psxcons.exe is a console program for DEX2000(DTL-H2000).

Before running the program, make sure DEVICE=ANSI.SYS is specified in the config.sys file.

At present, psxcons.exe starts with the default board I/O address as 0x1340 and 10 as the IRQ.

To modify these, specify the address and interrupt with option -p0x as follows.

c:> psxcons -p0x320,10

Or, start the program after setting the environment variable ${\tt DEX2000}$ as follows.

set DEX2000=0x320,10

psxcons.exe cannot coexist with dexbios.com, so delete dexbios.com first from resident memory before starting the program.

If resetps 2 is run before the program is started, or if F7 2 RET F9 F10 is pressed af ter the program has started, control transfers to an internal ROM debugger.

Once the program is running, pressing the F1 key will bring up some simple help.

If you can remember how to use the keys F2, F3, and F4, you should easily be able to use this program. Please refer to the manual for details. (psxcons.dvi can be printed out with print.man).

1994/06/16 09:04:49 Version

Internal SCE release.

1994/07/01 14:05 Version

Added command to command group for automatic execution.

1994/07/19 18:11:50 Version

Changed bload command to via FIFO.

DMA not supported.

1995/02/16 07:07:03 Version

Added load function for the three formats of a.out,PSX-EXE,CPE. This reduced the necessity of bload, so changed assignments of function keys.

The F4 key loads s-format/a.out/psx-exe/cpe file.

(Format is selected automatically.)

1995/04/07 09:52:43 Version

Corrected the problem of loading the three formats of a.out, PSX-EXE, and CPE not ending normally if started in non-interrupt mode. Handled development system board. (Bus separation function handling.)

Added check of whether or not there's a live target when starting. Stopped occurrence of atn interrupt trigger when outputting to command port (PCAT -> PSX).

Changed default IO address from 0x320 to 0x1340.

1995/04/20 09:54:45 Version

Changed start message.

Debugged development system board.

1995/08/24 08:30:05 Version

Fixed bug in cpe file load function.