



## REPROGRAMMING SG MACHINES

There have been SG machines produced over a 30 year period. The older machines require a change of chip for update while the newer modules can be reprogrammed. Technologies have evolved over the years.

Among the reprogrammable machines, there are 2 generations of machines: the machines that need the Segger programmer and the more recent ones that will be update with the Pickit3.

The Pickit 3 can be standalone with a program uploaded to the programmer and the SG machine reprogrammed by just pressing a button.

### Machines with chips:

The very first machines that are more than 25 years old required a DIP40 chip. We suggest that this generation of machine fall out of the maintenance cycle.

We can still replace the next generation of chips: the PLC44 type.




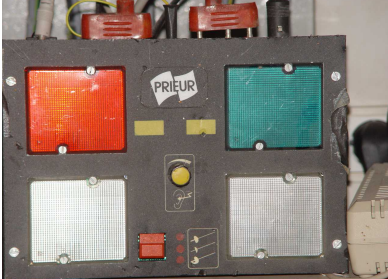
**C.M.I. S.A.R.L., *Escrime Technologies*, 1 rue Danton, 25 000 Besançon, FRANCE**

**☎ 03 81 61 16 05 ✉ 03 81 61 13 67**

**Email: [EscrimeTec@aol.com](mailto:EscrimeTec@aol.com)**

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**MACHINES THAT REQUIRE A DIP40 OR A PLCC44 MICRO.**


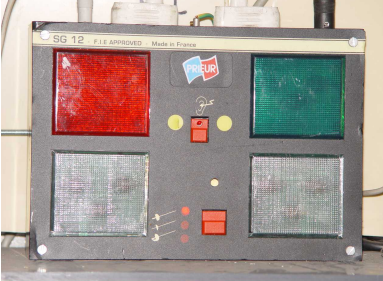

<b>Ref</b>	<b>Picture of Machine</b>	<b>Caracteristics</b>	<b>Micro</b>
<b>SG01</b>		Machine with remote control and small stopwatch.  <b>OBSOLETE</b>	<b>DIP40</b>
<b>SG11</b>		2 weapon machine without yellow lamps  <b>OBSOLETE</b>	<b>DIP40</b>
<b>SG12v1</b>		3 weapon machine without yellow lamps  <b>OBSOLETE</b>	<b>DIP40</b>
<b>SG12v2</b>		3 weapon machine with rectangular yellow lamps  <b>OBSOLETE</b>	<b>DIP40</b>

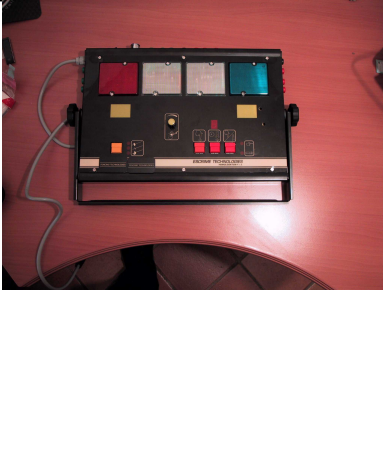

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<b>SG12v3</b>	 A black rectangular machine with two large white circular lights on the front panel and two smaller yellow circular lights above them. The top panel has a red light and a green light. The text "SG 12 F.I.E. APPROVED Made in France" is visible at the top.	3 weapon machine with round lights and round yellow lights	<b>PLCC44</b>
<b>SG12v4</b>	 A black rectangular machine with a red square light on the top left, a green square light on the top right, and two square mesh screens on the bottom. The text "SG 12 F.I.E. APPROVED Made in France" is visible at the top.	3 weapon machine with square lights and round yellow lights.	<b>PLCC44</b>
<b>RACK</b>	 A white rectangular machine with a row of seven colored buttons (green, yellow, red, black, red, red, red) and two black knobs on the right. The text "SG12 FIE Approved" is visible below the buttons.	Consult us	<b>PLCC44</b>

<b>SG21v1</b>	 A black rectangular machine with a red square light on the top left, a white square light in the center, and a blue square light on the top right. It has several buttons and knobs on the front panel.	This machine has fencing connectors on top and on the sides.	<b>DIP40</b>
<b>SG21v2</b>	 A black rectangular machine with a red square light on the top left, a white square light in the center, and a green square light on the top right. It has several buttons and knobs on the front panel.	This version only has fencing connectors on top.	<b>DIP40</b>

