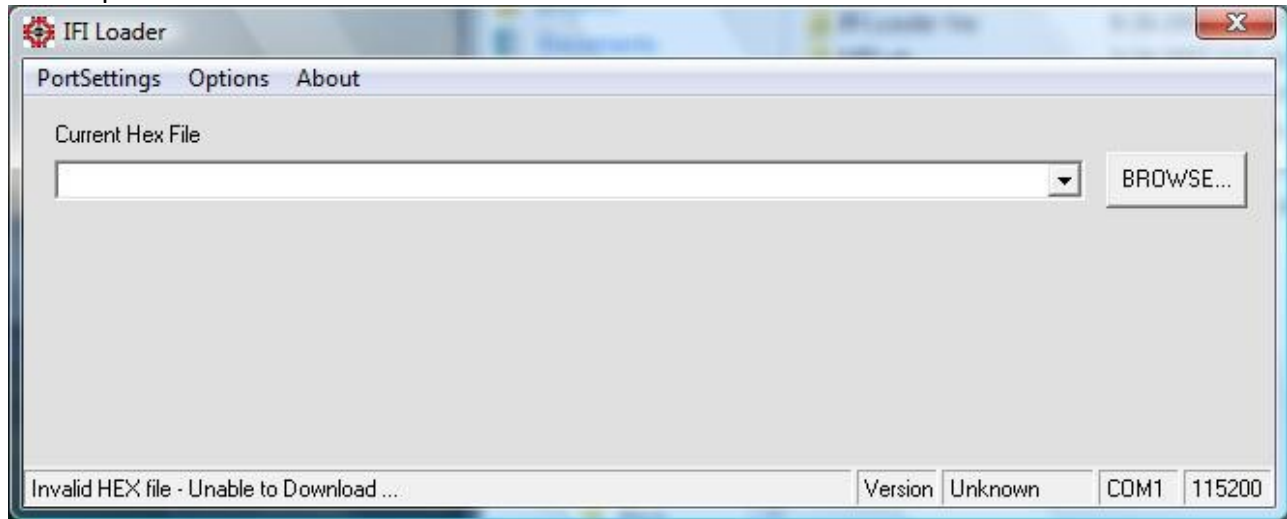
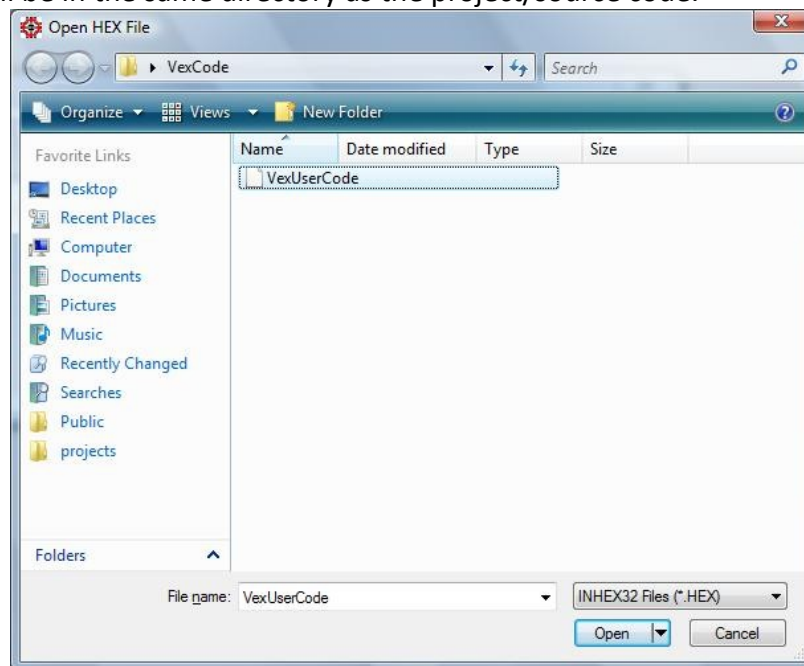


