CYA

The MDOS Configuration Program for the Myarc Geneve 9640

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INTRODUCTION

Purpose:

The purpose of CYA is to make it simple for any Geneve owner to individually tailor SYSTEM/SYS to their needs without having to resort to a sector editor.

Requirements:
- Geneve 9640 home computer
- MDOS version 2.20 (as released by Beery Miller / 9640*NEWS)
- 200K free memory
- A want and desire to easily configure your system's operating software.

NOTE: MDOS versions 2.00 and below WILL NOT WORK with CYA.

Acknowledgments:

This program was originally written to modify the remap devices and check the CRC (cyclic redundancy check) numbers generated by CRaCk-it! The finished product you see today is a combined effort; many people have helped make this effort a little easier and much more worthwhile:

The Milwaukee TI Users group, for giving me the opportunity to demonstrate CYA during the early development stages whereby many later enhancements came about.

Don Walden, who tested and debugged the program throughout the development stage and who compelled me to write what should be a useful utility.

Beery Miller, who coordinated the MDOS buyout and made it possible to find some very obscure information which lurks in the dark corners of the geneve operating system.

Cal Zanella, who offered to objectively review CYA.

Jim Schroeder, who helped teach me the value of recycling.

Dan Eicher, Mike Maksimik, and Jeff White for technical assistance.

Everyone else who over the past few years has continued to support the TI and Geneve computers. Without that support, our computers would have been obsoleted many years ago!

GETTING STARTED

Once you have determined you have enough memory to run CYA, place the CYA disk in any drive. You may run CYA from the distribution disk or you may install the program on a hard drive or RAMdisk. If you do not have sufficient memory available, program execution will halt with a warning message. At this point, you may need to reset the Geneve without TIMODE.

Installing on a hard drive:
1. Go to the hard drive (if HDS1. is F:, type *F:<enter>*)
2. Make sure you are in the root directory by typing *CD<space> \<enter>*
3. **Create** a directory for CYA by typing *MD<space> CYA<enter>*
4. If your files are on A:, you can now **copy** the files to the hard drive
       by typing *COPY<space>A:*<space> F:\CYA\ <enter>*

Loading and Running CYA:

You may load CYA using two different methods:

(1) Run CYA without immediately loading SYSTEM/SYS
       - change the directory or drive to that which has CYA
       - type CYA
       - the program will load, but your options are limited until you load a
         SYSTEM/SYS file using the (L)oad option.

(2) Run CYA and load SYSTEM/SYS at the same time.
       - change the directory or drive to that which contains CYA
       - Load CYA. For example, if CYA is on A:,

                CYA<space>F:\SYSTEM"/"SYS
                        (loads CYA from A:, MDOS from F:\)
                CYA<space>SYSTEM"/"SYS
                        (loads CYA from A:, MDOS from A:)

       -CYA will now attempt to load the SYSTEM/SYS file. If an error ocurrs, you
        will be notified and will be given a chance to try again.
       -Next, CYA will check MDOS' integrity. If your SYSTEM/SYS has been
        modified, intentionally or otherwise, CYA will NOT be able to use it. In that case,
        you must obtain an unmodified version.

NOTE: Any MDOS modified by CYA is usable by CYA.

PROGRAM USE AND ABUSE

CYA MAIN MENU:

The main menu is the focal point of the program. From here you may configure MDOS, load the system file, save the file, and even test the Geneve. To access any of CYA's functions, simply type the letter of the appropriate option.

```
CYA MAIN MENU

(B)atch commands
(D)rive remap/assign
(H)FDC Information
(T)ests
(C)alculate CRC
(S)ave SYSTEM/SYS
(L)oad SYSTEM/SYS
(R)eset to previous load
(M)emory


* SYSTEM/SYS Loaded *
```

Each option will bring up another menu or will prompt you to take some action.

You may select one of the presented options by simply pressing the corresponding letter.

To exit CYA, press <ESC>ape. If you have loaded and modified an MDOS image, CYA may prompt you to save before exiting. Refer to the SAVE/EXIT option for more information.

CYA even tells you whether or not an MDOS has been successfully loaded into memory.

(B)ATCH FILE OPTIONS:

This menu option allows you to change the following items, normally set in the AUTOEXEC file.

```
Batch File Options

(P)rompt
(F)ile Path
(S)ensitivity = convert to UPPER case
(C)olors on Bootup
        Foreground = White
        Background = Blue
(D)SK1 Subdirectory Emulation: Off
(A)utoexec location: DSK6.AUTOEXEC
```

Each item is described in detail on the following pages.

