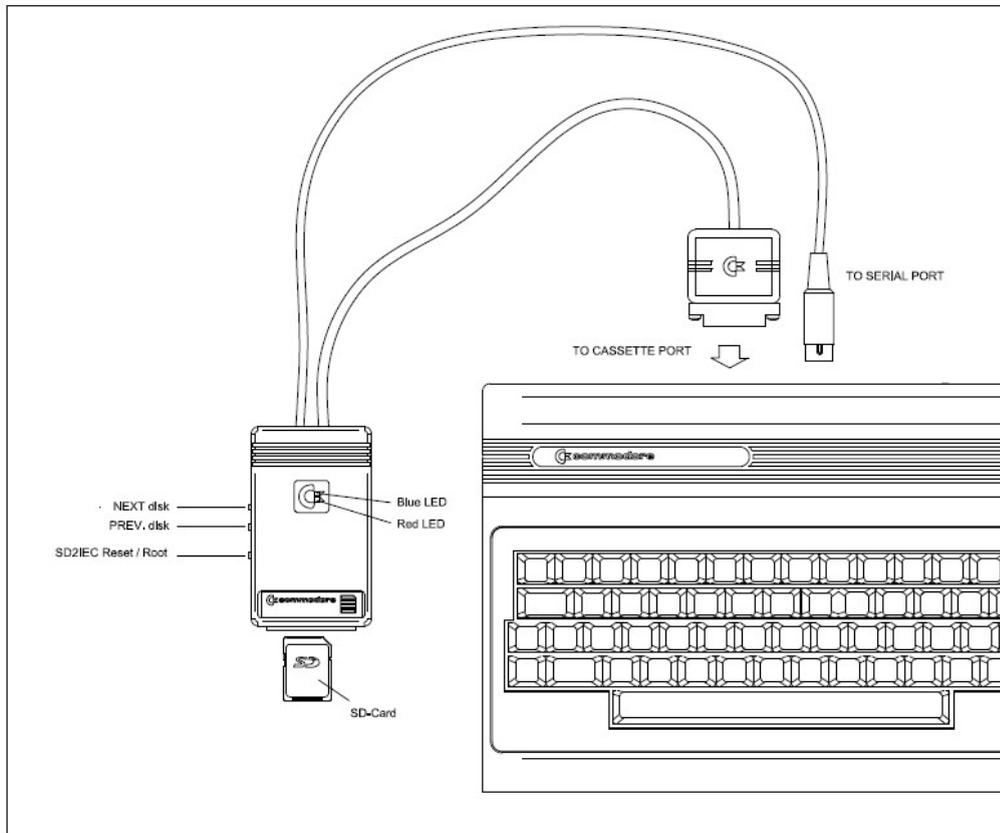


1. - Connecting SD2IEC drive.

Switch off the Commodore before inserting or removing SD2IEC drive.



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 of the CD-ROM to the SD card.)

- Using the following command:

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

where "8" is the drive number.

Once the image is mounted, you use the LOAD command to load the program:

```
LOAD"$",8 (RETURN) - loads the disk directory
LIST      (RETURN) - shows the disk directory
LOAD"*",8 (RETURN) - loads the first program on the disk
RUN       (RETURN) - runs the program that was loaded
```

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

- Using a browser program such as "CBM-FileBrowser_v1.5":

