

Step 1 – Get a copy of the Teensy program file

Download **4Rose.hex** to your computer.

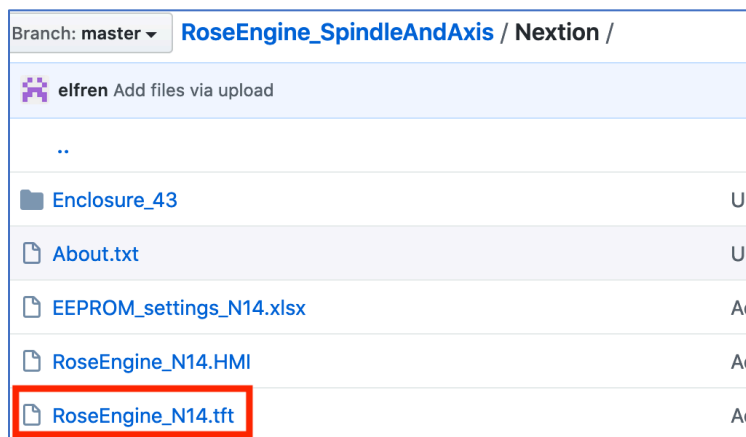


Step 2 – Get a copy of the Nextion configuration file

Download **RoseEngine_14.tft**, and put it in the root folder of a microSD card.

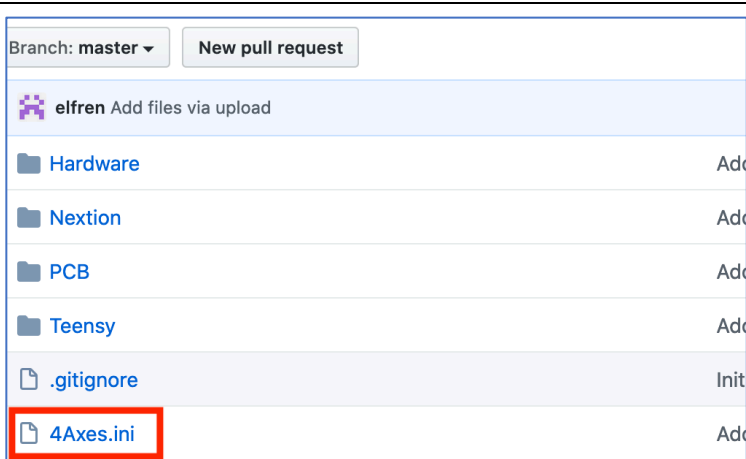
Notes:

1. You can only have one file on this card which is a .TFT file. The upgrade will not work if there is a 2d one.
2. You need to check for hidden files on the microSD card. I found that hard to do on macOS (which created a hidden TFT file) and had to do this on a Raspberry Pi.



Step 3 – Get a copy of the 4Axes.ini settings file

Download **4Axes.ini**, and put it in the root of a second microSD card

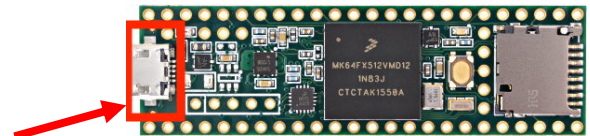


Step 4 - Upgrade the Teensy

Step 4a

Connect the computer to the Teensy.

- The cable end connected to the Teensy uses a MicroUSB connector.
- The Teensy's jack is noted in the picture to the right.

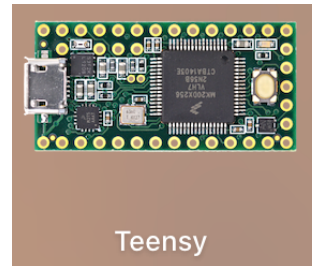


Notes:

1. Be sure you have a good MicroUSB cable. Some are only used for charging a device (and they are usually longer). These will often not work.

Step 4b

On the Computer, start the **Teensy Loader**. The icon looks like the one to the right.



