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Thu, 2014-06-26 18:37

Paul Alba



Help with SD2IEC

I recently bought a cheap SD2IEC device for my C128 and I've been having problems with it. I hope someone on here can advise me. I bought it without a case, but cost roughly half the price of any other SD2IEC device. It now seems this may have been a big mistake!

When the cheap SD2IEC arrived from eBay I soon managed to get it working by buying a 4Gb SD card, then transferring various software as the Commodore FB File Browser, as well as various D64 and PRG files. This worked in C64 mode only, but later on I found and installed and run some C128 software!

I wondered about how or even if I could change disks by pressing a button, but I didn't manage to find anything I was sure was a button.

I also wanted to try and transfer some D64 and PRG files onto real floppy disks by connecting the SD2IEC unit to my 1541-II floppy drive, but there were no instructions saying how to do this, or even if it was possible. I made an attempt to connect everything up not long after I seemed that the cables connected to this device should have been longer and it looked quite risky, or touch and go, so I decided to ask them to change disks.

I received some messages from the seller, but they didn't say much. He's in eastern Europe and doesn't speak very good English. I even got any really useful advice out of him. It seems that this device has no buttons at all, games which come on more than one disk require save disks, but he didn't give me any advice about how to boot from a nearly full program disk, then save the files onto a data disk. He didn't answer my messages.

Eventually, after 5 days, I was getting more confident, so I decided to try attaching this cut price SD2IEC device to my 1541-II floppy drive. While I tried to connect everything together, the cables attached to the SD2IEC had so much tension pulling on them that the wire connections came loose.

I've tried to plug this cable back in to the joystick plug, but it won't stay and may need to be, or probably does need to be soldered back onto them. Unfortunately, I haven't soldered for years, I never did much soldering, and I'm not sure which way round to attach the two core cables.

The latest news is that I've bought a new soldering kit from the chain store Maplin, which is designed for beginners and rated at 40W. I have the SD2IEC device, but I'll wait for some advice from the other people on this forum before I attempt a repair.

If I can't repair this device, I think I should buy a more expensive SD2IEC device in a case, which is available more locally.

At the end of the day, I'm not mentioning the eBay seller's name, but I feel it's best not to buy cheap SD2IEC devices which don't come with cases. Devices in cases which are fitted with DISK CHANGE and RESET buttons are more expensive than they should be!

Edited by: **Paul Alba** on 2014-06-26 18:39

[Top](#)[+ Share / Save](#) [f](#) [t](#)

Fri, 2014-06-27 19:08

Hydrophilic

**I have JimBrain's uIEC. To**

I have JimBrain's uIEC. To play multi-disk games, you need to set up the files on the mem card, and then at an appropriate point in the game *does* work on uIEC because it has that button (it also has another button, not sure what it does). In your case, I don't see how it would connect to the lines on the CPU/MPU that you could connect a swap button, but SD2IEC can be built with various microcontrollers, so I can't say for sure.

I just checked, and JimBrain's SD2IEC device (uIEC) is only \$60. (I see the latest version has 4 buttons... hmmm) Compare that to new (or of 1571 about \$199, and it is very cheap. When you adjust JimBrain's price to 1986 dollars, it costs like what... \$25 ? I mean really a big GIGABYTES (compared to a few hundred K-Bytes of 1571), it is a down-right steal.

I think the fact that you can buy used C64 for less than \$50 these days skews people's expectations... I imagine they are less than \$50 because they don't support modern hardware, like SD cards... well unless you spend more money for extra hardware :)

I can't say for sure about your particular device, but I had no problem using real 1571 disk drives in conjunction with uIEC. Just make sure. For 1571 and 1581 (and maybe uIEC, not sure, may depend on firmware) you can send command PRINT #15, "U0>" CHR\$(n) where n is a previous OPEN to the command channel of the original device number. For 1541, you have to do memory-write command, but I don't know.

Once the devices are connected, you can verify they both work. On C128, you just issue DIRECTORY to read from device 8. For other devices (device#). If both devices are working, then you can use one of many copy programs. The 1571 came with a test/demo disk that includes a file, and works on almost all CBMs. You can get a copy from Zimmer's FTP ([direct link here](#)).

