

# RETRO QUICKSTART GUIDE

Just enough to get you started



Commodore • Apple • Atari • Sinclair • MSX • Amstrad • Oric • Vectrex • Elektronika

## **Retro Quickstart Guide**

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<https://bitbucket.org/zzarko/retro-quick-start/>

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# Amiga FlashFloppy OSD

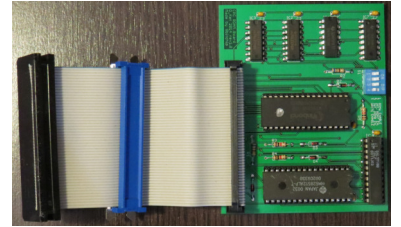


## Usage

If Gotek in the Amiga is connected to keyboard, use these to navigate:

- L.Ctrl + L.Alt + Help - enter the OSD menu
  - L.Ctrl + L.Alt + Left Arrow - Previous
  - L.Ctrl + L.Alt + Right Arrow - Next
  - L.Ctrl + L.Alt + Up Arrow - Select

# Amstrad CPC ROAM Board



## Compatibility

Board can be used with CPC and CPC+ machines. It's compatible with Megaflash and Dk'tronics expansions. ROM images can be written/manipulated with QuickCMD or Megaflash ROManager (preinstalled as ROM15).

Most games and applications that are written for the CPC 6128 and require 128KB of memory can operate on the CPC 464/664 using the ROAM Board.

## Connecting

Attach the cable to the peripheral and your computer to the port labeled *Expansion Port*. Make sure the cable is seated properly on both sides. Place DIP switches 1,2,3 to ON (up) and DIP switch 4 to OFF (down).

## Usage

The Flash ROM works like a ROM Box with 32 different ROMs. You can disable all 32 ROMs by setting DIP switch 1 to OFF.

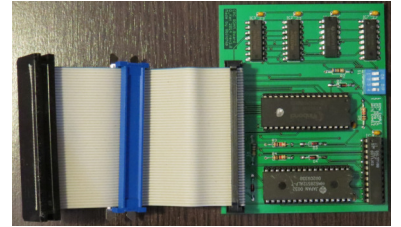
You can disable the internal ROM0 (Basic) and use the ROAM Board's ROM0 by setting DIP switch 2 to OFF.

You can disable the internal ROM7 (AMSDOS) and use the ROAM Board's ROM7 by setting DIP switch 3 to OFF.

Attention: On the CPC 664/6128 and CPC 464 with DDI-1 it is not possible to disable the internal ROM7, therefore DIP switch 2 should be always set to ON.

| RMG or | RMA command starts ROM Manager utility (MegaFlashROManager), if it is installed as one of the ROMs. If not, it can be ran from disk, and/or installed from there.

# Amstrad CPC ROAM Board



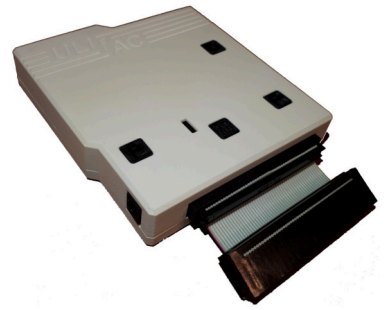
When prompted to switch to writing mode, set DIP switch 4 to ON. To return to normal mode set DIP switch 4 to OFF. The writing function of ROAM Board is available even when DIP switch 1 is set to OFF.

Attention: Do not leave DIP switch 4 to ON in normal usage. There is a risk of altering the contents of the Flash ROM.

If you accidentally delete or alter the contents of the Flash ROM and your computer is bricked or does not start, then shut down the computer, disable the ROMs (DIP switch 1) and then turn on the computer again. The computer should start normally. You can now rewrite the ROMs by loading the MagaFlash ROManager application from floppy.



# Amstrad CPC ULifAC



## About

This Ultimate Interface for Amstrad CPC consists of 512Kb RAM Expansion, 32X ROM Board, can load/save programs using USB drive, supports DSK images of AMSODS and PARADOS, has 4 slots for disk images, and can load SNA files. Also, can convert a CPC 464 to a CPC 6128 using a RSX Command.

## Usage

Most commands are the same as on USIfAC II (`|CAT`, `|CD`, `|MG`, `|FDC`). File Manager can be run with `|FM`. If *Auto USB* option is activated (default), USB devices do not need to be activated with `|USB`.

- `|MROM, "filename", X` - Loads a ROM from usb stick to ROM slot X and activate it
- `|ROM` - Loads the ROM configuration utility
- `|DIA` - Loads the Amstrad CPC diagnostic utility

Differences specific for 664/6128:

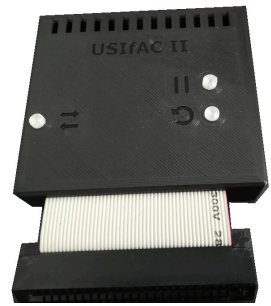
- `|PARA` - Amstrad will reset with Parados ROM installed

Differences specific for 464:

- `|6128` - convert CPC464 to CPC6128 (use `|DOS, 2` before that if you need PARADOS too)
- `|R` - Installs a small routine that allows arguments with Basic 1.0 & RSX Commands (e.g. `|Command,"string"`)

# Amstrad CPC

## USIfAC II



## About

The interface can load/save programs using USB drive, supports DSK images of AMSODS and PARADOS, has 4 slots for disk images, and can load SNA files.

## Usage

- |USB - After powering on the CPC, run this (just once) to activate USB support
- |HELP - List of all available commands with short explanation
- RUN"FM - It is recommended to put "File Manager" program into the root of USB drive for easier navigation

## Navigation with RSX commands

You can navigate manually around USB drive with:

- |CAT - lists contents of current directory
- |CD, "dir" - go to another directory
  - a\$="dirname" + |CD, @a\$ for CPC464
- |MG[123], "name" - mount DSK image (change slots with *Disk Swap* button on the device)
  - a\$="imagename" + |MG, @a\$ for CPC464
- |FDC - starting of floppy emulation
  - after this CAT, LOAD, RUN, SAVE use emulated floppy
  - running the command again turns off floppy emulation and, if present, real floppy is used onwards
- |DOS, 1 - AMSDOS emulation
- |DOS, 2 - PARADOS emulation
  - |464 - after previous command resets the Amstrad and PARADOS is ready to use, until next reset.

Direct load games (files extracted from DSK images) can be run by changing to their directory and using RUN"NAME for the BAS/BIN file.



