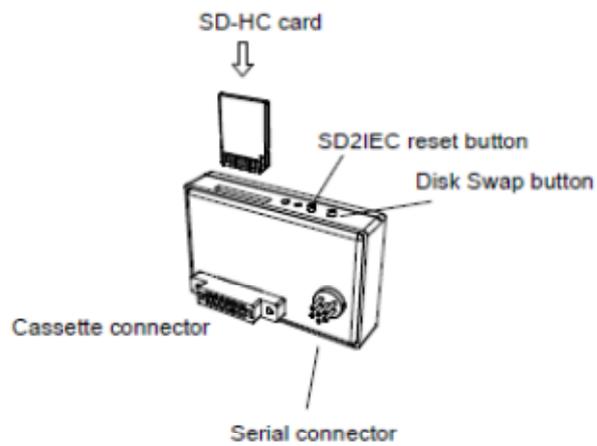
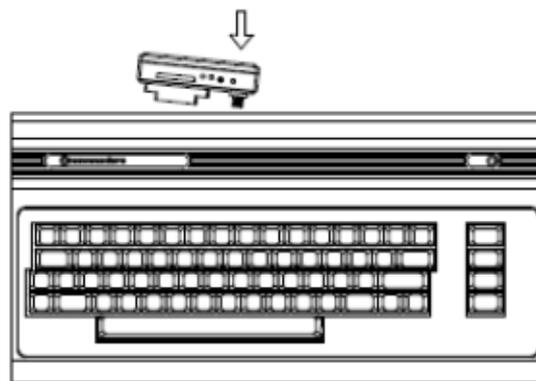


1. - Connecting SD2IEC drive.

Switch off the Commodore before inserting or removing SD2IEC drive.



Start by connecting the serial connector.



2. - Formatting SD card

The SD card must be formatted with a FAT16 or FAT32 file system.

Formatting can be done from the Windows O.S. or we can leave this work to our digital camera.



FAT/FAT32 formatting from Windows

3. - How to mount a disk image (. D64)

(Copy the contents of the "example" folder to the SD card.)

The filenames cannot be longer than 11 characters, and cannot include any special character.

- Using the following command:

e.g. `OPEN15,8,15,"CD:GIANASISTERS.D64":CLOSE15`

where "8" is the drive identifier.

Once mounted the image, with LOAD command you load the program:

```
LOAD"$",8 (RETURN)
LIST (RETURN)
LOAD"*",8 (RETURN)
RUN (RETURN)
```

If you want to mount another disk image after reset the computer, you must return to the root directory by clicking the "SD2IEC Reset / Root" button or re-inserting the SD card into the unit.

- Using a browser program such as "CBM-FileBrowswe_v1.5":

```
LOAD"FB64",8 (RETURN)
```

```
SEARCHING FOR FB64
```

```
LOADING
```

```
READY.
```

```
RUN (RETURN)
```

Using the arrow keys you place the file " GIANASISTERS " at the top of the browser and press RETURN to mount the image. Once mounted the image, you load the first program "GIANA S.+9HI/REM" in the same way.

```
>←                                     < CD←  
//  
WINTGAME  
FB64  
GIANASISTERS.D64  
GOLDENAXE.D64  
GOONIES.D64  
DEFCON5  
LASTNINJA2  
TURBO-OUTRUN  
DRIVE 08                               SORT QUIT
```

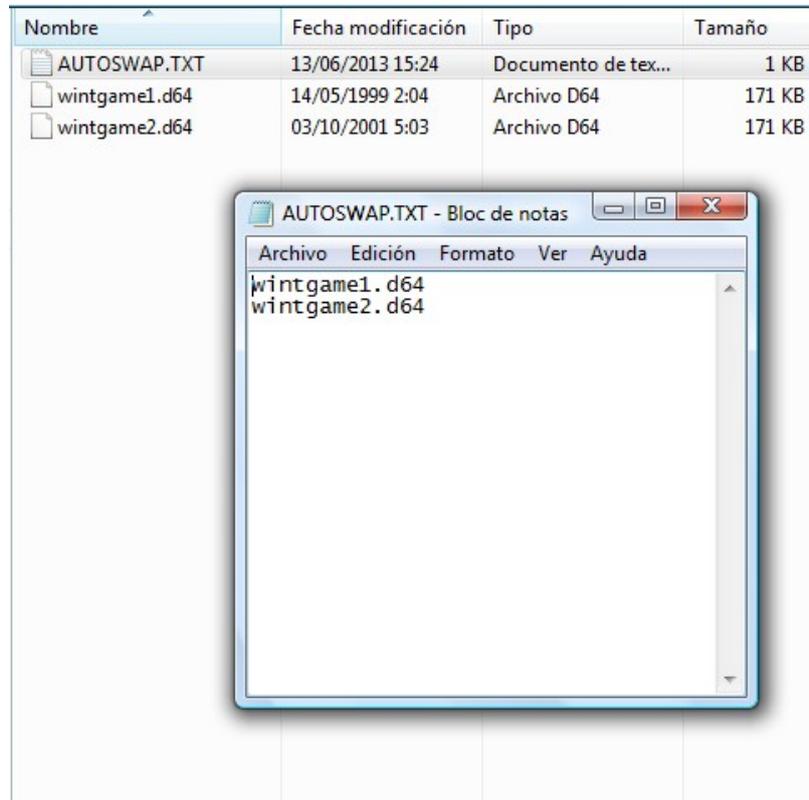
```
> GIANASISTERS.D64                       < PRG  
GOLDENAXE.D64  
GOONIES.D64  
DEFCON5  
LASTNINJA2  
TURBO-OUTRUN  
DRIVE 08                               SORT QUIT
```

If you want to mount another disk image after reset the computer, you must return to the root directory by clicking the "SD2IEC Reset / Root" button or re-inserting the SD card into the unit.

4. - Multi-disk programs. AUTOSWAP.LST file.

Create within the folder (e.g. **wintgame**) the AUTOSWAP.TXT file.

Edit this file with the names of its disk images:



Finally rename it with the .LST extension (AUTOSWAP.LST).

When the program / game requests a change disk, we will use the "DISK SWAP" button.

If the disk change has been made correctly, we have the following sequence on the LEDs:

- "DISK NEXT" Button: **Green - Red - Green**

Otherwise, return to press the button of disk change.

5.- How to change the drive number.

Remove the cover of the SD2IEC drive to configure the red switch positions.

Device ID	Switch 1	Switch 2
8	OFF	OFF
9	ON	OFF
10	OFF	ON
11	ON	ON

6. - More information about SD2IEC device.

C64-wiki: <http://www.c64-wiki.com/index.php/SD2IEC>