ElkSD-Plus 1 Acorn Electron SD Card Interface & RAM Expansion

www.ramtop-retro.uk

Installation

1. Your package should contain the ElkSD-Plus 1 cartridge 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 cartridge slot contacts if they have not been used recently. Use of an anti-static brush and compressed air is recommended.
3. Check the jumper cap on the side of the interface cartridge. It should be covering the two pins furthest away from the edge connector.
4. Insert the interface into a Plus 1 cartridge slot, it will only fit one way but may require a firm push to seat correctly. At boot up you should see a new banner on the screen which reads Electron MMFS SWRAM ESDP1 16K. This indicates interface is active and available for use.
5. Do NOT remove the interface while the Electron is switched on. Doing so may damage the interface, the Plus 1 expansion and the Electron.

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/elksdp1.html

Download the elksd.zip file, unzip it and copy the beeb.mmb file to an SD card no larger than 8GB and formatted as FAT16 or FAT32. Insert the SD card into the slot on top of the interface cartridge with the contacts facing forward; it may require a firm push to seat correctly. Next, 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 recommended that you reboot the Electron after 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 cartridge installed or the 'Electron MMFS' banner is missing, please clean the cartridge slot contacts again.
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 ElkSD-Plus 1 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.