# Atari 2600

## Atari 2600 Multicart



## Usage

Select game rom with provided jumpers. Insert the cart so that jumpers face user.



## Atari 8bit A8PicoCart



### Usage

Connect PiPico's USB port to PC to transfer files. Create directories as needed. Cartridge fully supports ROM, CAR and XEX and has limited support for ATR files.

Unplug from PC and insert it into Atari, you will be presented with menu to choose one of the copied files. Do **not** connect cartridge to Atari and PC at the same time.

The button on the cartridge is used to reset the cartridge itself and go back to the menu. When you reset the cartridge the Atari will crash - then just push reset on the Atari itself.

To program the firmware onto the device, press BOOTSEL on the PiPico board and connect to USB on a PC. Then copy the firmware (UF2 file) onto the device. It should then remount as A8-PICOCART so you can copy Atari files to it.



## Atari 8bit Floppy



### Usage

**IMPORTANT:** Always first turn on floppy drive, and then computer. When powering off, first power off the computer, then floppy drive.

To load BASIC program from disk, saved with `SAVE`, use one of the following:

- `LOAD "D1:FILENAME.BAS"` - loads a BASIC program from disk
- `RUN "D1:FILENAME.BAS"` - loads and runs a BASIC program from disk

For first drive, instead of 'D1' you can also use just 'D'.

To load BASIC program from disk, saved with `LIST` "D1:FILENAME.LST", use `ENTER "D1:FILENAME.LST"`.

To boot machine language program directly from disk, hold `OPTION` for 5s when powering on the computer (600XL, 800XL, all XE, XEGS), or just turn on the computer (400, 800, 1200XL).

### Useful commands

With DOS diskette inserted, typing `DOS` and pressing `ENTER` will start *DOS Menu* program, that allows listing of disk content, running binary (XEX, EXE, COM) files (option `L. BINARY LOAD`), returning to BASIC (option `B. RUN CARTRIDGE`) etc.

Typing `BYE` on XL/XE machines starts *Self-test* program. Alternatively, on 600XL, 800XL, all XE and XEGS, press and hold the `OPTION` key for 5s while you turn the computer on. Pressing `RESET` will return you to Atari BASIC.





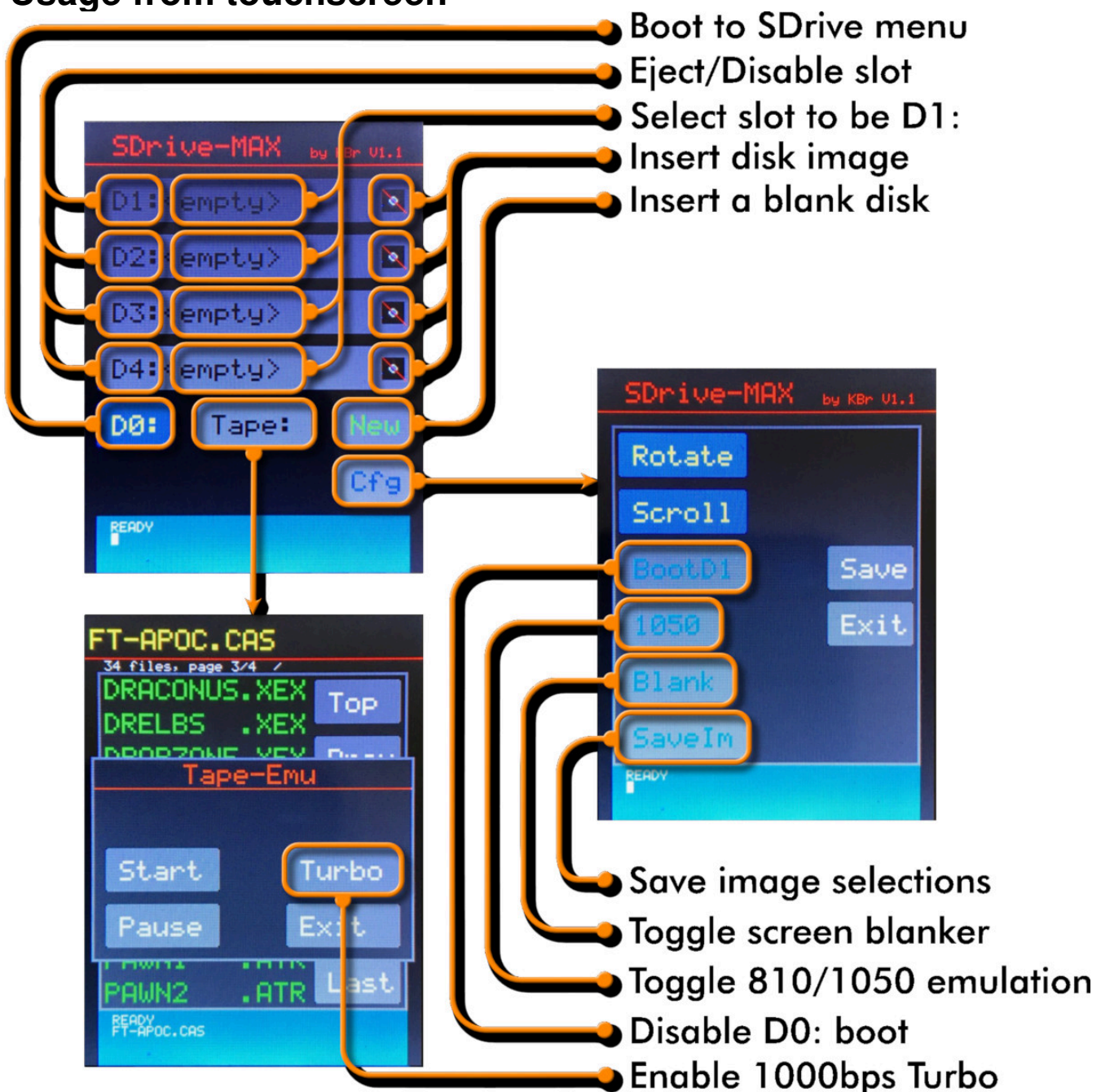
# Atari 8bit SDrive-MAX



## About

SDrive-MAX supports ATR, CAS, XEX and ATX (flux copied disks) image formats. You can copy your images to SD card and organize by directories.

