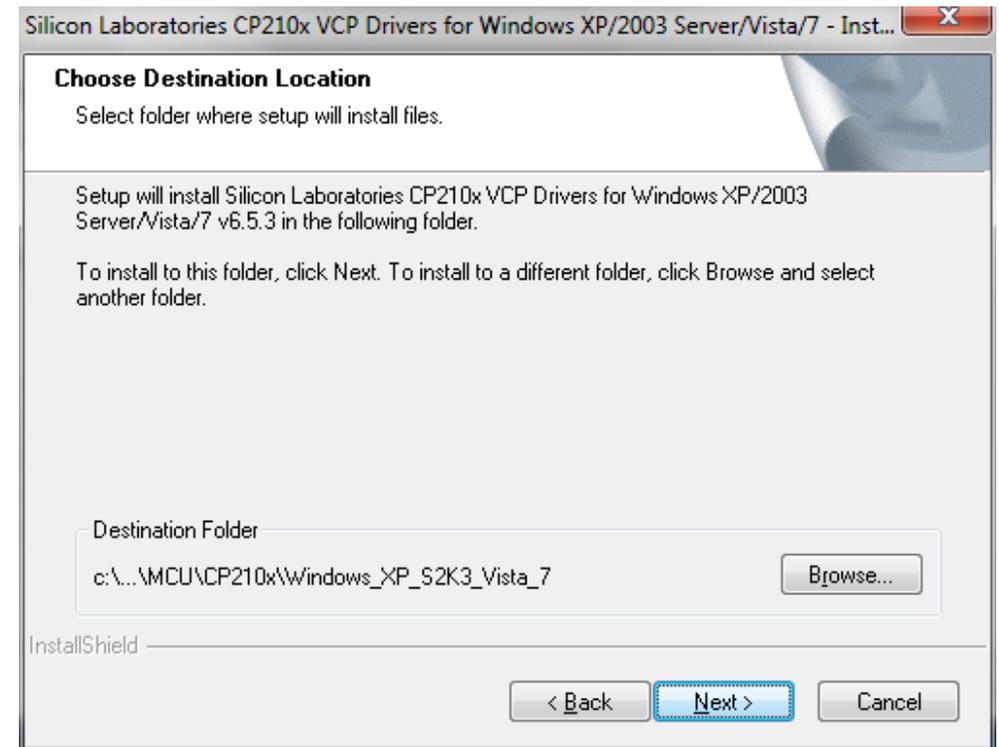
Click on **Next**.

The license agreement is displayed:



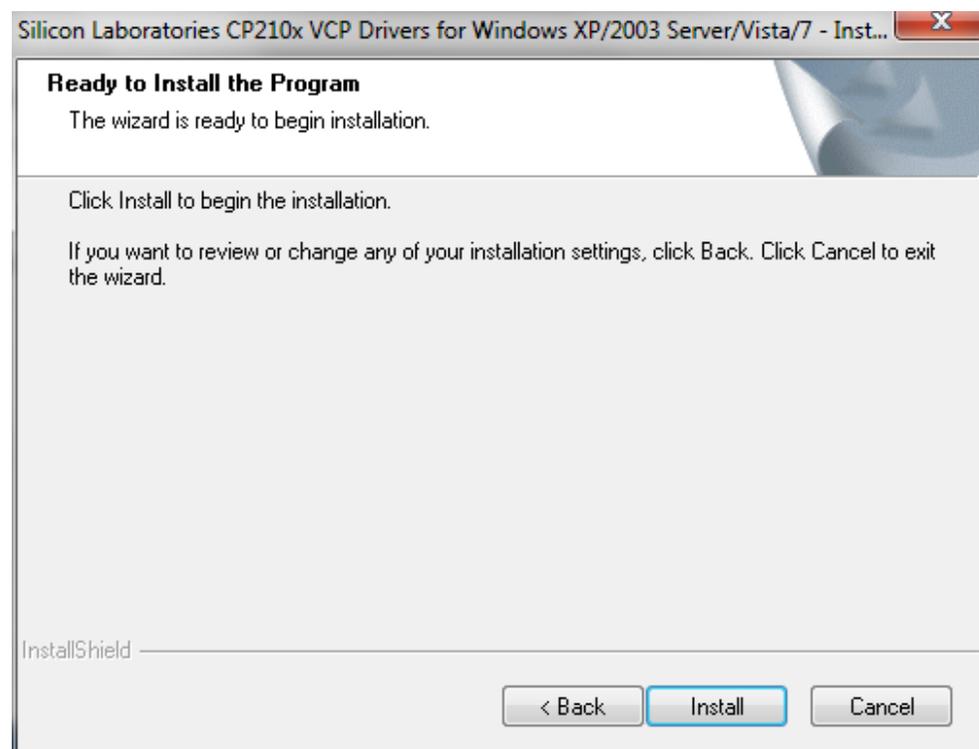
Click on **I accept the the terms of the license agreement** and then click on **Next**.

