

Starting C64SD card in “Stand-Alone grabbing” mode

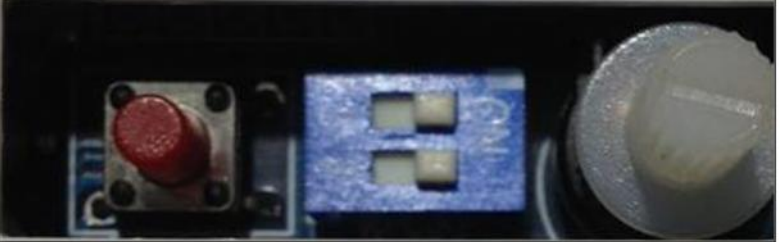

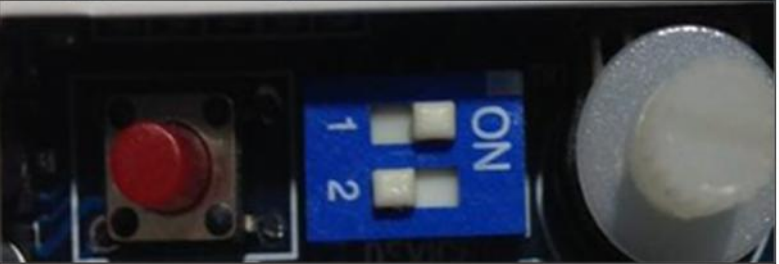

C64SD card can now grab tapes without the need of sending a single command to it from a Commodore computer. This allows to grab tapes for any Commodore computer of the classic series by just having a datassette and Jetgrab accessory.



Example of stand alone



To start the C64SD in “Stand-Alone grabbing” mode, first select the type of Grabbing you would like to execute by using the dip-switches of the card according to the following pictures. **IMPORTANT:** be aware that this will also change the device number of your C64SD card! Remember to put the switches back to your favorite configuration when done or to use the new device number to access your card when it is attached to a Commodore computer.

Device Number	Type of Grab	Dip Switches selection
8	C64	
9	VIC-20	
10	Commodore-16 /Plus-4 TAP v1	
11	Commodore-16/Plus-4 TAP v2	

Once the above selection has been made carry out the following

steps: Press the Reset button and after releasing it:

In case you have a **PAL** C64 press the "Next" button on the front of the C64SD card

In case you've an **NTSC** C64 press the "Previous" button (the red one on the back of the card next to the dip-switches)

Before you hear the two beeps of the cars booting.

This will make C64SD enter the standalone grabbing mode. Release the button of the C64SD only when you see the blue led flashing rapidly.

At this point, pressing PLAY button on tape, C64SD card will grab the content of the tape. When finished just press STOP button on the datassette.

C64SD will create a file named XX.TAP on the SDcard with the content grabbed from tape. XX is a "running" number from 0 to 99 (the first not already on the SDcard found).

Please note that while in "Standalone grabbing mode" the Grabber Timeout function will be disabled