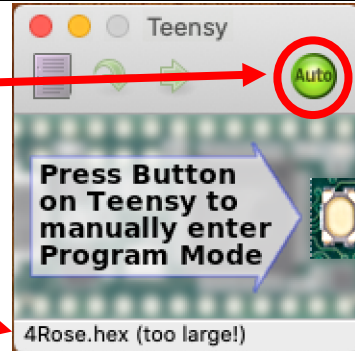
Note:

1. If you don't have the **Teensy Loader**, you can get it from <https://www.pjrc.com/teensy/loader.html>.

Step 4c

Be sure the system shows that the Teensy is connected. This is evident when the Auto button is illuminated green. As noted in step 4a above, if your USB cable is bad, this won't light.

The default for the CPU selected won't handle the whole 4Rose.hex file, so if you try to open it, you will get the message as shown here.



Step 4d

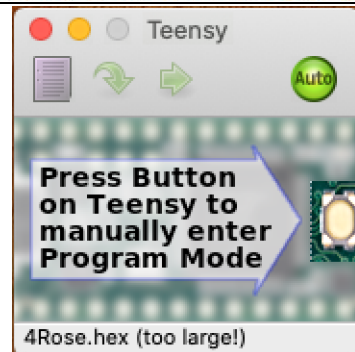
Press the button on the Teensy to load the get the Teensy loader to recognize which CPU you are using.



Step 4e

Back on the Computer, using the **Teensy Loader**, open **4Rose.hex**.

Once this is loaded, the bottom message will change to reflect the file size. (this picture was not updated).



Step 4f

Press the button on the Teensy to load the program file.

Disconnect the computer from the Teensy, and then reboot the Teensy.



Step 5 – Upgrade the Nextion

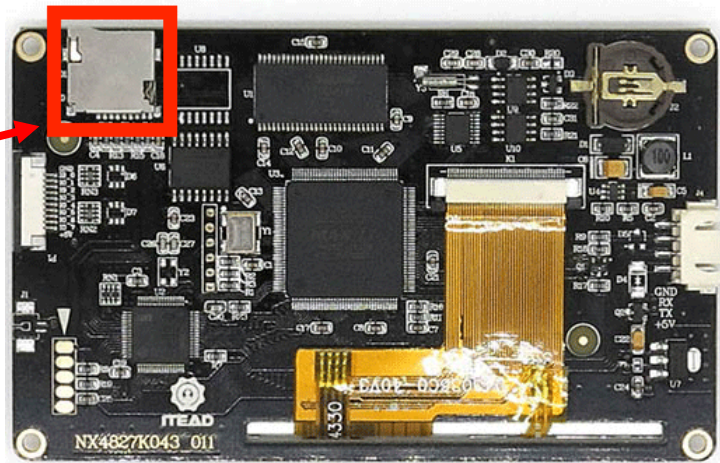
Secure the microSD card which has the Nextion configuration file (from step 2).

Put this microSD card into the Nextion's microSD card slot.

Reboot the Teensy again.

If this works as expected, it will read that it is "succeeded" (guess that is a bad translation from Chinese).

After that message appear, remove the microSD card from the Nextion.



Step 6 - Load the .ini file

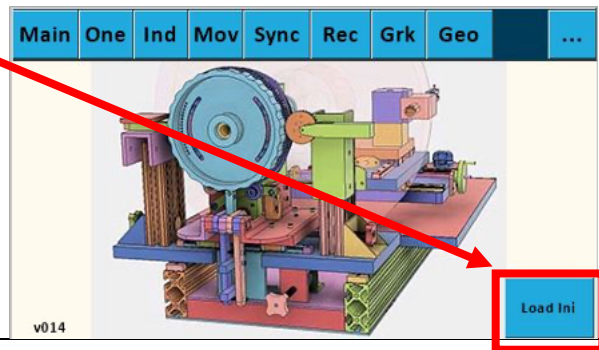
Secure the microSD card which has the 4Axes.ini settings file (from step 3).

Put this microSD card into the Teensy's microSD card slot.

Start the system and click the **Load ini** button.

