Swinks Pinball - Help Guide to reflash your SD Card for your RUN DMD Clock.

Reprogramming your SD Card for your Run-DMD Clock

I learnt that either some SD Cards can have issues as well as apparently there is a slim chance that if your house is hit by a power loss during running it can affect the SD Card - reason being is the card has a portion being updated every few moments to allow for randomness of the images shown. Therefore the SD Card is not just a card with files on it to be read but a small program runs on it and constantly saves to it. If there is a power loss during the writing process during the operation it corrupts the SD Card and then the clock won't operate properly and freezes etc and it then needs to be re-flashed.

I decided to put this guide together as a reminder for me but also to help others because as of early 2020 Run-DMD are not answering messages or helping people so we need something to keep our clocks running.

I am a Mac user so doing the ref lashing is even more difficult but the guide will still work for PC users and better than nothing.

For a Mac User:
* you will need Parallels loaded on it to run Windows programs.
* you will need one of the Windows versions loaded on it - I have Windows XP on mine - old now but does the trick.

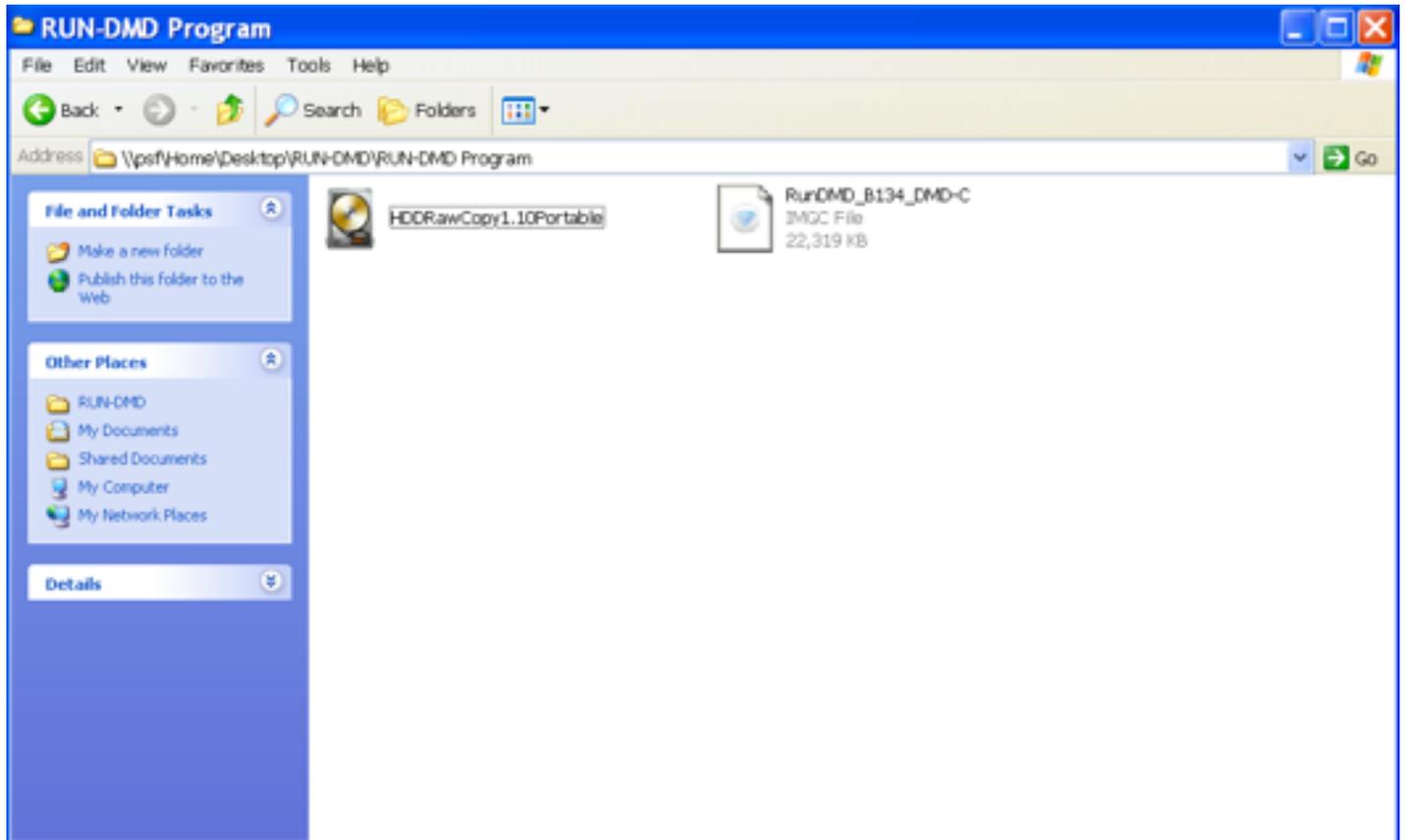**Step 1** - I downloaded the following files and store them in a folder together.

