

SDrive-MAX



The SDrive-MAX is an Arduino based floppy disk and cassette drive emulator for the Atari 8-bit range of computers.

This allows you to read and write ATR, XEX, ATX and CAS files on Atari hardware as though they were real disks and cassettes.

The device comes with a 3D printed case and 3D printed SIO cable. (As the SIO Connectors are obsolete and can no longer be purchased)

It has a touch screen for ease of use and emulates 4 disk drives and tape drive.

Device is loaded with the latest firmware (Which is currently v1.5)

Also included is the SIO fix and has a breakout board that allows other devices on the same SIO bus to be connected.

Note: The SDrive MAX is configured to be powered by the Atari. There is a switch on the inside of the case if you want to disable this, but this requires opening the drive and changing the position of the switch.

Includes:

- SDrive MAX
- Touch screen pen

As with 3D printed parts there may be some imperfections.

This software is designed by kbr. Check out his [github](#) site for more information.

Installation

The device is already programmed with the latest firmware.

Download the latest release from the github site:

<https://github.com/kbr-net/sdrive-max/releases/>

Format a micro SD card to FAT32

Extract and copy sdrive.atr to the root of the SD Card.

Copy games to SD Card.

Insert SD card into Sdrive-MAX. Note the orientation – don't force the SD card in the wrong way.

Connect SIO connector to Atari and power on.

The device will boot up and information will be displayed on the LCD.

If you see a error that it's not FAT32, or sdrive.atr file not found then recheck the format and that you have copied the file.

Changing Sdrive-MAX to be powered from adapter

The default configuration is that the SDrive-MAX is powered by the Atari.

Do not connect a power supply to the SDrive-MAX if it's connected to the Atari. Bad things will happen.

If you want to power the SDrive-MAX from a external adapter then you will need to open the SDrive-MAX and carefully remove the Arduino from the case. On the side of the unit on the adapter board there is a power switch. Change it's position to disable the Atari from powering the Arduino.

If you want more indepth instructions on programming and using the SDrive-MAX check out this website:

<https://atari8bit.net/tutorials/de-re-sdrive-max/>