# AMRAM

The Amram unit will enable you to read your ROM based software into RAM, modify it if necessary, save it onto disc or run it from the Amram unit. The Amram comes complete with software to perform the above tasks. The Amram has been designed to be used in conjunction with a conventional ROM board in order to read ROMS into RAM before transferrring them into the Amram.

The Amram sits at ROM position five, so if you have a ROM in position five on your ROM board, please remave it and locate in an alternative position.

**IMPORTANT**

**THE AMRAM AND ITS SOFTWARE MUST NOT BE USED TO INFRINGE COPYRIGHT. PLEASE RESPECT THE COPYRIGHT LAWS.**

# TRANSFERRING THE AMRAM SOFTWARE TO DISC.

Although the software is supplied on tape, it can very easily be transferred anto disc. To do this, please perform the following:-

1. Type in:- |TAPE:LOAD ""
2. When the "ready" prompt appears, place a blank formatted disc into drive A and type:- GOTO 100
3. When the software has loaded into the computer, it will be saved onto the disc.

# ATTACHING THE AMRAM TO YOUR AMSTRAD CPC464/664/6128 COMPUTER

**PLEASE ENSURE THAT THE COMPUTER IS SWITCHED OFF BEFORE ATTACHING THE AMRAM FAILURE TO DO SO MAY DAMAGE YOUR COMPUTER, THE AMRAM OR BOTH.**

To attach the unit, locate the port marked "EXPANSION" on a 664/6128 or "FLOPPY DISC" on a 464. Turn the Amram face up (i.e. the two L.E.D.'s, the button and the switch are visible) and push the connector into the port. Please ensure that the connector is pushed in as far as it will go. To test that the Amram is connected, turn on your computer, push the reset switch on the Amram down. The computer should then reset. If for any reason the computer does not reset, run through the above process again. The Amram unit has a through connector, so any other peripherals can sit on the back of it.

# THE SOFTWARE

The software that comes with the Amram allows you to read Roms into Ram, modify the code, write it back to the Amram and store it onto disc or tape.

To load the software, please ensure that the disc or tape with the software on is in the drive / datacorder and type:- RUN "AMRAM"

When loaded, you will see a large blank window with a row of words above it. The words represent the various options that are available.

A white square or cursor will also be visible covering the first option. The cursor can be moved using the

left and right cursor kays. First of all move the cursor on to the first option and press the space bar. A pull down menu will appear with various commands on it.

Use the up/down cursor keys to move the selector bar over the command of your choice, and press the space bar to select the option.

The options on the first menu indicate whether you are using disc drive A,B or C (for a silicon disc) or tape.

Moving on to the next option and pressing space, you can catalog a disc/tape or load/save a file.

The third option allows you to read a ROM into memory or write a rom from memory into the the Amram.

The fourth option allows you to edit the memory where the ROM is. You will be asked for a memory address. Any Hex number number in the range 0000 to 3fff is acceptable. Once the address has been selected, use the cursor keys to move round the window, which will scroll if you move to the top or bottom of the window. The TAB key will toggle between the HEX and ASCII display. Press the ESC key to leave this mode. Before you can edit the ROM, you must first use the read command on the third pull down menu.

# A QUICK SUMMARY

Use the left/right cursor keys to move the cursor and the space bar to select a menu. Once selected, use the up/down cursor keys to move the selection bar, and the space bar to select.

# WRITE PROTECT AND RESET

Located on the front of the Amram are two switches and two red and green LED's (light emitting diodes). Looking at it from the front, the switch on the right is a reset switch. Pusing it down will reset your Amstrad and will display the start up screen. This reset is a "HARD RESET", it resets the whole of the computers memory etc.

The switch on the left is a "WRITE PROTECT" switch. When you transfer your code into the Amram, it is essential that the Amram is Write Enabied. To write enable the Amram, pusn the switch up and the red LED will light. Once the code has been transferred, push the switch down to write disabie it. Once the Amram is write disabied, it can not be overwritten, altered or corrupted.

The green LED on the right of the unit lights up when the Amram is actually being accessed by the Z80 processor inside your computer.

# A COMPLETE STEP BY STEP GUIDE TO RUNNING YOUR ROMS FROM DISC.

1. Connect the Amram and your ROM box to your computer.
2. Run the Amram Software.
3. Using the cursor keys, select the READ/WRTE option.
4. Select the read option from the menu and type in the ROM number to be transfered to disc.
5. Move the cursor onto the LDAD/SAVE option and select save.
6. Type in the ROM's name.

The ROM has now been transferred to disc.

To run the ROM from disc, do the following:-

1. Connent the Amram to your computer.
2. Run the Amram soltware.
3. Using the Cursor kays, select the LOAD option from the LOAD/SAVE menu.
4. Select the Write option from the READ/WRTE menu,,
5. Write enable the Amram. (The red LED should light)
6. Press a key
7. Write Disable the Amram. (The LED should turn off)
8. Reset your Amstrad by pressing "CONTROL", "SHIFT" & "ESC" at the same time.

You should now be able to use the Rom from the Amram.

Please note that switching off your computer will completely reset your Amstrad and Amram. To reset your cmmputer without reseting your Amram, either press "CONTROL", "SHIFT" and "ESC" together or alternatively, press the reset switch on the Amram. The computer will complately reset but the Amram will not be initialised. To initialise the Amram, type in as a direct command:-

OUT &F9FE,128 [ENTER]

and the press "CONTROL", "SHIFT" & "ESC" together. You can then use the Amram as normal.

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