

ElkSD64 Acorn Electron SD Card Interface & RAM Expansion

www.ramtop-retro.uk

Installation

1. Your package should contain the ElkSD64 board in an anti-static bag or small cardboard box. Remove the interface board from the bag or box and check that it is intact and has not been damaged in shipping.
2. Clean the Electron's expansion slot contacts. Use of a pencil eraser followed by cleaning with Isopropyl Alcohol is recommended.
3. Connect the interface card to the Electron's expansion slot, it will only fit one way but may require a firm push to seat correctly. The small white 'key' on the interface's connector should be aligned with the gap in the Electron's expansion slot. At boot up you should see a new banner on the screen which reads **Electron MMFS SWRAM EPP**. This indicates interface is active and available for use.

Preparing the SD Card

Disk images (.SSD files) are stored on the memory card as part of a master file called 'beeb.mmb'. There are several pre-made beeb.mmb files available on the internet with a selection of games. If you download one of these please make sure it contains Electron games, BBC Micro ones will not work.

A pre-made image with a selection of games, along with a full user manual and other downloads is available here : <http://ramtop-retro.uk/elksd64.html>

Unzip the games file and copy the beeb.mmb file to an SD card no larger than 8GB and formatted FAT16 or FAT32. Insert the SD card in to the slot on the rear of the interface board with the contacts facing upward, then switch on the Electron. To load the games menu, hold **Shift** and press **Break** at the same time. If you wish to create your own beeb.mmb file, please consult the relevant section of the user manual.

It is strongly recommended that you switch off the Electron before inserting or removing the SD card.

Using Disk Images

1. Typing *DCAT will list all available disk images and their slot numbers.
2. Typing *DIN followed by the slot number will 'insert' a disk image and make it available for use.
3. *CAT will show a directory of files on the disk image.
4. Typing CHAIN "NAME" will load and run a program, where NAME is the program to be loaded. Some games can also be loaded by pressing **Shift** and **Break** at the same time.

For more information on disk image commands please see the MMFS wiki at <https://github.com/hoglet67/MMFS/wiki>

Troubleshooting

1. If your Electron does not boot with the interface card installed or the 'MMFS SWRAM EPP' banner is missing, please clean the expansion slot contacts again. Some Electrons sit at a slightly tilted angle due to age-related degradation of the plastic feet underneath the computer, which can cause the interface not to make correct contact. This can usually be fixed by inserting a small piece of card or a similar thin object under the casing of the ElkSD64 board.
2. If you receive a **Card?** error when using disk image commands, check the SD card is inserted correctly and the memory card is of SD/SDHC type, formatted with FAT16 or FAT32 and contains a valid beeb.mmb file.

Acknowledgements

The Electron SD interface uses the MMFS software, originally developed by Martin Mather and maintained by David Banks. Many thanks to these gentlemen, without their work this device would not have been possible.