The installer asks for the destination folder, where the driver is going to be placed:



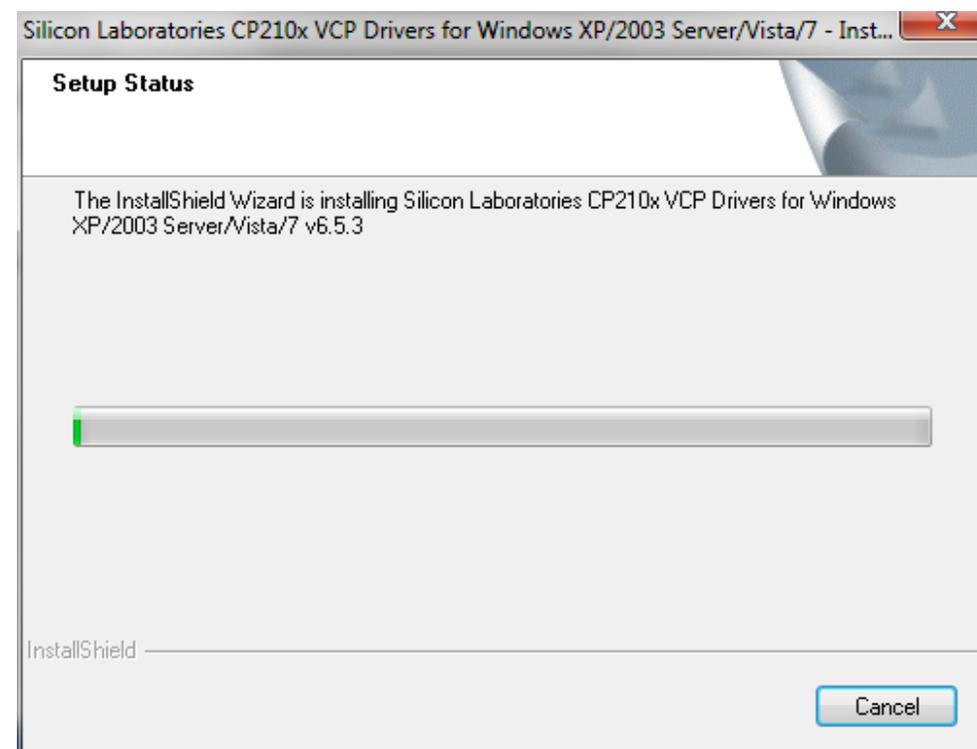
Accept the default folder and click on **Next**.

A final screen summarises the options previously defined:

