

Swift-L Quick install guide for the Commodore 128 flat.

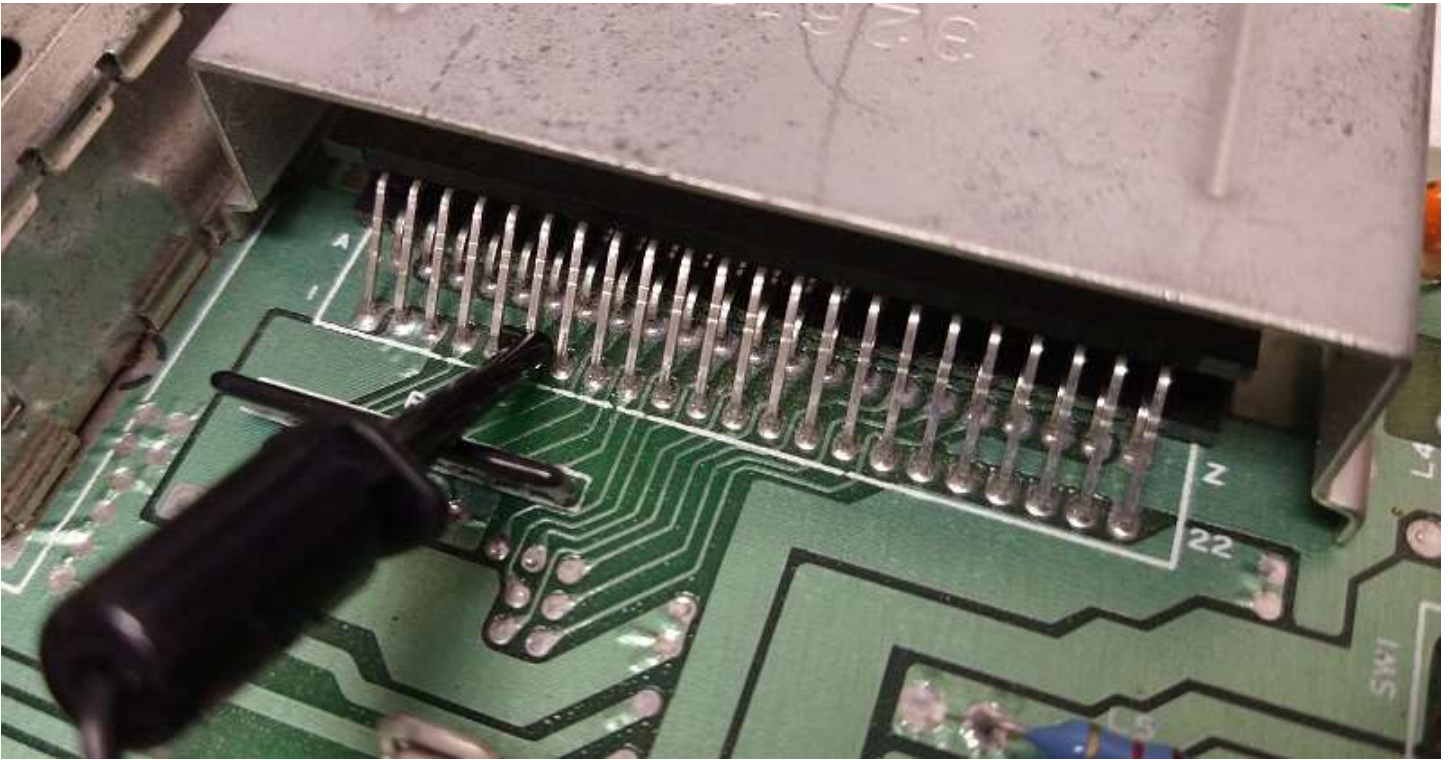
Start by removing the CIA chip at U4. It's on the left side down from the user port. Then insert the Swift-L into the socket, wifi module to the rear of the machine. The plug the cia into the socket of the Swift-L. (Notch towards the front of the machine.)