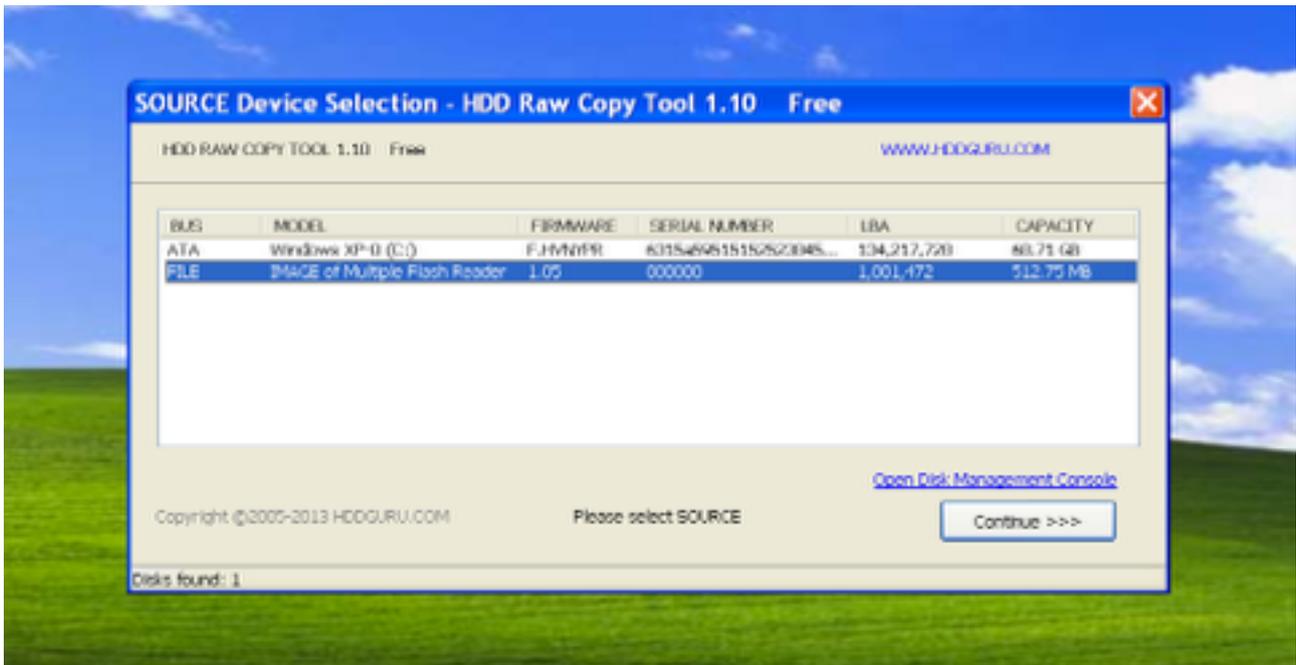***HDD Raw Copy for the net*** - just do a search on the internet
https://www.google.com/search?client=firefox-b-d&q=hdd+raw+copy