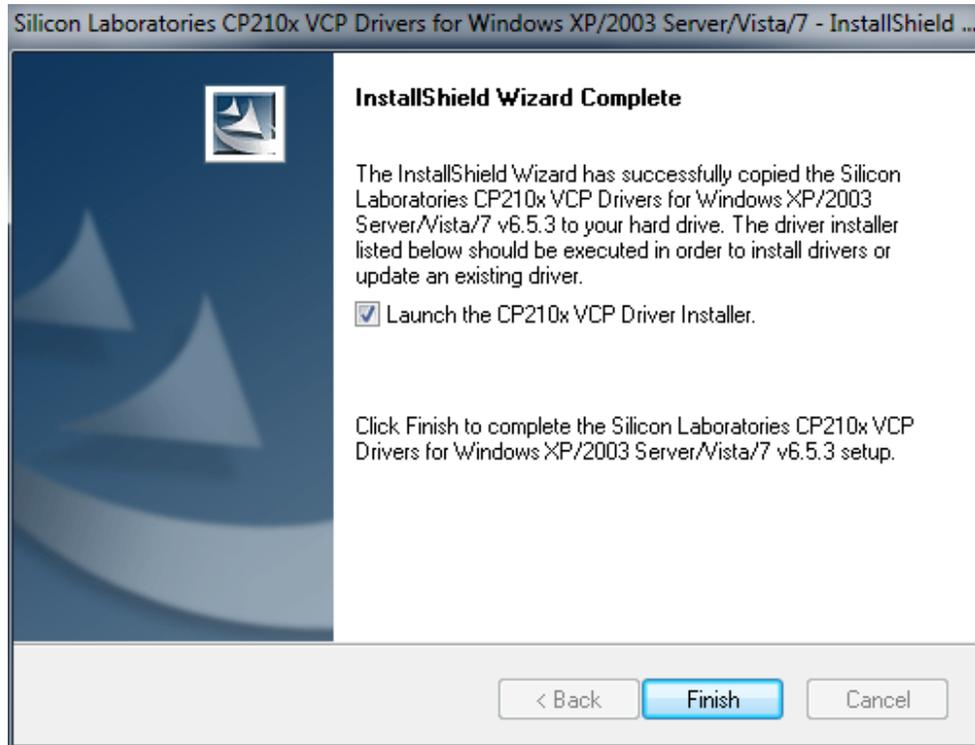


Click on **Install**.

Installation goes on:

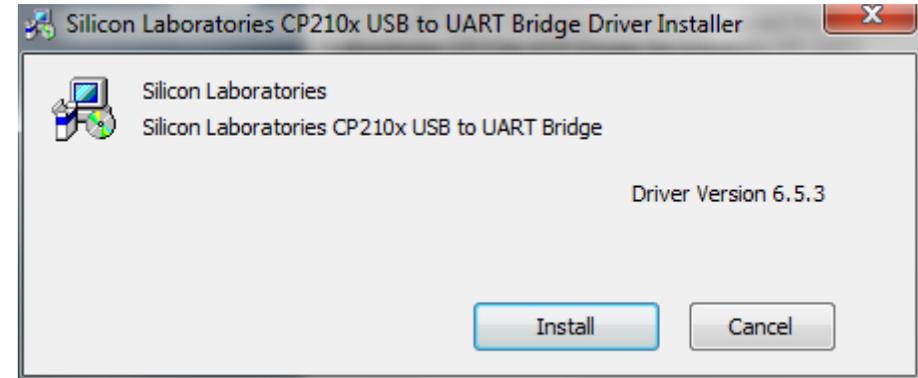


The installer is now ready.



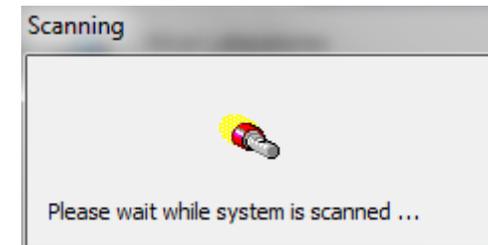
Click **Finish** to install the driver.

A new window asks for confirmation:

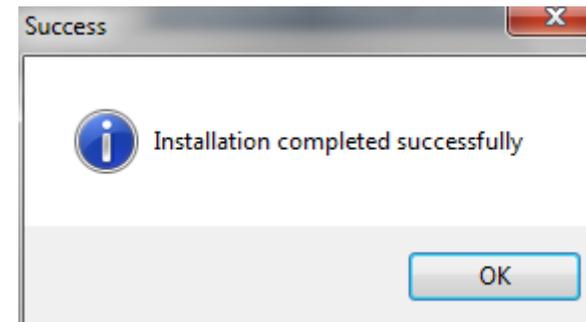


Click on **Install** to proceed.

The driver is being installed. Port are scanned:



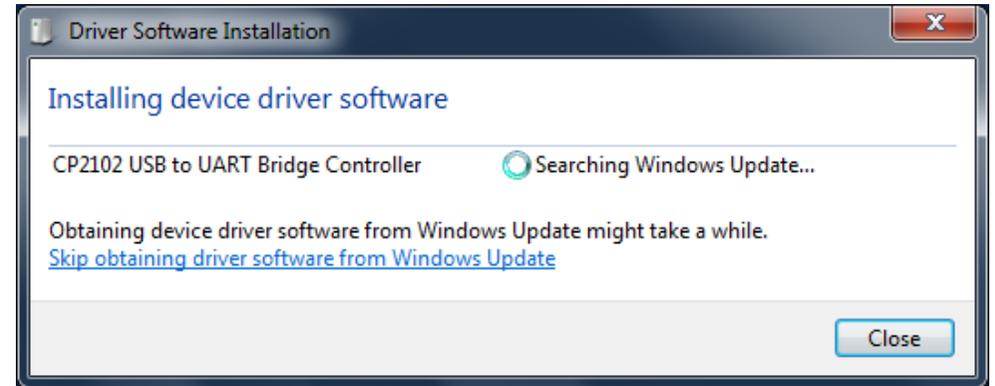
A final screen informs the driver is installed and ready.



