MJK MJK128 MJK512 COPYRIGHT (C) 1989

LIST OF PROGRAMS ON MJK DOS DISK

MJK	.BIN	Version for CoCo 1 & 2 if ordered
MJK128	.BIN	Version for CoCo 3 - 128K if ordered
MJK512	.BIN	Version for CoCo 3 - 512K if ordered
MJK	.BAS	Program to customize MJK DOS
MJK	.DOC	This file
EBOOT10	.BIN	Patch to DOS 1.0 to load MJK DOS
EBOOT11	.BIN	Patch to DOS 1.1 to load MJK DOS
EPROM10	.BIN	Patch to DOS 1.0 to fully EPROM MJK DOS
EPROM11	.BIN	Patch to DOS 1.1 to fully EPROM MJK DOS
EDOS	.BIN	Patch to DOS 1.1 to load MJK DOS
DOS	.BAS	Program to patch disk so DOS command will boot a program
KLOK	.BAS	Sets RTC clock - only if ordered
KLOK3	.BAS	Version for CoCo - Only if ordered

EPROMING:

CoCo 1 & 2:

LOADM "MJK" AND EXEC. THEN SAVEM "DOS.BIN",&HC000,&HFEFF,&HA027. THEN LOAD YOUR EPROM SOFTWARE AND EPROM IT.

CoCo3:

You have three choices:

1 - EBOOT.BIN

A - Loads and executes MJK3.BIN of the drive you select.

B - To use this just LOADM "EBOOT10.BIN" for 1.0 (2.0) DOS or "EBOOT11.BIN" for 1.1 (2.1) DOS then

POKE &HD900,(DRIVE #)

POKE &HD903,&HAB

A=SLOT IN MULTI-PACK CONTAINING EPROM, MINUS ONE.

B=SLOT CONTAINING DISK CONTROLLER, MINUS ONE.

NOTE: 1) EPROM and DOS do not have to be in the same slot.

2) If EPROM is in slot 1 and disk controller in slot 4, then POKE &HD903,&H03.

SAVEM"DOS.BIN",&HC000,&HDFFF,&HA027. Then load your eprom software.

2 - DOS.BIN (DOS 2.1/1.1 ONLY)

A - Does a DOS command if disk is in drive 0.

B - If not, then loads and executes MJK3.BIN off the drive you select. Drive 1 is default.

C - EPROM the same as EBOOT.BIN above.

3 - EPROM.BIN

A - Requires a 32K EPROM (27256).

B - LOADM"EPROM10.BIN" or "EPROM11.BIN" then SAVEM"DOS.BIN",&HC000,&HDFFF,&HA027 then load your EPROM software and EPROM DOS.BIN in 2 nd half of the EPROM. In the first half EPROM MJK3 or MJK512 the addr. of MJK3 and MJK512 can be found in MJK.BAS when it re-saves your modified MJK.

C - 2764 to 27128 : EPROM pin 26 to A13 (Pin 37 on CoCo conn.).

D - 27128 to 27256 : EPROM pin 27 to A14 (Pin 38 on CoCo conn.).

NOTE: On 2764 pins 26 & 27 goes to pin 28. On 27128 pin 27 goes to pin 28. This connection must be removed.

NOTE: With CoCo 3 version you can go to RS DOS 2.0 or 2.1 by hitting F2 or BRK key on boot after Disk BASIC msg is on the screen and maintain 100% compatibility!

MJK MJK128 MJK512 COPYRIGHT (C) 1989

MJK - DOS

The right solution to keep track of current memory needs.

To invoke MJK operating system, type:

LOADM "MJK": EXEC

The MJK.BIN file will be loaded in memory and executed. It will copy the BASIC, EXTENDED BASIC, and the DISK BASIC roms in high memory, make the necessary patches and add the new features. Then the new banner `MJK.DOS` will be displayed and the system is ready to go. Notice the `OK` is replaced by `READY`. It simply means you are in the MJK operating system.