RunDMD_B134_DMD-C.imgc - can be found at my website and download
https://swinks.com.au/mod-manuals

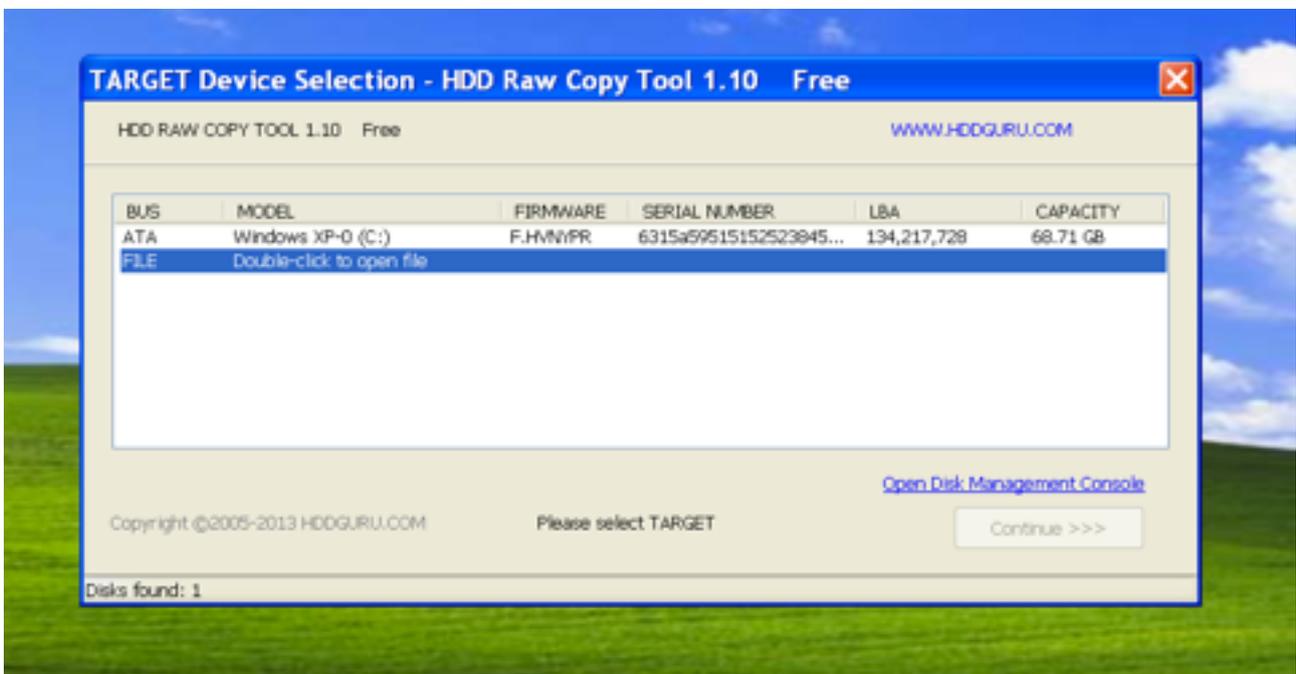