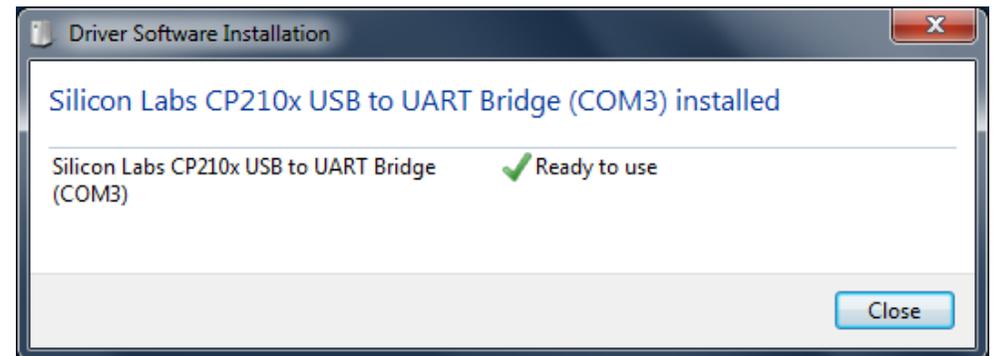
Now it's time plug the 4D programming cable in. the USB port.



Windows detects the cable and activates the adequate driver:

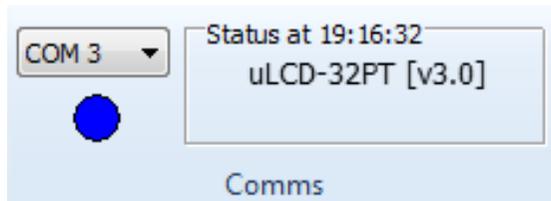


Windows displays a final message:



A confirmation window shows the installed port, here *COM3*.

It is important to remember it as it is going to be used on Workshop 4 for uploading, here COM3:



Format the Micro-SD Card

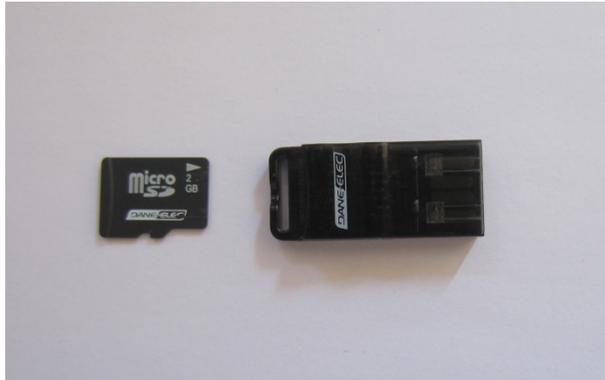
The micro-SD card shall be FAT16-formatted. Partition can't exceed 2 GB. If the micro-SD cards exceeds 2 GB, it requires to be partitioned with the utility REMPT Removable Media Partition Tool available at

<http://4dsystems.com.au/prod.php?id=86>.

Please follow the instructions provided by the Application Note 4D-AN-P1001 Partitioning a micro-SD into FAT and RAW Components on PICASO Based Modules.

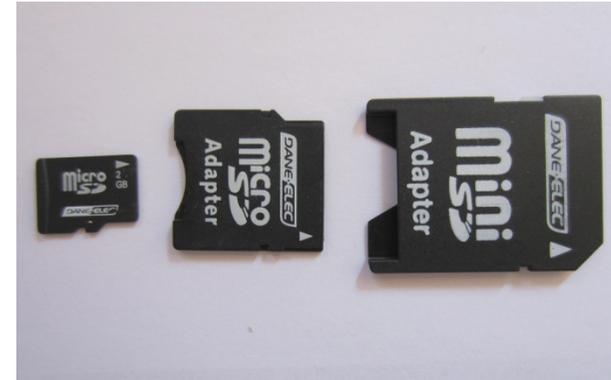
To connect the micro-SD card, either

- Insert the micro-SD card into the USB adaptor and plug the USB adaptor into an USB port of the PC.

