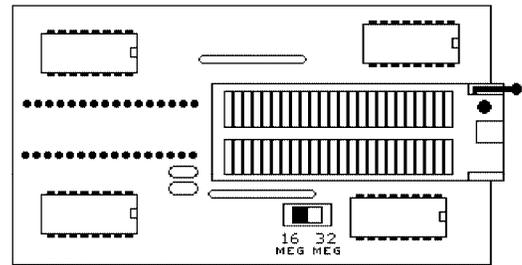


# USING THE 42 PIN EPROM ADAPTER

The 42 pin eprom adapter (#A42PE) allows the Andromeda Research programming system to read and program "word-wide" (16 bit) 4, 8, 16 and 32 megabit eproms. The adapter will program any device from any manufacturer providing it conforms to the JEDEC standard 40/42 pin, 16 bit, ROM compatible memory site.



## INSTALLING THE ADAPTER AND INSERTING THE CHIP

The adapter must be inserted into the 32 pin socket on the programming unit. Note that the red dots on each socket must face the same direction. To insert the adapter into the programming unit socket, raise the handle to about a 45 degree angle and insert the pins on the base of the adapter into the matching pins of the 32 pin socket. The adapter uses a 48 pin socket. To install the chip, lift the handle on the adapter socket and insert the chip fully left justified with the notch facing the right. Release the handle to lock the chip in place. **NOTE:** There are unused pins on the right (handle) end of the socket. **NOTE:** The adapter is capable of supporting 32 meg eproms by setting the **optional** switch or jumper from the normal 16 MEG to the 32 MEG position. This is only required for 32 MEG eproms.

## USING THE ADAPTER

To read or program a word-wide device, select the device type from the selection table. Be sure the dip switches on the programming unit are set correctly. When the programming system reads and programs the 16 bit device, it automatically splits the data word into high and low (odd and even) bytes. (see illustration)

**EXAMPLE:** The 27C800 is a 512K X 16 bit EPROM. When the device is read, the data is loaded as 1024K bytes because the 16 bit data which composes each word of the 27C800 is split into a low byte and high byte. The low bytes will be in even buffer locations (0, 2, 4, 6, etc.) while the high bytes will be in the odd buffer locations (1, 3, 5, 7, etc.). When you read or program a device, the system automatically places or retrieves data to or from the appropriate buffer locations.

