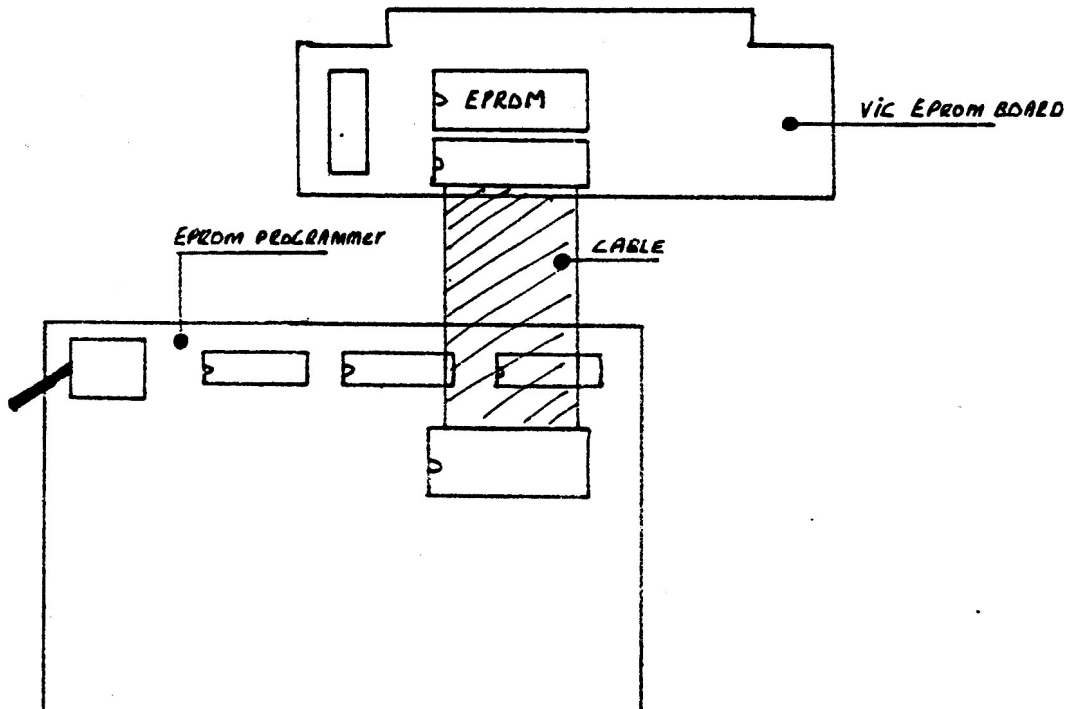


VIC Epromprogrammer-/Epromboard-manual

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STEP 1: Check if the programmer is connected as following:



STAP 2: Typ in Basic: SYS 42926

The software will print the following:

```
ZERO SC PROM PROGRAMMER
```

```
70
```

```
BASE ADR. PROM SOCKET: ,now you have to typ the socket-
address of the Epromprogrammer, typ: AB00
```

Now the software will print:

```
THE PROGRAMMMER IS IN THE XXXX MODE
```

- 1 READ PROM INTO MEMORY
- 2 PROG PROM
- 3 COMPARE WITH MEMORY
- 4 CHECK IF EMPTY
- 5 LIST PROM CONTENTS

CHOOSE NOW:

How to continue, working with this programm options, is described in the extended manual: chapter 4.2.

### Options of the Epromboard:

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Standard the board accept only 2716-Eproms(2 kB). To plug in 2732-Eproms (4 kB) the following modifications has to be made:

- The three soldering jumpers with the text '2716' must be disconnected and the three soldering jumpers with the text '2732' must be connected.

Standard the board is located in memory-area A000-AFFF. This can be modified by disconnecting the soldering jumper with the text '5' and connect the wanted soldering jumper.

### Overview of the connections:

	'5'	'3'	'2'	'1'
2716 socket 1:	A000H-A7FFH	6000H-67FFH	4000H-47FFH	2000H-27FFH
2716 socket 2:	AB00H-AFFFH	6800H-6FFFH	4800H-4FFFH	2800H-2FFFH
2732 socket 1:	A000H-AFFFH	6000H-6FFFH	4000H-4FFFH	2000H-2FFFH
2732 socket 2:	B000H-BFFFH	7000H-7FFFH	5000H-5FFFH	3000H-3FFFH

When the Epromboard is located in a different memory-area, the startaddress of the software will change also:

	'5'	'3'	'2'	'1'
software in socket 1:	A7AE/42926	67AE/26542	47AE/18350	27AE/10158
software in socket 2:	AFAE/44974	6FAE/28590	4FAE/20398	2FAE/12206

Note: Because of the fact that the software can run from every socket and from any address, the complete software cannot run in the socket. If so the software has to be completely position independent. So the software copies itself into Ram-memory: 1600H-1DFFH (5632-7679).