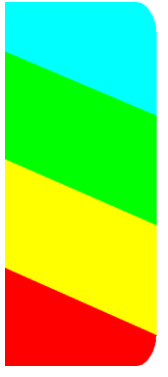


Spectranet

Case Kit Assembly Guide



Introduction

Thanks for buying this case upgrade kit for your Spectranet interface!
This will complete your Spectranet interface with a cool looking and professionally made case.

Disclaimer

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Compatibility

Incompatible

Unfortunately, this case is **NOT COMPATIBLE** with the first Spectranet version by Dylan Smith, **without screw holes**, as shown on the photo at the right.

NB: We haven't verified if there is only a blue board without screw holes - there may be several board colours without screw holes!



Compatible

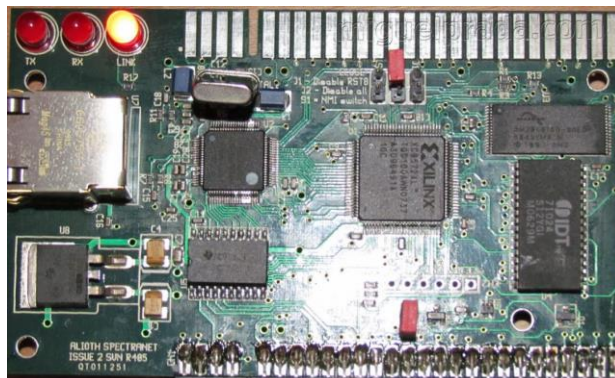
The case is compatible with:

1. Later Spectranet revisions by Dylan Smith, with screw holes:

Please note: the full height crystal on these boards, might get in the way of the case!
If so, you will have to try to bend the crystal, which only works when the legs stick out enough.
If bending is not possible, you have to resolder the crystal to create enough space for the bend.

BEWARE FOR THE PARTS UNDERNEATH THE CRYSTAL!

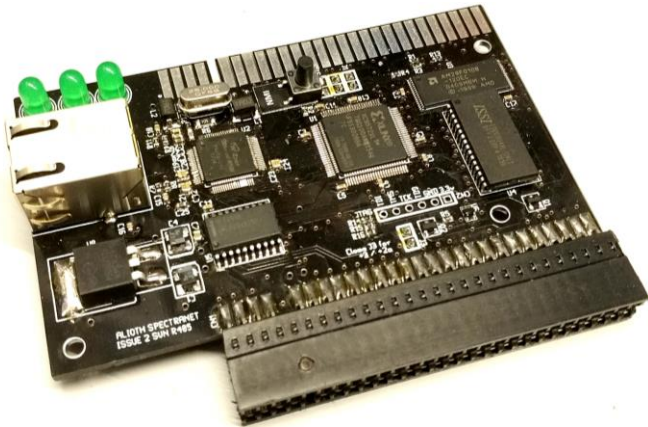
Make sure the crystal, or its legs, does not make contact with any of the parts underneath!



Compatibility continued..

2. Spectranet by ByteDelight:

NB: We used only low crystals, so the remark about full height crystals, does not apply here.



In the box

When you ordered the 'cutout' case kit:

1. The 'cutout' case with 4 screws:



2. A tactile button, with **low** cap adapter and blue cap:



3. One Slide switch:



4. This manual

When you ordered the 'closed' case kit:

1. The 'closed' case with 4 screws:



2. A tactile button with **high** cap adapter and blue cap:



3. One Slide switch:



4. This manual

The tactile button

Do I need to assemble it?

The tactile button (+ cap adapter + cap) is somewhat optional, though nice to see instead of just the hole.

The button is used to access the configuration menu, that controls a lot of Spectranet settings (MAC address, DHCP config, and more).

But this configuration menu can also be accessed by entering this in ZX Spectrum BASIC:

```
%i f c o n f i g
```

Assembling the button requires minor soldering, so if you want to do that, you need a soldering iron, solder wire, and some soldering experience.

For ByteDelight's Spectranet

If you have ordered a Spectranet interface from ByteDelight, most probably it has a tactile button soldered on already, but it might not be the right size: we've used 6mm up to 12mm tactile buttons, but currently use only 9mm with a **button cap adapter** printed to the height corresponding to the selected case.

For Dylan Smith's Spectranet

If you have a Spectranet interface sold by Dylan Smith, it's likely that there is either no button present at position 'S1', or there is a 1x2 pin header block for a jumper.

If there is a button, it's probably not compatible with this case.

Step by step

Again, some minor soldering is required.

