



## ROTARY/TREADMILL CONSOLE TACTILE FIRMWARE PROGRAMMING

SERVICE INSTRUCTION: M1032C

**ROTARY CONSOLE SHOWN, BUT TACTILE BUTTONS BEING PRESSED  
ARE THE SAME ON THE TREADMILL CONSOLE**

### STEP 1: INSERT USB DEVICE

INSERT THE USB FLASH DRIVE PROGRAMMER INTO  
THE LEFT SIDE USB PORT MARKED "FIT-KEY" (FIG. 1)

#### **WARNING:**

**DO NOT REMOVE THE USB DRIVE  
UNTIL STEP 9, OTHERWISE THE REPROGRAMMING  
WILL BE CORRUPTED AND THE CONSOLE WILL  
NOT OPERATE.**

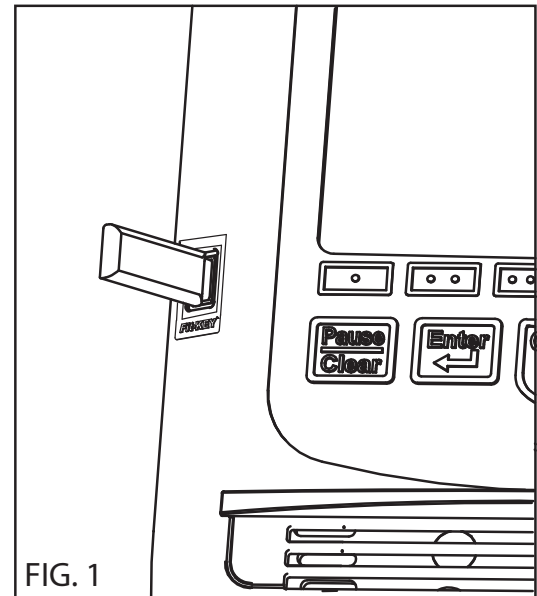


FIG. 1

### STEP 2: APPLY POWER TO THE CONSOLE

#### **Preferred method:**

Use either SCIFIT machine compatible AC wall pack  
#P4861 (for 110V wall outlets) or power supply #P52509 (for 220V wall outlets) to plug  
into the power entry connector of the machine, the console will then power-up

#### **Alternative method:**

Crank or pedal the machine to illuminate the console.

**IMPORTANT: Cranking or pedaling will have to be continuous throughout the programming process,  
otherwise the firmware will be corrupted and the console will not operate.**



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#### STEP 3:

THE LCD SCREEN WILL DISPLAY **"BOOT KERNEL UPDATE"** AT THE TOP OF THE SCREEN AND ALSO PROMPT YOU TO EITHER ACCEPT OR CANCEL. (FIG. 2).

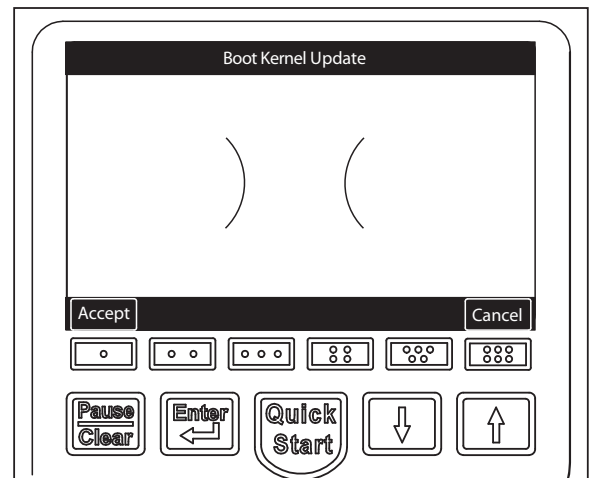


FIG. 2

#### STEP 4:

PRESS THE **"[One Dot] ACCEPT"** KEY AND THE LCD SCREEN WILL CHANGE TO SHOW THE UPDATE IN PROGRESS (FIG. 3)

**NOTE: THE "BOOT KERNEL UPDATE" WILL COMPLETE VERY QUICKLY.**

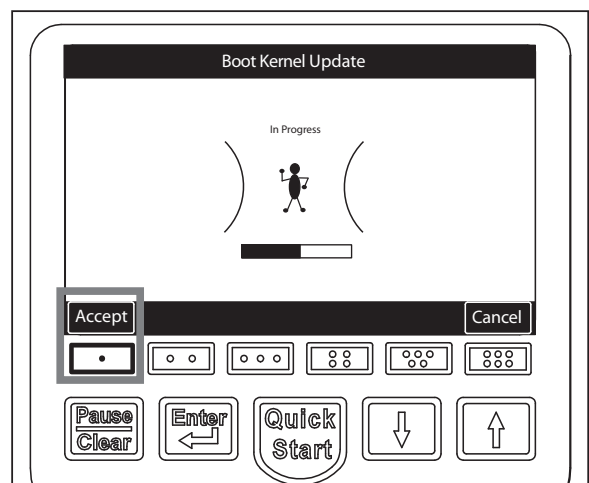


FIG. 3

#### STEP 5:

WHEN THE PROGRAMMING HAS FINISHED THE SCREEN WILL DISPLAY THE WORD **"COMPLETE"**, THEN THE SCREEN WILL CHANGE AGAIN AND SHOW AN IMAGE OF A YOUNG WOMAN (FIG. 4).

