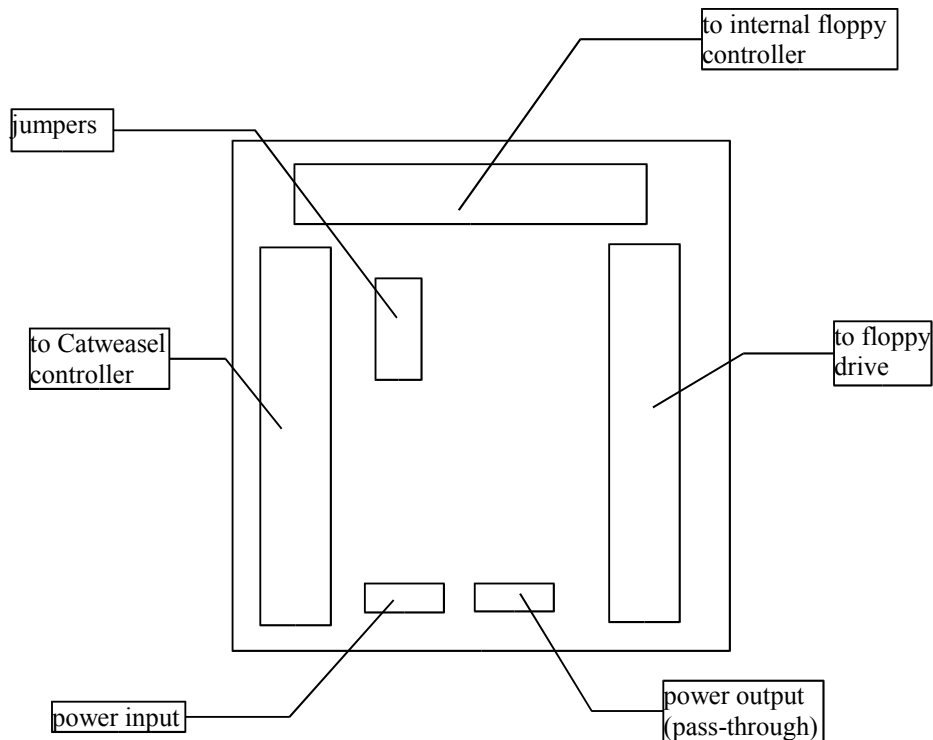


Kylwalda - additional instructions



additional jumper settings not documented in regular instructions:

These jumper settings only work for Amiga 1200's shipped from Amiga inc. They have a link between pin 2 and pin 34 of the floppy connector on the bottom of the mainboard. If you don't want to solder on your mainboard, use these jumper settings:

Drive is df0: on A1200 with link w/ Catweasel



Drive is df0: on A1200 with link w/o Catweasel



note: If you want to use an Amiga diskdrive on the Kylwalda, you must set the small switch on the bottom of the drive to „1“. It comes from Amiga inc. with the switch set to „0“, which won't work with the Kylwalda, so you have to do that little modification in order to use those drives with the Kylwalda. Together with a Catweasel, they even become HD drives! Using the old DD drives from Commodore's computers **is not possible**. Buy a standard PC 1,44M drive instead.

note 2: With these jumper settings, the „ready-bug“ is not solved. The problem with programs like „X-Copy“ and some games with special copy-protection schemes will still occur. If you want to make these programs work, change the link on the bottom of the mainboard (connect pin 34 of the pin header to pin 1 of the 23-pin external disk connector and leave pin 2 open), and use the regular jumper settings (see first sheet). This modification should only be done by an experienced service technician.