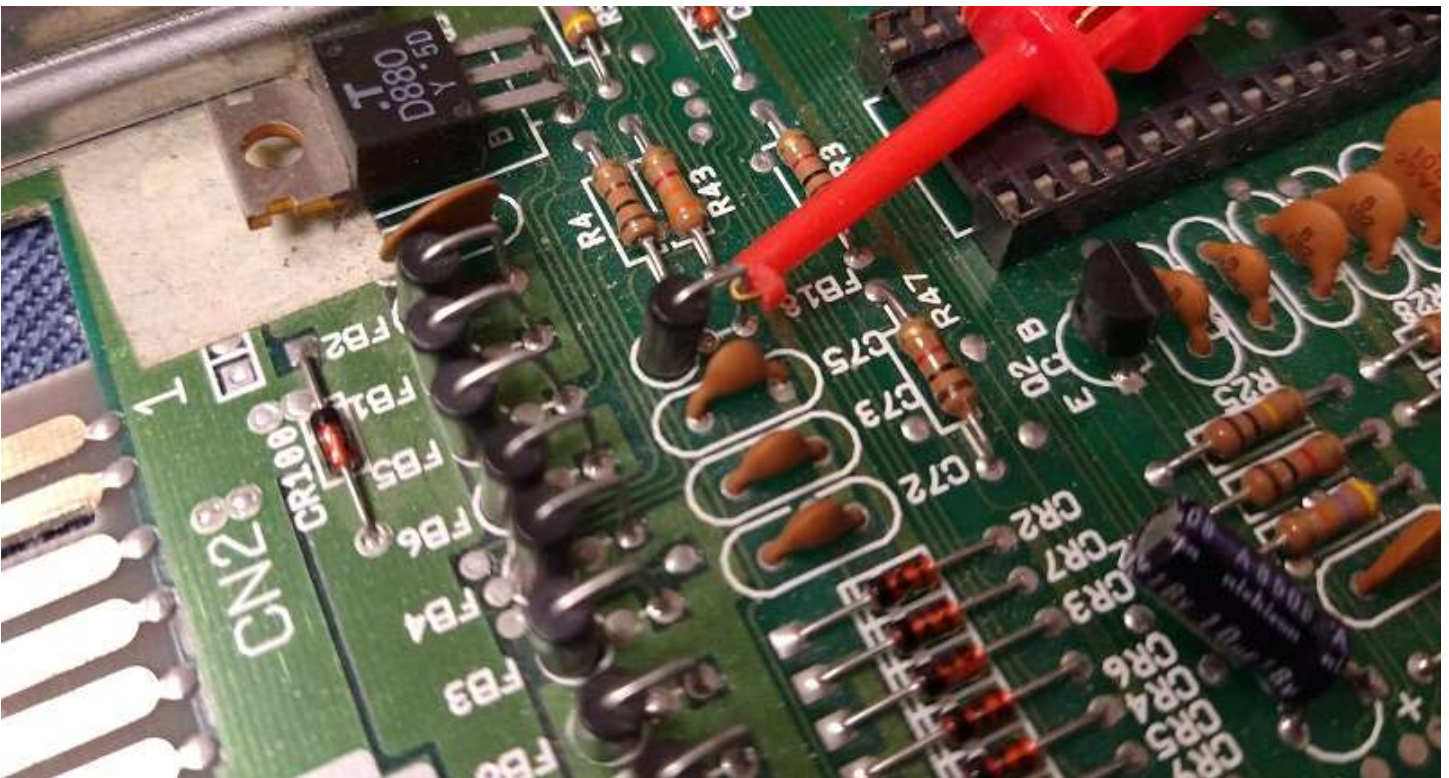
After removing the chip, insert the Swift-t into the socket, wifi module to the rear of the machine.

Now double check which wire is which. The Left cable is to the dot clock, right cable is IO addressing. Make sure your cable is plugged in the with the label visible.