Uploading a HEX File with IFI Loader

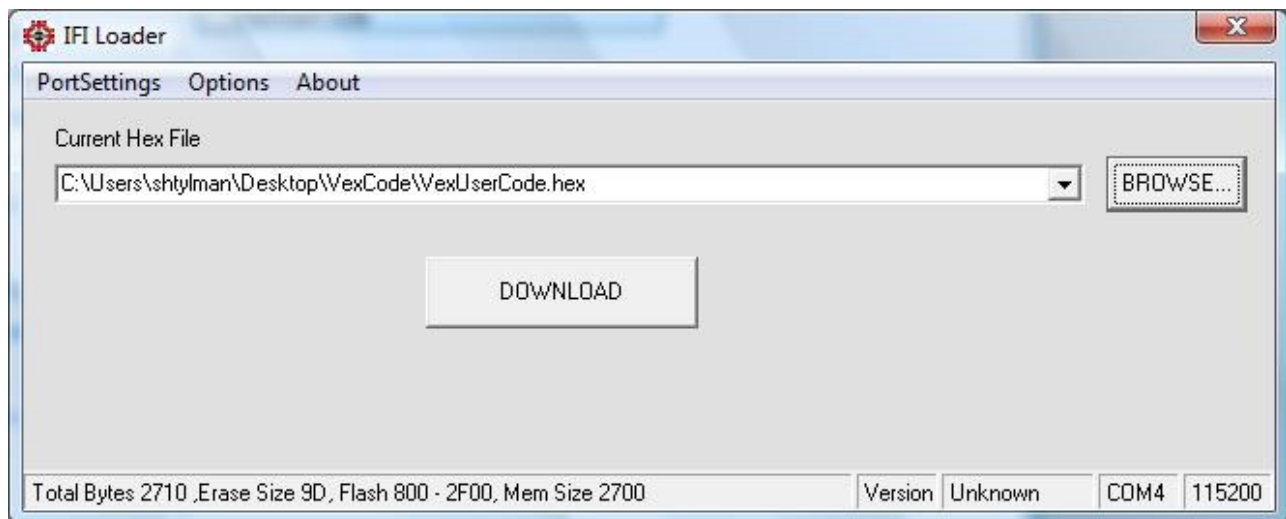
1. Open IFI Loader



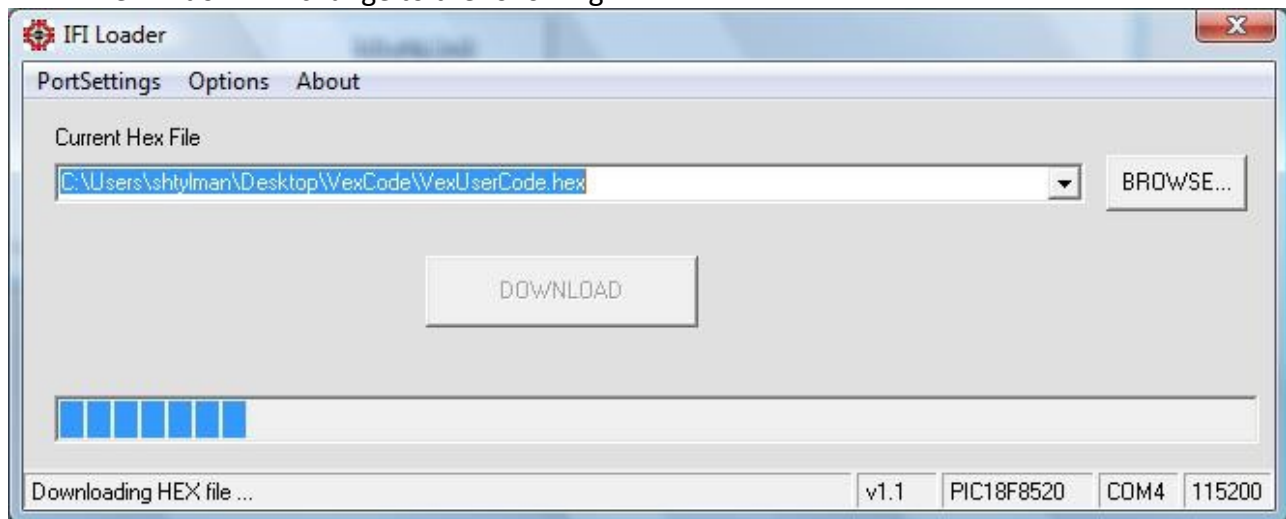
2. The above is the default IFI loader window when no file is selected.
3. Click the **Browse...** button
4. This will open a file selection dialog. Navigate to the location of the compiled vex **HEX** file. By default it will be in the same directory as the project/source code.