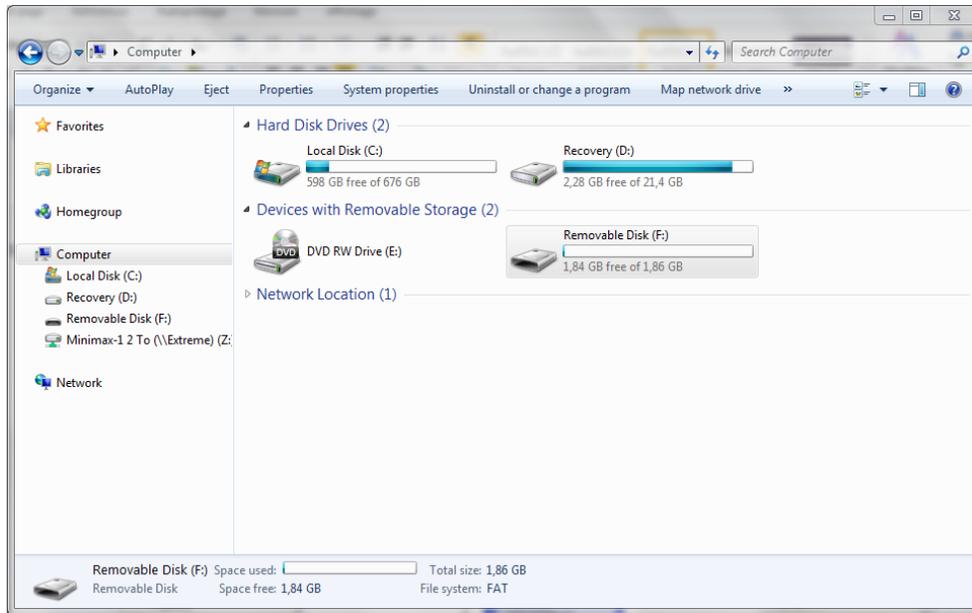


Or

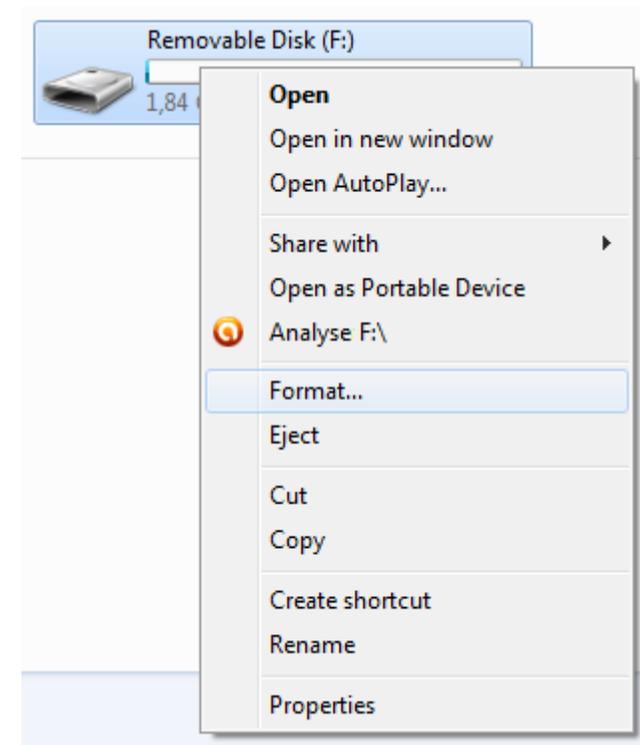
- Insert the micro-SD card into a micro-SD to SD card converter and plug the SD card converter into the SD card slot of the PC.



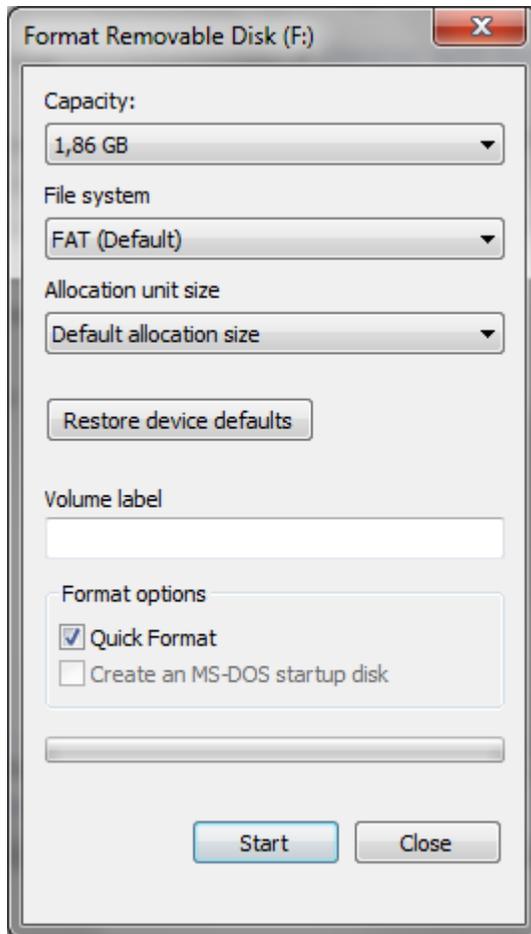
Check the micro-SD card is mounted, here as drive F:.