The PATH Command:

The PATH command indicates to MDOS which directories should be searched for executable programs. The default for this command is the current directory only; that is, the PATH command is "empty". You may display the current path in MDOS simply by typing PATH at the command line.

Assuming you had four floppy drives (A:, B:, C:, and D:), a hard drive (E:) and a RAM disk (F:):

File-Search PATH designation

Each device in the PATH should be both separated and terminated with a semicolon ":"

Enter New Path:

>A:;B:;C:;D:;E:;F:;E:\DOS\;

Simply type in each path to search, terminating EVERY item with a semicolon ";"

would search for your file on A:, B:, C:, D:, E:, and F:. But you can also tell MDOS to search subdirectories! The entry "E:\DOS\;" tells the PATH command that you want the subdirectory "DOS" on your hard drive searched as well.

>E:\;F:\;E:;F:;

Both "E:\" and "E:" may look the same, but they are two different paths! "E:\" will search the ROOT directory of the hard drive; "E:" will search the current directory that E: is located on. So if you had been using "E:\CYA\" in MDOS, the PATH command would search the root directory of E: and then the CYA subdirectory. The same holds for F:

If you are uncomfortable with drive letters (ie, A:, B:) then you can use the actual device names such as "HDS1." or "DSK1." but you MUST end them with a period "." - failure to do this will result in a search failure.

<u>(S)ensitivity - case ON/OFF</u>

The CASE ON/CASE OFF command was added to MDOS to control how the operating system regards lower case letters.

CASE OFF   - This is the MDOS default. All lower case letters, except when enclosed in quotation marks, will be *converted to upper case*. For example:

> type f:\mdos_txt   is converted to
> TYPE F:\MDOS_TXT

You need not worry whether you use upper case or lower case when entering files.

CASE ON   - *Does NOT convert upper case to lower case*; rather, MDOS processes your commands however you type them. Both lower and upper case letters may be used for filenames and/or directories.

> type f:\mdos_txt   would attempt the type the file "mdos_txt"
> NOT "MDOS_TXT".

<u>(D)SK1 Subdirectory Emulation:</u>

If you have a subdirectory "HSD1.DSK1", GPL and EXEC will attempt to access it as DSK1. - as described in the HFDC manual. This command will allow you to turn the emulation on or off:

    ON   - Use HDS1.DSK1 as a simulated DSK1.
    OFF   - Do NOT use HDS1.DSK1 as a simulated DSK1.

<u>(A)UTOEXEC Location:</u>

Change the physical location of the AUTOEXEC file. You may change this to a "DSK" device or a "HDS" device and you may give it any name up to 13 characters in length.

NOTE: MDOS will try to determine where you loaded SYSTEM/SYS from. If you are not using a PFM device, MDOS may not find AUTOEXEC properly.

FOR BEST RESULTS, place your AUTOEXEC on HDS1., DSK1., or DSK6. (RAMDISK). It may be necessary to place the file on the same device from which MDOS is loaded.

SETTING MDOS BOOTUP COLORS:

```
┌─────────────────────────────────────────────────────────┐
│                    SET MDOS COLORS                       │
│                                                          │
│   FOREGROUND                      BACKGROUND             │
│   A) Transparent                  A) Transparent         │
│   B) Black                        B) Black               │
│   C) Medium Green                 C) Medium Green         │
│   D) Light Green                  D) Light Green         │
│   E) Dark Blue                    E) Dark Blue           │
│   F) Light Blue                   F) Light Blue          │
│   G) Dark Red                     G) Dark Red            │
│   H) Cyan                         H) Cyan                │
│   I) Medium Red                   I) Medium Red          │
│   J) Light Red                    J) Light Red           │
│   K) Dark Yellow                  K) Dark Yellow         │
│   L) Light Yellow                 L) Light Yellow        │
│   M) Dark Green                   M) Dark Green          │
│   N) Magenta                      N) Magenta             │
│   O) Gray                         O) Gray                │
│   P) White                        P) White              │
│                                                          │
│   UP/DOWN=color; RIGHT/LEFT = fore/background            │
└─────────────────────────────────────────────────────────┘
```

The colors may be changed in one of two ways. First, the arrow keys may be used to change the colors. UP and DOWN will change the foreground or background color. Pressing RIGHT or LEFT will change from background to foreground or vice versa.

