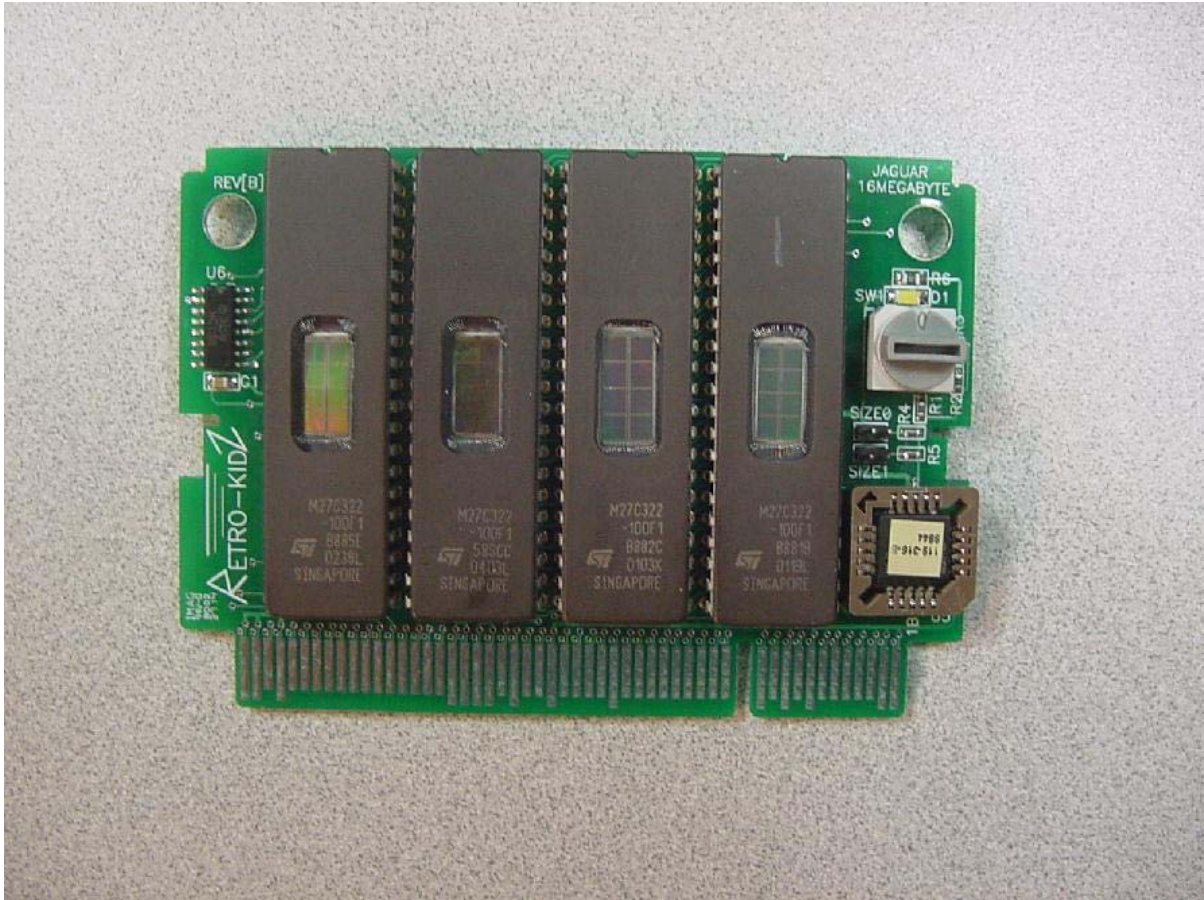


JAGUAR 16Meg Multi-Cart

INSTALL GUIDE



*****NOTICE** BE EXTREMELY CAREFUL PLUGGING & UNPLUGGING THE EPROMS INTO THE SOCKET PINS OF THE PCB. ONCE YOU BEND A PIN MORE THAN ONCE IT WILL PROBABLY BREAK. ONCE IT BREAKS ITS DONE AND WILL NEED TO BE REPLACED.***

The RetrokidZ 16 Megabyte Multicart utilizes up to four M27C322 2 Meg X 16 bit EPROM's for a total capacity of 16 MegaBytes. There are two jumpers to select the size of each game binary image.

SIZE0 =ON	SIZE1=ON	eight 2 Megabyte Images
SIZE0 =OFF	SIZE1=ON	four 4 Megabyte Images
SIZE0 =ON	SIZE1=OFF	two 8 Megabyte Images
SIZE0 =OFF	SIZE1=OFF	one 16 Megabyte Image

There is a rotary selector switch mounted to the PCB which selects these images. This selector switch can be accessed from the front of the cartridge when the plastic cover attached and has markings to indicate the image number from 7 to 0.

This table details a typical example of how eight game images of 2 Megabytes are organized.
 Each game image is 32bits wide spanning two of the EPROM's.

