

# Mega ESE ram SD user manual

The **Mega ESE ram SD** is based on Fabio BELAVENUTO **SD mapper** with special features and some improvements.

## Switches :

- **512Kb** : Full sram for ESE ram.
- **256Kb + 256Kb** : Sram is shared between ESE ram and ram mapper.  
This configuration is useful when your MSX is only 64Kb ram or when loading DSK files with only 128Kb RAM.
- **SCC slot** : Allows to use the cartridge connector with an SCC cartridge and disabled game to enjoy real SCC music ingame.
- **Regular slot** : Normal cartridge connector as subslot x.0.

## Programs :

The **Mega ESE ram SD** is provided with several programs to use it.

- **MERKON.COM** : Select Konami mapper.
- **MERA8.COM** : Select ASCII8 mapper.
- **MERA16.COM** : Select ASCII16 mapper.
- **ROMLOAD.COM** : Program to load Konami and some other roms to sram.

Note1 : Konami mapper is set by default at startup.

Note2 : The **Mega ESE ram SD** is compatible with **SO FARUN**. Use **ESERAM SCC** for Konami and ASCII16 games or **ESE RAM** for ASCII8 games. As long as the **Mega ESE ram SD** is not fully supported by **SO FARUN** you still need to select the right mapper with the provided programs.

## Internal architecture :

- Subslot x.0 : Cartridge connector when **Regular slot** is selected.
- Subslot x.1 : SD bios.
- Subslot x.2 : Mapped ram when **256Kb + 256Kb** is selected.
- Subslot x.3 : ESE ram

The **ESE ram** uses 40h expanded I/O port. Device ID register is F0h.  
Port 41h is used to select the mapper as following :

- "-0" : Konami
- "01" : ASCII8
- "11" : ASCII16