## Usage from touchscreen





# Atari 8bit SDrive-MAX



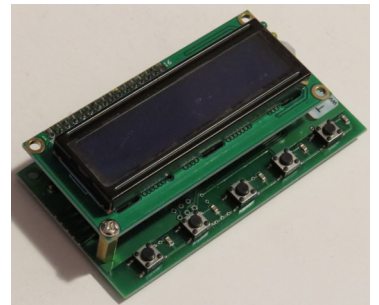
## Usage from Atari menu (sdrive.atr)



		Up/Down the List					Insert in Drive Slot
		Start/End of List					Deactivate Current Slot
		Start/End of Directory					Display Long Filenames
		Parent Directory					Reboot
		Root Directory					Cold Reboot
		Find					Reset SDrive-MAX
		Find Next					Read/Write Config
		Quit					Cycle SIO Speeds
		Hold during boot for menu					Switch between Left & Right Panes



# Atari 8bit SIO2SD



## Usage

### Key layouts:

[K1] [K2] [K3] [K4] [SHIFT]

[K1] [K3]  
[K2] [K4] [SHIFT]

Usage depends on firmware version (described are v2.5 and up).

- K1 - next Atari drive (D1,D2,..)
- SHIFT+K1 - previous Atari drive
- K2 - next file/folder
- SHIFT+K2 - previous file/folder
- K3 - parent directory (cd ..)
- SHIFT+K3
  - v2.5: swap drives D1 and D2
  - v3.0: virtual disk mode
  - v3.0+: next virtual disk
- K4 - go to folder / map file to current Atari drive (v2.5: SETUP menu when pressed during start)
- SHIFT+K4 - turn off current Atari drive (*Eject disk*), v3.0 and up: switch to *Empty disk* mode
- SHIFT (dbl click) - SETUP menu (v3.0 and up)

### Setup Menu

- K1 - next option
- SHIFT+K1 - previous option
- K2 - next option setting
- SHIFT+K2 - previous option setting
- K3 - back to normal mode
- SHIFT+K3 - firmware upgrade





# Atari 8bit Super Inexpensive Cart



## About

SIC! cartridge can be used to run cartridge games, can be programmed with SpartaDOS X, and can also be used to flash TOS for Atari ST/E machines.

## Usage

To program the cartridge with your collection of games, you'll need latest menu software, SIC! Menu 0.61b

Collect games that you want to put on a cartridge, create `filelist.txt` (see examples directory), and generate ATR file (see `atr.bat` as an example). You can also add logo and music to it (see `logo.bat` and `music.bat` for examples).

Place generated ATR file on some device that emulates Atari disk, e.g. SIO2SD. Boot from that image and follow instructions on screen:

- turn off the Atari and move cartridge's switch to OFF position
- boot from ATR image
- move cartridge's switch to ON position and press space
- if booting from D1, just press space and select ROM file
- press Y to delete flash memory, and Y to proceed
- after Done message shows up, you can reset the Atari and use the cartridge

To flash SpartaDOS X, download the appropriate ATR with SpartaDOS X, boot from that ATR file and follow the same instructions as for flashing game compilation.



## Atari 8bit Tape



### Usage

To load and run an Atari BASIC program from cassette:

- Boot the computer to the Atari BASIC READY prompt and rewind the cassette to desired position
- Depending on how the program was saved, use one of these commands:
  - CLOAD - loads programs saved with CSAVE
  - LOAD "C: " - loads programs saved with SAVE "C: "
  - ENTER "C: " - loads programs saved with LIST "C: "
  - RUN "C: " - loads and runs programs saved with SAVE "C: "
- After the beep, press `Play` on recorder and then press `RETURN`
- After the program was loaded, for first three variants enter `RUN` command

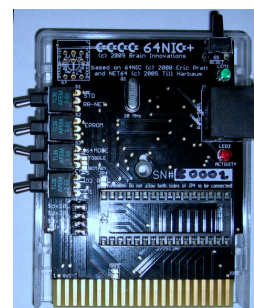
To boot BASIC program directly from cassette, hold `START` when powering on the computer. To boot machine language program directly from cassette, hold `START` **and** `OPTION` for 5s when powering on the computer (600XL, 800XL, all XE, XEGS), or `START` for 5s (400, 800, 1200XL).

### Useful commands

Typing `BYE` on XL/XE machines starts *Self-test* program. Alternatively, on 600XL, 800XL, all XE and XEGS, press and hold the `OPTION` key for 5s while you turn the computer on. Pressing `RESET` will return you to Atari BASIC.



# Commodore 64 64NIC+



## Requirements

- 10Mbit capable Ethernet connection
- Ethernet cable
- C64/64C/C128/C128D/C128DCR/SX64
- 64NIC+, RR-NET, or NET64 compatible software

## Usage

As hardware requires only 16 address locations, and support logic allows the base address to reside on any 16 byte boundary in the IO address space. A toggle switch on the side of the unit selects IO1 or IO2 address range. To support a normal mapping of the registers into the address space and a “flipped” register setup as used by the RetroReplay RR-NET interface, another switch changes the register configuration. The remaining 2 switches enable the onboard 32-pin EPROM socket and select whether 64 or 128 mode for the EPROM. Finally, the 16 position rotary switch allows selection of 16kB banks of data from the EPROM.

Toggle switches are as follows, listed from switch located furthest from cartridge port edge connector:

Switch	Function (Up)	Function (Down)
1	RR-NET Register Configuration	Standard Configuration
2	EPROM socket disabled	EPROM socket enabled
3	128 mode for EPROM	64 mode for EPROM
4	IO1 Usage	IO2 Usage



## Commodore 64 64NIC+



Any 5V JEDEC standard 28 or 32 pin EPROM, FLASH, or EEPROM IC can be installed into the ROM socket. However, if a 28 pin IC is used, the connection on the JP4 pads labeled "32" must be opened and the "28" pads must be shorted.

JP5 normally allows the rotary switch to control all ROM banks. However, by opening the pins marked "ROTARY" and closing the pads marked "TOGGLE", the 128/64 toggle switch then controls the lowest bank address pin of the EPROM. Thus, in each set of 2 banks, the lowest 16kB would contain a 64-compatible application, while the higher 16kB would contain a 128-compatible application.

JP3 (located on bottom of cartridge PCB) can be opened to allow use of 8kB ROM banks. However, note that only the lower 8kB of each 16kB can be used without modification of the bank switching wiring.

JP1 configures the 16 byte register bank within the selected IO region. In essence, it's the upper 4 address lines of the register bank. The default is '0000', or all shorting blocks present. Removal of a shorting block will set that address line high.