NOTE: (1,2)means command for CoCo 1 & 2 ONLY (MJK.BIN)
(3) means command for CoCo 3 128K or 512K (MJK3.BIN)
(3-512) means command for CoCo 3 512K only! (MJK5.BIN)

The backslash " \ " when used in the text = the SHIFT-CLEAR key.

Conventional 35-track Radio Shack disk drives (48 TPI-tracks per inch) are capable of storing up to 156 K (Kilobytes). Newer 40-track drives allow 180 K. By using low priced double sided 80 track disk drives (96 TPI), you can now store a whopping 720K while KEEPING 35 or 40 track compatibility, while using the same physical double-sided disk drive!

MJK-DOS is initially set up for two 80-track double-sided disk drives, which can be configured by a BASIC program MJK.BAS that is included with your MJK.DOS purchase.
It makes use of global device names in order to select different drive configurations.
DRIVE 0 and DRIVE 1 allow you to select the upper side of the two disk drives.

- DRIVE 2 is the flip side of the first drive.
- DRIVE 3 is the flip side of the second drive. The result is 4 "drives" of 360 K each.
- Type DRIVE 4 (for the first drive) and DRIVE 5 (for the second drive) and the upperside of either drive is configured as a standard 48 TPI, 35 track or 40 track disk drive, in which situation, you are able to read your "standard" disks and write to it.

Using extended disk memory capabilities requires a totally different philosophy. This reveals the power of the MJK operation system, usually found in a similar fashion on more expensive professional computers. In order to reach this goal, the DSKINI, BACKUP, DIR, COPY, and KILL commands have been rewritten. A full screen editor has been added. Error messages are spelled out by their full name, so that they are easily understood. A repeat-key function has been added to futher enhance the usage of the keyboard.

Keyboard-editing enhancements

In order to improve the editing capabilities of the CoCo, the following features are added:

- Repeat function
- Full Screen Editor
- Repeat commands
- Line editor
- Modified EDIT command
- Automatic line editor upon error detection

Repeat-key

Pressing a key longer than a second causes that character to repeat, with the exception of the control-keys like BREAK, CLEAR, ENTER, ect.

Full Screen Editor

When a BASIC program listing is displayed on the screen (after LIST), you can invoke the Full Screen Editor by pressing <SHIFT @> (CoCo 3: <SHIFT ALT>). A flashing white cursor will appear at the beginning of the current line. Use the <UP> or <DOWN ARROW> keys to move the cursor to the line number of the line you wish to change. Hit <BREAK> to abort. Hit <SHIFT @> (CoCo 3: <SHIFT ALT>) again. At this time the flashing white cursor will appear at the end of the line and you are in the line editing mode. To move the Cursor Within the line use the <LEFT> and <RIGHT ARROW> keys. Use <SHIFT LEFT ARROW> to get the cursor to the beginning of the line. The <DOWN ARROW> key deletes the current character. Type anything to edit within the line. The rest of the line automatically scrolls as characters are deleted. Hit <ENTER> to end the editing session. Now the cursor will disappear and at this point you have the option to <Q>uit or proceed <ENTER>. The standard cursor will then automatically return at its previous location, ready to edit another line if necessary.

Line editor

Hit <SHIFT UP ARROW> (CoCo 3: <SHIFT CTRL>) and cursor changes into a flashing white cursor, which appears at the end of the (command) line you are currently in. Now you can edit that line in the same fashion as outlined in the Full Screen Editor section. Again, <ENTER> will END the editing. Hit <ENTER> one more time to execute the command line. This is a very powerful and convenient way to eliminate a lot of typing, and use multiple commands slightly modified (e.g. in the renaming disk files) or correct typo's. You can return to this mode at any time by hitting the <SHIFT UP ARROW>.

Modified EDIT command

Use the standard EDIT n command to get the standard EDIT mode where n is the line number. To invoke the enhanced editing mode, hit <SHIFT UP ARROW> (CoCo 3: <SHIFT CTRL>). You will notice that modification is a lot easier using the full line displayed with the flashing cursor. Directions are as outlined in the Full Screen Editor.

