www.ramtop-retro.uk

Thank you for purchasing a MasterSD, the only dedicated SD card interface cartridge for the Acorn BBC Master.

Installation

1. The package should contain the MasterSD cartridge in an anti-static bag. Remove the cartridge from the bag 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 isopropyl alcohol is recommended.
3. Ensure the Master is switched off, then insert the interface into a cartridge slot. It will only fit one way but may require a firm push to seat correctly.
4. By default, the BBC Master will try to use a floppy drive for file access even if one is not fitted. To select the MasterSD instead type *MMFS and hit return. If you wish to make the MasterSD the default storage device please consult section 3 of the MasterSD user guide for details.

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. Most of these games were written for the BBC Model B and will not always work on a Master without the use of an OS switcher device. See the user guide for more information.

The user guide and other downloads are available here : http://ramtop-retro.uk/mastersd.html

On this page you will find the mastersd_ssds.zip file, which contains a handful of games and demos to get you started. Unzip it and copy the beeb.mmb file to an SD card with a capacity between 1GB and 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 Master. To load the games menu, hold down **Shift** and **M** and tap **Break** at the same time, and keep holding **Shift** until the menu loads. If you wish to create your own beeb.mmb file, please consult the relevant section of the user manual. After you have finished playing a game it is recommended to press **Ctrl** and **Break** to reset the Master, and then **Shift**, **M** and **Break** together if you wish to reload the game menu.

It is recommended that you do not insert or remove the SD card while the Master is switched on as this can lead to data corruption.

Do not remove the interface while the Master is switched on. Doing so may damage the interface and the computer.

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 **M** 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

<u>Troubleshooting</u>

1. If the Master does not boot with the interface cartridge installed please clean the cartridge slot contacts again.
2. If you receive a **Card?** error when using disk 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.
3. If you receive an **Image not found** error, check that the SD card is formatted as FAT32 and contains only a beeb.mmb file.
4. Avoid using SD cards smaller than 1GB and those from unknown brands; the MasterSD is tested before shipping with cards from Samsung, Kingston and SanDisk to ensure correct operation. SD cards larger than 8GB will often work with the MasterSD provided they are formatted as FAT32, but this is not guaranteed.
5. If you require advice or help with your MasterSD please email **support@ramtop-retro.uk**

Please note, the MasterSD casing is not intended to be opened. The four fixing screws are held in place with adhesive and may damage the casing if removed.

<u>Acknowledgements</u>

The MasterSD 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.