# Commodore 64 C64 Ultimate



## Usage

To turn on the computer, press the `Power` switch either up or down. To turn off the computer, down the the `Power` button for 4 seconds. To perform reset, press `Power` button up for 1 second. To open main menu, either press `Power` button shortly up, or press `C= + Restore`.

To reset C64U to factory defaults, hold `Restore` before turning it on. To start in PAL mode, hold `C= + P` when turning on, and for NTSC hold `C= + N`.

While you are in the menu:

- Navigate with the `Cursor` or WASD keys, confirm with `Return`, cancel with `Run/Stop`
  - A or `Cursor left` go one level up in the menu
  - D or `Cursor right` enter current menu item
- Go to *Tool menu* with `F1`
  - To quickly shut down the C64, press `F1` and select *Power and reset* ⇒ *Shutdown*
- Go to *Advanced settings* with `F2`
- Go to *Advanced 'secret' menu* with `SHIFT + F1`
- Swap joystick ports around (port 1 ⇌ port 2) with `C= + J`
- To enable REU, go to *Memory & ROMs* ⇒ *RAM Expansion Unit*
- To select a game from USB, go to *Disk File Browser* ⇒ *USBx*
  - You can use `F3` and `F5` for page up/down, and `SHIFT + letter` for quick jump
- To use both REU and dual SIDs, move 2nd SID from default `$DF00` address to i.e. `$D420` (*Audio Setup* ⇒ *SID Addressing* ⇒ *UltiSID 2 Address*)

If you change an option, the C64U Menu prompts you to permanently save your changes to flash when you attempt to exit the menu (you can skip this if you do not want to).



# Commodore 64 Easy Flash



## Usage

EasyFlash supports following cartridge formats:

- Normal 8k and Normal 16k
- Ultimax
- Ocean Type 1
- EasyFlash and EasyFlash xbank.

EasyFlash 1 is not a freezer cartridge like the Final Cartridge III or the Retro Replay.

To flash the cartridge, use EasyProg and some of mass media solutions, like SD2IEC. Move the switch to programming mode when asked.





## Commodore 64 Easy Flash 3



### Usage

EasyFlash 3 provides 7 EasyFlash slots, each of them is a full-featured EasyFlash 1. With a menu you can choose which one you want to start.

Additionally it can replace the internal KERNAL with one of up to eight KERNALS saved in the cartridge. The external KERNAL has the same compatibility to software as if it had been built-in.

A USB port can be used to update the firmware on the CPLD. It will also allow to write to the cartridge from PC and to transfer other data.

The EasyFlash 3 also supports freezer cartridges. It is compatible with freezer cartridge images that can be run on any of the following freezer cartridges:

- Action Replay
- Retro Replay
- Nordic Power / Atomic Power
- Super Snapshot 5

### Buttons:

- Menu - resets the C64 and goes to cartridge menu
- Special - acts as a freeze button for supported freezer cartridges
- Reset - just resets C64



## Commodore 64 Final Cartridge 3+



### Usage

The Final Cartridge III+ is an updated version of the classic The Final Cartridge III, with an added *Tools* menu, featuring a bunch of useful tools for your C64.

To go directly to BASIC after power on or reset, hold `Run/Stop`.

Overview of the Final Cartridge III+ function keys in BASIC:

- F1 - Execute of the BASIC-command LIST
- F2 - Calls the built in Assembler Monitor (MONITOR)
- F3 - Execute the BASIC command RUN
- F4 - Restore a BASIC program after a NEW or software reset (OLD)
- F5 - Load program from disc (DLOAD)
- F6 - Save program to disc (DSAVE)
- F7 - Show disc directory without loss of the program (DOS"\$")
- F8 - Send Disc command (DOS)





## Commodore 8bit 1541



### Directory listing

Executable files have `PRG` as their type in directory listing.

*Commodore 64, VIC-20*

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

*Commodore 128, Plus/4*

```
DIRECTORY (or DI and then SHIFT+R)
```

### Loading a program

*Commodore 64, VIC-20*

```
LOAD "FILENAME", 8 [, 1]
```

Optional `", 1"` must be added for some (mostly autostart) programs.

If `"FILENAME"` is `"*"`, it will load first program on disk.

*Commodore 128, Plus/4*

```
DLOAD "FILENAME" (same as LOAD "FILENAME", 8)
```

`LOAD` also works and must be used for programs that require `", 1"`.

### JiffyDOS

- `@ $` - directory
- `/FILENAME` - load a program
- `↑FILENAME` - load and run a program (up arrow key)
- `%FILENAME` - load a program with `", 1"`
- `SHIFT+RUNSTOP` - load and run first program on disk

All file loading commands can be used with on-screen dir listing.



## Commodore 8bit SD2IEC



### Usage from BASIC

Easiest way to use SD2IEC is with some of the file browser programs. From BASIC, all commands to SD2IEC are sent using *command channel*. You can do it with (assuming SD2IEC's device number is 8):

```
OPEN1, 8, 15, "COMMAND" : CLOSE1
```

Or, if using fastloader cartridge, usual syntax is: @COMMAND

- Changing directory
  - CD/DIRECTORY/ - change to DIRECTORY (relative)
  - CD//DIRECTORY/ - change to DIRECTORY (absolute)
  - CD// - change to root directory
  - CD:← - go to parent directory (left arrow key)
- Mounting M2Is or D64/Dxx
  - CD//DIRECTORY/:FILENAME.M2I
  - CD//DIRECTORY/:FILENAME.D64
  - CD:← - Exit M2I/D64 (left arrow key)
- Changing device number:  

```
OPEN1, current, 15, "U0>" + CHR$(new) : CLOSE1
```
- Save settings to EEPROM:  

```
OPEN1, current, 15, "XW" : CLOSE1
```

### Using Multi-Disk programs

For multiple D64's you will need to create text file AUTOSWAP.LST with names of all needed images in it, in correct order. Enter the directory containing the D64 images and the AUTOSWAP.LST file, and just press *Disk swap* button to mount first image.

If swap list is not named AUTOSWAP.LST (e.g. multiple Multi-Disk programs in same directory), go to the directory containing the disk images and the swap list, and use command: XS:SWAPLIST.TXT.



# Commodore 8bit Tapuino



## Usage

Copy your TAP files to the SD card and insert the card into the Tapuino. Switch on your C64, enter the command `LOAD` and confirm with Return.

Now select the desired file to be loaded on the Tapuino. Use the four buttons to do this and proceed as follows:

- Select the option *Load*
- Navigate to the desired file
- Confirm the choice



# Commodore Plus/4 Magic 264



## Usage

Just turn on the computer and select a program/game from the menu.

