

Series III Programmer

Installation Manual



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Connecting the Programmer

A programmer (also known as a reader or reader/writer) communicates with a host computer via USB, utilizing an A-to-B cable. USB Type-A and Type-B connectors and their signal pinouts are pictured here for reference. (See **Figure 1.**) Connect the Type-B end to the programmer and the Type-A end to the host computer. The programmer is powered by the USB port of the host computer and operates at USB full speed, which allows data rates up to 12 Mbits/s.

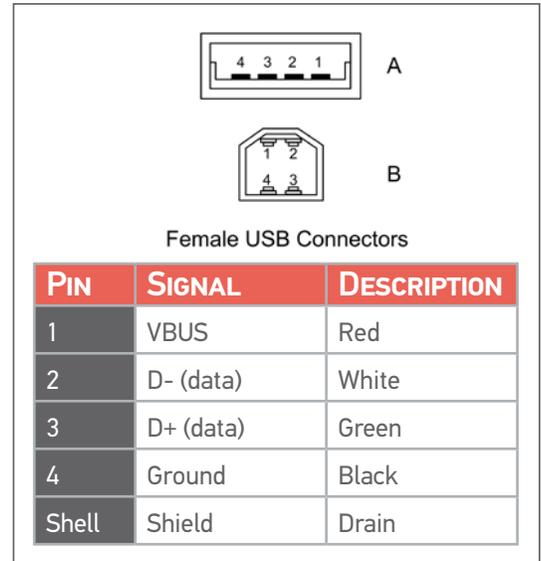


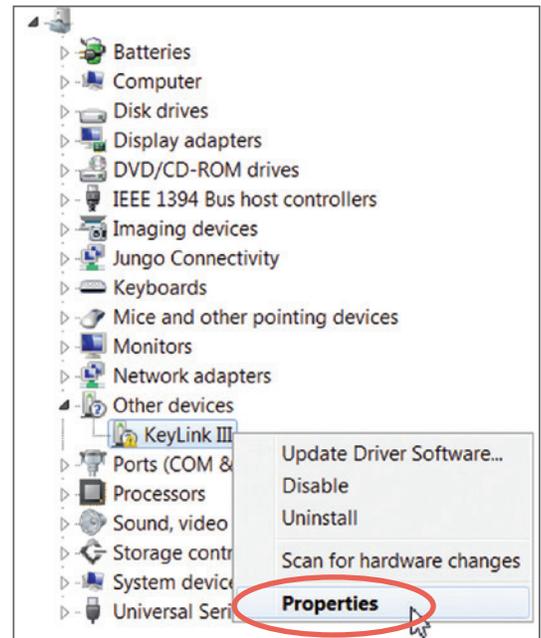
Figure 1: USB A/B Connectors and Pinout Chart

Installing the Device Driver

In order for the host computer to be able to communicate with the programmer, a suitable device driver will need to be installed on the host computer. The Microsoft Windows operating system will automatically detect the programmer when it is connected, but the appropriate device driver for the host computer's operating system (whether it be 32-bit or 64-bit) must be selected. A typical installation process for the Microsoft Windows 7, 64-bit operating system is described below. Installations on other Microsoft Windows operating systems will behave similarly.¹

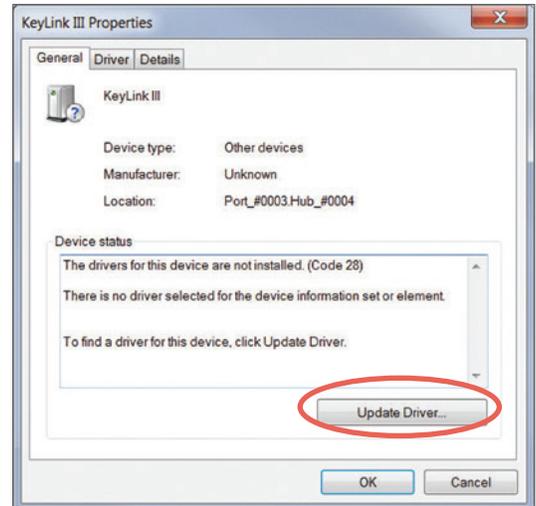
When first connected, the programmer will be displayed within **Device Manager** under **Other devices** as **KeyLink III**. To install the appropriate device driver, do the following:

- 1 Right-click on **KeyLink III** and select **Properties**. See figure on right.

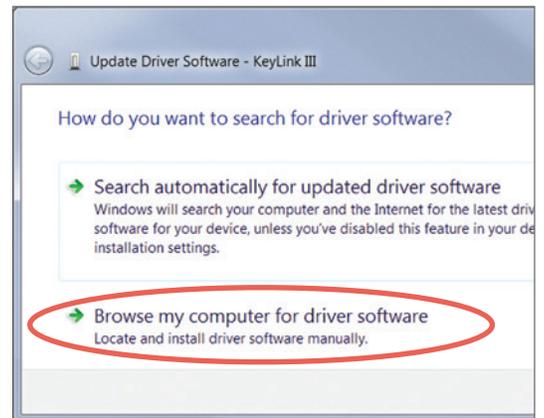


¹. Series III programmers support the following Windows operating systems: Windows XP, Windows 7, Windows 8 and Windows 10.