As for soldering, it shouldn't be a big deal. Since it has been a while, you should practice first. Find some old electronic device that doesn't open, and practice soldering wires onto its circuit board. I think after 30 ~ 60 minutes of practice you will feel confident to work on your device.

I'm kupo for Kupo nuts!

[Top](#)

Sun, 2014-06-29 06:40

Paul Alba

**Thanks for your advice! I've**

Thanks for your advice! I've found out from the seller that my device has no buttons and I'm supposed to make up a file to allow disk channels that the wires have broken off the joystick plug, though. I can't find a way to attach any pics of this device on here, but it's similar to the device [commodore-64-i4358719104.html](#), or at least the wires are similar. My device has a different board, based around an ATmega644 chip. I'll post these wires. It's a dual core cable and I don't know how to work out which wire goes to which pin. I don't know what may happen if I get it plugged back over the two pins. I found that sometimes my C128 failed to boot.

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Paul Alba

[Top](#)

Sun, 2014-06-29 19:26 (Reply to #3)

Hydrophilic



If the wires broke on the

If the wires broke on the joystick adapter, it would be easy because the pin numbers are known. Pin 7 is + and pin 8 is - (based on di). If you're looking at the joystick port, the pins are numbered (left to right) 1 to 5 on top row and 6 to 9 on bottom row.

Well that is bad the wires broke on the SD2IEC device. I guess only the seller could (maybe) tell you which one is positive and which find something saying positive (+) and negative (-). Another way to tell is that the negative line (ground) will directly connect to a bunch connect to one (maybe two) things, like a diode or voltage regulator.

That photograph isn't detailed enough for me to tell which is which (assuming your board is the same as that one). Based on the color would guess the pin closest to the outside is ground (-) while the one closest to the middle / serial pins is positive (+). But you really s definitive than my guess based on a photo!

I'm kupo for Kupo nuts!

Top

Mon, 2014-06-30 11:10 (Reply to #4)

Paul Alba



OK, that makes things a bit

OK, that makes things a bit clearer. Thanks! There's some good news and some bad news from the seller. My last email from him found out that a copy of this message with a pic also arrived in my eBay Inbox. The seller says "In the figure, mark it with the sup that the pic shows which pin connecting to the joystick plug is positive and which one is negative! The bad news is that there are which have holes in the middle of them. It says in the pic "Drive: 8. - no jumper 9 .jumper 1-2 10. - jumper 2-3. These areas are a diamond shaped, and square. I assume this means that round = 1, diamond = 2, square =3. I think this means I have to fit a jum won't be able to detect both drives. Logically, by default, if the 1541-II drive is plugged in to the C128 then that should be drive 8, drive should be drive 9, but I don't think that's how it works. Of course, my priority is to resolder the two wires to the flimsy 9 pin j plastic loop attached to it, otherwise it would be very difficult to unplug.

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Paul Alba

Top

Mon, 2014-06-30 20:24

Hydrophilic



It sounds like you just need

It sounds like you just need to put a drop of solder in the hole between pads 1 and 2 (electricly short them) to set the device as unit 9; or a 10. Either option should be fine, since it sounds like you want your 1541-II to be unit 8. Well, have fun!

I'm kupo for Kupo nuts!

Top

Fri, 2014-07-11 11:30

Paul Alba



Good news! This device has

Good news! This device has now been fixed, although not by me. It was repaired at an event staged by <http://www.therestartproject.org>, around the World. The repairer mentioned working on lots of classic computers in the past. Unfortunately, it turned out that my new, unused because the tip was oxidised. He borrowed an RS soldering iron from someone else and used that. He advised me to return my soldering plan to buy a joystick port extender from eBay which should enable me to transfer some disk images to real disks. I hope I haven't damaged the device when it was broken and trying to hold the wires on the wrong way round with the plastic cuff. All 3 of my joysticks seemed to be playing

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Paul Alba

Top

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- April 2012 (3)
- May 2012 (2)
- June 2012 (2)
- July 2012 (1)

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