SMART Card for ZX Spectrum 48 by Phil / retroleum.co.uk

Quick Start Guide 12-04-2015

Download www.retroleum.co.uk/smart.zip for full / latest info.

VERY IMPORTANT:

- **If your Spectrum's edge connector hasn't been used for a long time, it's a good idea to give it a clean top and bottom with some isopropyl (rubbing alcholol) on a cotton bud.**

- **As with any Spectrum interface, make absolutely sure you disconnect the power supply before attaching or removing it - failure to do so will almost certainly damage the Spectrum and/or the interface. Press the interface home as far as it will go - it may be quite a tight fit.**

- **To avoid flexing the edge connector contacts, power down before connecting anything to the SMART Card or changing its DIP switch settings.**

- **The SMART Card was designed as a simple, standalone interface for the Spectrum 48 – it has not been tested in conjunction with other interfaces (IE: those with pass-through connectors). Also, the supplied software (snapshot loader etc) may not work on other Spectrum models.**

Usage:

The SMART Card has been set up to start from its game loader ROM. With the power off, insert a **FAT16 - formatted** SD card containing your game snapshot (.sna) files. Power on and browse the card using a joystick with fire to select, or keys Q,A,O,P and Enter. To play another game press the reset button (left side) to reboot and return to the file menu. (If power cycling with the Spectrum power jack, please leave the computer off for at least 5 seconds so the memory is clear on reboot.)

If you need to go to the ROM Manager (EG: To update the firmware or use the Spectrum Hardware Test ROM) - hold the Space key whilst connecting the power or resetting. See the full manual for details.

Notes:

- The SD Card **must be formatted to the FAT16 standard** (Windows sometimes refers to this just as "FAT") - FAT32, exFAT, NTFS etc will not work with the SMART Card. A known brand 4GB (max) card is recommended for compatibility.

- The onboard joystick port is Kempston compatible. On SMART Card PCBs V1.05 onwards it is enabled / disabled with DIP Switch 4.

- For simplicity, the game loader is mainly aimed at loading ".sna" files. However, it can also load most ".tap" files when a patched Sinclair ROM is installed - see the full manual for details.

- For normal use, make sure DIP Switch 1 is set ON, DIP Switches 2 and 3 are OFF. In general only enable EEPROM writes (DIP Switch 2) if you want to update something on the SMART Card.