Pinball2000 Update:

I used a Windows 7 (64bit) Desktop Computer with a built-in serial port (no Serial-to-USB adapter) in combination with a null-modem cable for an update of my Revenge from Mars. Unfortunately I encountered some problems:

1) The Pinball 2000 Update Manager won't install on 64bit systems. So I decided to use a virtual Machine. I tried Windows 98SE and Windows 2000Pro within a virtualBox.

2) At both virtual Machines I had problems to Update my RFM. Every time I started the update via the Pinball 2000 Update Manager GUI my RFM rebooted immediately. If you encounter these problem stop immediatly. If you proceed - like I did - by lowering the baud rate, the update can be started, but the pinball machine will certainly reboot at some middle point of the update process. If that happens, it will fall back (mostly likely) to Version 0.1. I've heard of some cases about a fall back Version 0.8, but that's not at every machine the case. Version 0.1 doesn't support updates via the serial port interface. A PUB Update card will be needed to update the machine to a later game version to enable serial port update support again.

3) I copied the Pinball 2000 Update Manager files from the virtual Machine to the Windows 7 host machine. The GUI (pin2000upd.exe) won't work. Some files are missing.

A possible solution which worked at my case:

The GUI starts a command line based tool (Fupdate.exe) to update the Pinball2000 machine. This application runs on Windows 7 64bit. The following process worked for me:

1) Get the Pinball2000 Update Manager files like I did (you can find the Application e.g. at Planetary Pinball) or download directly the command line tool.

2) Copy the contents of the fupdate.exe folder to a simple path, e.g. C:\P2kUpdater\

3) Copy the RFM/SWEP1 Game Software files to C:\P2kUpdater\ and execute the Game Software *.exe file

4) Now there should be several *.rom files at the folder

5) Open the command line tool and navigate to this folder

6) Execute „fupdate -p\P2kUpdater –fpin2000_50070_0150_ COM1", whereas -p is followed by the path where the Game Software files are, -f arguments: 50070 (RFM) or 50069 (SWEP1), 0150 the Game Version (e.g. 0224 for Version 2.24), COM1 the local serial port (only works with COM1 or COM2)

7) The update process starts and prompts the process.

This worked for me without any more reboot or other update problems.