

# Re: Replacing SRAM with a SIMM

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- *From:* [et472@xxxxxxxxxxxxxxxxxxxxxx](mailto:et472@xxxxxxxxxxxxxxxxxxxxxx) (Michael Black)
  - *Date:* 3 Sep 2006 15:40:56 GMT
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(cbarn24050@xxxxxxx) writes:

FyberOptic wrote:

The thing is though, roughly 32k of system memory obviously isn't very much space to work with. I'd like to be able to implement the same style of bank-switching into this extra system ram, adding maybe up to 512k-1mb of switchable storage capability, to avoid much disk activity. But the problem is sram isn't cheap, especially when you start getting into such "large" capacities.

Sram is cheap! 512kx8 chip is around \$10.

Well kids today don't know how lucky they are. I recall paying at least \$40 for 4K of static ram in the fall of 1981 to bring my OSI Superboard up to 8K of RAM.

Back then, dynamic was the only way to get larger amounts of memory in a small space and for the least amount of money, but of course it had it's faults, like the requirement for extra circuitry.

The RAM caught up with the 64K address limit of the 8bit CPUs towards (or shortly after) the time when the move to 16bit CPUs started coming into use.

As people have pointed out in the past, cache ram off older "IBM Compatible" computer motherboards is static and 8bit wide and will supply lots of RAM for nothing when you find those boards in the garbage.

I think the poster needs to rethink his plan. As you point out later, if you start loading something down with large amounts of memory, one might as well switch to a CPU that can address it directly, rather than bank switching, which was always rather lame. Bank switching back then tended to be for data, not programs, since it was problematic to plan for more code being in the right place at the right time.

## Re: Replacing SRAM with a SIMM

He likely could consider a disk drive type solution, only using a compactflash card or the like as the drive, connecting it as I/O rather than address space, and just have a simple load in the monitor ROM.

Michael