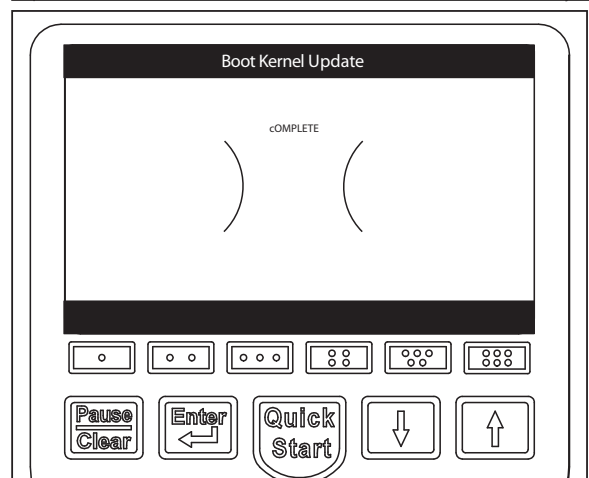


FIG. 4



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### STEP 6:

AFTER A BRIEF MOMENT THE IMAGE OF THE YOUNG WOMAN WILL GO AWAY AND THE SCREEN WILL THEN SHOW THE WORDS "**FIRMWARE UPDATE**" AT THE TOP OF THE SCREEN (FIG. 5).

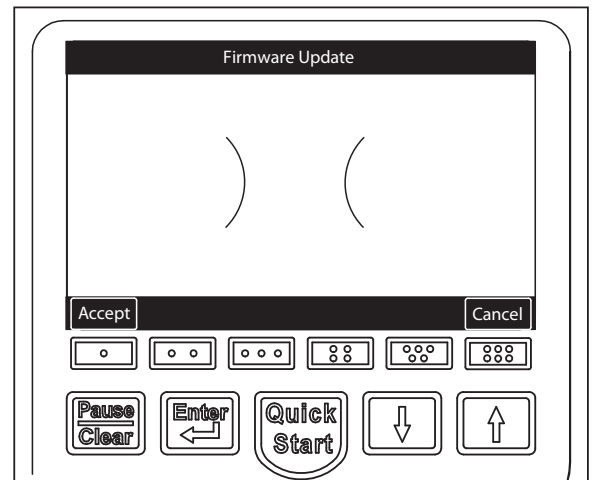


FIG. 5

### STEP 7:

PRESS THE "[One Dot] ACCEPT" KEY AND THE LCD SCREEN WILL CHANGE TO SHOW THE UPDATE IN PROGRESS (FIG. 6).

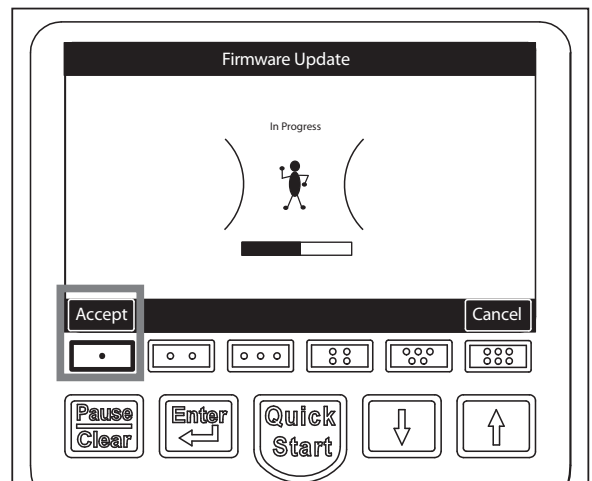


FIG. 6

### STEP 8:

WHEN REPROGRAMMING HAS COMPLETED THE SCREEN WILL DISPLAY THE WORD "**COMPLETE**", THEN THE SCREEN WILL CHANGE AGAIN AND SHOW AN IMAGE OF THE YOUNG WOMAN (FIG. 7).

