# USB Floppy Quick Start

**Version 2.34**

Thank you for purchasing the USB Floppy!

This instruction sheet is to help configure the unit for your host machine.

## USB Stick/Jump drive Instructions

The USB stick must be 2GB or smaller; the USB floppy unit can only support FAT16, which has a 2GB limitation. Make sure the stick has been formatted FAT/FAT16, not FAT32. Some USB sticks are not compatible, and will be apparent when the USB stick's light is not flashing, or the red light on the USB Floppy unit gives odd behavior (normally it should flicker for a second or two on plug-in).

## USB Floppy Instructions

There are two main styles of legacy floppy drives; some that respond to Drive A:/B:, which is the standard IBM style drive, and international style, which responds to Drive Select 0/1. There are dipswitches on the USB Floppy unit, and dipswitch #5 allows the switch between Drive A/B, or Drive Select 0/1. It does not allow changing between A/B style and 0/1 style, however there is cross-compatibility in many cases; basically, if your unit requires DS0, then you can only use an international model, but if it uses B or DS1, then either style has a chance to work. Drive A can be reached alternatively by using a twisted floppy cable, which is standard in IBM computers, and you are currently set at B: or DS1. You will know if you've chosen the correct setting, if the GREEN light on the front of the USB floppy lights up when the host is asked to read the floppy drive.

There are other signal lines of interest, which many host computers may ignore, so any model of USB floppy will work; but some hosts are more limited and require these signals, and will lock up or error without them. Hosts that use the IBM style of drive A: and B: will usually ignore all other control lines.

The usual way to get around these signals is to set dipswitches 7 and 8 to OFF, which forces 720k mode, as opposed to both ON, which forces 1.44MB mode.

Alternatively, if you received a non-IBM, international model, then dipswitches 1-4 will change the signals on pin2 and pin34 in various ways; either power down the machine, or press the black RESET button on the front of the USB Floppy unit, when you change dipswitches.

## USB Floppy Instructions (Part 2)

We appreciate known good combinations on certain machines to be emailed to us, so we may build a database for future customers. There are several international models, and they do vary, so we make our best attempt to send the best unit for the original model of drive that you have; but in some cases we may have to attempt a different model (or, perhaps, an IBM style instead, if the host machine uses drive A:/B: instead of DS0/1).

## USB Floppy Installation

When installing the USB Floppy into the host machine, please ensure that PIN1 of the 34-pin data cable (usually a RED stripe) matches PIN1 of the USB Floppy unit (the inside, or left side, of the 34 pin socket. Pin 3 is removed, so the missing pin is right next to PIN1). Most data cables will have a physical notch, to force PIN1 on a certain side. If the notch cannot fit, or is reversed, then you may have to try a different cable or remove the notch.

Please note, that some host machine manufacturers did not use the RED stripe correctly, and so it may be on either side at random. In this case, please follow the ribbon cable to the motherboard socket, and there will be writing, silkscreen, on the circuit board that says 1 or 34 or both. Follow pin 1 from there. If the USB Floppy data cable is plugged backwards, there is a chance to damage the unit.

## Operator Instructions

The USB stick should not hold more than 720k or 1.44MB worth of data, or the USB Floppy will add these files on a first-come, first-serve basis. If you purchased the optional file chooser, you may pick which files have priority, one at a time; however it is simpler for the operator to limit the files. The USB Floppy unit cannot pretend to be more/larger than what an ordinary floppy drive is; the host computer program is not expecting more, or able to do anything about it.

If the operator needs to prepare a boot disk, he should do so in the actual machine (if possible) or with the USB floppy plugged into an ordinary PC, and prepare it there. Some boot disk preparation programs are able to work simply with drive E: or F:, so you do not have to do a PC installation, allowing just the stick plugged into a USB port in Windows to work. Make sure to format before the first files are copied.

In normal operation, plug the stick in; the red light should flicker, and the green light flickers when you ask the host to activate the Floppy drive.