LINE LISTING (CoCo 3)

By normal list command or by hitting F2 key and then UP or DOWN ARROW, you can edit lines by using the Line Editor.

Automatic line editor upon error detection

When an error is detected in a Basic program and the ERROR trap is not set, you may use the TRON command to follow throught the program. If an error is detected the line number of the faulty line will be displayed, including the error message. In addition the line will be displayed in full with the familiar white cursor at the end, ready to edit. Use the directions outlined in the Full Screen Editor including the <Q>uit and proceed <ENTER> options. After hitting the <ENTER> key, the TRON command is disabled automatically (TROFF).

All together, these features should give you a maximum of keyboard flexibility and after getting used to it you may wonder how you ever could have done without it. After all, every feature is there at your command all the tim without the need for additional utility programs.

AUTO BOOT COMMAND LINE

Up to 128 character command line can be executed on boot up.
You can use this command line to:
BAUD(N), RUN "PROGRAM",PRINT "A MESSAGE",ECT.
You can change this command line by running MJK.BAS.

Modified disk-related commands.

DIR

A maximum of 128 files can be stored on the directory track of an 80-track disk. One side of a disk contains 158 granules. Since it is very unlikely that every file is one granule in length, this should not cause a problem. In order to be able to view the directory, only 15 files will be listed on the sceen at a time in alphabetical order. Upon keypress, the next set of files will be listed. The listing can be stopped by pressing <BREAK>. At the end of, the amount of files plus the used and free granules will be displayed. To get even more of your money's worth, you can specify a global filename.

DIR 'NAME' could list:

```
NAME 1     BAS   0 B 4   JUN-23-1987
NAME 2     BIN   2 B 2   MAY-02-1987
```

To specify only the BASIC files with "NAME" include the wildcard character (*).

DIR "NAME*.BAS" will only find:

```
NAME 1     BAS   0 B 4   JUN-23-1987
```

Notice that the filename plus the extension is considered as one name. A filename has always 8 character; if it is shorter, the remainder will be replaced by spaces. The extension has 3 characters.

To look at DRIVE 1 specify: DIR1 or DIR "NAME:1"

To route the output to the printer, specify: DIRP

All listings are alphabetized. In order to find the original order (as previously in Radio Shack ROM), specify:

DIR@, DIR@P, DIR@ "NAME:3".

A faster method to view at the directory is the CATalog command. It can be used in exactly the same fashion as DIR. It will display two (2) rows of 15 files names (plus the extension) per stage.

CoCo3 in 80 col. mode will display 2 accross for DIR and 4 accross for CAT.

The modified file name specification can be used in DIR or CAT and is also implemented in COPY and KILL. This makes MJK.DOS very powerful and you do not have to rely on "utility" porgrams to get the job done.

COPY

If no filename is specified for the destination drive, COPY will automatically use the original name. To copy one specific file at a time, specify:

COPY "FILE" to 2

and the computer may respond with:

```
COPY FILE1      BAS:1 TO 2  ? or
COPY FILE1      BAS:1 TO 2 R?
```

Pressing <Y> will copy the file, and print "OKAY". The R in the latter case stands for replace, where the existing file will first be deleted, and then the actual file copied.

COPY "FILE:1" to 2 may result in

```
COPY FILE1      BAS:1 to 2    ? Y    OKAY
COPY FILE2      BAS:1 to 2 R  ?
COPY FILE       BIN:1 to 2    ? Y    OKAY
```

until all the names that fit the global filename specification are done.
Press <BREAK> to abort the process.

To copy every file, simply specify:

COPY@ "*:1" TO 2

`@` stands for `No Query`, which means that the system does not wait for the user input. All files are copied in the original order as they are placed on the source disk. This makes it an efficient backup capability, providing the destination disk is initialized. For file specification also see DIR.

KILL

In order to remove files from a disk, specify:

KILL "FILE:1"

To remove all the files automatically, type:

KILL @ " * ".