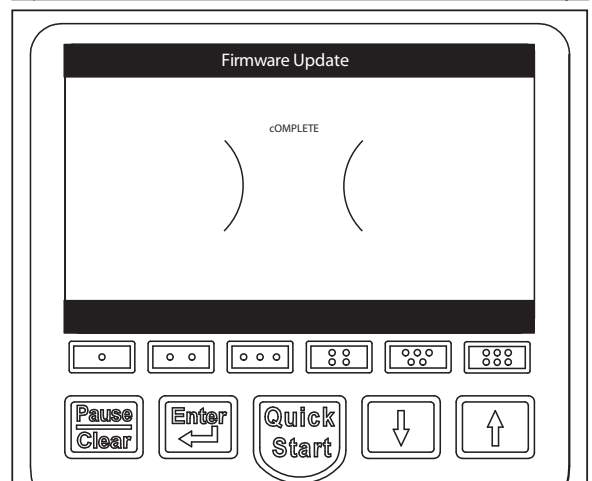


FIG. 7



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#### STEP 9:

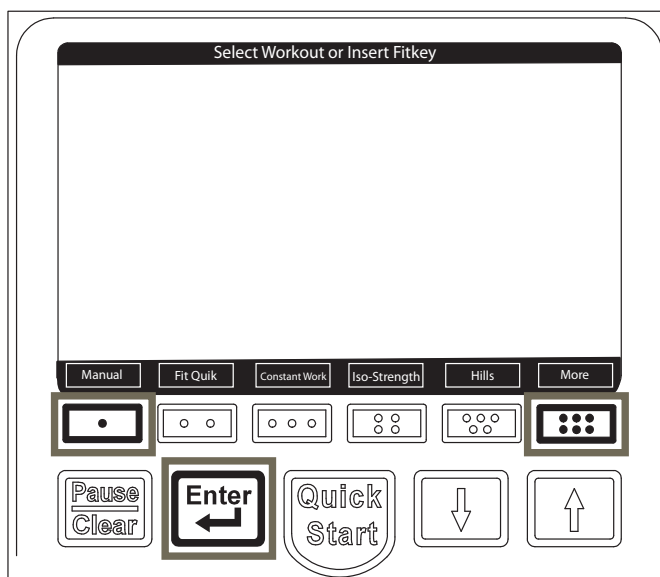
WHEN THE YOUNG WOMAN APPEARS ON THE SCREEN, AT THIS TIME YOU MAY REMOVE THE USB FLASH DRIVE.

REPROGRAMMING COMPLETE

#### STEP 10: ACCESSING THE “SET-UP” SCREEN

AFTER REPROGRAMMING THE MACHINE CONFIGURATION HAS DEFAULTED TO “PRO1”, THIS WILL NEED TO BE CHANGED IN THE “SET-UP MODE SCREEN”.

A. Press the [ONE DOT], [SIX DOT] and [ENTER] keys at the same time.

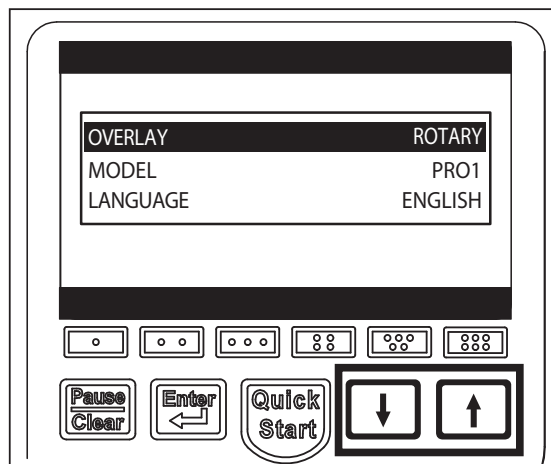




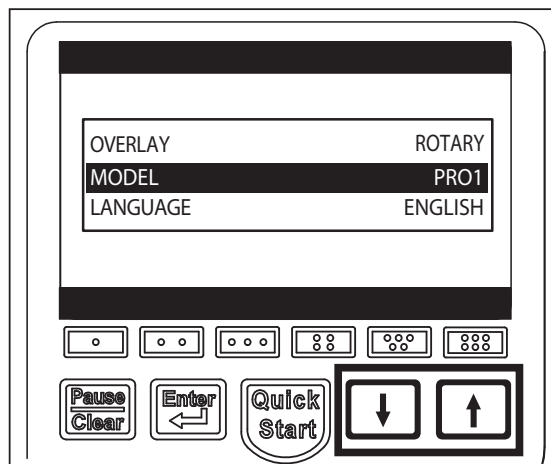
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- B. Verify the “**Overlay**” category is set for “**Rotary**”, if it is not use the “**UP**” or “**Down**” arrow keys to make the adjustment, then press the [ENTER] key to advance to the “**Model**” category.



- C. Use the “**UP**” or “**Down**” arrow keys to select the machine type your console is attached too. (ex. ISO1000, SXT7000, REX7000, etc.), then press the [ENTER] key to advance to the next category.



- D. Press the [Quick Start] key to save the selections made. The console is now configured and ready for operation.