GAME IMAGE	16bits LOW DATA	16bits HI DATA	EEPROM ADDRESS
7	U1	U2	000000-07FFFF
6	U1	U2	080000-0FFFFFFF
5	U1	U2	100000-17FFFF
4	U1	U2	180000-1FFFFFFF
3	U3	U4	000000-07FFFF
2	U3	U4	080000-0FFFFFFF
1	U3	U4	100000-17FFFF
0	U3	U4	180000-1FFFFFFF

The following paragraph will describe how the images are combined into one file for use on your programmer. This example will use the XELTEK Superpro 610P programmer.

Note All game files need to be in the .j64 format for best results.

For 2 megabyte size .j64 files set the programmer to device type M27C8100

For 4 megabyte size .j64 files set the programmer to device type M27C1610

This simply sets the buffer to the correct size for converting this type/size of game file.

Open the file (Hover Strike (World).j64)

Set file mode to (1st 2 byte of 4) and click OK

Click on Buffer, click on swap, set word width to 16bits, click OK

The Ok to exit the buffer window. Click on FILE then SAVE and type HOVER_HI.BIN

Open the file (Hover Strike (World).j64) again

Set file mode to (2nd 2 byte of 4) and click OK

Click on Buffer, click on swap, set word width to 16bits, click OK

The Ok to exit the buffer window. Click on FILE then SAVE and type HOVER_LO.BIN

You have now converted the single .j64 file into two files to be burned into the pair of EPROM's.

Once you have all of your files in the GAME_x_HI.BIN & GAME_x_LO.BIN format you need to combine them together into GAMES_HI.BIN & GAMES_LO.BIN to program them. The order that they are combined determines which game is played when the selector switch is on one of the numbers from 7 to 0. Since there are 2 pairs of 2 EPROM's games 7,6,5,4 are programmed into one pair and 3,2,1,0 are programmed into the second pair (HI & LO).

To combine images set the programmer device type to M27C322.

Open file GAME7_HI.BIN

Set File Mode to normal

Set buffer address to 0

Click ok.

Open file GAME6_HI.BIN

Set File Mode to normal

Set Buffer Address to 080000

Click ok.

Open file GAME5_HI.BIN

Set File Mode to normal

Set Buffer Address to 100000

Click ok.

Open file GAME4_HI.BIN

Set File Mode to normal

Set Buffer Address to 180000

Click ok.

Click Blank Check to verify EPROM is erased

Click Program to program part.

You can now save this combined image for back or use at a later time

This EPROM now is plugged into position U2 on the PCB

Open file GAME7_LO.BIN

Set File Mode to normal

Set buffer address to 0

Click ok.

Open file GAME6_LO.BIN

Set File Mode to normal

Set Buffer Address to 080000

Click ok.

Open file GAME5_LO.BIN

Set File Mode to normal

Set Buffer Address to 100000

Click ok.

Open file GAME4_LO.BIN

Set File Mode to normal

Set Buffer Address to 180000

Click ok.

Click Blank Check to verify EPROM is erased

Click Program to program part.

You can now save this combined image for back or use at a later time

This EPROM now is plugged into position U1 on the PCB

Open file GAME3_HI.BIN
Set File Mode to normal
Set buffer address to 0
Click ok.
Open file GAME2_HI.BIN
Set File Mode to normal
Set Buffer Address to 080000
Click ok.
Open file GAME1_HI.BIN
Set File Mode to normal
Set Buffer Address to 100000
Click ok.
Open file GAME0_HI.BIN
Set File Mode to normal
Set Buffer Address to 180000
Click ok.
Click Blank Check to verify EPROM is erased
Click Program to program part.
You can now save this combined image for back or use at a later time
This EPROM now is plugged into position U4 on the PCB

Open file GAME3_HI.BIN
Set File Mode to normal
Set buffer address to 0
Click ok.
Open file GAME2_HI.BIN
Set File Mode to normal
Set Buffer Address to 080000
Click ok.
Open file GAME1_HI.BIN
Set File Mode to normal
Set Buffer Address to 100000
Click ok.
Open file GAME0_HI.BIN
Set File Mode to normal
Set Buffer Address to 180000
Click ok.
Click Blank Check to verify EPROM is erased
Click Program to program part.
You can now save this combined image for back or use at a later time
This EPROM now is plugged into position U3 on the PCB

If your programmer is incapable of the above steps or this guide is way over your comfort level contact retrokidz@tx.rr.com and send us the .j64 files we will convert them and post to our FTP site for you to download or email them to you to be programmed.

IF YOU HAVE AND PROBLEMS OR SUGGESTIONS ON HOW TO IMPROVE THIS
INSTALL GUIDE PLEASE CONTACT RETRO-KIDZ@TX.RR.COM

THANK YOU FOR YOUR PURCHASE