



The *spark d-fuser is designed to be customised. This happens through the software and support files on the controller's internal USB drive. This document illustrates the process of accessing the USB drive inside the controller.

Document v1.0



1. Equipment

Equipment needed:

D-Fuser Controller

USB to Right angle mini USB cable

Crosshead Screwdriver



2. Remove screws

Remove the four screws holding the end-plate with the ports.

***spark live**

- innovation for live events
- research, development, production and performance



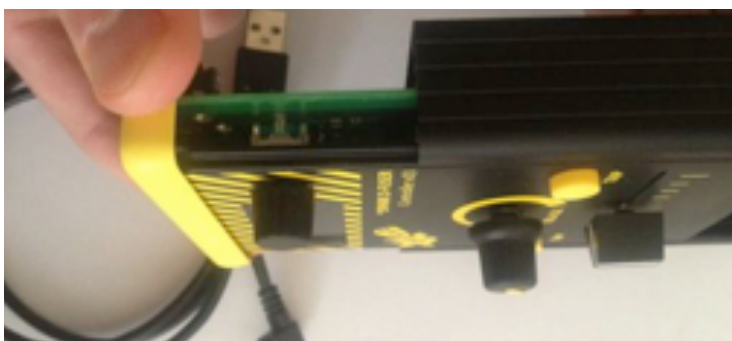
SPARK D-FUSER » Accessing the controller's USB drive**Page 2/6**

Remove the two screws at the top corners of the other, blank end-plate.



3. Slide out internal assembly

The internal assembly is now ready to slide out and so reveal the USB socket. Holding the yellow bezel at each end, start to pull apart. You should not need to apply any serious force.



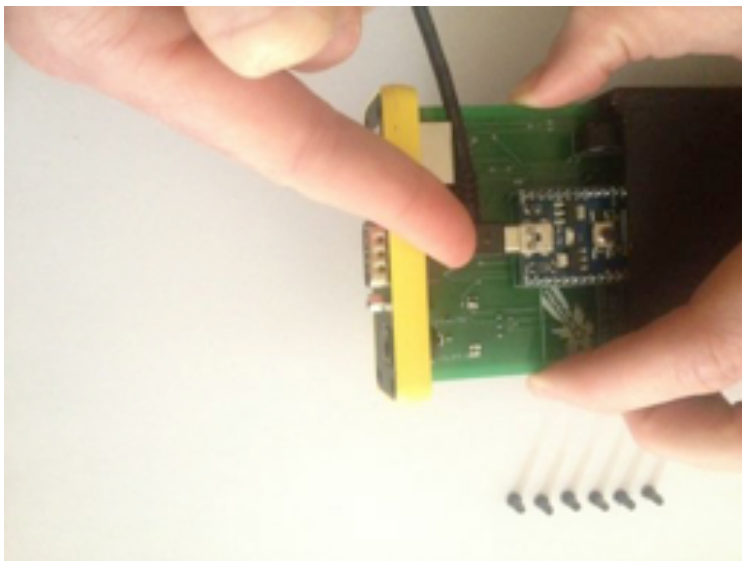


If the internal assembly does not readily slide out, try this alternative. Holding the body of the controller in your hands, use your thumbs to push along the top plate of the controller, so that it slides out along the controller's long axis.





Slide the assembly out until you can see the spark logo on the underneath, at which point you should be able to locate the mini-USB socket on the end of the blue board.



4. Connect USB

Connect the mini-USB cable to the controller's mini-USB socket. You can now plug the lead into your computer and access the controller's USB drive.



A blue light should appear on connecting to the computer's USB (the controller's power supply is not needed to access the USB drive).

5. Reassembly

Remove the USB cable. Slide the controller back together. Screw back together.

If the screws aren't working, the case hasn't gone all the way back together - one end of the case will be caught on the bezel, rather than sliding underneath it.

Move the bezel and top plate around until it releases and slides all the way.