It will delete all the files from drive 0 automatically.

* Be sure you actually want to delete all the files specified. For file specification also see DIR.

DSKINI

DSKINI d,t,skip

10 DSKINI 0: PRINT "INIT DRIVE": PRINT "INIT DRIVE 1": DSKINI 1: PRINT "DRIVE ONE DONE"

d=Drive number
t is optional and can only be 35-40. Its' function is to allow initialyzing a different number of tracks. You can format 35 tracks on a 40T drive in order to maintain Radio Shack® compatibility.
t can never be higher than the value specified for that drive in the MJK setup program.
Skip means the skip factor (value 0 - 16). If omitted 4 is assumed.

- DSKINI0,40--you may also format less than 80T on a 80T disk.

(3-512) **DSKINI** has been modified so that it may now be used in a program line and will no longer wipe out the program or variables.

BACKUP

This command is also modified in the same fashion as DSKINI. You can make backups from any 80 track drive to another one, or from a 35-40 track drive to an 80 track drive. A DEVICE # ERROR will result, if you try to copy 80 tracks on to 35-40 tracks. If you BACKUP 35-40 tracks to an 80 track drive, then the 80 track disk will have a total of 68 granules, since **BACKUP** also copies the directory track including the FAT (File Allocation Table). To get around this problem, initialize the disk and use:

COPY@ "*" TO #,t

This will let you copy between 80 and 35-40 track drives and vice-versa and also update the current directory track accordingly. *NOTE: also see DSKINI.*

New commands :

HELP

This command lists all the new commands and functions.

ROM

Since MJK.DOS operates from high ram, the ROM command has been added to return to the standard DISK operating system.

RUNM

Loads a machine language file, turns off the disk motor and executes immediately.

RUNM "FILE"

is the same as: LOADM "FILE": EXEC.

CAT

Creates a double column of the DIRectory. For instructions see DIR. In CoCo 3 80 COL. **CAT** will display 4 accross.

WAIT

It is often useful to display a message on the screen or on the graphics screen. Instead of

typing: FOR A = 1 TO 1000: NEXT A

simply type: WAIT t
where t equals the amount of seconds that the system waits before it continues with the program. Of course WAIT can also be used as a direct command.

TYPE

Allows the contents of an ASCII file to be listed on the screen or routed to the printer without the need for a text-processing program. The format is as follows:

TYPE "FILE.TXT"

The listing is then routed to the screen. Since this goes fairly quick, hit any key to stop the listing from scrolling off the screen, so you are able to read its contents. Hit any key to continue with the listing. Press <BREAK> to abort.

TYPEP "FILE.TXT"

routes the listing to the printer.

FIND

Global string search may include any number of wildcards " \ " or SHIFT <CLEAR>. The first line in the program that meets the string specification will be listed on the screen. Press any key to continue the process. Commands or funtions do not have to be specified in full, since the string will be compared with the program in de-tokenized form as it is listed on the screen.

FIND : GO\1000

may result in GOTO 1000 and GOSUB 1000.
Hit <BREAK> to abort.

SPLIT

syntax: SPLIT n\string [\]

If a problem occurs in a line with multiple BASIC statements, the SPLIT command lets you split that line in order to find the statement causing the error.

100 GOSUB 1000:PRINT A
SPLIT 100 \ :PR \

will result in: 100 GOSUB 1000
101 PRINT A

The seperation statement (:) will automatically be deleted if included in the specified string. The line number will be incremented by one. If line 101 already exists then a line error will be given and no action takes place.

JOIN

Opposite of **SPLIT**.

After fixing the problem, lines can be easily joined together again by calling JOIN 100. JOIN will automatically add the seperation statement (:) and will merge the next line (101 if it exists, or 110, etc.). This statement will let you compress your program so it will consume less memory. Be cautious of joining lines with "IF" statements.