For many programs/games, reset should get you back to the menu, but that is not always true. If that is not the case, you'll need to power off the computer and power it on again.



## Commodore VIC-20 Final Expansion 3



### Usage

Put the cartridge into VIC-20 expansion slot and connect one of two IEC ports to VIC-20 IEC port.

Holding `C=` key while powerin on or reseting will disable FE3 functionalities (except SD2IEC functionality). Holding `SHIFT` will take you directly to BASIC, without any memory expansion, but with FE3 wedge commands. DIP switches 1 and 2 configure SD2IEC drive number. Switch 3 enables/disables the cartridge. Switch 4 enables/disables reseting SD2IEC when FE3 is reset.

`Full reset` resets VIC-20 and FE3, and gets you to FE3 menu.  
`Quick reset` resets just VIC-20, leaving current memory configuration intact.

The firmware consists of two parts:

- The menu system for choosing features of the FE3
- The FE3 wedge extends the command set of the VIC-20 and implements SJLOAD/SJSAVE (Jiffy compatible load and save)
  - Wedge can be turned off with commands `KILL` or `OFF`
  - You can use `/` to load BASIC programs and `%` to load machine language programs

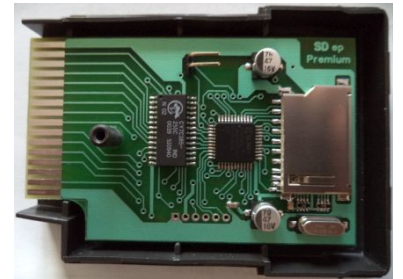
The menu system offers the following features:

- RAM Configuration: Some games need specific RAM configuratin
- Disk loader: Load and execute programs on SD card or floppy disk
- Cart loader: Load and execute programs directly from flash memory, user configurable
- Utilities: Update the firmware and write selected programs and games into the flash memory

When selecting disk or cartridge images, use `F1/F3` for page up/down and `F5/F7` to select first/last entry on page.



# Enterprise SD Adapter Premium



## About

SD Adapter is a cartridge that is used instead of standard BASIC ROM cartridge. Its firmware is currently compatible with FAT12. This allows you to manage partitions that are 32Mb in size. The primary partition is the F:, and you can use partitions F: to Z:. Enterprise's main system is BASIC, EXDOS commands are prefixed with ":". If using them from EXDOS directly, they are used without the prefix.

## Boot usage

Reset:

- 1 press - soft reset
- 2 presses - hot restart (full boot process)
- C + Reset - full reset

During boot from SD, pressing `Hold` will stop text output.

## Usage from BASIC

- `:FILE` - file manager, navigate with joystick, `Enter` to activate, F, G, H etc. to select drive
- `:EXDOS` - EXDOS prompt
- `:HELP` - lists all commands

## Usage from EXDOS

- `DIR` - lists directory (`Hold` to pause text output, `Stop` to stop it)
- `X:` - move to drive X
- `CD` - move to subdirectory ("`\`" - drive's root directory)

More info:

[http://szergitata.blog.hu/2015/05/04/enterprise\\_128\\_sd\\_adapter\\_premium\\_quick\\_start\\_guide\\_uk](http://szergitata.blog.hu/2015/05/04/enterprise_128_sd_adapter_premium_quick_start_guide_uk)





# MSX Carnivore2



## Usage

Cartridge should to be inserted into slot 1 or 2. To hear sound from emulated sound/music cartridges, speakers must be connected to 3.5mm audio output.

After reset or power on, boot menu splash screen is displayed (it may be skipped with `Space`). Keys used in boot menu (navigation can also be done with joystick, button `A` is same as `Space`, button `B` is same as `Esc`):

- `Esc` - boot MSX using the default configuration: all enabled
- `←`, `→` - previous/next page
- `↑`, `↓` - select ROM/CFG entry
- `Space` - start selected entry (single slot configuration)
- `G` - start an entry directly
- `R` - reboot MSX and start selected entry
- `Enter`, `O` - Dual-Slot setup page
- `1` - select entry for the master slot
- `2` - select entry for the slave slot
- `A` - select entry for autostart
- `D` - clear Auto-Start & Dual-Slot settings
- `F` - toggle 50Hz or 60Hz frequency
- `T` - toggle Turbo or R800 mode
- `C` - customize configuration
- `P` - setup PSG and PPI Clicker
- `V` - volume settings of MUSIC, SN7 and SCC sound cards
- `H` - help
- `L` - jump to the last used directory entry
- `M` - toggle background music playback
- `S` - toggle help scroller



## MSX Carnivore2



There are several keys that can affect the cartridge's functionality at boot level:

- F3 - use default user interface settings
- F4 - cancel auto-start
- F5 - skip Boot Menu

Directory entry symbols that are displayed near the names of directory entries indicate the following:

- K5 - Konami5 (SCC) mapper
- K4 - Konami4 mapper
- A8 - ASCII8 mapper
- A16 - ASCII16 mapper
- MR - mini ROM (8, 16, 32, 48 and 64kb ROM without mapper)
- CF - configuration entry
- UN - unknown mapper
- - - for other mappers

Please keep in mind that some ROMs may require alternative starting method, so if pressing Space doesn't start the ROM, try starting the ROM directly or after reboot.





## MSX Floppy



### Floppy commands

Directory listing from BASIC: `FILES`

Directory listing from DOS and CP/M: `DIR`

Running BASIC programs from BASIC:

```
RUN" [drivename:]filename"  
LOAD" [drivename:]filename",R
```

Running binary programs from BASIC (saved with BSAVE):

```
BLOAD" [drivename:]filename",R
```

Running SEGA binary programs from BASIC:

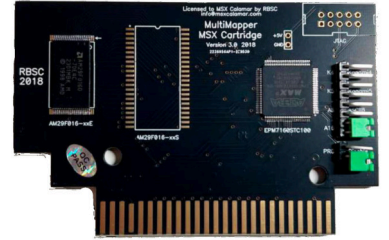
```
LOADM"filename",start address
```

To use Gotek to run programs/games that are not inside CAS or DSK files, you can copy them to DSK with e.g. Disk management tools (<https://fms.komkon.org/fMSX/#Downloads>).



# MSX

## MultiMapper Cartridge



### About

The RBSC MultiMapper cartridge supports major MSX mappers, such as Konami4, Konami5, ASCII8 and ASCII16. It also has a "planar" mode where data is presented in a 64kb block.

