This is track 0, Sector 0 as shipped. It is set to be compatible with TRSDOS 6. The byte to be changed is F4 and is underlined below. It is 85H as shipped. If you want to be able to read and write to doublesided disk created under 1.7 or 1.71 then change the byte to 05H

```
HEX 00   0000 1100 0000 0000 010C 0000 0000 0000 ................
    10   0000 0000 0001 2201 0000 208F 0007 BB03 ......"... .....
    20   003C 0000 0006 674B 3C00 FF00 00C3 0044 .<....gK<......D
DRV 30   C3A1 07F6 373E AFC3 0002 0101 0702 1A07 ....7>..........
 5  40   0055 EFF0 784C 084C 9901 B202 0000 237E .U..xL.L......#~
    50   FE20 28FA FE3A D0FE 303D 3C3F C900 0000 . (..:..0=<?....
    60   0000 0000 0000 0000 0000 0000 0000 0000 ................
TRK 70   0000 0000 0000 0000 0000 0000 0000 0000 ................
000 80   0000 0000 0000 0000 0000 0000 0000 0000 ................
00H 90   0000 0000 0000 0000 0000 0000 0000 0000 ................
    A0   0000 0000 0000 0000 0000 0000 0000 0000 ................
SEC B0   0000 0000 0000 0000 0000 0000 0000 0000 ................
000 C0   0000 0000 0000 0000 0000 0000 0000 0000 ................
00H D0   0000 0000 0000 0000 0000 0000 0000 0000 ................
    E0   0000 0000 0000 0000 0000 0000 0000 0000 ................
STD F0   00FF 0000 8504 C800 0100 0000 0000 0000 ................
```

This is how the sector looks after the change.

```
HEX 00   0000 1100 0000 0000 010C 0000 0000 0000 ................
    10   0000 0000 0001 2201 0000 208F 0007 BB03 ......"... .....
    20   003C 0000 0006 674B 3C00 FF00 00C3 0044 .<....gK<......D
DRV 30   C3A1 07F6 373E AFC3 0002 0101 0702 1A07 ....7>..........
 5  40   0055 EFF0 784C 084C 9901 B202 0000 237E .U..xL.L......#~
    50   FE20 28FA FE3A D0FE 303D 3C3F C900 0000 . (..:..0=<?....
    60   0000 0000 0000 0000 0000 0000 0000 0000 ................
TRK 70   0000 0000 0000 0000 0000 0000 0000 0000 ................
000 80   0000 0000 0000 0000 0000 0000 0000 0000 ................
00H 90   0000 0000 0000 0000 0000 0000 0000 0000 ................
    A0   0000 0000 0000 0000 0000 0000 0000 0000 ................
SEC B0   0000 0000 0000 0000 0000 0000 0000 0000 ................
000 C0   0000 0000 0000 0000 0000 0000 0000 0000 ................
00H D0   0000 0000 0000 0000 0000 0000 0000 0000 ................
    E0   0000 0000 0000 0000 0000 0000 0000 0000 ................
STD F0   00FF 0000 0504 C800 0100 0000 0000 0000 ................
```

Model 4p Hard disk BOOT
Use the F2 key.

When we first started shipping the Hard Disk version we assumed the Model 4p would work just like the Model 4. Almost but not quite. The Model 4p BOOT ROM goes out and looks for a hard disk system. It doesn't find what it's looking for with Multidos 80/64. The solution is to hold down the F2 key when using the BOOT disk. By doing that, you tell the 4p that you are trying to BOOT a floppy. The 4p then behaves just like the 4 and everything works. When BOOTing the 4p as a Model III, you need

to hold down the F2 when BOOTing the MODELA/III disk; and again when you BOOT Multidos after the MODELA/III ROM image has loaded.