To exit the color option, press <ESC>ape. This will save the presently selected colors.

(D)RIVE REMAPS / ASSIGNS:

This set of options is very powerful. Here you can change the device names for your system, permanently set up your REMAPS, change the last drive and default drive, and tell MDOS to use a different hard drive head step speed.

```
Drive Remaps / Assigns

(R)emaps
(A)ssigns
(C)RU for RAMdisks
(L)ast. drive = P
(D)efault drive = H (DSK6)
(H)ard drive step time = 0

ESC or F9 to exit
```

Each option is described below in more detail

ESCape or F9 returns you to the main menu.

(L)AST DRIVE
Last drive is used to tell MDOS how many device letters (or aliases) you wish to use. Normally MDOS is configured to use A: through G: (DSK1-4, HDS1-3). You may change this to any letter A: through P:.

Whichever letter you choose for your last drive will affect the Default Drive and the Assign commands. If you wish access to all sixteen drive letters, select P:.

(D)EFAULT DRIVE
The default drive refers to the drive letter which MDOS uses the first time the system is turned on. Normally set to A:, you may now change it to any valid device letter, A-P. Please note that if your LAST DRIVE is set to G, your default drive may only be A: through G:.

(H)ARD DRIVE STEP TIME
Some hard drives are able to step in and out at faster rates; additionally, many drives are able to perform *buffered* head stepping.

To select *buffered* head step, enter "0"

Otherwise, you may select a value from 1-7. Refer to Mike Maksimik's HFDC head step article for more details (obtainable from Chicago TI UG BBS 708-862-0182).

(R)EMAPS

The MDOS remap function lets you assign any one of 23 (21 currently available) DISK devices in the drive number slots 1-9. For example:

REMAP 3I	Places the HFDC emulate file at DSK3.
REMAP 9A	Places floppy disk controller drive #1 at DSK9.

Simply select the number of the DSK device you wish to change. You may then select one of 23 devices to put in that slot. If you press '9', you could then select "A"-"W" as your device. By selecting "G", we now have access to our 8-Bit RAMdisk as DSK9.

```
Remap devices

DSK1 = Floppy Disk #1
DSK2 = Floppy Disk #2
DSK3 = HFDC Floppy #1
DSK4 = HFDC Floppy #2
DSK5 = Internal RAMdisk
DSK6 = Horizon RAMdisk (16-bit) @ 1401
DSK7 = HFDC Emulate File
DSK8 = PFM Flashdisk
DSK9 = Horizon RAMdisk (8-bit) @ 1600


ESC / F9 to exit, select the number to
change
```

```
A) Floppy disk #1
B) Floppy disk #2
C) Floppy disk #3
D) Floppy disk #4
E) Internal RAMdisk
F) Horizon RAMdisk (8-bit) @ 1400
G) Horizon RAMdisk (8-bit) @ 1600
H) Rave Memory disk
I) HFDC Emulate File
J) HFDC Floppy #1
K) HFDC Floppy #2
L) HFDC Floppy #3
M) HFDC Floppy #4
N) Horizon RAMdisk (16-bit) @ 1401
O) Horizon RAMdisk (16-bit) @ 1601
P) Horizon RAMdisk (16-bit) @ 1001
Q) Horizon RAMdisk (16-bit) @ 1701
R) Horizon RAMdisk (16-bit) @ 1801
S) Horizon RAMdisk (16-bit) @ 1901
T) PFM Flashdisk #1
U) Reserved for Flashdisk #2
V) Reserved
W) Reserved
```

WARNING:

If you are using an HFDC you MUST, absolutely MUST, remap the HFDC floppy drives wherever you wish them to be active.

Normally, MDOS detects where the HFDC is located and tries to do its own internal "remapping" at powerup. CYA *disables this function* so, in essence, whatever you set up using the REMAP option is what MDOS will attempt to use.

* If you change your system hardware, make sure you remember to change your system REMAPS.