On Windows, right-click on the micro-SD card, E: here, and select **Format**:



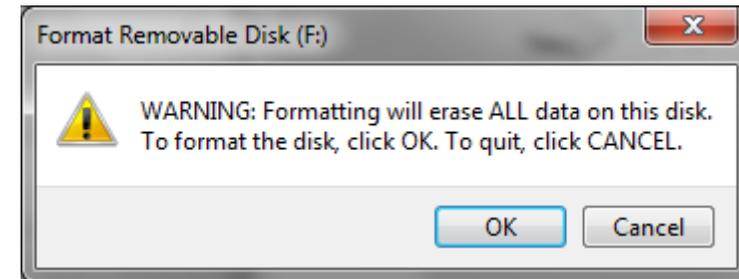
A window asks for details:



- Select **FAT** on the drop-down list File System,
- Keep **Default allocation size** on the Allocation unit size.
- Optionally define a name under Volume label .
- Keep **Quick Format** checked.

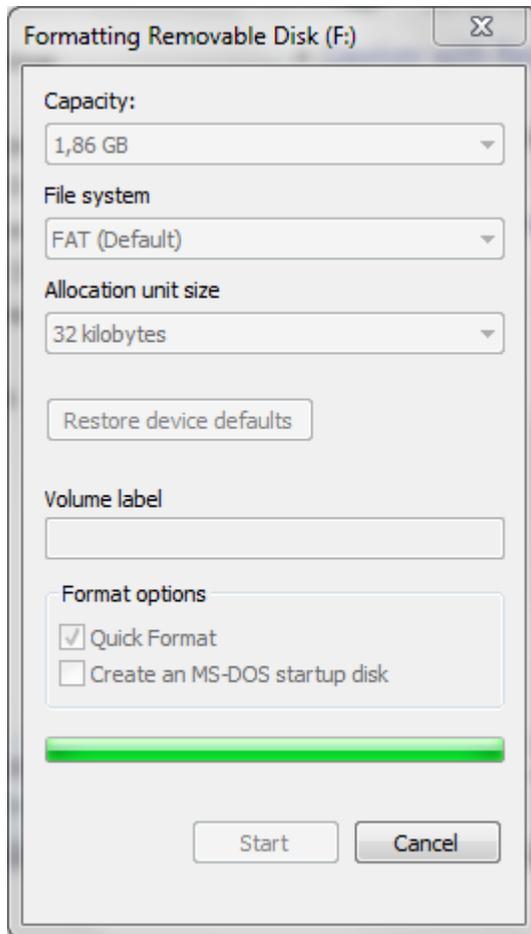
- Then click **Start**.

A windows prompts for confirmation:

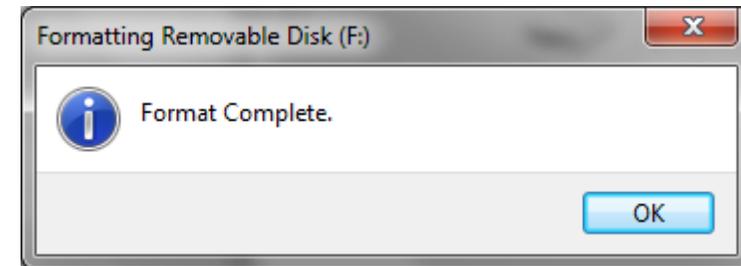


Click **OK** to proceed.

Formatting starts:



A window informs format is complete:



Click **OK** to close the window.

Congratulations! Workshop 4 is installed now and you can proceed with Application Note 4D-AN-1002VG Getting Started — First Project with ViSi-Genie.

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