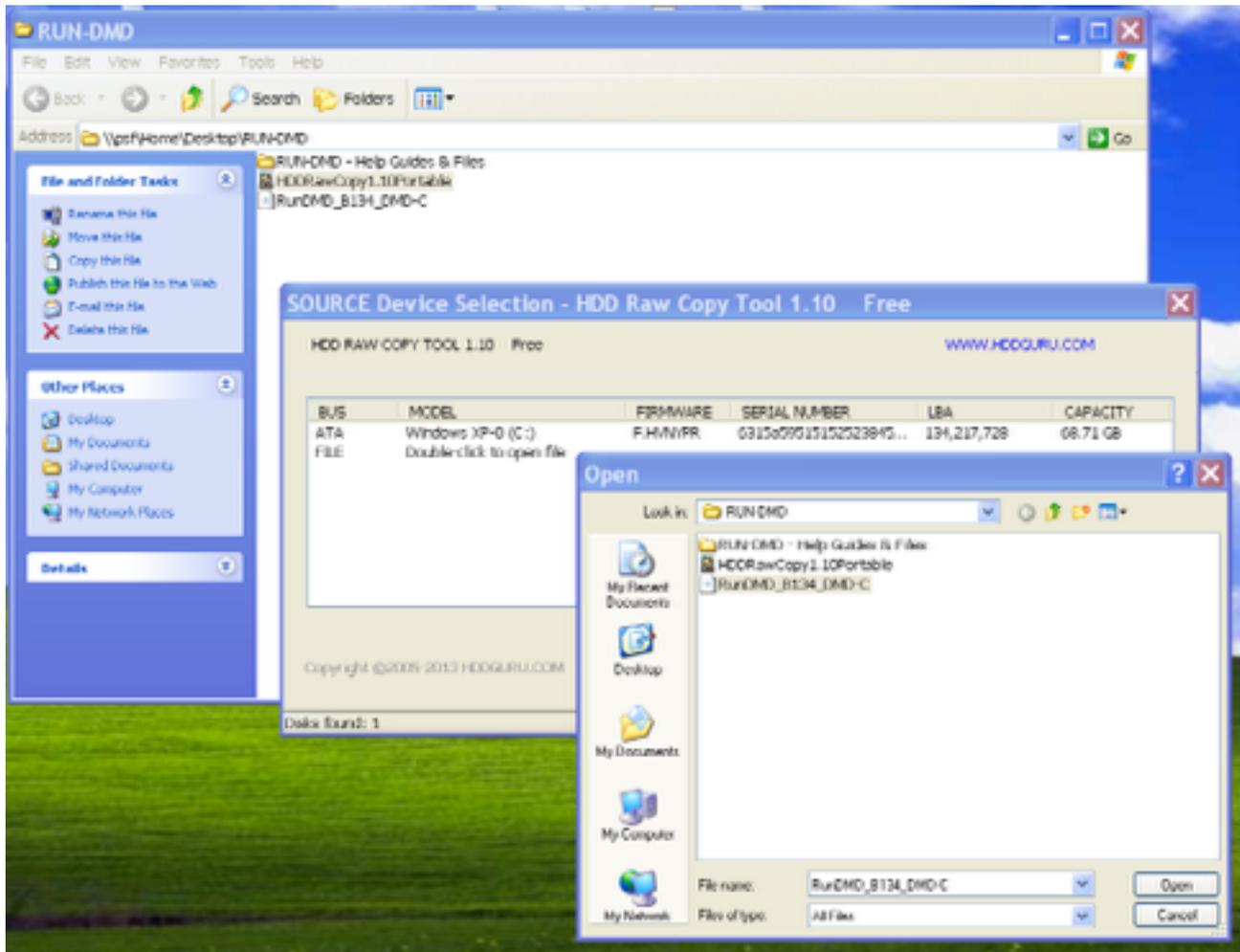**Step 2** - Once to have / locate the HDD Raw Copy Program - double click to open. Select the File / Line - IMAGE of Multiple Flash Reader.
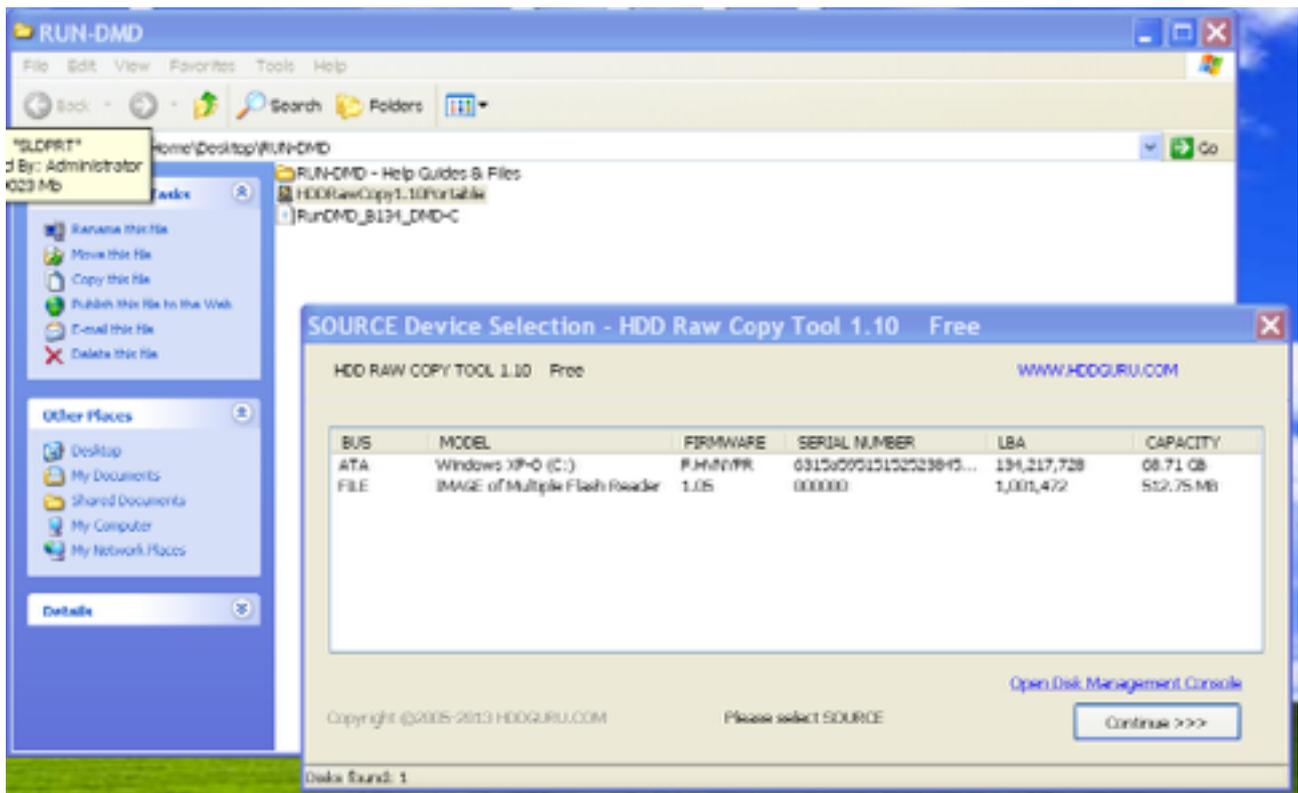