2 Click on the button labeled **Update Driver**.



3 Select **Browse my computer for driver software**.



4 Click the **Browse** button.

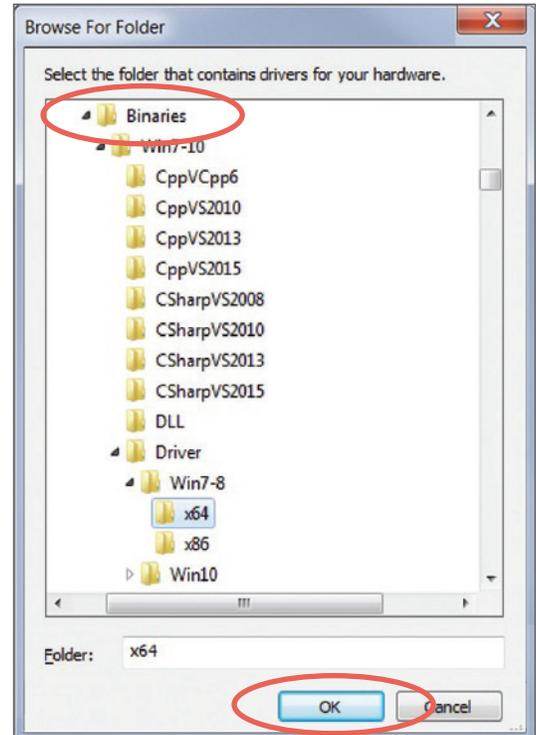


5

From the flash drive/download, browse to the **Binaries** directory and open the appropriate directory for the host computer's operating system.

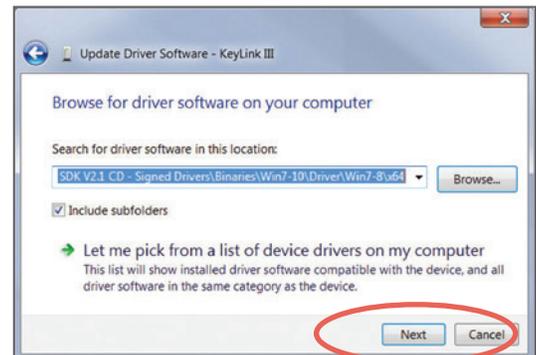
6

Select the appropriate folder within the **Driver** directory and operating system subdirectory (x64 for 64-bit, or x86 for 32-bit). Click the **OK** button.



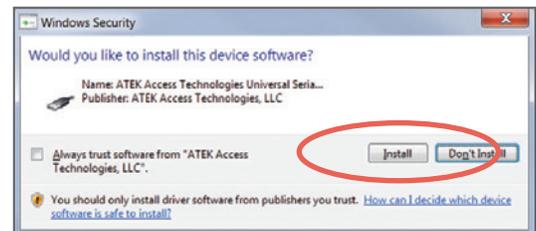
7

Click the **Next** button.



8

Click on the **Install** button.



- 9 A message window should display indicating that the driver software has been installed and that the device is working properly. Click the **Close** button.



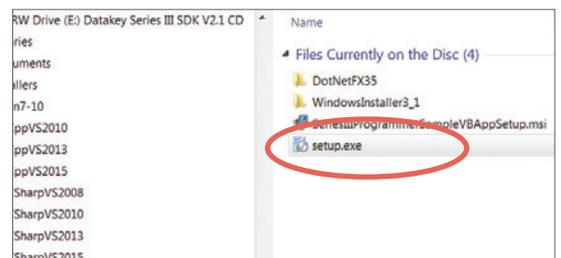
- 10 Within **Device Manager**, the programmer should now appear under the **Universal Serial Bus controllers** as **KeyLink III Device**.



Installing the Application Software

There are a variety of GUI applications from which to choose that are sorted according to intended operating system, programming language and Microsoft Visual Studio version with which the application was developed.

- 1 From the flash drive/download, select the folder that corresponds to your choice of available applications from within the **Installers** directory. Then double-click on the **setup.exe** file contained within that folder. (See the Operation Manual for descriptions of the applications.)



Follow the instructions of the setup wizard.

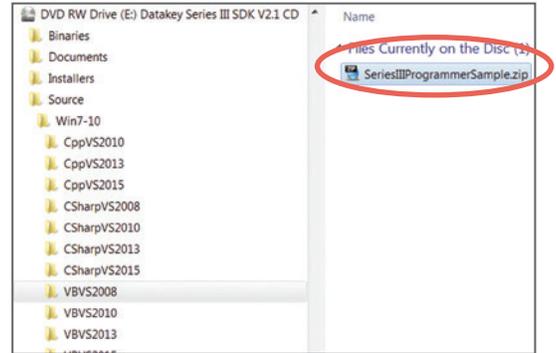
- 2 When the installation completes, the Datakey Series III Programmer desktop icon should appear.



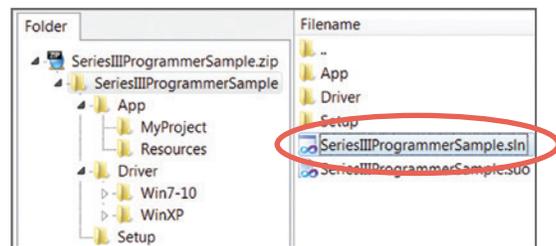
Installing the Development Kit Software

When a development kit is purchased, the development kit flash drive comes with the complete source code – including the solution, project, and installer for each of the compiled applications. The solutions are sorted according to the intended operating system, programming language and Microsoft Visual Studio version used in their development.

1 From within the **Source** directory of the flash drive, select the folder that corresponds to the desired solution. Then copy and/or extract the **SeriesIIIProgrammerSample.zip** file contained within that folder to the appropriate development directory. See the Operation Manual for descriptions of the applications.



2 Using the appropriate version of Microsoft Visual Studio, open the **SeriesIIIProgrammerSample.sln** (solution) file. Examine, edit, and rebuild the solution as needed.



Glossary

ACRONYMS/ABBREVIATIONS	
Mbits/s	Megabits per second – may indicate a multiplier of 10^6 (1,000,000) or 2^{20} (1,048,576) bits per second
USB	Universal Serial Bus
GUI	Graphical User Interface

223-0157-000 Rev. B 5/22

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