

Master Adapter REU Driver Update Disk

The enclosed Turbo Master CPU/Master Adapter disk revision date 2/18/92 has revised files "TurboREU" and "MakeREU" which we believe have the bugs fixed so that Turbo Master CPU and a Commodore 17xx Ram Expansion Unit will work properly together under GEOS using the Master Adapter hardware. The instructions for use are the same as before.

Paul Bosacki has agreed to release the geoAssembler source code. You will find the files at the end of the directory in the enclosed disk, in geoWrite format.

For TurboREU the relevant source code files are:

REUAcc.hdr
REUAcc.src
REUAcc.lnk

For "MakeREU" the relevant files are:

TBoot.hdr
TBoot.src
TBoot.lnk

Several subtle problems plagued the previous release. I was insisting to Paul Bosacki that the problems were in the programming, while he insisted the problem was in the Master Adapter hardware. The truth was somewhere in between.

In going back through his code, Paul found situations where some pointers could be disrupted, and these were fixed.

More recently we discovered that sprites must be turned off for a successful REU transfer through the Master Adapter. The reason is not known. In any event, the code is revised to turn off the sprites prior to all REU transfers.

In addition, the REU SWAP operation does not seem to work reliably through the Master Adapter under any circumstances, even with sprites disabled, while either STASH or FETCH alone is fine, provided sprites are disabled. So the code was revised to eliminate all use of the REU SWAP command.

So there were hardware-related problems that could be circumvented by programming. Paul and I have discussed this at length, and neither of us has any idea why these particular problems occur.

These drivers have been given an extensive workout on my C64. I hope they succeed on yours.

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