(A)SSIGNS

Another powerful feature of CYA is the ability to change your ASSIGNs. Normally you would see them in a batch file represented as follows:

```
ASSIGN F=HDS1:
ASSIGN H=DSK8:
ASSIGN I=HDS1.DOS:
```

Now you can make them a permanent part of your operation system. Simply choose the letter of the device you wish to change!

```
Assignments

A) DSK1
B) DSK2
C) DSK3
D) DSK4
E) HDS1
F) HDS2
G) DSK6
H) DSK7
I) DSK8
J) HDS1.MDOS
K) DSK5.UTIL
L) HDS2.GAMES.TEXT
M)
N)
O)
P)

ESCAPE or F9 to exit
```

```
DSK1 = HFDC Floppy #1
DSK2 = HFDC Floppy #2
DSK3 = HFDC Floppy #3
DSK4 = HFDC Floppy #4
DSK5 = Internal RAMdisk
DSK6 = HFDC Emulate File
DSK7 = Horizon RAMdisk @ 1401
DSK8 = PFM Flashdisk
DSK9 = Horizon RAMdisk @ 1601
```

The remaps are shown for convenience when selecting which letters correspond to which DSK devices. Remaps cannot be changed from this screen.

If you accidentally select the wrong device to change, you may press <ENTER> or you can press <ESC>ape to abort changing the selected device.

RESTRICTIONS:

You must NEVER place a period "." after the device. Also, if you enter a lot of long subdirectories you may run out of space. CYA has extensive error trapping to make sure you do not corrupt MDOS - so you may feel safe!

(H)FDC CONTROLLER INFORMATION:

For information about the HFDC (if present) in your Geneve system, press the (H) option on the main menu. If you do not have an HFDC, CYA will inform you that the system currently has no HFDC and will return to the main menu.

```
┌──────────────────────────────────────┐
│          HFDC INFORMATION            │
│                                      │
│  HFDC CRU: >1100                     │
│  HFDC EPROM version: 11              │
│                                      │
│  Drive 1: 40 tracks, 2ms             │
│  Drive 2: 40 tracks, 2ms             │
│  Drive 3: 80 tracks, 2ms, high density│
│  Drive 4: 80 tracks, 2ms high density │
│                                      │
│  HFDC Memory Capacity: 32K           │
│                                      │
│  Press any key...                    │
└──────────────────────────────────────┘
```

This option tells you:

- where your HFDC is located in the system (CRU address)

- the version EPROM in the controller

- how each of the four DIP switches is set to control drive parameters

- the HFDC memory capacity

(T)ESTS:

The TEST option makes it simple to test the functionality of the joysticks, the mouse port, and the three sound generators.

        (1) Joystick #1
        (2) Joystick #2   *ESCape exits, <SPACE> cancels the current test*
        (3) Mouse
        (4) Sound generators

Select (1) or (2) to test the corresponding joystick. CYA will inform you if you have pressed the fire button. You may move the joystick up,down,left,right, and diagonal. If the sprite graphic moves without moving the joystick, you may have a problem with the Geneve, the joystick, or the joystick connection.

Selecting (3) tests the Geneve mouse. CYA will note which buttons are currently depressed - if you are not pressing a button which CYA detects, you may have a fault with the Geneve or the mouse connection. Also, if the mouse moves without your intervention, there could be a problem.

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Selecting (4) will test a range of frequencies on the sound chip. May be useful for people who have just purchased a geneve or a monitor and want to make sure the sound is operating properly.

You may EXIT to the main menu by pressing ESCAPE. All tests may be halted by pressing the <SPACE> key.

(C)ALCULATE CRC:

Choosing this option causes CYA to calculate the CURRENT CRC value for the MDOS you are using. This value *may or may* not be the same as the value calculated during the SAVE or LOAD process.

(S)AVE SYSTEM/SYS:

Saves MDOS to a disk device. CYA remembers the filename you used to LOAD SYSTEM/SYS and gives you the option of saving back under the same name or typing in a new filename.

Once you have entered the filename, CYA will check to make sure that there is enough space on the destination device. If there is insufficient space, or the filename is illegal, CYA will tell you an error has ocurred. At this point you may enter a new filename. Some legal filenames:

        SYSTEM"/"SYS
        F:\SYSTEM"/"SYS
        A:\DOS\SYSTEM"/"SYS
        H:MDOS200

NOTE: that the slash is contained **within quotation marks!**

ILLEGAL: HDS1.SYSTEM"/"SYS
            HDS1.SYSTEM/SYS

Why? MDOS recognizes the slash as a flag so, in reality, MDOS may save the file as

        HDS1.SYSTEM"/" or
        HDS1.SYSTEM

Your BEST bet is to use drive letters (A:, B:, etc) and the filename.

Once you have entered a valid filename, CYA will calculate the new CRC value for this MDOS. Whenever you SAVE a file modified by CYA, the CRC value is changed to reflect those changes.

