ElkSD-Plus 1 Acorn Electron SD Card Interface & RAM Expansion (Rev. 2)

www.ramtop-retro.uk

Installation

1. Thank you for purchasing an ElkSD-Plus 1! The package should contain the ElkSD-Plus 1 cartridge in an anti-static bag or small cardboard box. Remove the cartridge 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. 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 SPI 16K. 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.

Pre-made images with a selection of games, along with a full user manual and other downloads are available here :
http://ramtop-retro.uk/elksdp1.html

Download the elksd.zip file, which contains a small selection of games to get you started. 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 down **Shift** 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 Electron, and then **Shift** and **Break** if you wish to reload the game menu.

> **It is recommended that you do not insert or remove the SD card while the Electron is switched on as this can lead to data corruption.**
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> **Do not remove the interface while the Electron is switched on. Doing so may damage the interface, the Plus 1 expansion and the Electron.**

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.
3. If you require assistance with your ElkSD-Plus1 please email **support@ramtop-retro.uk**

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.