

Currently there are no major firmware revisions planned for the GND-1T. The latest firmware addresses relatively minor bug fixes that will be of little consequence in most instances. At the time of writing, updates require access to a computer with Windows 10 or later. I am hoping to provide a solution for MAC computers in due course.

If after updating your FW you still see an issue, please send bug reports to me at gnd1T@richardvanhoesel.com.

Update Instructions:

Check your current firmware by holding the Patch button on your GND-1T during power up, and compare it to the latest version indicated on the website at <https://richardvanhoesel.com/gnd1t>

Download the latest firmware using the “Latest firmware download” button on the website

You will also need these tools installed:

1. Teensy loader (extended version for large files):

https://www.dropbox.com/scl/fi/glwfbdgro7h8wslzxvjg/teensy_long_TO.exe?rlkey=nlwkycoqggjma wfwxhyuz0ltu&st=e7sqco65&dl=0

2. TyTools (latest version)

<https://github.com/Koromix/tytools/releases>

In the TyTools package, we'll be using just TyCommander.

Instructions to load the ehex firmware:

Start Teensy Loader:

File>Open Hex File (direct it to where you have downloaded the firmware)

Enable the “Auto” button underneath Help

Start TyCommander:

Press the Bootloader button. This will get the Teensy process started, which is all we're using TyCommander for.

The GND-1T screen should go blank at this point.

After a second or two you should see the Teensy program starting the upload process, saying ‘erasing’ After up to about 20 seconds, this should switch to “Programming”. After programming is completed, it's usually a good idea to power cycle the GND-1T to run the new firmware.

If after the erasing stage you get an error message, try re-enabling the Auto button on Teensy loader. If that doesn't start the program cycle, restart the Teensy loader and try Auto again. This time the upload should start automatically, and there should be no error.

Any issues, just get in touch.