REPL

REPL 100-700 \ STRING 1 \ STRING 2

replaces STRING 1 in the range of line 100 through 700 with STRING 2, however, one per line, as it goes through the program. Each time it replaces STRING 1, STRING 2 will be listed on the screen. Hit <DOWN ARROW> key + <ENTER> to repeat this command until it is followed by "READY" only. It means that everything has been replaced.

LCOPY

LCOPY 100-200,1000,2

will copy lines 100-200 at 1000 with an increment of 2. The increment defaults to 10. If no LCOPY "to" address is specified, then 100 will be added above the highest line number in the program.

LCOPY-

will copy the whole program. If an existing line is encountered during the copying process, a line error will be given and the copy process stops.

COLD

Causes cold start (like turning the computer off & on). It is basically the same as POKE 113,0:EXEC &HA027 <ENTER>.

OLD

Opposite of new. It will retrieve the last BASIC program that was in memory after having issued the NEW command or after a cold start (**COLD** as listed above). If the PCLEAR has been changed, the program is lost.

TAPE

Turns MOTOR ON and AUDIO ON. Can be used to easily determine the end of a cassette program. Any (Syntax) ERROR will cause this command to be turned off.

AUTO

AUTO n,i

will initiate auto-line numbering, starting at line n with an increment of i. If the increment omitted, a default of 10 will be used. If a line number is encountered that already exists, it will be preceded by an asterisks (*), and overwritten unless aborted. To abort, hit <BREAK> or <ENTER>.

WPOKE

WPOKE w,l

pokes "word" w (maximum of 65535) at location l.

WLPOKE

WLPOKE w,l

(3) pokes "word" w to location l (anywhere in 512K memory map).

BAUD

BAUD (v)

sets the BAUD rate for the printer to v. Only values 300, 600, 1200, 4800, and 9600 will be accepted.

SWAP

SWAP A,B or SWAP C$,D$

will swap 2 variables or 2 string variables.

SAY

If you are in the possession of the Radio Shack® speech module, this is a must!

SAY "I CAN TALK" or X$="I CAN TALK":SAY X$

will cause the computer to say, "I CAN TALK".

SAY "*"

resets the speech module.

ON ERR

The powerful error trapping command can be invoked by:

ON ERR GOTO n (CoCo 1,2,&3)

which means that upon error detection the interpreter will jump to line n, where you might post a message that contains the type of error and where it has been located, and then continue with program.

ON BRK

break trapping command (CoCo 1,2,&3). ON BRK GOTO n will cause the computer to go to line n, when you hit the <BREAK> key.

DATE

Every file saved on a disk will include the current date automatically. If you have RTC real-time KLOK from COCO CONNECTION then simply type: DATE
It will then read the date from the clock prior to saving the file to the disk. In any other case invoke the date through:

DATE (MM,DD,YY)

DATEP - sets display mode to 12 HR time
DATE - sets display mode to 24 HR time
DATES - will display klok in upper right hand corner of text screen

PRT

will route all output to the screen as well as the printer.

PRT ON turn printer on
PRT OFF turn printer off

PACK

PACK

cause BASIC's grabage collection routine to re-organize BASIC's string space.

CHAR +/-

CHAR-

(3) places CoCo in upper/lower case display.

CHAR+

places CoCo in UPPER CASE display.

FAST FAST

(3) Places CoCo 3 in double speed mode.
In this command disk I/O and printer baud rates are patched to slow down and then return to fast mode.

SLOW

(3) Places CoCo 3 in normal CPU speed (.89 Mhz).

RAMD RAMD x

(3-512)Sets up RAM disk for 512K CoCo3.
RAMD 1 - Sets up a 80T-158 Granule RAMDISK as drive #1.
NOTE: The ram disk can be any legal drive #. You don't need to have a 80T drive configured.

SLOT

SLOT A,B SLOT A

(3-512) Sets the Multi-Pack to A=ROM B=I/O. If A=0 then **SLOT** will only select the I/O and leave the ROM unchanged.

