
How to 'Uncompile' uploaded programs and read them into Quickstep

TechNote

2000 series, 5100 / 5200 series and 5300* series

47

**5300s when programmed using Quickstep*

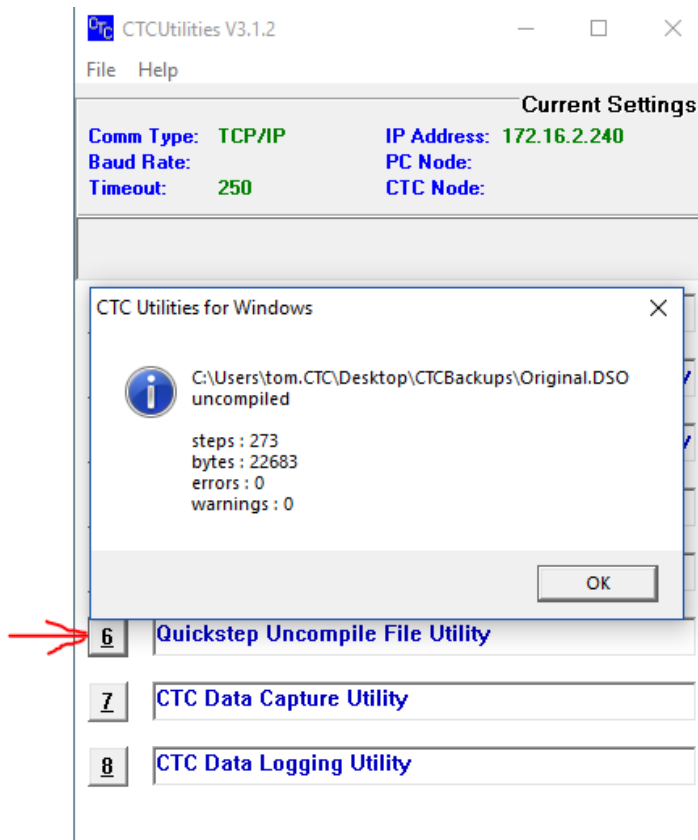


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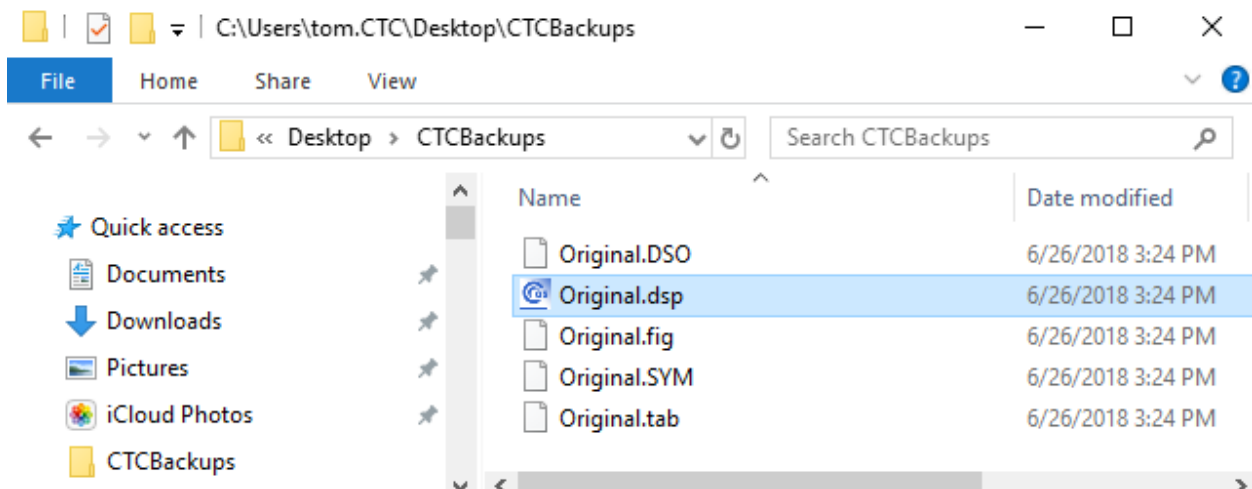
If you have lost the original source program for your CTC controller, programmed using Quickstep, you can upload the compiled object program running in your controller and uncompile it to create a readable and editable Quickstep program. This is the good news. The not-so-good news is when a Quickstep program is compiled and downloaded to a CTC controller all of the programmer's resource names, step names and comments are stripped off leaving only executable code. But, uncompiling your program will recover the valuable machine logic and programmed sequences creating an editable source file; not all bad, right? The Uncompile operation will recreate your program using default names for all step names and resource names; these are called symbols. As an example, references to output#1 being in the 'ON' state will show up as Out_1_ON and register#10 will show up as reg_10. In Quickstep, you then are free to rename these resources to support the machines logical functions to help rebuild an understandable source program.

TechNote45 covers the procedure for uploading a program from your CTC controller. CTCUtils is a utility that comes with Quickstep 3. It can convert your .dso uploaded file into a Quickstep readable program with the files .dsp, .fig, .sym and, if a data table exists in the program, a .tab file. Once this is done, you can open the program within Quickstep 3.

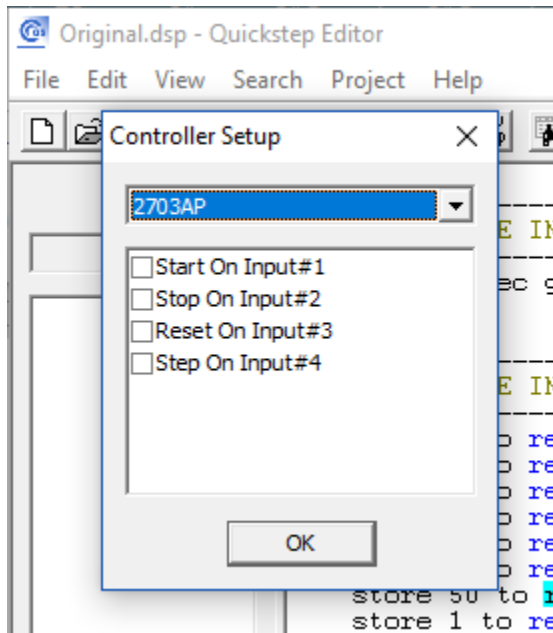
To uncompile a program, simply click on function #6 and select your uploaded .dso file.



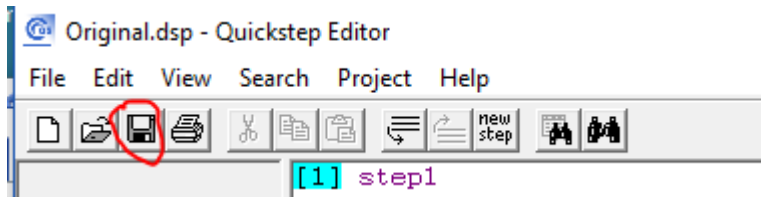
You will find the uncompiled result in the same folder you placed your .dso file.



The next step is to open the program up within Quickstep 3 under the 'File' menu. Then pull down the 'View' menu and select 'Controller Setup'. Here, you need to select the controller model. The uploading function is generic so you need to select the controller type to compile to.



Once complete, save your program under the 'File' menu or shortcut.



Editing default names with real names:

The Symbols editor, found the 'View' menu, can be used to rename the symbols names back into real names. All instances of the name changes is automatically updated in the program.

