

TZXDduino-Mini Manual



Buttons

1. Menu – Bring up a menu to allow you to change settings
2. Play/Pause – For playback and also for menu item selection
3. Stop – For playback and also to exit the menu
2. Up – For file or menu selection
1. Down – For file or menu selection

Connectors

1. 3.5mm Stereo Audio EAR socket
2. USB-C Power
3. ISP (Arduino programming port)

Cables

1. 3.5mm mono-to-stereo Audio cable **
2. USB-C power cable
3. Arduino programming cable (optional)

** In my experience a mono plug is slightly longer and it won't seat into the TZXduino-Mini stereo jack which may lead to failure of the stereo jack. For this reason a custom mono-to-stereo cable (stereo on the TZXduino side and mono on the TS1000 side) is recommended.

SD Card

1. FAT32 Formatted Micro SD card to store files **

** Class 4 or higher is recommended. Some experimentation and testing may be needed to find a reliable SD card. Because of the way the Arduino software works the file organization is based on when the files went on the SD card and not alphabetically. If you want the SD Card organized alphabetically a program like FATSorter can be used to organize your SD Card.

Menu

The Menu has the following options

1. Baud rate -- select 1200, 2400, and 3600 baud
2. Turbo Boost (On/Off) – enables faster loads for the ZX80/81, Oric, and Acorn Electron. If you are using any other machine this should be off.
3. Pause @ Start (On/Off) – control whether the file pauses when you first press play.
4. Gremlin Loader (On/Off) – This should be off for most games. To the best of my knowledge it only needed for Footballer Of The Year on the CPC.

Supported File Types

TZXDduino can play the following file types ZX Spectrum: TZX, TAP, and AY.
ZX80: P, TZX ZX81: O, TZX Amstrad CPC: CDT Acorn Electron: UEF ** BBC
Microcomputer: UEF¹ Jupiter ACE: TZX ORIC: TAP

** UEF files need to be unzipped before they can be played on the TZXDduino. On Linux machines this can be done by using GUNZIP. On Windows machines this involves using WinZIP or WinRAR to decompress the UEF file. Once decompressed you will have a file with either no extension or a .hq extension. Rename the file to add .UEF on the end. Example Rename JetSetWilly_B.hq to JetSetWilly_B.hq.UEF

Appendix