Step 3 - then open using the Continue button and then it wants you to locate the SD card that you want to use - by Double-click to open file.

Step 4 - then you must locate the source (the image file) and click it and then click Open

Step 5 - then you must locate the source of where the file is going to, then before you select select <u>Continue</u> (for Mac Users)

Step 6 - While in Windows mode / XP on Parrallels (on a Mac) insert the SD Card into the computer and select windows screen because in apple mode it won't recognise the SD Card (my screen also picks up my 3d printer - just ignore that).

Step 7 - Then I have an option - <u>Initialize / Ignore / Eject</u> - I trialled a few things but <u>Ignore</u> worked for me. Then hit the <u>Continue</u> button on Step 5.


Step 8 - Then in the selection screen for copying the file to the SD Card - seen as a USB > select this line and then hit <u>Continue</u>.
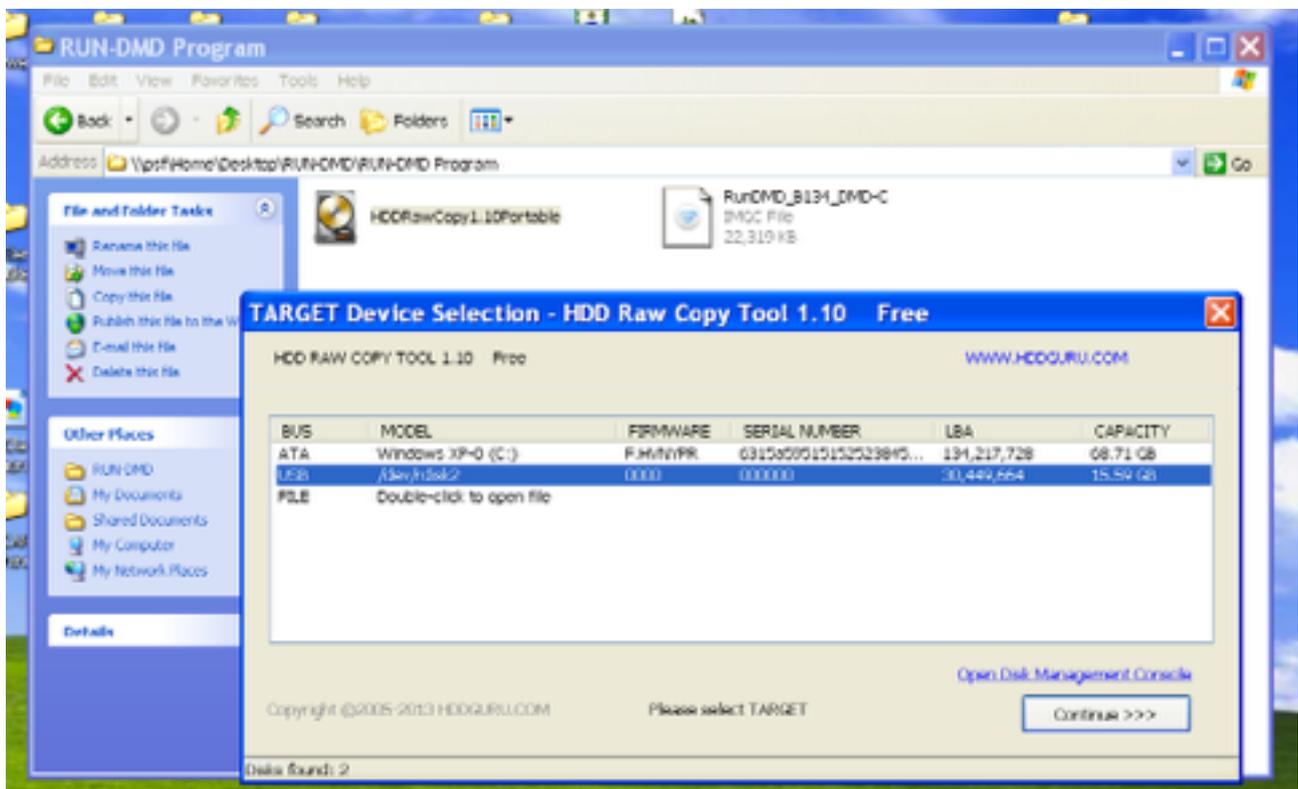
Step 9 - Once you hit <u>Continue</u> button the process starts and gives you a warning - to double check you have selected the USB / SD Card, then select <u>Yes</u> button again and then it will start to program the SD Card.
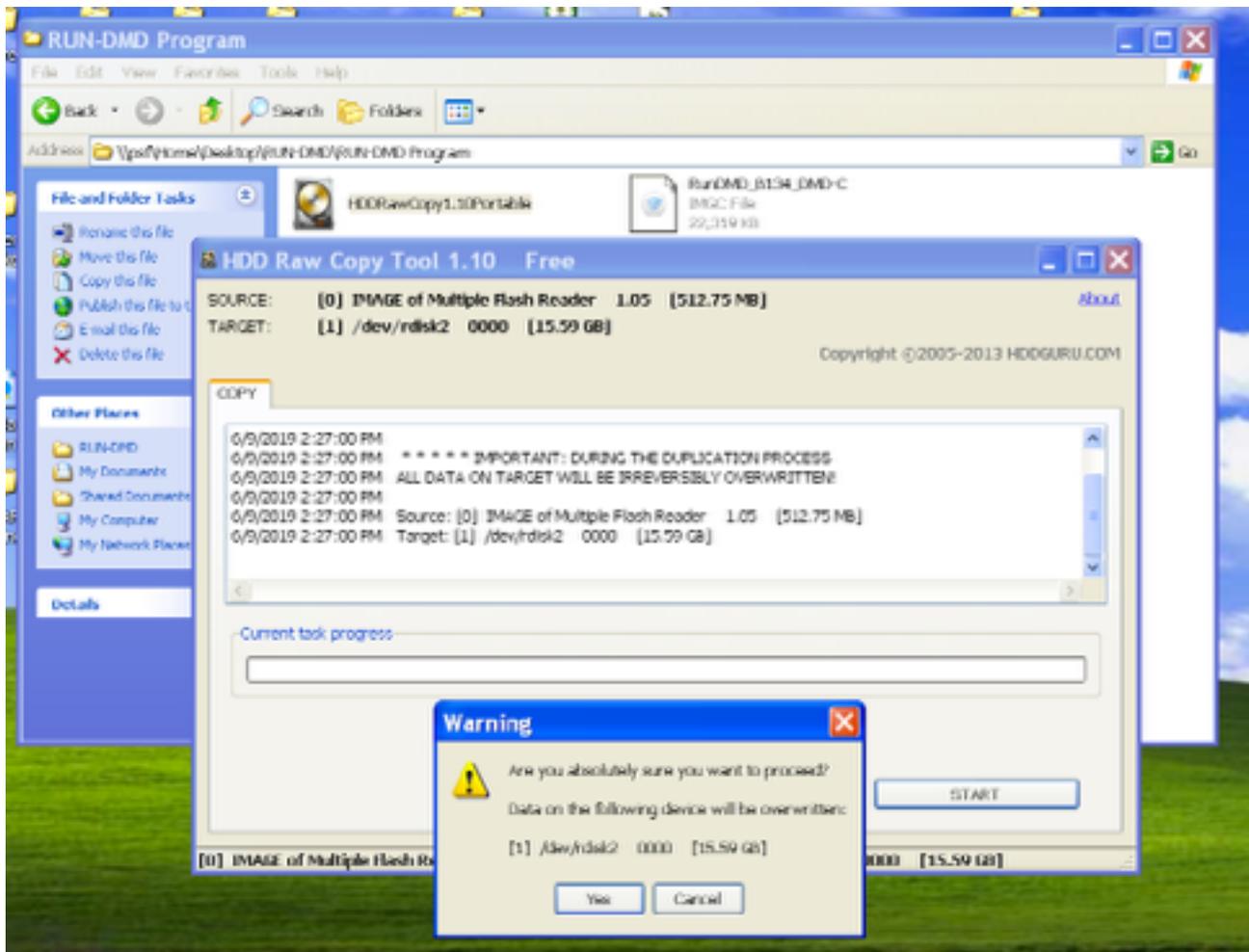
Step 10 - Programming took a couple of minutes and then says complete but also gives the option to start again - **so don't push start**. And being Windows running on a Mac there is no option to eject the card in the Windows mode - so remove the SD Card (not much choice here - for me at least)
