

ATARI reset ver. 1

When momentarily pressed (before the buzzer sounds) the RESET button works as in the unconverted ATARI,

but after longer pressing until the buzzer sounds - RESTART happens.

Then ATARI behaves the same as after switching off and on again.

Plugged in buzzer signals various functions.

To show how my board works I'll use Boulder Dash as example.

After loading the game, a momentary RESET immediately starts the game from memory, but after so called

After a momentary RESET it immediately starts the game from memory, but after so called RESTART it starts again from the medium like floppy, SIO2SD etc.

RESET functions - release after beeping

Fast pressing before beeping - factory RESET operation

1 signal - RESTART - simulation of turning ATARI off and on

2 signals - Reset of the built-in SIO2SD if switched on and restart of ATARI (simulation of switching off

turn ATARI off and on and loading file list from SD card of built-in SIO2SD) - this function is available

this function is available only after connecting the power supply to reset - pin A and after switching on the built-in SIO2SD

3 signals - change of operating system

4 signals - turning the built-in SIO2SD on or off (this function is available only after connecting power supply to

power supply to Reset - pin A)

System 1 - OS version 3 - TURBO reading

System 2 - OS version 3 - no TURBO

System 3 - OS version 4 - reading TURBO

System 4 - QMEG 4.04

I forgot to add that RESET "remembers" last settings i.e.: remembers switching on or off

SIO2SD and the system number which was used last.

If there was one signal after turning ATARI on we have OS version 1.03 with TURBO support.

If two signals then you have OS version 1.03 without TURBO support.

If three signals - OS version 1.04 (XEGS) with TURBO support.

Four signals - QMEG 4.04 is enabled.

If built-in SIO2SD is enabled, you will see a list of programs, if it is disabled you will see SELF TEST or READY, depending on whether you press the OPTION key (in case of system number 3 - XEGS - you should release the OPTION key after about 2 - 3 seconds).

By default Basic is switched off - that means you do not have to press the (game) pressing the OPTION key - the behavior is exactly the same as in QMEG.

As a "side" effect of my chip is automatic cartridge booting at ATARI restart (YOU HAVE TO MOUNT SOME ADDITIONAL ELEMENTS IN THE CARTRIDGE).

One more note about SIO2SD support.

RESET supports ONLY the built-in device (e.g. SIO2SD, SDrive etc.) and only when power is supplied to this device through the RESET board and not by connecting the device to the SIO socket or external power supply. It is required to connect 5V power supply to Reset -

pin A, and connecting the device power supply to the RESET - pin 8.

So, if you connect an external SIO2SD with the connector to the SIO slot or you build in SIO2SD and take its

power supply from the SIO slot then you cannot control this SIO2SD.

MOUNTING

Mount the board in place of the OS ROM.

1 - RESET keyboard connector (XE pin 24, XL pin 23)

2 - keypad connector OPTION (XE pin 23, XL pin 22)

3 - ATARI Reset (XE board - chip 555 pin 2, XL board - RST line - Parallel Bus Interface pin 34)

in version after 2022-02-15 - you do not need to install this cable

4 - MMU pin 8

5 - GTIA pin 10

6 - keyboard connector (XE pin 20, XL pin 9)

7 - keyboard connector (XE pin 6, XL pin 8)

B - PC buzzer +

C - PC buzzer -

Additional option (e.g. built in ATARI SIO2SD, Sdrive etc.):

A - +5V from the middle pin of the power switch

8 - Reset-controlled power output (e.g. built-in SIO2SD, SDrive etc.)