### Flashing game ROM

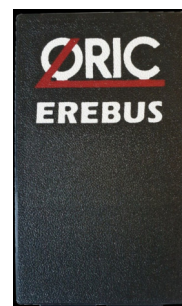
- Activate K4 and A16 jumpers on cartridge
- After MSX is turned on, remove K4 jumper
- From DOS run FL16 program with name of ROM file to flash
- After flashing is done, turn off MSX
- Activate PRG and rest of the jumpers according to ROM requirements
- Turn MSX on and play the game

More info on:

<https://github.com/RBSC/MultiMapperCartridge/>



## Oric Atmos/Nova 64 Erebus



### About

Erebus is a SD card flash cartridge that acts like a turbo tape drive. It can load TAP files much faster than original tape. It will **not** load multi file games, only single load ones.

SD card needs to be formatted as FAT16. Erebus will not recognize games in folders so no folders are allowed on the sd card. Erebus will display games in the old dos 8.3 format, so please rename your games to 8.3 format.

Software that works only on Oric 1 will not work, as Erebus has an Atmos ROM image in it.

### Usage

To load menu, type

```
load" "
```

and press `Enter`. To use the menu press the `Up` or `Down` arrow keys to select a game then press `Enter` to load. Use the `Left` or `Right` arrow keys to move between pages.

Interface also has reset button.



## Oric Atmos/Nova 64 Loci



### About

LOCI is an Oric BUS Expansion port peripheral for Oric-1/Atmos computers, providing ROM and Storage emulation of floppy and cassette devices, as well as USB peripheral support for simple HID (e.g. mouse, keyboard, game controllers) and CDC (serial, serial modem) devices.

Loci supports DSK (microdrive emulation), TAP (tape drive emulation) and ROM (replaces ROM inside Oric) files.

### Menu navigation

There are two buttons on Loci, one for activating its menu system and another to reset Oric and Loci.

Menu is navigated with `Up` and `Down` arrow keys, `Space` selects file or toggles current menu item and `Esc` exits current popup, or does boot if at the top menu.

In file navigator you can use `Left` and `Right` arrow keys to navigate to next directory listing page, `/` to go to parent directory, `F` to go to filter, `I` to install file to internal flash and `Del` to delete file from internal flash.

### Floppy emulation

Loci supports four virtual floppy drives A, B, C and D.

To insert DSK image, select it from USB storage. To remove DSK image, use Eject button or `Del` key.



## Oric Atmos/Nova 64 Loci



### Tape emulation

Multi load TAP images are supported. Tape emulation includes a tape counter, and to jump to the start of a particular location inside TAP file, navigate to the tape counter (`⌘` keyboard shortcut), and file browser will be shown for TAP contents.

To insert TAP image, select it from USB storage. To remove TAP image, use Eject button or `Del` key.

`Auto` option will execute `cload""` after booting.

### Booting and Returning

After setting up a floppy or tape image, boot it by selecting the `Boot` button or pressing the `Esc`.

When the action button is hit during a running session, it will attempt to suspend the session. If this is successful the UI will show a `Return` option (or `Return` key) in addition to `Boot`. This allows for changing DSK or TAP files while a program is running.



## SAM Coupé Floppy



### Booting from floppy

- Press the reset button to return to the start-up screen
- Insert disk in floppy drive 1
- Press `F9` (or enter `BOOT`) to boot the disk
  - You can also use `BOOT 1` to start DOS but to skip autoloading (and load file by yourself)

### Directory and loading

To list files on first disk, type:

```
DIR 1
```

To load n-th file from disk, type:

```
LOAD n
```

### Common errors

- `101 no AUTO* file, 0:1` - DOS was booted, but no filename starting with `auto` was found, try `BOOT 1`
- `0 OK, 0:1` - DOS was loaded and an `auto` file was found, but there was no auto-run line number to execute from, check the file with `LIST`



# Sinclair QL

## Basic



## Usage

At start, F1 (monitor) gives higher resolution output with 3 separate windows (default colors can be changed):

- Black - Shell, input window (0)
- Red - Output (1)
- Blue - Source code (2)

With F2 (TV), red and blue window are overlapped and switched one to another automatically.

Underscore (\_) is used as path and extension separator in QL's OS.

If there is a `BOOT` file on first device (by default `MDV1`), QL will automatically start it after reset or power on.

To check amount of RAM memory in kB, type `PRINT (PEEK_L(163872)/1024 - 128)` (can be used to check if memory expansion works).

## Running programs

- `DIR MDV1_` gives directory of first microdrive (use 2 for second, etc.)
- `EXEC MDV1_GAME` will load and execute program `GAME` from first microdrive and leave command line available for next command
- `EXEC_W MDV1_GAME` works similar to `EXEC`, but waits until program has finished execution
- `LRUN BALL_BAS` will load and execute SuperBASIC `BALL_BAS` program from first microdrive

## Keyboard

- Deleting last entered character is done with `Ctrl + Left`.
- BASIC programs can be interrupted with `Ctrl + Space`.
- Switching between tasks (if more of them are running) is done with `Ctrl + C`.

# Sinclair QL

## Basic



### Program output

Adding #N after a command will put output of that command to specified window (e.g. `LIST #1` will list BASIC program to output window).

Windows can be moved/resized with `WINDOW #N, WIDTH, HEIGHT, XPOS, YPOS` command.

Resolution and colors can be changed with `MODE` command. `MODE 4` gives higher resolution screen (512x256) with 4 colors, while `MODE 8` gives default (TV, 256x256) resolution with 8 colors.

### Toolkit 2

Most machines come with extension `Toolkit II` that adds many commands.

Default executable loading drive is defined with `PROG_USE MDV1_`, and default data drive with `DATA_USE MDV2_`. Those are used when no drive prefix is given for program or data.

Drives can have "kind-of" directories, in the format `MDV1_SUBDIR1_SUBDIR2_ . . . _FILENAME`. If listed directly, it will be shown with all subdir names starting with drive.

Going to subdirectory in current directory can be done with `DDOWN DIRNAME`. Going up one directory level is done with `DUP`.



# Sinclair QL Floppy



## Usage

For Q-Disc floppy interface important thing is to first power up the QL, and after that to power up floppy drive(s) without any floppy in them.

First floppy drive is addressed as `FLP1_` (2 for second).

`EXTRAS` gives the list of all installed extra commands.

`FLP_USE MDV` will change the name of *FLP* device to *MDV*, enabling execution of programs that exclusively work with microdrive.

