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10th December, 1984

TO ALL DEALERS

MODIFICATION EURO-VIDEO MONITORS

We have had a number of problems with the vendor of our grey monitors and last week two gentlemen from Italy came here with a view to visiting the factory and ensuring that future projection will not be subjected to the same faults.

From the meeting, Peter Miller has compiled the following notes which may be of some use to you:

- 1. Noise on screen: This is caused by one or more earthing problems:
 - (a) Internal video cable screen not making a good connection to the PL259 socket.
 - (b) PSU chassis not making a good connection to the Galaxy chassis earth.
 - (c) PSU connectors not making good contact.
 - 2. Streaky half-tone video: This is caused by the monitor pre-amp going unstable at certain signal levels, and can be cured by fitting a 470R resistor in the brown wire going to R402 on the monitor PCB.
 - Check that the video cable is making good contact to the computer and the monitor.
 - 4. The video can also be improved by replacing TR1 on the CM832 with a 2N3646 or 2N2369.

J.A. MARSHALL

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DU-V86.DOC

By Ward Christensen (revised 10/18/83) additional notes by Ron Fowler, Irv Hoff, and Jeffrey Nonken

; This version of DU is compatible with CP/M 1.4, 2.x and 3.x and does ; not require alteration for various hardware configurations. It ad- ; justs itself automatically to the correct number of sectors, tracks, ; directory size, etc.

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1.0 INSTALLATION:

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Because of the automatic adaption feature, no conditional assembly options are included. The only alteration that needs to be done is to use DDT to set the byte at 103H for your clock speed. Use 0 for 2MHz, 1 for 4MHz, 2 for 6MHz. (This only affects the 'Z' SLEEP command.)

2.0 USE:

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An initial command string may optionally be placed as an operand of the original 'DU' command, i.e.:

A>DU G0;D;G2;=OK<D><A><1A>;D

for example, if you want to only map the disk, and then exit:

A>DUU M;X

Once 'DU' is running, it expects single-letter commands much like 'SID' OR 'DDT'. For ease of use, multiple commands may be placed on one line, separated by ";". In addition, a given command or string of commands may be repeated — either indefinitely (until ^C is pressed) or a given number of times.

To avoid an accidental ^C from dropping out of 'DU', only an explicit "X" command will exit 'DU'.

2.1 COMMANDS, BY FUNCTION

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HELP:

displays the help guide

POSITIONING:

Gnn by allocation group

Snn by sector