



STL

SOLIDISK TECHNOLOGY LIMITED

COMPUTERS PERIPHERALS MICROPROCESSOR DEDICATED SYSTEMS

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THE SOLIDISK EFS BOARD.

BEFORE YOU START:

- 1) Set up your ELECTRON and the PLUS 1.
- 2) Have a close look at the EFS board.
- 3) Connect your disc drive.
- 4) Read the ADFS 'BEFORE YOU START' sheets and give to the system its first 'ROAD TEST'.

1 - SET UP YOUR ELECTRON AND THE PLUS ONE.

Set up your Electron computer as usual but do not bother about the tape recorder for the moment. Tune your TV set now if you have to. If you have a problem at this stage, do not go any further, check for connection of the PLUS 1 to the computer. Tighten the 2 fixing screws with a penny coin if necessary. For the best installation, the PSU transformer should be plugged into a wall mounted power point with proper switch and the wall switch should be used to turn on/off your computer. Otherwise, remove the transformer from the wall socket rather than the power plug from the computer to allow the transformer's thermal cut-out to operate.

2 - HAVE A CLOSE LOOK AT THE EFS.

Remove the EFS from its wrapping. You will notice two '34 way-headers': the top one is for the Solidisk Winchester drive, the one in the middle of the EFS board is for the Disc drive. A small cardboard insert reminds you not to plug your floppy drive to this outlet. Each header has a cut-out on the top side: You will notice later on that the disc drive connector has a bump on the top side so as to provide polarisation. It is impossible to wrongly connect the drive lead to the EFS board. Four large ICs populate the EFS. From left to right:

- The ADFS 2.1 ROM, containing the disc filing system code.
- 2 RAM ICs containing 16k bytes of additional memory.
- The WD1770 Floppy Disc Controller.

Only the ADFS 2.1 ROM is socketted to facilitate future updates:

The EFS board should be inserted into the rear slot of the PLUS1, with the visible electronics to the rear. Please ensure that the mains is switched off before insertion or removal. The PLUS 1 slot has fragile wiper contacts, so do not use excessive force while pushing the EFS board home. Leave the EFS board in the rear slot and power on the computer again.

You should see on the screen:

```
Acorn Electron Computer
DFS 2.1 (1770)
BASIC
>
```

Switch off the computer for the moment.

3 --CONNECT THE DISC DRIVE(S).

The disc drive(s) made for the Electron must have their own power supply unit built-in as the Electron's own PSU cannot provide for them.

Remove the EFS so that you can easily watch yourself when connecting -the disc drive lead.

The disc drive lead (the flat ribbon cable) is to be pushed into the middle header. If you do it for the first time, do it VERY CAREFULLY to avoid damage to one of the 34 pins on the header, you will have to be quite firm to persuade the lead connector to home properly, then the 2 latches (on the flanges of the header) will automatically wrap around the disc connector. The lead can no longer be pulled out of the EFS.

To detach the drive connector: open the 2 latches, grip the drive connector with your thumb and index finger and pull it out gently but firmly.

Reinsert the EFS into the rear slot of the PLUS 1 as before.

Switch on the disc drive.

Switch on the Electron.

If you have not bought the disc drive(s) from Solidisk, place the demonstration/utility disc into drive 0 and enter:

*. <RETURN>

Now it's time to have a good read of the DFS and ADFS manual. As far as the hardware is concerned, the installation is now complete.

If you have bought the Solidisk Disc Offer, place the GAMES/UTILITIES disc (volume 3) into drive 0.

Hold the key 'A' down while pressing the BREAK key.

You should see on the screen:

```
Acorn Electron Computer
ADFS 2:1 (1)
BASIC
>
```

Now enter:

*GAMES.SPIDER <RETURN>

The disc drive will whirr for a couple of seconds and then stop.

You should now see on the screen:

```
Acorn Electron Computer
Sprites Utils.
ADFS 2.1 (1)
BASIC
>
```

Now enter:

*PLAY <RETURN >

The game should run immediately. Use the Acornsoft's style control keys: 'Z' to go left, 'X' to go right, ':' up, ':' down: Your mission is to encircle the moving spider by painting the screen with red paint.