

SDrive 1564 SD card interface for Commodore computers

www.c64sdcards.com

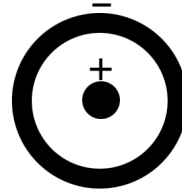
User's manual

Power supply (adapter)

Output: 12V, minimum 300mA

Inside contact: positive +, outside contact: negative –

Size: Ø5,5mm / Ø 2,1mm



Prior to connect to the adapter, connect the interface to the Commodore computer or to the 1541 floppy drive unit. After place the SD card in.

Then connect the adapter's plug to the power input of the interface, then by connecting the adapter to the socket, put it all under power. Now, switch on either the Commodore computer or the 1541 drive.

When switch off , switch off either the Commodore computer or the floppy drive first!

Insert and remove the SD card when the power supply is off!

The SD card connector gives the card when it is pushed in.

The use of interface

Before using the card, the SD card must be format Fat32!

Controls

Left button: step backward

Right button: step forward, change of disc

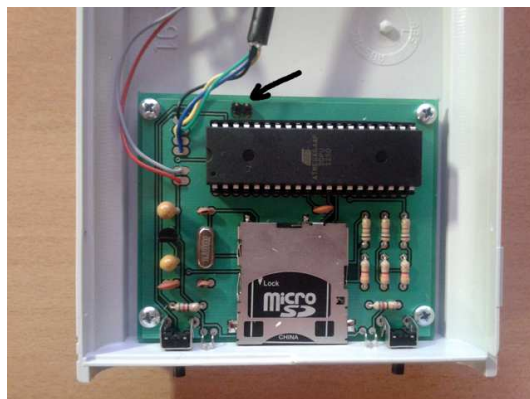
Green led (on the right): in the opertaion of the drive

Red led (on the left): error-warning system (device is not available/cannot be operated, filename error/invalid, active write protection, missing SD card)

Jumper (device ID, address)

open – device 8 (default)

close – device 9



In the commands, (if there is no other option) the set number must be written in the place of 8.

The D64 or PRG, M2I file can be copied by PC. The filenames cannot be longer than 11 characters, and cannot include any special character.

Commands

List

„Floppy disk” load:

```
LOAD"$",8
```

„Floppy disk” list:

```
LIST
```

D64 usage

Change DIRECTORY (relative)

```
OPEN1,8,15,"CD/DIRECTORY/":CLOSE1
```

Change to root directory

```
OPEN1,8,15,"CD//":CLOSE1
```

Change DIRECTORY (in the root directory)

```
OPEN1,8,15,"CD//DIRECTORY/":CLOSE1
```

Change to parent directory

```
OPEN1,8,15,"CD:←":CLOSE1
```

D64 file mount at „floppy disk”:

```
OPEN1,8,15,"CD//DIRECTORY/:GAME.D64":CLOSE1
```

```
OPEN1,8,15,"CD:GAME.D64":CLOSE1 (in actual directory)
```

„Floppy disk” load:

```
LOAD"$",8
```

„Floppy disk” list:

```
LIST
```

Game/Software load

LOAD"GAMENAME",8

/Mean time green led is on. After type RUN start the game. /

D64 dismount, change to parent directory

OPEN1,8,15,"CD:←":CLOSE1

M2I Operation

OPEN1,8,15,"CD//DIRECTORY/:GAME.M2I":CLOSE1

OPEN1,8,15,"CD:GAME.M2I":CLOSE1 (actual directory)

M2I dismount, change to parent directory

OPEN1,8,15,"CD:←":CLOSE1

File list operation

The SD card adapter supports the operation of the list files as well, in which the D64 floppy files must be listed in an txt file below each other.

Example:

list.lst content:

WIZOFWAR.D64
GIANAS.D64
INTERKAR.D64
LASTNIND1.D64
LASTNIND2.D64
RAMBO.D64

Load

Enter the library of the list file

OPEN1,8,15,"CD/ /DIRECTORY/":CLOSE1

OPEN1,8,15,"XS:LIST.LST"

(In case of the list file of the root library, only this command is needed.)

The red and the green leds flash twice to indicate that the list file is loaded, attach the first D64 file in the list as a „floppy disc”.

Press the right button short to load the next D64 file in the list. The red led flashes once and the green one flashes twice to indicate this process. (Step forward)

Press the left button short to load the previous D64 file in the list. The green led flashes once and the red one flashes twice to indicate this process. (Step backward)

Press the left and the right button together to load the first D64 file in the list. The green and the red leds flash twice quickly to indicate this process.

In the case of the AUTOSWAP.LST placed in the root library, the SD adapter detects this and attaches automatically. It is operated by the buttons the way detailed above.

The AUTOSWAP.LST can be switched off by the OPEN1,8,15,"XS:" command.

The handling of the D64 file attached from the list:

The loading of the 'Floppy disc'

```
LOAD"$",8
```

The listing of the 'Floppy disc'

```
LIST
```

The loading of Games and Programs

```
LOAD"GAME",8
```

/Loading is indicated by the green led. When completed, the program starts with the RUN command/

SDdrive diagnostics

While the power on keep the left button pressed (2 seconds) then let it go.

Red led is on: SD card is in place.

Red led is off: SD card is not in place.

Green led is on: Write protection is switched on (in practise, always permit/allow/approve to write on the SD card!)

Green led is off: write protection is not switched on (SD card can be written on)

Leave diagnostics: turn off the power or press the right button short

Important Additional Programs

<http://www.c64sdcard.com/downloads.html>

Turbo operation

The enclosed disc with the turbo loading programm, the loading time of games can be reduced by six to eight times than without using the turbo programm.

The TURBO22.PRG file must be copied to the SD card.

LOAD"\"TURBO22.PRG",8, then activate with RUN command and the colour of the background changes.

Then the commands discussed previously can be used the same way, but the loading and the running process of the 'floppy disc' will be faster in a case of a supported game. (It is worth making a test with every D64 file)

SJLoad (software fastloader)

LOAD"! ",8,1 - autostart SJLOAD

LOAD"!*PROGRAM",8,1 - autostart SJLOAD, fastload PROGRAM

Since 1581 (compatible) drives do not stop filename matching at "!", use LOAD"! =PROGRAM",8,1 on these drives.

LOAD"! ",8:REM CHANGE DISK:RUN - save autostarting SJLOAD to (new) disk

VERIFY - read floppy status - VERIFY"",9 reads status from drive 9

VERIFY" *command*" - send floppy command

VERIFY"\$" - display directory - scroll to entry and press SHIFT+RUN/STOP to load and run program

If a program crashes on RUN after loading it using SJLOAD, try RUN/STOP+RESTORE (this disables SJLOAD) before RUNNING it.

CBM File Browser (use this, it's very simple)

The FB64.PRG file must be copied to the SD card.

In case of C64:

LOAD"\"FB64.PRG",8 then activate by RUN command, the file manager is loading.

LOAD"!*FB64",8,1 with SJLoad

The other files are suitable for different types of Commodore computers

(C16, C128, C+4, C64DTV, Vic-20 without expansion, Vic-20 +3K RAM, Vic-20 +8K RAM, Vic-20 Mega-Cart)

Dracopy

With the use of file manager and disc copy programme, it is possible to copy from floppy disc to SD card and back.

dc10d.d64 includes

C64: dc64/db64

C128: dc128/db128 (40 Columns) dc1280/db1280 (80 Columns)

Plus 4: dcp4/dbp4

CBM 610: dc610/db610

PET 8096: dcpet8/dbpet8 (Note: use keys 1-8 instead of fkeys)