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If you subsequently run CRaCk-it! on the modified MDOS, it would tell you that your MDOS is good. However, if you were to sector edit MDOS, CRaCk-it! and CYA would tell you MDOS is had been modified!

After the CRC is computed, the file is saved. Once MDOS is saved, you will be asked to press any key to return to the main menu.

(L)OAD SYSTEM/SYS:

Loads a SYSTEM/SYS file into CYA. If you have previously loaded an MDOS file into CYA, you will be warned that loading a new file will get rid of any changes you made to the current file! Pressing <ESC>ape will exit to the main menu where you may save any changes to the current file.

Next you will be given the opportunity to enter the filename to load. If you had previously loaded an MDOS file into memory, the old filename will be displayed. You may edit this using the normal editing keys. As with the Save option, only certain filenames are valid.

Legal: H:\SYSTEM"/"SYS
             a:\dos\system"/"sys   (provided case is off)
             HDS1.MDOS220

Illegal: H:\SYSTEM/SYS
             HDS1.SYSTEM/SYS
             DSK1.SYSTEM"/"SYS

Refer to the SAVE option for a brief discussion concerning the legal/illegal filenames.

If you have entered a valid filename, CYA will check the device to make sure the MDOS file can indeed be loaded. If so, it continues with the loading process. If an error occurs, you are given the oportunity to try again.

After CYA has loaded your file, MDOS' integrity is verified by calculating a CRC value and comparing it to MDOS's imbedded CRC value. If the two do not match, you will be notified that CYA cannot use this MDOS as it may be corrupt or otherwise altered. You must obtain a valid MDOS before continuing.

If the integrity check passes the CRC, you may begin configuring MDOS to suit your needs.

NOTE: Since CYA modifies the CRC values during a save, *ANY MDOS modified by CYA is valid.*

(R)ESET TO PREVIOUS LOAD:

If you begin editing MDOS and decide that all the changes you have made were not to your liking, you can restore all options to the state they were at when MDOS was first loaded.

Since this option may be selected accidentally, you are asked to confirm the RESET action by pressing FCTN-6 (F6 or ALT-6). Doing so will reset all values to their original states. Pressing any other key will *abort* the reset.

(M)EMORY

The total number of FAST and SLOW pages is displayed along with the corresponding byte values. Total video memory and PFM Flashdisk availability is also displayed.

```
-Geneve Memory-
Type          Pages  Bytes
-------------------------------------------

Fast          8      64K
Slow          64     512K
                     ----------------------

        Total 72     576K

Video Memory...192K
PFM Flashdisk....Available

Press Any Key to continue...
```

Each memory page is independently checked. Pages >00 - >3F are considered slow unless >40 - >7F are available, indicating 1 MEG of FAST RAM onboard.

Pages >C0 - >EF are considered FAST memory.

Pages >F0 - >FF are SLOW.

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QUITING CYA:

After you are all done with CYA, you may exit by pressing <ESC>ape. Two scenarios are possible:

(1) If you have saved SYSTEM/SYS and did not make any further changes, you will be asked to "EXIT (Y)es or (N)o ?". Answering (Y)es will place you back at the MDOS prompt; answering (N)o will place you back at the CYA menu.

(2) If you have NOT saved SYSTEM/SYS but you had made changes, you will be prompted:

```
WARNING: Changes not saved!
     (S)ave (E)xit (A)bort
```

(S)ave will give you the chance to save your modifications to disk. As with the save option, ESC is active; however, *pressing ESC will return you to MDOS and will NOT save the file to disk.*

(E)xit will bypass the save option and will immediately return you to MDOS.

(A)bort places you back at the CYA menu - no file is saved.

** END OF DOCUMENTATION

C Y A   A D D E N D U M

New Option as of 12/15/94:

Floppy step rates for the HFDC may now be set with CYA. To change the default step rates, select the (D)rives/remaps option from the main menu, then select (F)loppy (HFDC) step rates.

You may now change the step rates for 1.44Meg High-Density drives, 720K drives, and 360K drives. All step rates correspond to the article written by Mike Maksimik for the Myarc HFDC, available on the Chicago UG BBS (708)-862-0182 and the S&T Software BBS (414)-464-1978.

BUG FIXES:

Step rates for the HFDC floppies were not correctly determined by CYA in the earlier version. All rates are now properly calculated.

NOTICE: The SCSI version of CYA is still not complete. Until Mike Maksimik finishes coding SCSI changes, the special version will not be released. If you are interested in a SCSI version, please contact CECURE EECTRONICS.