`PROG_USE` and `DATA_USE` can also be defined. All three `_USE` commands can be used with directories too.

# Sinclair QL QubIDE



## Usage

First hard drive partition has name `WIN1_` (2 for second etc). Each partition can also have user-defined text name.

Toolkit 2 `_USE` commands can be useful when running games.

## Minerva ROM

Amongst many improvements, Minerva rom gives some additional/changed key combinations:

Keystroke	Function	Old keystroke
<b>CTRL-ALT-SPACE</b>	<b>BREAK MultiBASICs</b>	(none)
<b>CTRL-TAB</b>	<b>swap displayed screen</b>	(none)
<b>CTRL-ALT-TAB</b>	<b>screen freeze</b>	<b>CTRL-F5</b>
<b>CTRL-ALT-SHIFT-TAB</b>	<b>Keyboard RESET</b>	(none)
<b>CTRL-ENTER</b>	<b>compose character</b>	(none)
<b>CTRL-ALT-ENTER</b>	<b>keyboard queue</b>	<b>CTRL-C</b>
<b>SHIFT-CTRL-ENTER</b>	<b>CAPSLOCK</b>	<b>CAPSLOCK</b>
<b>ALT-CTRL-SHIFT-ENTER</b>	<b>Call User routine</b>	(none)



## Tandy CoCo CoCoSDC



CoCoSDC supports DSK, JVC, SDF and VDK disk images.

### Directory commands

- List current directory of CoCoSDC SD card: `DIR -`
- List directory "games": `DIR "games/"`
- List DSK files in "games" directory: `DIR "games/*.dsk"`
- Change current directory: `DIR = "games"`
- Go up one level: `DIR = ".."`
- Change current directory to root path: `DIR = "/games"`

You can also use wildcards ? and \*.

### Loading a disk image into virtual drive

Path syntax is same as for DIR (wildcards only for filename part).

```
DRIVE 0, "airball.dsk  
DRIVE 0, "games/airball.dsk
```

If you enter just `DRIVE`, you'll get current mount status. If you add , `NEW` to `DRIVE` command, it will create new empty disk image.

### Multiple Disks

In order to use games and applications that utilize multiple disks, disk images need to be located in the same directory, and the last character of the disk title must be a number, 1 through 9.

For example, for game Sinstar you'll have `SINSTAR1.DSK`, `SINSTAR2.DSK` and `SINSTAR3.DSK` in directory "GAMES/SINSTAR/". To mount first disk of multi-disk game, use:

```
DRIVE 0, "GAMES/SINSTAR"
```

To mount next disk, press the button located next to SD card on CoCoSDC.



## Tandy CoCo CoCoSDC



### SDCX (SDC Explorer)

*SDC Explorer* is a file browser for CoCoSDC. It is compatible with all CoCos, the Dragon 32 and the Dragon 64, and requires 32K.

- Left/Right - Switch between windows
- SHIFT+Up/Down - Page up/page down
- SHIFT+Left/Right - Home/end
- A-Z, 0-9 - Select next file (up to 4 characters typed quickly)
- SHIFT+C - Create disk
- SHIFT+K - Create directory
- SHIFT+1 - Mount/unmount disk in drive 1 (Coco version)
- SHIFT+2 - Mount/unmount disk in drive 2 (Dragon version)
- SHIFT+I - Display file information
- SHIFT+S - Toggle directory sorting
- SHIFT+M - Mount directory (multi-disks programs)
- SHIFT+D - Show floppy drive directory
- SHIFT+F - Format floppy disk
- SHIFT+H - Show help
- CLEAR - Refresh directory
- SHIFT+CLEAR - Return to root of SD card.
- ENTER - Launch program or boot disk
- BREAK - Quit

To run *SDCX* automatically at startup you need SDC-DOS 1.3 or later. Copy the *SDCX.DSK* file to the root of your SD card and rename it to *SDCEXP.DSK*. Create or modify *STARTUP.CFG* file at the root of SD card to mount the *SDCEXP.DSK* disk in drive 0 or 1 at startup, e.g. 0=*SDCEXP.DSK*. Now you can use the *EXP* command to run *SDCX*.



# Tandy CoCo Floppy



## Filename specification

If there is more than one disk drives, their names are 0 for first, 1 for second, etc. If there is only one drive or if you are using default one, its name in commands can be omitted (N: or :N in examples).

The CoCo will accept any of the following file specifications:

"N:FILE.EXT" -- similar to MS-DOS  
"N:FILE/EXT"  
"FILE.EXT:N"  
"FILE/EXT:N" -- like Z80-based TRS-DOS

## Floppy commands

Directory can be displayed with: `DIR` (default drive) or `DIR N`.

Default drive (used when not specified with filename) can be changed with `DRIVE N`.

Directory listing can be paused with `SHIFT+@`, but you need to be fast. Press any other key (except `BREAK`) to have the list continue. From left to right, the directory columns contain: filename, extension, file type (0-BASIC, 1-BASIC data, 2-binary, 3-editor source), storage format (A-ASCII, B-binary) and length of the file (in granules).

Running games/programs:

- BASIC: `RUN"filename"` or `LOAD"filename",R`
- binary: `LOADM"filename"` followed by `EXEC`
- Starting OS-9 disk (in drive 0): `DOS`



## Tandy CoCo Tape



For operating tape recorder's motor, CoCo had integrated relay on its motherboard. This relay will produce audible sound when CoCo tries to turn on/off motor of tape recorder.

Connect CoCo's input to recorder's EAR and Coco's output to recorder's AUX. Smaller connector goes to REM input (used to controll tape motor). If your tape recorder does not have REM input, then you'll need to stop/play tape manually when needed.

### Running programs/games

- Running a BASIC program: `CLOAD` followed by `RUN`
- Running a binary program : `CLOADM` followed by `EXEC`
- Searching for and running BASIC program: `SKIPF "filename"`

If you try to load binary file with `CLOAD` (or vice versa), you'll get `?FM ERROR` (File Mismatch). Also, bad/old capacitors in cassette part of motherboard circuit can make loading impossible.

While searching for program on tape, letter `S` will be displayed in upper left corner. When loading starts, `S` will be replaced by `F` followed by filename.





## TI-99/4A FinalGROM 99



### Usage

FG99 is always in one of two modes: menu mode or image mode.

When powering up, or after pushing the FG99 reset button (FG RESET), the FG99 is in menu mode. In this mode, the TI 99 menu screen shows the cartridge image browser. Entries followed by an asterisk show the filenames of autostarting GROM images without menu entries. Selecting an entry will load the selected image from the SD card and run it.

