

Using VOSSI



Firstly 2001test.a is a VOSSI production so please use their post and links as the definitive source for information (and updates)...

<https://github.com/vossi1/2001test>

2001test.a (aka VOSSI) is really intended to be burnt into a higher Kernel ROM \$F800-\$FFFF and physically swapped into a machine; it does not require any other ROM or system RAM being present so is a good test of a relatively bare machine

On the ROMulan PET RAMulator you need to only have \$F ROM Enabled (and if you enable other ROMs you will end up testing the ROMulan PET RAMulator rather than the PET ROMs!)

Note: Even with only \$F enabled the ROMulan PET RAMulator will present a ROM images at \$F000-\$F7FFF (rom-1-f000.901439-04.bin which is Basic 1 Lower Kernel) so VOSSI should detect this an OK ROM but remember this is the ROMulan PET RAMulator image not the PET system ROM!

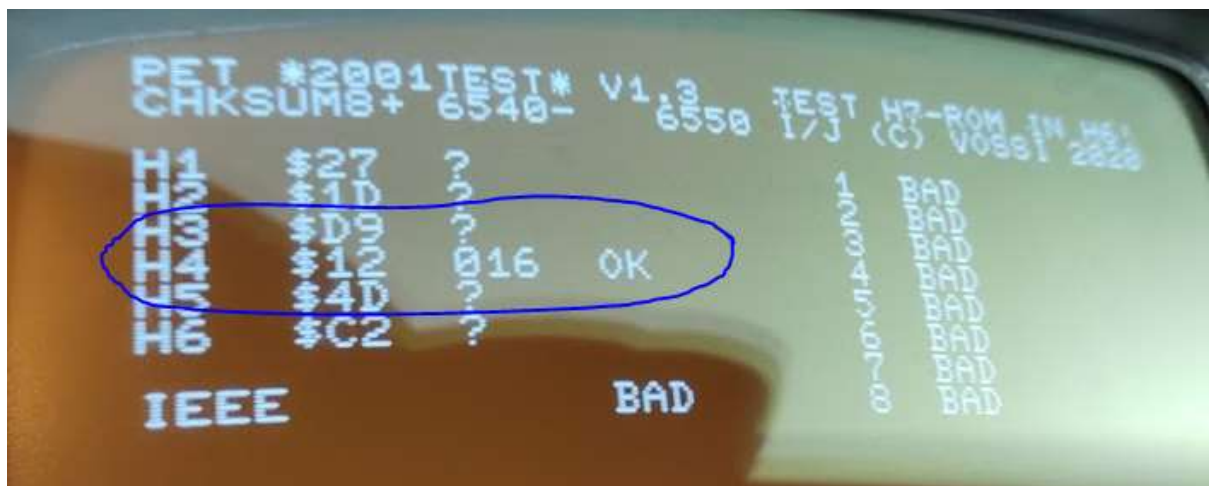
Tester Beware!

When interpreting VOSSI results bear in mind this was intended for a 6540/6550 PET 2001 (like my PETunia) so the number reflects the 6540 suffixes. E.g. on a PET 2001

Socket H4 is \$F000-\$F7FF which would contain 6540-016 ROM which in turn is part number 901439-04. VOSSI refers to the 6540 numbering so this shows as an OK -016 ROM in H4.

As shown in

http://www.zimmers.net/anonftp/pub/cbm/schematics/computers/pet/2001/2001_main_logic_assembly.pdf



This is the ROMulan PET RAMulator Low Kernel ROM so is as expected.

VOSSI will happily test ROM areas other than \$F000-\$FFFF; if you need to test kernel areas then you will have to burn VOSSI to a physical ROM.

RAM Requirements

VOSSI should start without ANY RAM being present so the onboard ROMulan PET RAMulator RAM can be disabled to give the tester access to the board; otherwise the test just tests the ROMulan PET RAMulator RAM which isn't that helpful!

Assuming the the RAM jumper is in the OFF state...

VOSSI will test the first 8K of memory on the assumption you have a 6550 RAM PET 2001.

Have fun and ask on VCF (<http://www.vcfed.org/forum>) if you need guidance!