<http://www.vic20.it/cbmfilebrowser/>

```
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 the image is mounted, you load the first program "GIANA S.+9HI/REM" in the same way.

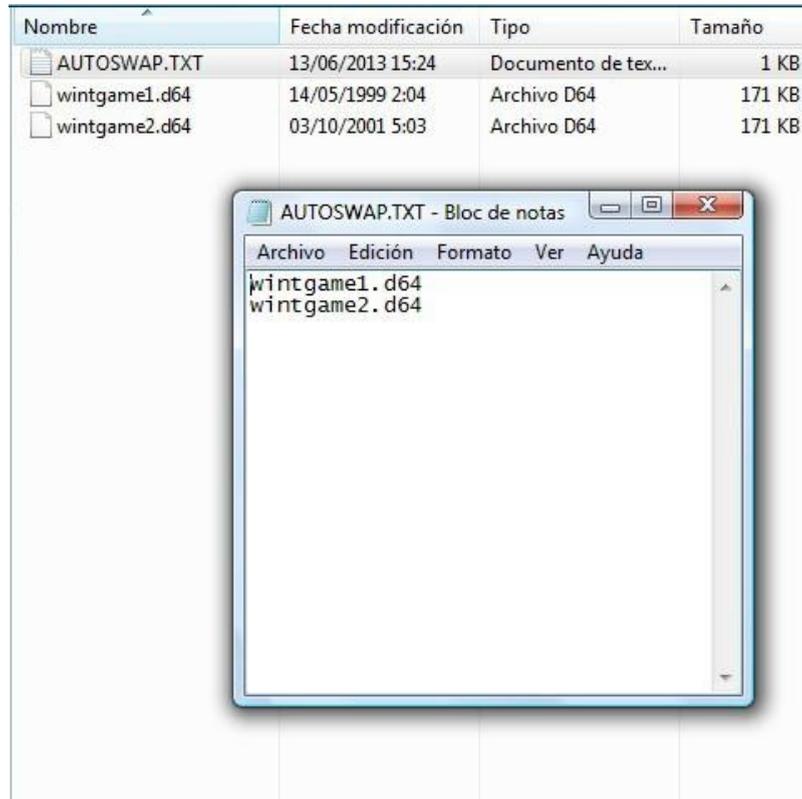
```
>←                                     < CD←  
//  
WINTGAME  
FB64  
GIANASISTERS.D64  
GOLDENAXE.D64  
GOONIES.D64  
DEFCON5  
LASTNINJA2  
TURBO-OUTRUN  
  
DRIVE 08                               SORT QUIT
```

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

If you want to mount another disk image after you 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.

Make a folder for your multi-disk game (e.g. **wintgame**), and then create the AUTOSWAP.TXT file within the folder. 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 disk change, we will use the "NEXT DISK" button or "PREV DISK" button depending on which disk we are currently on.

If the disk change has been made correctly, you will see the following blink sequence on the LEDs:

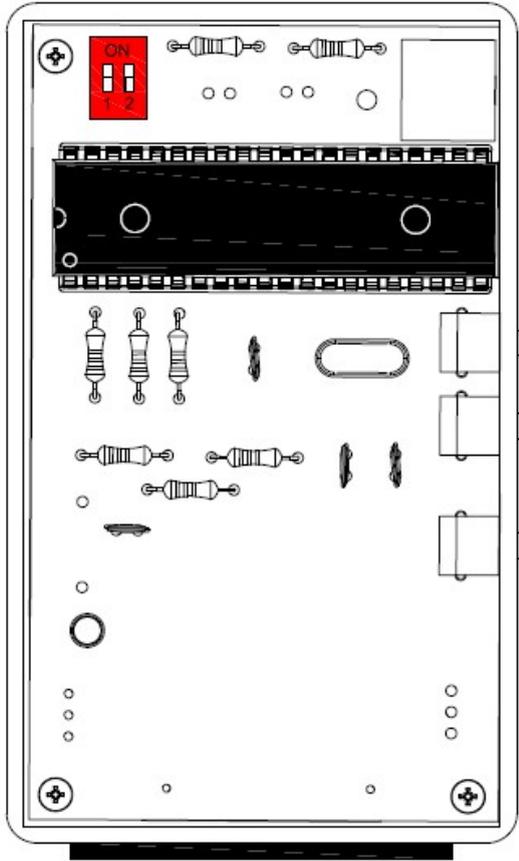
- "DISK NEXT" Button: **Blue - Red - Blue**

- "DISK PREV" Button: **Red - Blue - Red**

Otherwise, press the PREV/NEXT change button again.

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>