Description of Features

Your Cartridge Port Expander is equipped with three expansion ports. Each port is controlled by an eight-position configuration switch, providing the flexibility to activate or deactivate the individual cartridge port signals. Certain cartridges may not be compatible with other cartridges thus requiring one or more of the cartridges to be disabled in order to run the other. By deactivating a given signal or all signals, the cartridges may remain plugged in when not in use without conflicting with other cartridges which are in use. The port signals that can be switched are as follows:

SWITCH	SIGNAL
+5	+5 volts power* (from computer)
GAM	GAME signal line (from cartridge)
EXR	EXROM signal line (from cartridge)
IO1	I/O1 signal line (from computer)
IO2	I/O2 signal line (from computer)
RML	ROML signal line (from computer)
RMH	ROMH signal line (from computer)

*Two (2) +5 switches are provided in order to assure ample power is supplied. Both must be switched off when attempting to disable power to a cartridge.

I/O Jumpers

A pair of configuration jumpers are provided for changing the addresses of the I/O1 and I/O2 signals on the center expansion port (Port #2). Normally, the I/O1 signal controls cartridges at the $DExx page of memory, while I/O2 controls cartridges at the $DFxx page. By changing these two jumpers, you can effectively change the I/O address of a cartridge. This can be useful if you have two cartridges which conflict; be aware, however, that many cartridges will not work at alternate addresses without other software or firmware modifications. Two exceptions are the SwiftLink and SID Symphony cartridges from CMD, which come with software that can utilize these cartridges at either address.

Reset Switch

Your Cartridge Port Expander is also equipped with a reset switch. By depressing the button on this switch you will perform a hard reset of the computer system. This is similar to the reset which occurs when you turn the computer off and back on. You should use the reset switch when activating cartridges that have firmware inside, such as the Super Snapshot or Action Replay cartridges.