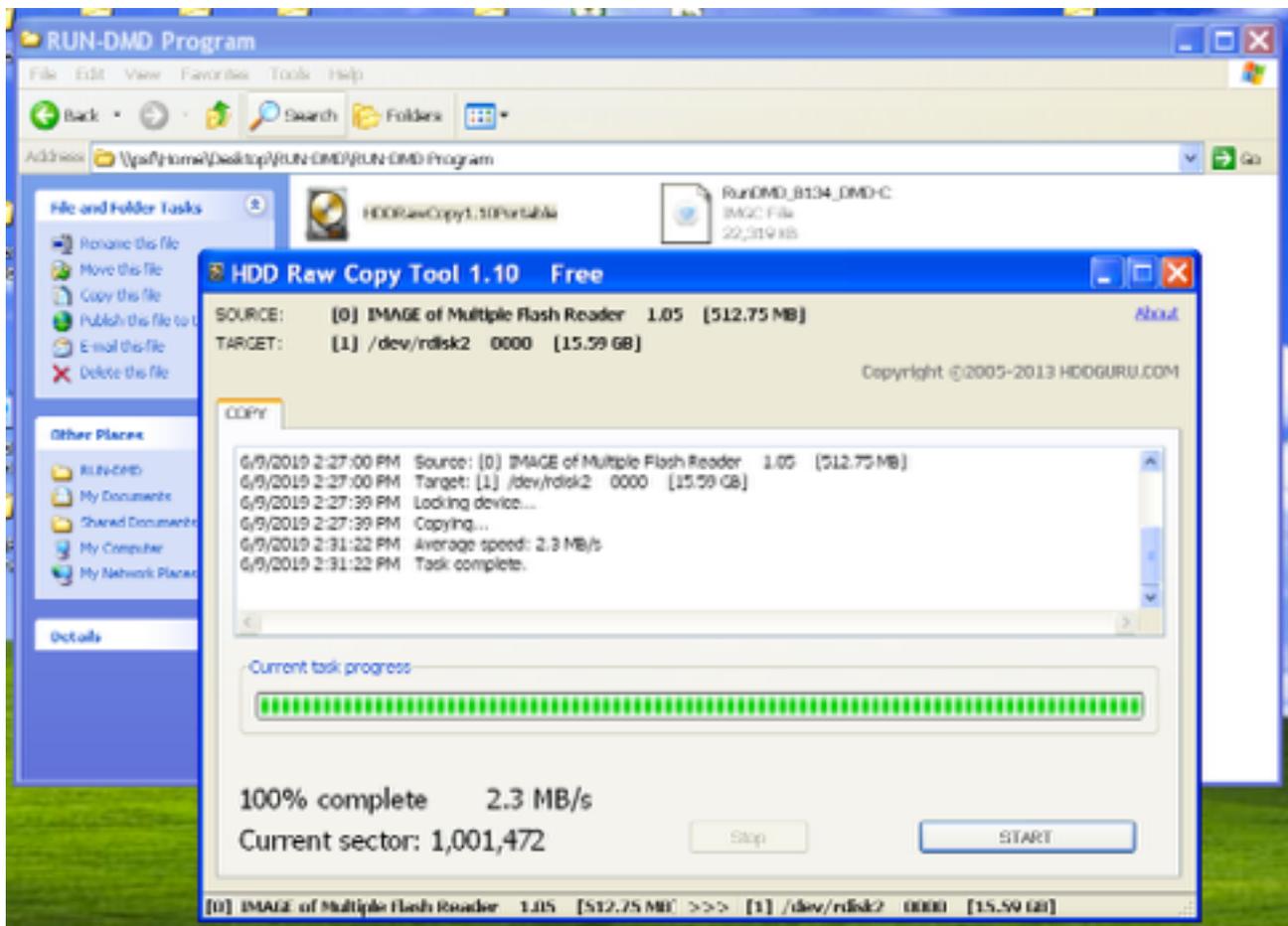
Step 11 - Have the clock connected to power but OFF on the button 4, which is used to turn the clock on (on j_m_ assembled clock it is the very left button).

Step 12 - Insert SD card and it immediately turns on and boots up.

Step 13 - Set time if the board has not been already set yet - if the clock was running and you have had to reflash the clock will maintain the time (if the battery is still installed). If not set the time

Step 14 - Set sleep time

Step 15 - Set wake time

Then your RUN-DMD clock should work, which it did for me..... on both SD Cards and been successful for a long time now ..... hope that helps some people. cheers SWINKS.