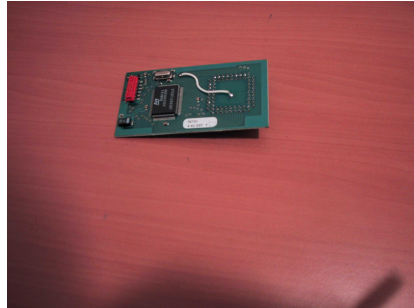
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**MACHINES WITH A PLCC68 CHIP THAT IS NO LONGER PRODUCED. THESE MACHINES REQUIRE A SMALL REPLACEMENT BOARD.**



SG31v1		First version of SG31 without any serial connectors and a simple infrared remote control.	<b>PATCH SEGGGER</b>
SG31v2		Second version with 3 serial connectors and a mixed rechargeable remote control.	<b>PATCH SEGGGER</b>

**Either these machines have had the replacement board installed in 2005 and they can be reprogrammed with the Segger programmer of they are non longer maintainable.**



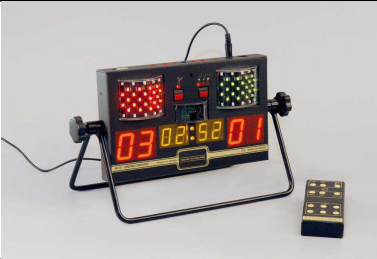
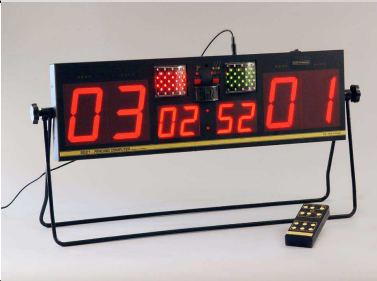

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## INSITU REPROGRAMMABLE MACHINES:

<p><b>NSG11</b></p>		<p>Simple 3 weapon machine</p>	<p><b>SMT Microchip Programmer</b></p>
<p><b>NRS11</b></p>		<p>Rechargeable 3 weapon machine</p>	<p><b>SMT Microchip Programmer</b></p>
<p><b>NSG12</b></p>		<p>3 weapon machine with remote, score and stopwatch</p>	<p><b>SEGGER Programmer</b></p>
<p><b>NSG21</b></p>		<p>Bigger version of the SG12.</p>	<p><b>SEGGER Programmer</b></p>
<p><b>NSG31</b></p>		<p>Olympic machine</p>	<p><b>SEGGER Programmer</b></p>






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**NEW GENERATION MACHINES ALL PROGRAMMED WITH  
MICROCHIP PROGRAMMER**


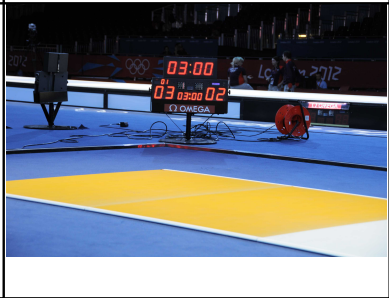


<b>SG11</b>	 A rectangular electronic device with a black metal stand. It features two columns of red LEDs on the left and two columns of green LEDs on the right. A central display area shows some indicators.	Simple 3 weapon machine	<b>Microchip Programmer</b>
<b>RSG11</b>	 Similar to the SG11, but with a different internal layout of LEDs and a slightly different stand design.	Rechargeable 3 weapon machine	<b>Microchip Programmer</b>
<b>SG12v0</b>	 Similar to the SG11, but includes a large red LED display at the bottom showing '03 02:52 01'. A small remote control is shown next to it.	3 weapon machine with remote, score and stopwatch	<b>Microchip Programmer</b>
<b>SG12v1</b>	 Identical to the SG12v0 model, showing the same red LED display and remote control.	3 weapon machine with remote, score and stopwatch	<b>Microchip Programmer</b>
<b>SG12REP</b>	 A larger machine with a more complex LED display showing '05 02:51 02'. It has a more prominent stand and a different internal LED layout.	3 weapon SG12 with integrated repeater	<b>Microchip Programmer</b>

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<p><b>SG21</b></p>		<p>Bigger version of the SG12 with LCD screen.</p>	<p><b>Microchip Programmer</b></p>
<p><b>WSG31</b></p>		<p>Olympic machine</p>	<p><b>Microchip Programmer</b></p>
<p><b>WSG32</b></p>		<p>New machine</p>	<p><b>Microchip Programmer</b></p>
<p><b>NAME</b></p>		<p>Name repeaters</p>	<p><b>Microchip Programmer</b></p>

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