



## QX Hawk -30 Firmware Update Guide

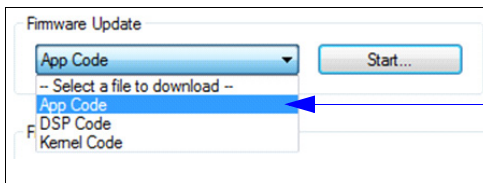
**Important:** Updating firmware will overwrite the older firmware currently on the imager. Be sure that you are downloading the correct firmware for your imager and that the firmware download will not interfere with your application. Contact the Microscan Help Desk at [helpdesk@microscan.com](mailto:helpdesk@microscan.com) for additional assistance with firmware updates.

ESP's **Firmware Update** feature is used to download firmware to your reader. Firmware versions are specific to your reader. Consult your sales representative before downloading firmware. If necessary, firmware will be sent to you in the form of a \*.bin file.

### To download firmware:

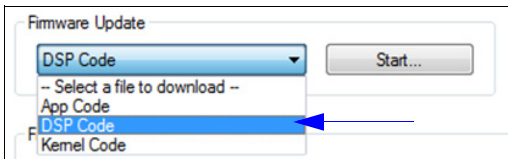
**Note:** If you are updating App Code **from -14 or earlier**, you must first update **Kernel Code** to **-13**. The Kernel update process is identical to that shown below, with the exceptions that you must select **Kernel Code** from the dropdown menu, and the Kernel Code's part number will be **35-680003-XX**, where "-XX" is the revision number.

1. Update **ESP Software** to the latest version.
2. Power-on the QX Hawk that needs to be updated.
3. Once the imager is connected to ESP, update App Code.



On the **Firmware** tab in ESP's **Utilities**, select **App Code** from the dropdown menu. Then select the App Code file **35-680001-30** from its location on your PC.

4. When App Code has been updated, follow the same procedure as **Step 3**, and select the **DSP Code** file **35-680002-16** from its location on your PC.



5. When DSP Code has been updated, turn off QX Hawk power.
6. Re-apply power to the QX Hawk.
7. The QX Hawk will beep once on power-on after these updates.
8. Verify that App and DSP code have been updated:
  - In the **Firmware Verification** section, select **App Code** or **DSP Code** from the dropdown menu to the left of the **Request Part No.** button.
  - Click the **Request Part No.** button. The part number will appear in the field to the right.