Performance Peripherals 512k CoCo 3 Memory Test

This disk contains a memory test and a memory test demo for the Performance Peripherals 512k memory board. To run the memory test, type

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LOADM "MEMTEST":EXEC
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To run the memory test demo, type

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LOADM "MEMTDEMO":EXEC
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This memory test checks ALL of memory, not just the first 448k like some other memory testers (it does this by relocating itself). This memory test is a set of 12 sub-tests that check retention (refresh), multiplexer errors, stuck bits and more. A graphic representation of the memory array shows the progress of each of the 12 tests. If an error is detected, a graphic representation of the memory board is shown blinking the chip and U-number of the bad chip to replace.

Testing continues indefinitely or until reset is pressed. This allows overnight testing without having to restart the program for each pass (as with some other memory testers).

After each complete pass, the memory test is relocated so that the area occupied by the memory test can be checked. After the program is moved, a CRC check is performed on the program to ensure that it has not been corrupted. This CRC check is also performed before each of the 12 sub-tests is run. If an error is detected, a "CRC ERROR" message is displayed on the bottom of the screen and the program halts.

The memory test demo explains all of the important features of the memory test. Error detection is disabled while running the demo.

If you have questions or problems, please call 714/681/3007 eves until 11pm PST (in California) or weekends.

ColorVenture RAMDISK
The finest Ramdisk Driver for the 512k CoCo 3

Introduction

Congratulations on your purchase of the ColorVenture RAMDISK! This is the finest RAMDISK driver on the market for the CoCo 3. It was designed by ColorVenture and programmed by Chris Babcock to allow you to make maximum use of the 512k in your CoCo 3.

With a Ramdisk, you have the equivalent of two disk drives right inside your computer. Accessing information from them takes only a fraction of a second - and you can use all the standard disk commands. (Just don't forget that when you turn the computer off, whatever you had in the RAMDISK is erased, so save important items to a real disk, first.)

The ColorVenture RAMDISK offers all these features:

- Puts two 40 track drives in upper memory. You can access 35 tracks using RSDOS, or 40 tracks using software that supports that. (OS-9 Level II will not work with this program.)
- Lightning fast access to all data!
- Supports all disk commands.
- Reset protected. Hitting reset will not wipe it out of memory.
- Works with ColorVenture's Printer Lightning print spooler to get two ramdisks PLUS a print spooler all in memory at once - without using a drop of BASIC's memory!
- You can reconfigure all your drives, and use drive numbers 0-5. So the RAMDISKs could be drives 0 and 1 as far as any software program is concerned, and your physical drive 0 could be drive 3 or 4. Any combination is possible!
- Save your default setup to disk to allow for quick one-touch installation of the ColorVenture Ramdisk.
- You can reconfigure your drives even when the Ramdisks have data on them, without losing information.
- Gives your system up to 6 "drives" at once.
- Easy recovery from a crash or cold start.

Installing the RAMDISK

You should always place the ColorVenture RAMDISK in physical drive 0. (By "physical" we mean a real disk drive connected to your computer. This is opposed to a "software" drive.) To install it, simply type LOADM"RAMDISK":EXEC <enter>.

Keep the disk in the drive for now. You will be asked if you wish to "Use the default setting?". This is the setting stored in the file DEFAULT.RAM. If it is your first time running the RAMDISK, you do not have this file yet, so answer No.

You will then be asked for the drive numbers you wish to assign to the two RAMDISKs and to your physical drives. You must assign

all drives (even if you don't have them), and no two drives can have the same number. If you call the RAMDISKs drives 0 and 1, for instance, and called physical drive 0 drive 2, typing DIR 0 would take a directory of your first RAMDISK. Typing BACKUP 2 TO 0 would place a copy of the disk in your physical drive 0 (now known to all software as drive 2) into your first RAMDISK. A drive may have any number from 0 to 5. If you already have 4 drives, now you can have 6 drives online at once!

If you make a mistake, simply press the <BREAK> key to start over. When you are done assigning all the drives numbers, you are asked if you wish to save this as the default. If so, it will create a file called DEFAULT.RAM on physical drive 0. From now on, you can simply answer "Y" when asked if you wish to use the default and there's no need to go through all those questions again.

After setting up the drives, the ColorVenture RAMDISK asks if you wish to DSKINI the RAMDISKs. This will clear out anything that was there before. It is a good idea to answer Yes if you are just installing the RAMDISKs. Note that you can EXECute the program again and switch all the drive numbers without erasing the contents of the RAMDISK if you answer No to this question.

Also, EXECuting the ColorVenture RAMDISK will not erase a BASIC program you have in memory, provided that you have at least a PCLEAR 4 (the default). If you have set the PCLEAR to a lower value, you must raise it to 4, or save your program on a disk first, to prevent its being erased.

Once the RAMDISK is installed (the OK prompt returns), you may remove the disk from the drive.

Using the RAMDISK

Using a RAMDISK gives you the equavalent of having two disks worth of programs and data all in memory at once. You can access any of this instantly. Any disk command will work on the RAMDISK. This includes: BACKUP, DSKINI, COPY, SAVE, LOAD, SAVEM, LOADM, OPEN, CLOSE, DSKI$, DSKO$, KILL, RENAME, VERIFY ON or OFF, FIELD, LOF, EOF, DIR, DRIVE, and others.

You can now switch programs in and out of BASIC with no delay for disk access, or run commercial software much faster. It will work with all programs written in BASIC, and many assembly language programs as well. There is no guarantee that it will work with any assembly language program, though, so test it out before saving any valuable data to the RAMDISK! Often, the RAMDISK will work fine with software, but upon exiting the software produces a "cold start". If you ever have a cold start, or the program crashes, the ColorVenture RAMDISK can usually recover what was on your RAMDISKs.

To recover your RAMDISKs after a crash, first hit the key

combination CTRL+ALT+RESET, then hit RESET again. This will cold start your computer. From a cold start, simply reload the ColorVenture RAMDISK. Answer all the questions, but when it comes to the question "DSKINI the RAMDISKs?", answer "N". Your RAMDISKs should contain whatever they held before the crash. Note that turning the power off, however, will always cause you to lose the contents of the RAMDISK - there is no way to recover them.

When using the RAMDISK, remember which number you called each drive. If you have your RAMDISK set as drive 0, anything saved to drive 0 will go to the RAMDISK, not your physical drive 0.

Disclaimer

There is no guarantee that the data stored on a RAMDISK is safe. ColorVenture takes no responsibilty for any lost data or other problems that result because of use of this product. While every attempt has been made to make this program the finest quality RAMDISK, the user should be aware that RAM is never as safe as a real disk drive. Important information should be stored on physical media. This program is sold on an "as-is" basis with no warantees express or implied.

The dealer who sold this program to you is responsible for customer support. Please see him if you have a problem.

An Invitation

If you have a CoCo 3 program (RSDOS Assembly Language or OS-9 Level II only please) you would like to get out on the market, we're interested in helping you. Please tell us a little about the program and yourself by writing to: ColorVenture, 11 Prospect Drive South, Huntington Station, NY 11746.