The Load ini button will turn green, and then it will take off. Once completed, a message will appear saying to reboot the system.

Reboot the system one last time.



Step 7 – Verify the Settings

It's a good practice to verify all of the settings once you've completed the steps.

1. Touch the Config button on each page and verify the Teensy column is populated with the same numbers as the Nextion column. Repeat for each axis on each page.
2. Next verify the Preferences are correct for the Spindle, Axes, Limits, and Returns.
3. Select the Main page, then the '...' (Preferences) page. Select the More page. Touch EEPROM. Repeat for each page and axis on the page. This will show all of the settings for the selected page.

A copy of the settings file (4Axes.ini) is on the following sheets.

Config file settings

```
=====
[Setup]
=====
    BoardType=4
    Microsteps_Spindle=32
    StepsPer360_Spindle=200
    GearRatio_Spindle=9
    Polarity_Spindle=1

;Z Axis
    Microsteps_Z=32
    StepsPer360_Z=200
    DistancePer360_Z=.02
    Polarity_Z=1

;X Axis
    Microsteps_X=32
    StepsPer360_X=200
    DistancePer360_X=.02
    Polarity_X=1

;B Axis
    Microsteps_B=32
    StepsPer360_B=200
    GearRatio_B=150
    Polarity_B=1
    DistancePer360_B=1.02
    RadialOrLineal=0
    BRadius=5

=====
[Limits]
=====
;Limit Switches
    Min_Z=34
    Max_Z=35
    Min_X=36
    Max_X=37
    Min_B=38
    Max_B=39

=====
[Returns]
=====
;Return
    MaxSpeed_Spindle=15011
    Accel_Spindle=15012

    MaxSpeed_Axis_Z=15013
    Accel_Axis_Z=15014

    MaxSpeed_Axis_X=15015
    Accel_Axis_X=15016

    MaxSpeed_Axis_B=15017
    Accel_Axis_B=15018
```

```
=====
[Main]
=====
;Axis Ids:
;-----
;Z=0
;X=1
;B=2
;Spindle=3

;-----
    AxisId=0
;Spindle
    MaxSpeed_Spindle=15000
    Accel_Spindle=15001
    SpeedPercentage_Spindle=30

;Z Axis
    MaxSpeed_Z=4001
    Accel_Z=5002
    SpeedPercentage_Z=53

;X Axis
    MaxSpeed_X=4000
    Accel_X=5005
    SpeedPercentage_X=10

;B Axis
    MaxSpeed_B=5007
    Accel_B=5008
    SpeedPercentage_B=59

=====
[One]
=====
    AxisId=3
;Spindle
    MaxSpeed_Spindle=25060
    Accel_Spindle=20061
    SpeedPercentage_Spindle=61

;Z Axis
    MaxSpeed_Z=5062
    Accel_Z=5063
    SpeedPercentage_Z=64

;X Axis
    MaxSpeed_X=5065
    Accel_X=5066
    SpeedPercentage_X=67

;B Axis
    MaxSpeed_B=5068
    Accel_B=5069
    SpeedPercentage_B=70
```

```

=====
[Ind]
=====
      IndexId=1
      MaxSpeed_Spindle=5070
      Accel_Spindle=5071
      SpeedPercentage_Spindle=72
;-----
;Division:0 Degrees:2
;Fixed:0 File:1
;-----
;Index 1
      DivisionsOrDegrees_1=2
      FixedOrFile_1=0
      Size_1=1.875
;Index 2
      DivisionsOrDegrees_2=2
      FixedOrFile_2=0
      Size_2=24.375
;Index 3
      DivisionsOrDegrees_3=2
      FixedOrFile_3=0
      Size_3=90

```

```

=====
[Mov]
=====
      AxisId=0
;Z Axis
      MaxSpeed_Z=5080
      Accel_Z=5081
      SpeedPercentage_Z=82
      Distance_Z=3
;X Axis
      MaxSpeed_X=5083
      Accel_X=5084
      SpeedPercentage_X=85
      Distance_X=5.75
;B Axis
      MaxSpeed_B=5086
      Accel_B=5087
      SpeedPercentage_B=88
      Distance_B=5.78

