bootr 1 User Manual

By Dusk

Usage

To use bootr, first have your 'bootr-cfg.lua' file ready. The file should look something like this:

```lua
local cfg = {}

cfg.initfile = "/rom/programs/clear.lua"
cfg.kernelfile = "/rom/programs/list.lua"
cfg.kernel_mode = 0
cfg.add_args = nil

return cfg
```

It doesn't have to be exact, and pictured editor is vim. Edit cfg.initfile to be the path to your OS's initialization file, and cfg.kernelfile to be the path to your OS's kernel file. Then, set cfg.kernelmode to either '0' or '1'. '0' assumes the kernel is treated like a library, and the init file gets autorun. '1' assumes the kernel is more like an actual kernel, and passes any args defined in cfg.add_args, if any.

Please note that the initfile is run first, assuming it handles basic setup before the kernel. This is subject to change, due to the fact that normally the kernel itself should do the initializing by itself, and run it's own init file. Depending on the response I receive, I will change this sooner than later.

Next, have a startup file. Make that run bootr.lua in the path, and add an argument that supplies the path to bootr-cfg.lua, as CC by default searches from root. It's absolutely stupid. Squid man, change it please. Anyways, now that it's all set up, it should all work! Congratulations, you now have bootr up and running in your ComputerCraft:Tweaked OS!