Dot Clock has 2 possible connection points. Pin 6 on the cartridge port.



Or to FB18 between the Sid and Cassette port.

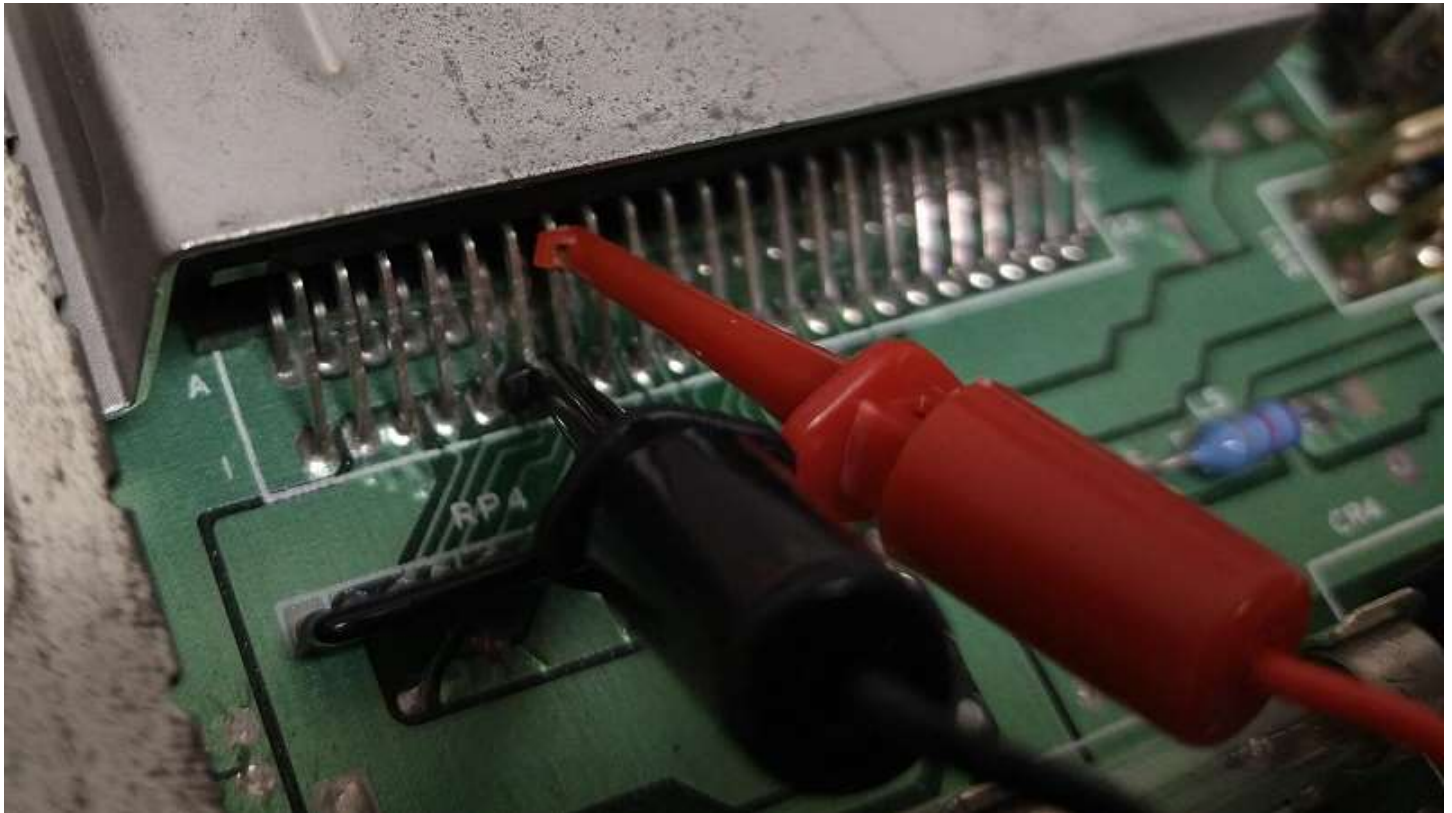


Now we need to pick a IO address for the Swiftlink to use.