EXAMPLES: SLOT 0,3 SLOT 1,4 SLOT 1

MJK512 VERSION 5.x.5 ADDED & MODIFIED COMMANDS

DBACKUP

DBACKUP 0 TO 1

(3-512) This command will backup a full double sided drive. (Same as BACKUP 0 TO 1:) BACKUP 2 TO 3 - to use this command the, RAM drive must be turned on. You can use this command in a BASIC program, and will not destroy the program or its variables.
NOTE: DBACKUP uses the RAM drive as a buffer. Any data in the RAM drive before entering the command will be lost.

DVERIFY

DVERIFY 1

(3-512) Verifies data on double sided drives. Use as **DBACKUP**. Any SECTOR ERROR will be reported as "BAD".

ROM

(3-512) Returns system to 1.0/1 Disk BASIC. If EDOS, EPROM, or EBOOT is installed then you will be returned to 1.0/1 Disk BASIC with program still running.
*NOTE: **ROM** command clears variables and executes a CLEAR 200,&H7FFF.*

UNDO

(3-512) Returns system to 2.0/1 Disk BASIC. If EDOS, EPROM, or EBOOT is installed, then you will be returned to 2.0/1 Disk BASIC with program still running.

*NOTE: **UNDO** command clears variables and executes a CLEAR 200,&H7FFF.*

DSKUNDO

DSKUNDO : PCLEAR 4

(3-512) Returns system to 2.0 Extended BASIC. If EDOS, EPROM, or EBOOT is installed then returns you to 2.0 Extended BASIC with program still running. (This is Extended BASIC, not Super Extended BASIC)

*NOTE: 1) **DSKUNDO** command clears variables and executes a CLEAR 200,&HFFF.*
*2) After **DSKUNDO**, the next command should be PCLEAR x. To set the PCLEAR pages correctly.*

VEDIT

VEDIT A$

Allows editing of a string variable in a program. The string will appear on the screen and you can use the line editor (flashing cursor) to modify it. Hit <ENTER> to terminate editing.

CHAIN

CHAIN 100, "PROGRAM"

will load "PROGRAM", preserve all the current variables, and starts execution at line 100. The powerful **CHAIN** - command can be used as a BASIC program statement. This way, you can use programs of any length, split it up in sections, and jump back and forth.

New Functions:

DATE$

Will print the date plus time if RTC real-time KLOK is installed and the proper **DATE$** command used. If the clock is not installed, then NA (Not Available) will be displayed. If the date is previously invoked manually-- DATE(MM,DD,YY) --then the current date will be shown.

WPEEK

WPEEK (l)

prints the word (double-byte) stored at memory location l.

WLPEEK

(3) WLPEEK(l)

same as **LPEEK** in CoCo3 except for word (double-byte).

HPEEK

Same as WPEEK in hexadecimal notation. The output is always 4 characters. Leading zero's are not suppressed and can result in:

00B7 or 0002 or A987

HLPEEK

(3) Same as HPEEK but can be used anywhere in 512K Mem. Map.

HEX$

This funtion has been modified, such that the output is always 2 or 4 hexadecimal characters. If necessary, the leading zero's are suppressed. This makes output easier to read.
Typical results can be:

2D 0F 02C8 A987 01

HEX2$

HEX 2$ (V)

is the same as **HEX$ (v)** however only for v < 256 and always prints 2 hexadeciaml characters. If xx is higher than 255, the result is an error. This command can be used, if a 2 character output is required in a program output.

ERNAM$

Prints the full name of the last error encountered in a program in the **ERR**or trap has been set, otherwise is ignored.

ERNO

Prints the computer-code for the error; also see **ERNAM$.**

ERLIN

Prints the line number where the error has been detected; further see **ERNAM$.**

BRLIN

(1,2) Prints the line where the BREAK key was pressed. Works with **ON BRK GOTO.** If an error is encountered during the **BRK** routine then **BRLIN** will be set to the line.

MOD MOD(xx,yy)

calculates the modulus (or remainder), where -65535 < xx < 65535 and 0 < yy < 65535.
MOD(20,6) prints 2 MOD(-20,6) returns 4. Use only integers (no fractions) for xx & yy.

