

# PROBLEM SOLVER

## 0- Introduction.

Your 512 co-processor board is fast but it isn't 100% IBM PC compatible.

This program will improve its compatibility.

If a program fails to run on the 512 board, reset the computer, install Problem Solver, turn SHIFT LOCK on and try again.

Please read this manual before using Problem Solver.

## 1- Installation.

After switching on the computer and loading DOS-PLUS, place Problem Solver's disk in drive A and type <PS ↓>.

On the disk you should find: PS.BAT; WHICH.EXE; PS0.EXE; PS1.EXE; PS3.EXE; AUTOEXEC.BAT; VISI+.EXE.

Faulty disks will be replaced.

You can copy the AUTOEXEC.BAT file to your boot disk so that Problem Solver is installed automatically.

PS is a batch file that checks which version of DOS you have and installs the matching version of Problem Solver. Once you know the version number of your DOS boot disk you can install the right version of Problem Solver yourself (PS0 for Xios version 1.00; PS1 for Xios version 1.01; PS3 for Xios version 1.03).

## 2- Operating System's bugs.

The DOS+ operating system of the 512 board has bugs which stop many programs from running. Once installed Problem Solver corrects many of those bugs, allowing these programs to run.

DOS+ version 2.1 doesn't have some version 1.2's bugs, but causes additional problems to some programs that run with version 1.2.

Version 1.2 is the best one to use with Problem Solver.

## 3- 512 board's hardware problems.

Some of the hardware of the IBM PC computers is missing on the 512 board, so most hardware dependent programs won't run.

Problem Solver changes programs' code so that they run with the different hardware.

To allow these changes you must turn SHIFT LOCK on before running programs.

Changes to allow low level keyboard scanning will be made whenever necessary, even with SHIFT LOCK turned off.

## 4- The Main Menu.

During the execution of any program you can enter Problem Solver's menu by pressing **[CTRL]+[SHIFT]+[COPY]**.

This can be done at any time but shouldn't be done during disk access or you may crash the computer.

Entering the menu doesn't alter the computer's display but makes it wait for an user command:

**[S]** saves the hi-resolution screen picture to a disk file named **SCREEN# *n* .PIC**.

*n* begins with 0 and is incremented everytime a screen is saved.

The **[S]** command can only be used in graphic modes.

**[M] [0-6]** changes screen mode without clearing the screen:

- 0/1** ... alphanumeric - 40 columns
- 2/3** ... alphanumeric - 80 columns
- 4/5** ... graphics - 320\*200 - 4 colours
- 6** ... graphics - 640\*200 - B/W

This can be used when a program is running in the wrong mode (garbage appears on the screen) and Problem Solver has failed to correct it (perhaps because SHIFT LOCK was OFF).

It can also be used if you want to run a colour game in black and white by switching to mode 6 while the program is running.

[K] [3] turns on the numeric keypad emulation.  
(3rd line of keyboard overlay)

[K] [2] provides some extra keys.  
(2nd line of keyboard overlay)

[K] [1] returns function keys to normal operation.

[1-9] changes computer's speed.  
It can be used to slow down programs that run too fast or speed up programs that run too slowly.

[P] forces Problem Solver to change the code of the program being executed, to make it run with the 512 board's hardware.  
This can be used if you forgot to turn SHIFT LOCK on before running the program.

[R] and [N] :  
Before running memory resident programs (such as SideKick), you must use the [R] command.  
After that, you must use the [N] command to return to normal.

## 5- Error Messages.

### ERROR 1

Sometimes the computer crashes before Problem Solver can display the ERROR1 message.  
Please assume that an ERROR1 has occurred if a program crashes without an error message.

Run the program with < COMMAND NAME ↵ >.  
Please make sure to copy COMMAND.COM from your boot disk to your program's disk.  
(Some programs will only run when executed from a second COMMAND.COM )

### ERROR 2

Run the program after changing its extension to .EXE  
( < RENAME PROG .COM PROG .EXE ↵ > )  
You should make a back-up copy of your program before trying this.

### ERROR 3

Run the program after changing its extension to .COM  
( < RENAME PROG .EXE PROG .COM ↵ > )  
You should make a back-up copy of your program before trying this.

### ERROR 4

Run the program after changing file's extension to .COM  
( < RENAME FILE \* FILE .COM ↵ > )  
You should make a back-up copy of your program before trying this.

## 6- The VISI+.EXE program.

If you have a program that seems to run, but doesn't display anything on the screen, you can use the VISI+.EXE program to try to solve the problem.

VISI+ must be installed after Problem Solver. It will stay resident and emulate pages 1,2 and 3 of CGA text modes.

## 7- Extra Features.

Problem Solver will turn the cursor off when you're in graphic modes, as happens in the IBM PC.

It will also avoid annoying screen flicker in some programs.

If you have any program that doesn't run with Problem Solver please send it to SHIBUMI SOFT LTD.

You'll have your disk back and an answer from us in a few days.

When you buy the next version of Problem Solver you'll have 50% off.

Please send us this form the first time you contact SHIBUMI SOFT LTD.

-----

Name: \_\_\_\_\_

Address: \_\_\_\_\_  
\_\_\_\_\_

Phone no: \_\_\_\_\_

I'd like \_\_\_\_\_ to run with DOS+ Problem Solver.

I have:

a MASTER       a BBC   
Xios 1.00       Xios 1.01       Xios 1.03

My DOS+ Problem Solver's disk is faulty. Please replace it

Serial no. \_\_\_\_\_

Problem Solver was written by:

**Shibumi Soft Ltd.**

(Rui Paulo Oliveira & Joaquim Manuel Carvalho)

R. Prof. Camara Sinval, 138  
4100 PORTO  
PORTUGAL