

Updating your Firmware

We encourage you to update your firmware so your STACKER 3D printer operates at its best. Updating your firmware is a fairly easy process, but please be sure to read and understand all of the following steps before you begin. As with any firmware upload, you should never disconnect power during a firmware update.

BE AWARE: Updating your firmware may or may not affect your current EEPROM settings. If you have already adjusted your EEPROM settings be sure to record the settings before you update your firmware just in case they are overwritten.

STEP 1: Download and Install Arduino Software

https://www.arduino.ccdownload



STEP 2: Download the Correct Firmware For Your Printer from the Stacker Website https://www.stacker3d.com/kickstarter-support

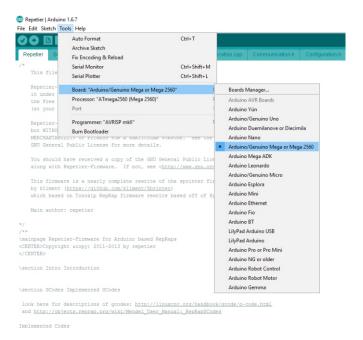
Note, there are two versions of our firmware: s928_2head.zip is for 2 head printers s928_4head.zip is for 4 head printers

STEP 3: Extract (unzip) the zipped firmware files. Feel free to extract these files to a location of your choice.

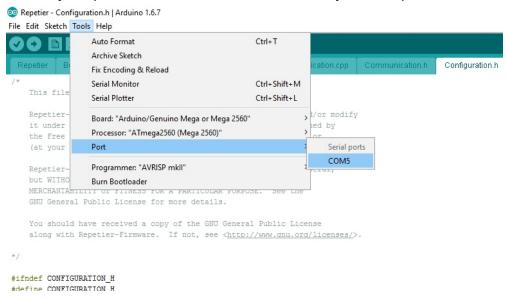
STEP 4: Open the Repetier.ino file. Within the files you have extracted is a folder called Repetier. Open the Repetier folder to find the Repetier.ino file. Double clicking on the Repetier.ino file should automatically open it with Arduino.

Name	Date modified	Type	Size
BedLeveling.cpp	2/1/2016 12:57 PM	CPP File	32 KB
Commands.cpp	2/1/2016 12:57 PM	CPP File	101 KB
Commands.h	2/1/2016 12:57 PM	H File	3 KB
Communication.cpp	2/1/2016 12:57 PM	CPP File	25 KB
Communication.h	2/1/2016 12:57 PM	H File	14 KB
Configuration.h	2/1/2016 12:57 PM	H File	41 KB
Drivers.cpp	2/1/2016 12:57 PM	CPP File	6 KB
Drivers.h	2/1/2016 12:57 PM	H File	6 KB
Eeprom.cpp	2/1/2016 12:57 PM	CPP File	47 KB
Eeprom.h	2/1/2016 12:57 PM	H File	18 KB
Events.h	2/1/2016 12:57 PM	H File	4 KB
Extruder.cpp	2/1/2016 12:57 PM	CPP File	83 KB
Extruder.h	2/1/2016 12:57 PM	H File	12 KB
fastio.h	2/1/2016 12:57 PM	H File	78 KB
FatStructs.h	2/1/2016 12:57 PM	H File	17 KB
gcode.cpp	2/1/2016 12:57 PM	CPP File	37 KB
gcode.h	2/1/2016 12:57 PM	H File	7 KB
HAL.cpp	2/1/2016 12:57 PM	CPP File	53 KB
□ HAL.h	2/1/2016 12:57 PM	H File	22 KB
logo.h	2/1/2016 12:57 PM	H File	4 KB
motion.cpp	2/1/2016 12:57 PM	CPP File	111 KB
motion.h	2/1/2016 12:57 PM	H File	22 KB
pins.h	2/1/2016 12:57 PM	H File	78 KB
Printer.cpp	2/1/2016 12:57 PM	CPP File	92 KB
Printer.h	2/1/2016 12:57 PM	H File	34 KB
Repetier.h	2/1/2016 12:57 PM	H File	28 KB
Repetier.ino	2/1/2016 12:57 PM	Arduino file	9 KB
SDCard.cpp	2/1/2016 12:57 PM	CPP File	16 KB
SdFat.cpp	2/1/2016 12:57 PM	CPP File	128 KB
SdFat.h	2/1/2016 12:57 PM	H File	88 KB
u8glib_ex.h	2/1/2016 12:57 PM	H File	336 KB

STEP 5: Select the Mega 2560 board and Processor. Within the Arduino software, select the correct board.



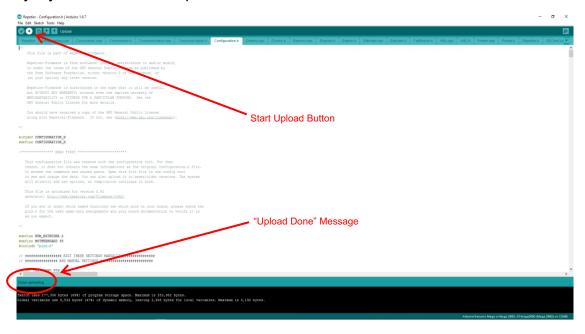
STEP 6: Connect the Computer to the Printer: Turn on your printer and connect the USB cable between your computer and your STACKER. You will need to verify the COM Port by clicking on it as shown below. If no COM port appears, you may need to verify the USB connection, turn on your printer, or close other software on your computer.



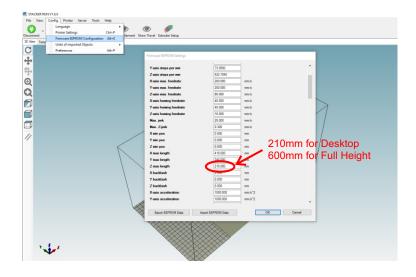
STEP 7: Verify the Download: Click on the ✓ to verify the downloaded firmware. If the verification fails, you should go back to Step 2 and re-download the firmware.



STEP 8: Upload Firmware: Click on the → to begin uploading the firmware to your printer. While the computer uploads the firmware to your printer, do not disconnect power to either the printer or the computer. If the firmware uploads successfully, it will give an "upload done" message. If the upload fails, repeat steps 7 and 8 again. Be sure to call or email us immediately if you are unable to upload the firmware.



STEP 9: Change Z Max Length in STACKER RUN (Full Height Only): If you have a full height printer, you will need to change the Z Max Length from 210mm to 600mm. Open STACKER RUN, and find the "Z max length" in the Firmware EEPROM Settings.



STEP 10: Your are Done!

If you encounter problems or require additional assistance please contact Stacker at info@stacker3d.com.