SCAN$

X$=SCAN$

Use in place of **10 X$=INKEY$:IF X$="" THEN 10.** Saves a lot of code.

As mentioned before, **MJK.DOS** is set up for 2 double sided 80 track disk drvies. The disk stepping rate is initially set at 6 msec, however a total of 3 (physical) drives can be used, whether they are single or double sided, with 35, 40, or 80 tracks, and stepping rates of 6, 12, 20, or 30 msec in any combination. It requires MJK.BAS, supplied with the MJK.BIN file, to modify the program to your needs upon initialization. You may also wish to set your printer **BAUD** rate. Be sure to use a back-up and keep the original in a safe place. MJK.BAS is self explanatory with regard to setup your specific configuration. After modification, the new file will be saved as PER YOUR SPEC. The reason for this flexibility is the simple fact that you may want to increase the number of drives later on. In either case,

**** Protect yourself **.**

make another copy of your original disk and take it from there!

MJK KLOK: (RTC)

!You can use our clock, from CoCo Connection, or just go down to your local Radio Shack® store and pick up the SMARTWATCH, Stock #25-1033, which was originally meant for the Tandy 1000,2000, and 3000, but can be used for the CoCo with MJK-DOS!

The real time clock (RTC) may be installed in three ways:

1) In disk controller - This requires a 28 pin slot in disk controller. EPROM may then be placed on top of RTC.

2) In a ROM Pack - This requires a 27xxx ROM Pack & Multi Pack or Y-Cable.

3) Inside CoCo 3 - This requires you to unsolder the ROM inside the CoCo 3 and add a socket. You then plug the RTC into the socket and the EPROM into RTC.

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EPROMING:

CoCo 1 & 2:

LOADM "MJK" AND EXEC. THEN SAVEM "DOS.BIN",&HC000,&HFEFF,&HA027. THEN LOAD YOUR EPROM SOFTWARE AND EPROM IT.

CoCo3:

You have three choices:

1 - EBOOT.BIN

A - Loads and executes MJK3.BIN of the drive you select.

B - To use this just LOADM "EBOOT10.BIN" for 1.0 (2.0) DOS or "EBOOT11.BIN" for 1.1 (2.1) DOS then

POKE &HD900,(DRIVE #)

POKE &HD903,&HAB

A=SLOT IN MULTI-PACK CONTAINING EPROM, MINUS ONE.

B=SLOT CONTAINING DISK CONTROLLER, MINUS ONE.

NOTE: 1) EPROM and DOS do not have to be in the same slot.

2) If EPROM is in slot 1 and disk controller in slot 4, then POKE &HD903,&H03.

SAVEM"DOS.BIN",&HC000,&HDFFF,&HA027. Then load your eprom software.

2 - DOS.BIN (DOS 2.1/1.1 ONLY)

A - Does a DOS command if disk is in drive 0.

B - If not, then loads and executes MJK3.BIN off the drive you select. Drive 1 is default.

C - EPROM the same as EBOOT.BIN above.

3 - EPROM.BIN

A - Requires a 32K EPROM (27256).

B - LOADM"EPROM10.BIN" or "EPROM11.BIN" then SAVEM"DOS.BIN",&HC000,&HDFFF,&HA027 then load your EPROM software and EPROM DOS.BIN in 2 nd half of the EPROM. In the first half EPROM MJK3 or MJK512 the addr. of MJK3 and MJK512 can be found in MJK.BAS when it re-saves your modified MJK.

C - 2764 to 27128 : EPROM pin 26 to A13 (Pin 37 on CoCo conn.).

D - 27128 to 27256 : EPROM pin 27 to A14 (Pin 38 on CoCo conn.).

NOTE: On 2764 pins 26 & 27 goes to pin 28. On 27128 pin 27 goes to pin 28. This connection must be removed.

NOTE: With CoCo 3 version you can go to RS DOS 2.0 or 2.1 by hitting F2 or BRK key on boot after Disk BASIC msg is on the screen and maintain 100% compatibility!