```

```

=====
[BE]
=====
      AxisId=0
;Spindle
      MaxSpeed_Spindle=5090
      Accel_Spindle=5091
      SpeedPercentage_Spindle=92
;Z Axis
      MaxSpeed_Z=5093
      Accel_Z=5094
      SpeedPercentage_Z=95
;X Axis
      MaxSpeed_X=5096
      Accel_X=5097
      SpeedPercentage_X=98
;B Axis
      MaxSpeed_B=5099
      Accel_B=5100
      SpeedPercentage_B=50

```

```

=====
[Sync]
=====
      AxisId=0
      HelixType=0
      Revolutions=.3
      Distance=10
;Spindle
      MaxSpeed_Spindle=5040
      Accel_Spindle=5041
      SpeedPercentage_Spindle=42
;Z Axis
      MaxSpeed_Z=5043
      Accel_Z=5044
      SpeedPercentage_Z=45
;X Axis
      MaxSpeed_X=5046
      Accel_X=5047
      SpeedPercentage_X=48
;B Axis
      MaxSpeed_B=5048
      Accel_B=5049
      SpeedPercentage_B=49

```

```

=====
[Rec]
=====
      AxisId=0
      RadialOrAxial=0
;Spindle
      MaxSpeed_Spindle=5030
      Accel_Spindle=5031
      SpeedPercentage_Spindle=32

;Z Axis
      MaxSpeed_Z=5033
      Accel_Z=5034
      SpeedPercentage_Z=35

;X Axis
      MaxSpeed_X=5036
      Accel_X=5037
      SpeedPercentage_X=38

;B Axis
      MaxSpeed_B=5039
      Accel_B=5040
      SpeedPercentage_B=39

;Radial
      Radial_Waves=5
      Radial_Spindle_Amplitude=20
      Radial_Axis_Distance=5

;Axial
      Axial_Waves=4
      Axial_Spindle_Degrees=25
      Axial_Axis_Amplitude=7

```

```

=====
[Grk]
=====
      AxisId=0
      FileOrPattern=0
;Spindle
      MaxSpeed_Spindle=5020
      Accel_Spindle=5021
      SpeedPercentage_Spindle=22

;Z Axis
      MaxSpeed_Z=5023
      Accel_Z=5024
      SpeedPercentage_Z=25

;X Axis
      MaxSpeed_X=5026
      Accel_X=5027
      SpeedPercentage_X=28

;B Axis
      MaxSpeed_B=5028
      Accel_B=5029
      SpeedPercentage_B=29

;Pattern page
      RadialOrAxial_Pattern=0
;4a: 2 4b: 3 3a: 6 3b: 7 2a: 4 2b: 5
      PatternType=4
      Pattern_PatternsPer360=8
      Pattern_PatternCount=1
      Pattern_SegmentLength=1

;File page
      RadialOrAxial_File=0
      File_PatternsPer360=7
      File_PatternCount=1
      File_SegmentLength=1

;Segments: 2 Actual: 3
      File_SegmentsOrActual=2

```

```
=====
[Geo]
=====
```

```
AxisId=0
RadialOrAxial=0
Rose_n=7
Rose_d=5
```

```
;Spindle
```

```
MaxSpeed_Spindle=5010
Accel_Spindle=5011
SpeedPercentage_Spindle=12
```

```
;Z Axis
```

```
MaxSpeed_Z=5013
Accel_Z=5014
SpeedPercentage_Z=15
RadialAmplitude_Z=2
AxialAmplitude_Z=2.5
```

```
;X Axis
```

```
MaxSpeed_X=5016
Accel_X=5017
SpeedPercentage_X=18
RadialAmplitude_X=2
AxialAmplitude_X=2.5
```

```
;B Axis
```

```
MaxSpeed_B=5018
Accel_B=5019
SpeedPercentage_B=19
RadialAmplitude_B=3
AxialAmplitude_B=3.5
```