

EMULATOR INSTALLATION FAQ

=====

NOTE: There is no version of SNPATCHW.CPE or PATCHW.CPE that works with the emulator. Use SNPATCH.CPE that is attached to this message.

This is my troubleshooting guide to installing your emulator.
It is in psuedo-spaghetti code.

```

InstallDevBoards(); // extern
Remove your IRQ and DMA jumpers for now. Do not lose them.
Check to make sure that the SCSI ID jumpers are set at the
factory default of 7. Do not change it.

// Pick a base address
10 Select a base address with the base address jumper.
Lovingly cram emulator board into an open slot in your PC.
Firmly attach white-ish cable between dev boards and emulator.
Attach emulator Hard drive to emulator board and turn it on.
Edit autoexec.bat to contain CDBIOS /a###, where ### is the base
address you selected.
    Ex:
        CDBIOS /a388
        will use base address 388 - which should match jumper on card.
if (Computer does not boot || CDBIOS does not recognize emulator board) goto
    10 and select a new base address.
If (you try all base addresses and cannot get it to boot or find emu with CDBI
OS) try any/all of the following
{
    Press all the chips into their sockets harder.
    Be sure you are using CDBIOS version 1.02 or later.
    Maybe your computer is overheating. Check it out.
}
if (none of the above works) your emulator, dev boards, or computer may
be malfunctioning. Call BBS for help. Return(-1).

// communicate with the emulator drive through the PC bus
Set the SCSI ID on your harddrive to 3, 4, or 5. The manual says you can
choose others. Don't.
Run CDDISK -n #, where # is the SCSI ID you have set on your harddrive
(above).
    Ex:
        CDDISK -n 4
        will activate and format the drive with SCSI ID 4 for use.
If (CDDISK does not run happily)
{
    Be sure your emulator hard drive is turned on and the cables
    are connected.
    If so, goto 10 and select a new base address.
    If that does not work, call BBS.
}

// install boot file
While in CDDISK (above section), install the boot file.
Use CDBOOT16.BIN or CDBOOT17.BIN (attached), DO NOT try any others yet.

// build an emulation image
Detach BASIC.CTI and PSX.EXE from this memo for use in the next step.
Run BUILDCD -s#:1 BASIC.CTI, where # is the SCSI address of the emulator
hard drive (1 is the first partition).
    Ex:
        BUILDCD -s4:1 BASIC.CTI
    
```

will build an image to partition 1 of SCSI ID 4 hard drive.
Ignore warning 66 if it happens.
If an error occurs, be sure CDBIOS is installed and your emulator
hard drive is turned on with cables attached.

// run the image - communicating through the white-ish cable to the
DTL-H2000 boards

```
20  RESETPS 1          // verion 1.03 (attached) or later, NOT 1.02.  
                                // If you use 1.02, you are a loser! It may fail  
                                // big time.  
    RUN SNPATCH        // NOT the version from the CD, NO version of  
                                // SNPATCHW.CPE works with the emulator
```

This will say "done" if it works, or "cannot connect to target"
if it fails. If it "cannot connect to to target" goto 20
If it says "cannot open source file" you need to fix your path
to find the file.

RUN SELEMU

This will say "done" if it works, or "cannot connect to target"
if it fails.
If it "cannot connect to to target" goto 20
If it says "cannot open source file" you need to fix your
path to find the file.

RUN CDEXEC

This will say "done" if it works, or "cannot connect to target"
if it fails.

If it "cannot connect to to target" goto 20
If it says "cannot open source file" you need to fix your
path to find the file.

If your emulator still will not work:

- 0) reboot
- 1) try different emulator boards to see if your board is bad.
- 2) try different sets of dev boards to see if your dev boards are screwed up.
- 3) try different hard drives to see if your hard drive is bad
- 4) try different brand of computer to see if your computer is incompatible
- 5) leave a message in the CD newsgroup of the BBS detailing your
traumatic emulation experience. Be specific.

BONUS STUFF:

Now you can advance to the following:

- 1) install interrupt jumper, make ammendment to CDBIOS line
- 2) install CDBOOT18.BIN
- 3) install CDBOOT2#.BIN, this will pave the way for step 4
- 4) install CDMON (a TSR that spews info back at you from the emulator).
- 5) install DMA jumper, make ammendment to CDBIOS line