Help sheet 29 – Project recovery

How to recover a project from the controller if your computer crashes.

If for any reason your computer or RobWin crashes you can recover the data from the controller.
Read all the following before proceeding.

1

Run RobWin again but DO NOT try to reload your project or any other project.
Turn the key to **warm start** then enter
USAVE **– save to flash immediately to preserve the data**.
Then if anything subsequently goes wrong simply select warm start and press the reset button to recover the data from flash.
If you already did a USAVE then don't do it again in case the data is corrupted. If the below steps suggest your data is missing or corrupt then press reset to restore it from flash.

2

It's possible the original ED2 file was saved as it is automatically saved every time you click the green down-arrow. Go to file, open and open the (project-name).ED2 file and remove the line USAVE if it is there. Save back.
Attempt to reload the project if the ED2 text looks useable.
If it does not load then close the project, select warm start and press reset to recover data from flash (that you saved in step 1).

3

Look for the file DECOMP in the projects folder. Click file, download file and choose DECOMP enter
RENEXT
to recompute the data pointers in case they are corrupted. Then enter
DECOMP
Save 2 files as instructed using file names e.g. RECOVER.ED1.RAM and RECOVER.RUN.RAM. Then go to windows explorer and delete the .RAM extensions, leaving a .ED1 and a .RUN

4

In case the original ed2 file looked ok then open it with file, open and save back as RECOVER.ED2
If USAVE is in the text **delete it** before saving.
You should now be able to load the project RECOVER.RUN
Test it first then save back with a new project name.

DECOMP may not work if the data is corrupted. If the data links are corrupt or broken DECOMP may have unexpected results for example may error with “not STARTed”. In that case you will have to use the procedure on the next page.

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If DECOMP does not work then you may be able to recover the routes and places as follows:
5. enter
ROUTES
Note down the names that are listed. They are listed in reverse order. Write them down in the correct order. RoboForth keeps only the first 5 characters of each name plus the length. If a name is longer than 5 characters then the characters after the 5th are printed as dots. Write down the names and the exact same number of dots. The length of the name is also listed.
6
PLACES
Again note down the names that are listed. They are listed in reverse order. Write them down in the correct order. Roboforth keeps only the first 5 characters of each name plus the length. If a name is longer than 5 characters then the characters after the 5th are printed as dots. Write down the names and the exact same number of dots unless you can remember the original name, for example READY. (READY dot) or READY2
7
ROBOFORTH
STARTOVER
This in theory initialises the memory so there are no routes and places but only pointers were reset and the data is still there.**8** enter
OLD PLACE and the name of the first (last shown) place on the list you wrote down.
If you get "not an old place then it must have been a route so enter
OLD ROUTE and the name of the first (last shown) route on the list.
Repeat from above until you have re-created all the routes and places.
Write down the names of routes and places in the order they appear from the above.
Obviously if you have used up all your place names but still have route names then just use
OLD ROUTE (name).
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Or if you have used up all your route names but still have place names then just use
OLD PLACE (name)
9
Click file new, give the name RECOVER.ED1 (or any name with extension ED1)
First check to see if the original ED1 file was saved. Click file, open, (project-name).ED1. If it has the routes and places you wrote down above then simply copy the whole text and paste into RECOVER.ED1
If not then enter into the RECOVER.ED1 window:
ROBOFORTH
STARTOVER
then the list of routes and places you wrote down in step 5
for example
ROBOFORTH
STARTOVER
PLACE READY2
ROUTE TRAY
ROUTE TOTRA.
Save the file.

10

NEXT @ X.

(that's Xdot which means print in hex 4 digits)

This prints out the address in upper memory in hex where the next new route or place will go. Hence that is the length of the data so far. Round it up to the next 100 hex. For example for 2E0 use 300

11

Click file, save binary. Change bank to 1. Start address is 0. Length is the number you found in 8. For example suppose NEXT @ X. gave 19E0 then complete the boxes

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Bank:   [ 1]
Start: [     0]
Length:[  1A00]
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Use the file name (for example) RECOVER.RAM

Once saved go into explorer and change the file extension to RUN i.e. RECOVER.RUN

12

Test: open the project RECOVER.RUN

See if the routes and places have been recreated in RobWin.

13

The ED2 window will be empty. It's possible the original file was saved as it is automatically saved every time you click the green down-arrow. In that case open that file (project-name).ED2 and copy-paste everything into RECOVER.ED2

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14
Make backup copies of the original project (3 files), just in case you need them again.
Save-As the new project as the original project name.
15
Continue with the project. Before you can add any new places or routes enter
NEW