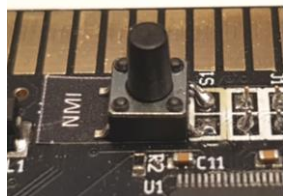
1. Check what is currently located at 'S1', and follow the steps accordingly:

1x2 pin header block:



Remove the pin header, by heating the pins from the bottom of the board with a soldering iron (mind your fingers, it gets hot!)
Continue with step 2.

Tactile button:



Check if this button has exactly the same height as the one included with this kit.
If it is different, remove it.
Then continue with step 2.

Nothing is present at 'S1'

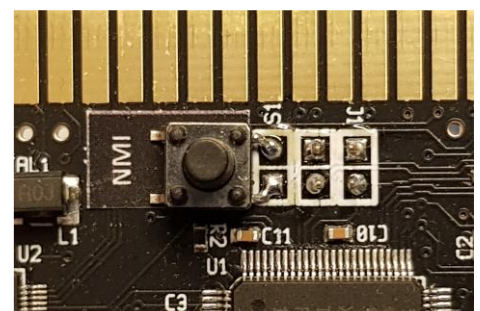
Just continue with the next steps.

2. Solder the included tactile button to 'S1' as shown on this photo:

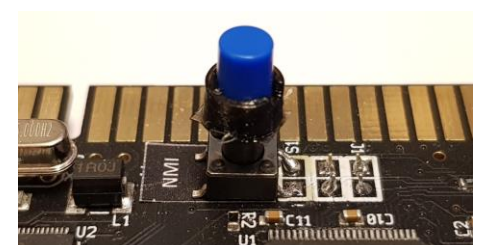
Note: use the side where the 2 pins are slightly bent to each other*.

Note: the button should be aligned at its center, with the silk screen (white printed) indications for the pin headers.

** If we forgot, please use e.g. needle nose pliers, to slightly bend them inwards to each other – sorry!*



3. Add the cap adapter with blue cap, to the tactile button:



The slide switch

The Spectranet interfaces currently sold by ByteDelight, have 3 slide switches soldered on the bottom of the board. This way you can relatively easy (always make sure to power off!) reach and set the configuration switches, even when the interface is in the ByteDelight case.



Spectranet versions without slide switches

Some **early** Spectranet interfaces sold by ByteDelight, have pin headers (for jumpers) or something else.

As far as we know, all Spectranet interfaces sold by Dylan Smith, have pin headers (for jumpers).

With these board revisions, we recommend to assemble the (single) slide switch, as described underneath.

Why is only one slide switch included?

With this case kit we decided not to include all 3 slide switches, since it's not easy to remove what is on your Spectranet board already, before being able to solder on all three switches.

The two upper jumpers / switches do not need to be changed (often), since these were mainly required for initial programming of the Spectranet ROM.

However, the configuration jumper / switch closest to the edge connector towards the ZX Spectrum, is for the selection of ZX Spectrum 48/128K (toastrack), or ZX Spectrum +2A/+3.

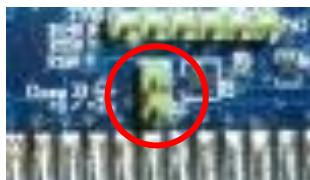
When you use Spectranet on several machines, this setting may need to be changed sometimes.

Assembling the slide switch requires minor soldering, so if you want to do that, you need a soldering iron, solder wire, and some soldering experience.

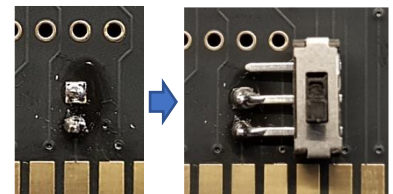
Step by step

1. Check what is currently located at 'J3', and follow the steps accordingly:

1x2 pin header block at the top of the board:



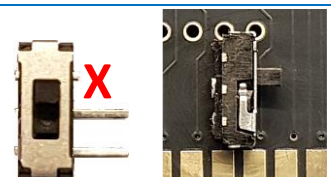
Solder the slide switch on the bottom of the board, connected to the 2 pins of the pin header block:



Nothing is present at 'J3':



Cut the leg of the switch as shown at the right, put the pins of the switch in the board, and solder the pins at the top of the board:



It's time to close up!

Now put the board into the ByteDelight case, aligning the blue button cap through the hole (if you soldered on the tactile button).

Put the bottom cover on, and screw in the 4 screws, and... you're done!



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Manufactured by Ben Versteeg

ByteDelight.com

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