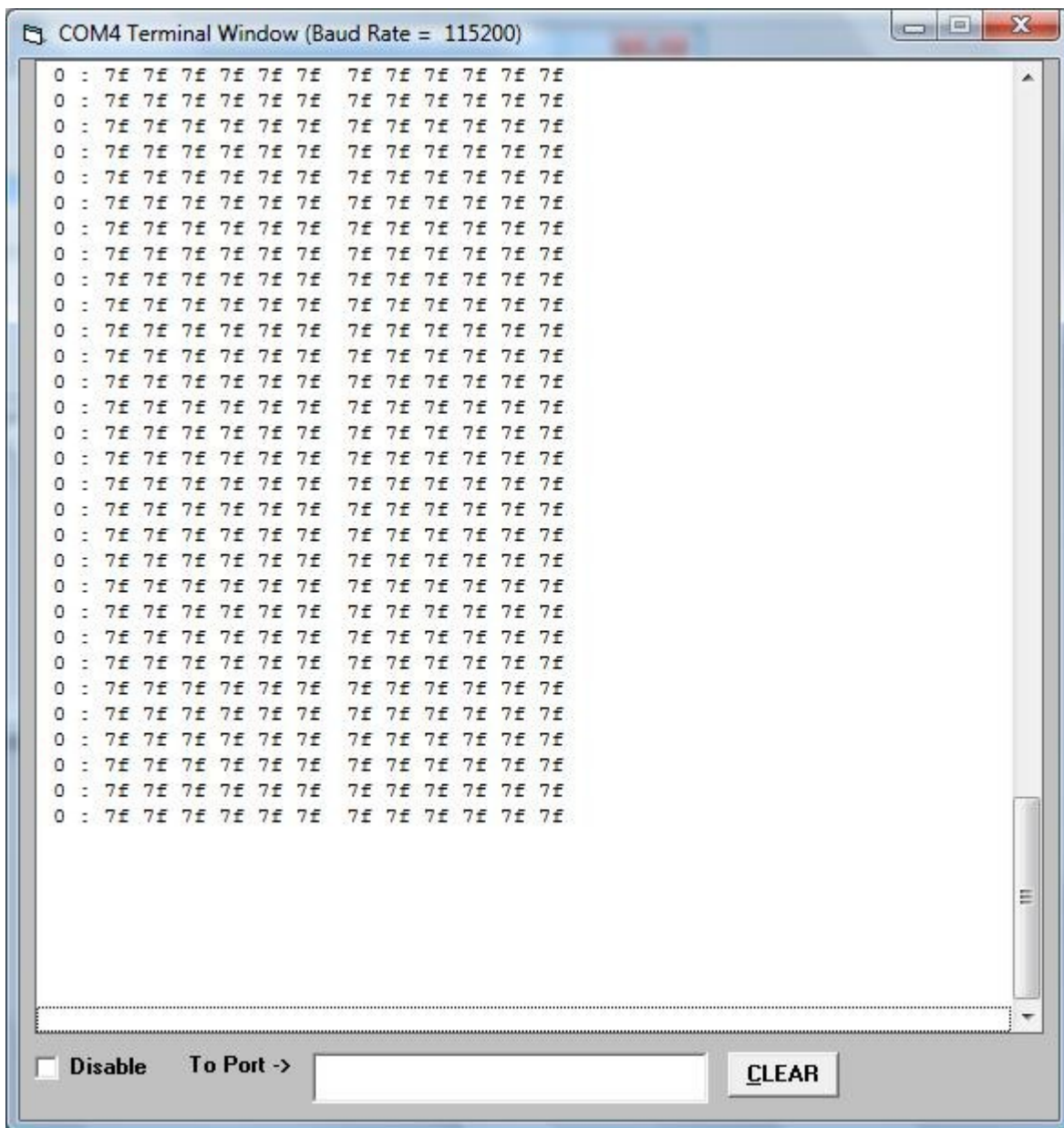
5. Select the **HEX** file (default name is VexUserCode).
6. Click **Open**.
7. The IFI Loader window will change to the following.



8. The **DOWNLOAD** button is active meaning the file was a valid **HEX** file.
9. Before you click the **DOWNLOAD** button, make sure that you are using the correct port. Click the **PortSettings** menu option to verify. (Common ports are COM1 for built in ports, and COM4 for USB ports).
10. Press the *orange* button on the Vex Programmer (Orange Boxlike device). This will put the Vex Controller into program mode.
11. Now click the **DOWNLOAD** button.
 - If You receive an error, check: that your port settings are correct, you have everything connected firmly and properly, and you have pushed the *orange* button on the Vex Programmer.
12. The window will change to the following



13. This provides a status for the code **DOWNLOAD**. If the connection is lost or otherwise prematurely broken, the download will have to be retried.
14. When the process is finished, the window will return to the same state as it was in before you clicked the **DOWNLOAD** button. It is ready to download the code again if needed.
15. By default, a *Terminal* window will pop up after the download is completed. This window shows any *printf* (printed) output from the controller.



16. This window must be closed before you can download more code to the controller.