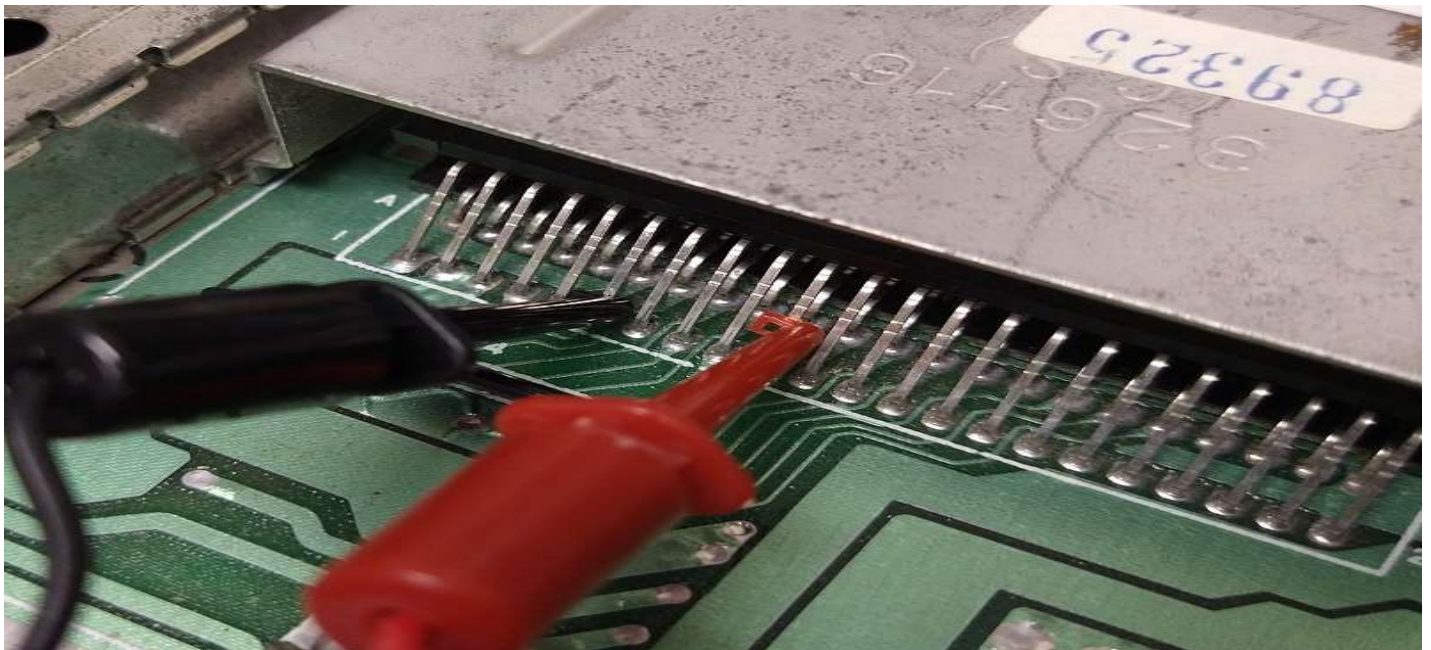


On the cartridge port, Pin 7 = DE00, and Pin 10=DF00

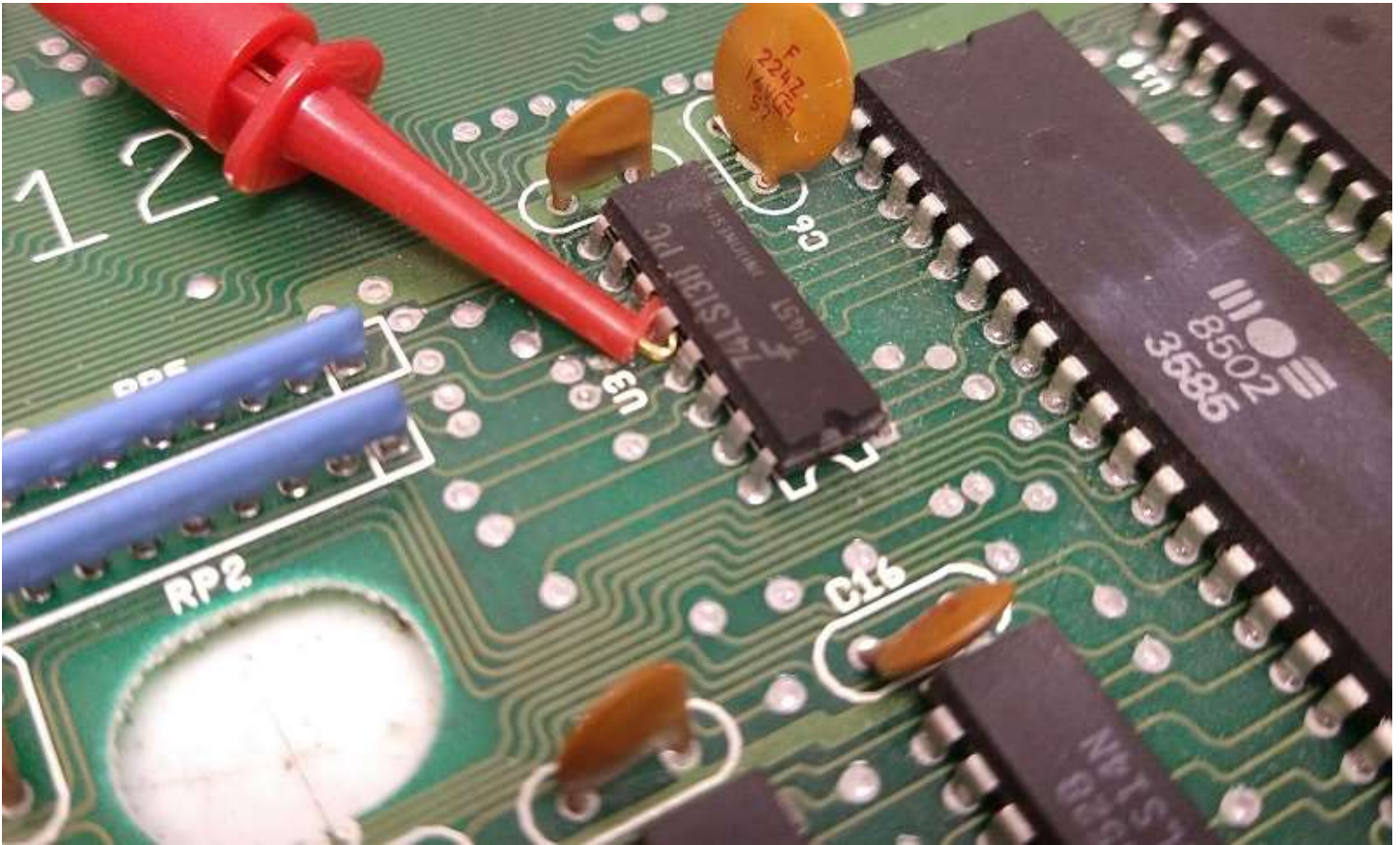
Here's an example of DE00.



And here we have DF00.



For D700 it's located on u3, pin 12.



And that's it, you are ready to load up your favorite terminal.

If you must have IRQ instead of NMI, you will need to remove the IRQ/NMI jumper from the Swift-L, and then run a lead (Not provided) to pin 21 of the other CIA chip. I've never used this, but apparently a CP/M terminal might require that.