

User Reference – 1.2 MB Type-G

Type-G Emulator

Note : Before the USB flash drive is plugged in and we start the operation, few things are to be kept in mind.

1) The front of the floppy drive to usb emulator has two switches. These switches perform two different functions. They act differently when usb flash drive is plugged in and when usb flash drive is not plugged in.
   a) **USB Flash Not Plugged In**: These switches are used to choose the folder in USB flash disk when usb flash drive is not plugged into floppy drive to usb. The left key is tens-digit (pressing this switch each time will advance the counter of floppy disk to usb emulator by 10) , and the right key is single-digit (pressing this switch of floppy disc to usb each time will advance the counter of floppy to usb emulator by 1). So if you want to go to block 25, you will have to press left switch twice and right switch 5 times.
   b) **USB flash disk plugged in:** The two switches are Data-out and Data-in. (example: after you have selected 25 from the switches of floppy disc to usb, just insert the usb into floppy to usb converter installed on the equipment. As you insert the USB Flash drive in usb port of floppy disk to usb, the 8-Segment will display D0 (means data from folder name starting with 025 in usb flash drive will be copied into the 2 mb internal memory floppy drive to usb upgrade). You can also name the folder as anything starting with 025********, where `*' is any other number or alphabet.

   c) **No Need to format the USB Flash drive using the floppy.exe software.**



Features of 1.2 mbType-G Emulator

* Inbuilt 2 MB memory floppy drive to usb converter makes it faster to access data

* No need format the USB flash drive using floppy disk to usb formatting software

* Full capacity of USB flash can be utilized

* Can read and write directly from usb flash drive

* Floppy disc to usb emulator can read and write on to USB flash drive. The functions can be performed using the front switches.

* Can read dos formats FAT 12 onwards

Using 1.2 MB Type-G emulator to feed data into the equipment

1) Transfer the data from PC to the root directory (root directory of flash drive is designated with 00 on 8-Segment display of floppy to usb emulator) or in the required folder of USB disk.



2) Now on the floppy disk to usb emulator before inserting the usb flash drive in floppy disc to usb, set the 8-segment as 00 or the required block.

3) After selecting, insert the USB flash disk into the floppy to usb conversion unit. Now press the IN Button (right switch) you will see that the display has changed from 00 to D0 (means that the first 1.2 mb data is the selected folder is being copied into the internal memory of usb as floppy drive emulator).



4) Now a situation arises that what if the folder selected contained more than 1.2 mb data (let us say 2.5 mb). After accessing the first 1.2 mb data, press the IN button (the right switch) again, the display will again change to D0 for a while (this implies that the next portion of remaining data has been copied into the emulators memory). To process the data further, wait until the D0 returns back as numbers.

Using the Emulator to write data into USB Flash from Equipment

1) From the emulator select the 8-segment as `00'or the block you want to write back into the usb flash drive. Insert USB flash disk in the floppy drive emulator, wait until the 8-segment returns back as numbers, push the OUT button (the left button). As you press the left button on the floppy drive to usb the 8-segment will display as d1. Wait unit the display on floppy emulator returns back to numbers.

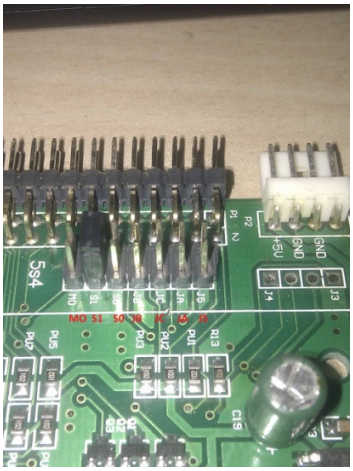


2) Now you can do the data changes on the equipment as you want, like you did in the case of FDD. Copy the data from equipment to the FDD, the light in front will go green , indication that the floppy drive to usb is busy.

3) Once the green indicator of the floppy emulator turns off, press the left button once again. The 8-segment display on the usb as floppy will show D2 (indicating that the data just copied in internal memory of floppy emulator is being copied in the selected block on USB)



Using the Jumper Settings



There are several 7 jumper locations available at the back of emulator labeled as MO, S1, SO, JB, JC, JA, J5.

a) S1, SO are drive select locations
b) JA for Ready Signal- as few of the devices need this ready signal.
c) MO is for motor enable

Others have different functions, and may be discussed as per needs

This 1.2 mb emulator is commonly to be used in Shima Seiki Machines

Few Jumper Settings

Model of FDD	Recommended Jumper Settings
NEC / TEAC	JP-F
Sony / YD-702D-6037/6537/6639	JP-G
YD-702D-6238	JP-A

