

# Hermit Retro ZXZero

## Quickstart

---

Hermit Retro Products Ltd.



### ABSTRACT

A quickstart for the Hermit Retro ZXZero

Version 1.0

Copyright © 2021 Hermit Retro Products Ltd.  
Confidential – do not distribute without permission.

[support@hermitretro.com](mailto:support@hermitretro.com)

## 1 Table of Contents

2	Introduction.....	3
3	Quickstart!.....	4

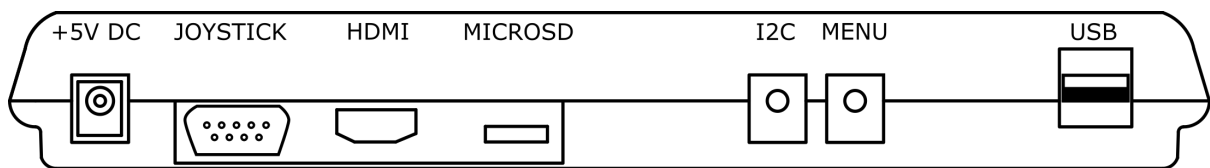
## 2 Introduction

Welcome to the Quickstart for the Hermit Retro ZXZero!

If you find any issues with the instructions, or sections that aren't clear, drop us a line at [support@hermitretro.com](mailto:support@hermitretro.com)

## 3 Ports

The ports on the rear of the Hermit Retro ZXZero are shown below:



- +5V DC: The power input socket. The Hermit Retro ZXZero will accept centre-positive, 2.1mm power supplies between 5->12V DC. The power supply should be rated at at least 1.5A. The Hermit Retro ZXZero can accept higher voltages but will run the risk of overheating.
- Joystick: Standard DB9 connector for Atari-pinout joysticks. Joysticks are mapped to Kempston mode by default
- HDMI: Full-size HDMI connector for the external display
- MicroSD: This MicroSD card contains your games and programs
- I2C: Connector for I2C-based expansion devices
- Menu Button: The menu button toggles the display of the Fuse menus
- USB: Standard full-size USB Type B connector for devices such as keyboards

!!! If you are using an Arcade-R, you must push in the leftmost "Feature 1" button otherwise fire will not work. This appears to be a feature of the joystick, not Hermit Retro firmware !!!

## 4 Quickstart!

1. Unpack the assembled Hermit Retro ZXZero.
2. Place the Hermit Retro ZXZero into the base of your ZX Spectrum or ZX Spectrum+ case.
3. Connect up the HDMI ribbon if not already connected
4. Connect the HDMI cable to your monitor and the HDMI port on the rear of the Hermit Retro ZXZero.
5. Check that the MicroSD card containing the Hermit Retro ZXZero firmware is inserted in the Raspberry Pi Zero and, if not, insert it. A pair of tweezers is very helpful!
6. Connect the two membrane connectors of your ZX Spectrum or ZX Spectrum+ case to the Hermit Retro ZXZero.
7. Insert a second MicroSD card containing your games and programs into the external MicroSD holder. This should be formatted as a FAT volume and not VFAT, ExFAT or FAT32.
8. Close the ZX Spectrum or ZX Spectrum+ case and screw it shut with the uppermost centre screw
9. Plug in the power supply

The board should now boot and display a white screen displaying “©1982 Sinclair Research Ltd.”. If this is not displayed, see the Troubleshooting section of the User Guide. If the copyright message displays correctly, screw the remaining 4 screws into your case

To access the Fuse menu, press the “Fuse Menu button” located at the rear of the ZX Spectrum or ZX Spectrum+ case in the second leftmost slot. This will display a menu that allows you to load programs, set the ROM type and so on. You can navigate the menu structure as follows:

- 5 (or joystick left) – move selection left
- 6 (or joystick down)– move selection down
- 7 (or joystick up) – move selection up
- 8 (or joystick right) – move selection right
- 0 (or joystick fire) – select
- Fuse menu button – return to previous menu

To load a game or program:

1. Select “Open...”
2. By default, it will open into a directory called /mnt which contains two subdirectories:
  - a. sd – your secondary SD card is mapped here
  - b. usb – external USB flash drives will be mapped here
3. Use the keys or joystick to navigate to ‘sd’ and select it
4. Your games or programs will be listed. Use the keys or joystick to select the desired file and select it
5. The program will now load and start playing!