

SMART Card V3 for ZX Spectrum by Phil Ruston retroleum.co.uk

Quick Start Guide 19-9-2021

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

VERY IMPORTANT:

- The edge connector of your Spectrum must be clean for reliable operation – if it hasn't been used for a long time, please clean the upper and lower PCB contacts with some isopropyl alcohol on a cotton bud.
- As with any Spectrum interface, make sure the power supply is disconnected before attaching or removing the SMART Card - 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 or disconnecting anything to the SMART Card.

Usage:

The SMART Card has been set up to start from its game launcher ROM. With the power off, insert a **FAT16 formatted** microSD card containing your game (.sna and .tap) files. Power on and browse the card using a joystick with fire to select, cursor keys or 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 that the memory is clear upon reboot.) To go the normal Spectrum BASIC ROM, press Caps Shift + Space (Break).

By holding the zero key during power up you'll be taken to the Boot ROM menu. From here you can manually select one of the other ROMs installed on the SMART Card by pressing B-P, or access the ROM Manager / SMART Card configuration by pressing Enter.

To use the Diagnostic ROM, set the slide switch on the back to "DIAG". See the full manual for details.

Notes:

- Your SD Card **must be formatted to the FAT16 standard** (Windows may refer to this as "FAT"). Other formats such as FAT32, exFAT, NTFS etc will not work. You can format cards to FAT16 with the SMART Card's Boot ROM (though only 4GB will be available, if larger). Known-brand cards are recommended.
- The onboard joystick port is **Kempston** compatible. It can be disabled with the config settings in the ROM Manager if desired.
- The game loader will load .sna files and most .tap files. POKEs can be entered and snapshots saved via the NMI button - see the full manual for details.
- The SMART Card was designed as a simple, stand-alone interface – it has not been tested in conjunction with other interfaces (IE: those with pass-through connectors).
- The SMART Card V3 detects the Spectrum model automatically. It has been tested on the standard Sinclair 16/48K series (rubber key + Plus) and 128 toast rack, +2, and +2A