Once the image is running, the FG99 switches to image mode. In image mode, the FG99 acts like cartridge containing the selected image only. In this mode, the TI 99 menu screen shows the entries of the selected image. Pressing FCTN-= will warm reset the console without affecting the currently stored image. The only way to return to menu mode is to push the FG99 reset button or power cycle the console.

The SD card is scanned only once in menu mode. If you swap SD cards, you need to push the FG99 reset button to re-read the SD card. Once in image mode, the SD card is no longer needed and may be removed until you want to run a different image.

At any time, you can press the TI reset button (TI RESET) to reset the TI 99 console. The current contents of the FG99 will be preserved, and any image loading process will continue.

The FG99 allows you to view image help texts stored on the SD card. To display a help text, press FCTN-7 (AID) to enter help mode, and then press the letter of the image. In the help text viewer, you can press E or X to scroll the text by one line, or , , B, . , or SPACE to scroll by one page. Press F to find some text ignoring case, or N to find the next occurrence of the last find. To return to the FG99 menu, press Q to quit the help viewer.



# Vectrex

## 32 in 1 Vectrex Cartridge

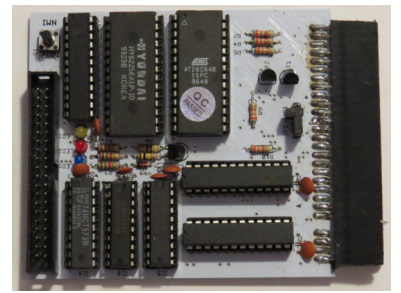


### Usage

Before changing the used image, power the Vectrex down. Select cartridge image with DIP switches. Power on Vectrex.



# ZX Spectrum DivIDE



## Jumpers

DivIDE had two jumpers JP1 and JP2. Set JP1 like this:

- **open** for ZX Spectrum 16K, 48K, 48K+, 128K, +2
- **closed** for ZX Spectrum +2A, +2B, +3

Jumper JP2 is used only for programming a firmware update into the EEPROM and should be closed in regular usage.

## Usage

- Power on your ZX Spectrum and wait until the DivIDE software has finished booting
- Press the `NMI` button on the DivIDE and a simple file selector appears
- Use the `Cursor` keys or `CAPS SHIFT+6`, `CAPS SHIFT+7` to select a file and press `ENTER`
  - DivIDE supports TAP, SCR, Z80 and SNA files
- If you selected a TAP file, use `LOAD ""` to load the file (the same as from tape)

## ZX128 USR 0 Mode

If you are using a ZX Spectrum 128K model (128K+, +2, +2A, +2B or +3), many 128K games and utilities need the so-called *USR 0 mode*. To get to *USR 0 mode* from 128K Basic, enter: `USR 0`.



## ZX Spectrum divMMC Future



### Usage

This is a more advanced DivIDE variant, and has no jumpers.

To load something, press the `Menu` (illuminated) button at the rear on the divMMC Future. When the menu appears, you can navigate through using the arrow keys, select the appropriate file and press `ENTER` to load the file.

Press `SPACE` to exit the menu without loading a file. Note you can load the menu and then return to BASIC without losing the current program.

Online help is available by pressing the “H” key from the menu screen.

The non-illuminated button on the divMMC Future is a `Reset` button which will reset your Spectrum.

When divMMC Future is in use, your Spectrum will boot up in 48K mode, even on later systems. If you want to disable the divMMC Future and get the default menu on a 128K or later, simply press in the SD card to eject it. This will disable the divMMC Future, and your Spectrum will boot as normal.

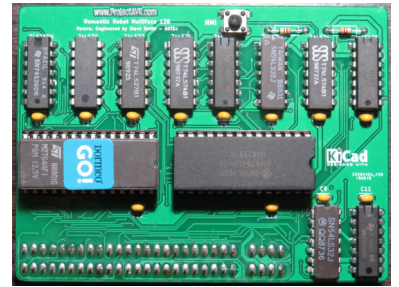
You can attach a standard *Atari/Commodore* style joystick which will appear as a Kempston compatible joystick to the Spectrum.

The current version of ESXDOS supports the following file types: TAP, Z80, SCR, SNA, TRD, BASIC.

If you are having problems loading a particular title, you can load it in an emulator such as *fuse*, and save a Z80 screenshot once it is loaded (press `F2` in *fuse*). These can then be loaded on your real Spectrum.



## ZX Spectrum Multiface 128



### Usage

Multiface 1 is intended for ZX Spectrum 48k. Multiface 128 is intended for ZX Spectrum 128, +2 and +3 (though, there is a even newer Multiface +3 version). With this device, the user is able to freeze a program, save it to a variety of formats (Tape, Microdrive, Disk etc.) and add 'pokes' (change RAM values).

Some programs require it to function because it has additional 8K RAM: 128K Load, Bomb Jack Editor, Genie, The Double Editor, Tracksuit Manager Editor.

Simply press the `NMI` button to enter interface's menu system and choose appropriate option.



## ZX Spectrum ZX Dandanator Mini



### Usage

Dandanator supports cartridges (ROMs), Z80, SNA and TAP files.

Usage of buttons during Boot (as you power up the Spectrum):

- Left Button - Launch the extra ROM (default is ZX Diagnostics ROM)
- Right Button - Boots the internal Spectrum roms while enabling the board for Audio update
- Both Buttons - Updates the PIC microcontroller firmware with the software stored in the installed romset

Usage of buttons on the menu / when running software:

- Left Button, Short click - Pause (until a keypress) or Dan-SNAP if enabled/compatible
- Left Button, Long click - Reset to internal rom and disable Dandanator
- Left Button, Double click (performs NMI)
  - If not booted to diag ROM: loads the Dandanator menu
  - If booted to diag ROM: loads the next available ROM
- Right Button - Always loads the Dandanator menu.

### Dan-SNAP

Dan-SNAP functionality enables the saving of the current Spectrum memory and status to the Dandanator (Snapshot). This should work on any game that works with a Multiface. To enable this functionality, Dan-SNAP must be included in current romset.

When using Dan-SNAP on 128k machines, you may see a flashing logo and you'll be asked if you saw it. This is used to determine if the Spectrum is using the main or the shadow screen. Select 1 if you saw the logo or 0 otherwise.

To load a saved snapshot, launch the Dan-Snap from the menu and select 1 Launch Snapshot.