SUMUP on 80/64 version 2.x and 17.1

The SUMUP produced for 80/64 is able to recognize the screen size currently being used by 80/64. The location it checks to do this was changed in 2.0 and later. If you ordered SUMUP with 80/64, you should have the correct version of SUMUP. If you already have SUMUP, then you need to ZAP one byte to make it work on 80/64 version 2.0. If you want to put the SUMUP that came with your version 2.1 80/64 on a 1.7 or 1.71 system disk, to ZAP that one byte to the value for 1.7. Here's the ZAP.

SUMUP for use on version 1.7 or 1.71

```
Byte DB should be 13
S HEX00 2020 2020 2020 2020 2020 2020 2020 2020
U    10 2020 20BF BF5F 5F5F 5F5F 5F5F 5F5F 5F5F    ..____________
M DR 20 5F5F 5F5F 5F5F 5F5F 5F5F 5F5F 5F5F 5FBF  ____________________.
U 4  30 BF4E 3D4E 4557 203A 403D 2B2F 2D3A 2050  .N=NEW :@=+/-: P
P    40 3D4E 4F20 203A 2065 5869 74BF BFBF BFBF  =NO  : eXit.....
/ TR 50 BFBF BFBF BFBF BFBF BFBF BFBF BFBF BFBF  ................
C 03 60 BFBF BFBF BFBF BFBF FD4E 00FD 23C9 FD71  .........N..#..q
M 03 70 00FD 23C9 7E23 FE20 D84F CD12 5618 F5C5  ..#.~#. .O..V...
D    80 E5D5 0118 00ED B0E1 0600 DD4E 1F09 EBE1  ............N....
  SE 90 09C1 10EB C921 A963 11CD 5201 0500 EDB0  .....!.c..R.....
  14 A0 CD94 6421 3964 3E00 EDB1 2B36 03C9 FDE5  ..d!9d>...+6....
  0E B0 FD21 8038 CD0C 5641 FD21 0138 CD0C 56FD  .!.8..VA.!.8..V.
     C0 E1CB 50C8 CB59 C8FD E5DD E5E5 DDE1 DD7E  ..P..Y.........~
FILE D0 1BCD D544 3A5A 00DD 7720 CD13 0100 8056  ...D:Z..w .....V
0002 E0 44DD 771F 3E00 DD77 1EFD 2115 40FD 7E05  D.w.>..w..!.@.~.
002H F0 FDCB 05AE DD77 1C1E 0EC5 D506 00DD 5E1F  .....w........^.
```

SUMUP for use on version 2.0 of 80/64

```
Byte DB should be 16
S HEX00 2020 2020 2020 2020 2020 2020 2020 2020
U    10 2020 20BF BF5F 5F5F 5F5F 5F5F 5F5F 5F5F    ..____________
M DR 20 5F5F 5F5F 5F5F 5F5F 5F5F 5F5F 5F5F 5FBF  ____________________.
U 0  30 BF4E 3D4E 4557 203A 403D 2B2F 2D3A 2050  .N=NEW :@=+/-: P
P    40 3D4E 4F20 203A 2065 5869 74BF BFBF BFBF  =NO  : eXit.....
/ TR 50 BFBF BFBF BFBF BFBF BFBF BFBF BFBF BFBF  ................
C 29 60 BFBF BFBF BFBF BFBF FD4E 00FD 23C9 FD71  .........N..#..q
M 1D 70 00FD 23C9 7E23 FE20 D84F CD12 5618 F5C5  ..#.~#. .O..V...
D    80 E5D5 0118 00ED B0E1 0600 DD4E 1F09 EBE1  ............N....
  SE 90 09C1 10EB C921 A963 11CD 5201 0500 EDB0  .....!.c..R.....
  22 A0 CD94 6421 3964 3E00 EDB1 2B36 03C9 FDE5  ..d!9d>...+6....
  16 B0 FD21 8038 CD0C 5641 FD21 0138 CD0C 56FD  .!.8..VA.!.8..V.
     C0 E1CB 50C8 CB59 C8FD E5DD E5E5 DDE1 DD7E  ..P..Y.........~
```