## **Using PETTESTER**

Firstly PETTESTE2KV02 is a daver2 production so please use his post and links as the definitive source for information (and updates)...

http://www.vcfed.org/forum/showthread.php?69999-Commoodore-Pet-Cbm-3016&p=573822#post573822

https://drive.google.com/drive/folders/1fyLbr1kcG98a2FDOMo1H5pj9lldJpHcx

PETTESTE2KV02 is really intended to be burnt into an editor ROM \$E000-\$E7FFF and physically swapped into a machine; it relies on the presence of a working Kernel ROM specifically the RESET vector at \$FFFC/\$FFFD and a small amount of code in the Kernel that executes before the Editor is called.

On the ROMulan PET RAMulator you need to have \$E ROM Enabled and if there is not a working Kernel ROM then also replace this by enabling \$F ROM. (The ROMulan PET RAMulator presents kernal-1.901439-04-07.bin; i.e. Basic 1 Kernel which does the job).



## **RAM Requirements**

PETTESTE2KV02 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...

The PETTESTE2KV02 will follow the RAM memory tests as described in the manual (see links above); after the VDU tests there are tests for Page 0/1 memory... if Page 0/1 memory is broken then you will see issues at this stage and the tester will not continue.

Zero page memory is essential for holding indirect addresses, the stack etc so you should attempt to fix this first either by swapping RAM chips or if that does not work by working through a hardware diagnosis and trouble shoot (probably requires a scope or at least a logic probe).

## General

Please read daver2's documentation for PETTESTE2KV02 it shows the various functions and in particular the KBD page is useful for testing the Keyboard PIA and the keyboard itself. PIAs and VIAs are known failure modes.

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