

## DRAGON 32 TEST ROM

On power up, a menu page will appear listing the available options. To start any test, press the specified key. When it is completed, the computer will return to the menu page, allowing another to be used. The correct behavior of each check is best learned by using the cartridge on a DRAGON known not to be faulty, but there follows a brief guide to the behavior of each one.

B: ROM check: if O.K. it should come back with

"CRC code for IC17" 3330

"CRC code for IC18" 7D52

for current issue of Dragons

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C: Cassette check: starts by recoding a block of data to tape (giving visual indication top left) then tries to read it back.

Messages: "SEARCHING" while looking for block.

"FOUND" when first block found.

"O.K." if block reads back correctly.

Once the block has been FOUND a bad recording will give "IO ERROR"; try cleaning the cassette heads if minor modifications to the volume and tone controls do not correct it. If the block cannot be FOUND, repeat the test with different tape recorder settings.

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Joystick check: the current readings of the Joysticks are displayed as points on a 64 x 64 grid on the screen, allowing lines to be drawn by both sticks. Press a FIRE button to return to the menu.

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Keyboard Function Check: pressing any key on the keyboard will cause a character, unique to that key, to cover the screen. Press BREAK to return to the menu.

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RAM check: a series of vertical and horizontal lines appear on the screen as the first 16K of memory is checked. A message will then inform you of an error or say there wasn't one. The process is then repeated for the top 16K giving account in the top left, to show that the test is proceeding.

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Printer Check: prints out ASCII characters 32 (space) to 127 (N), then a couple of carriage returns and then repeats this process.

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Sound Check: siren sound for 9 cycles.

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Video Display Check: All the display modes are run through. The upper half of the screen will give the character set in text modes or a series of lines in graphics modes. The lower half shows a very low resolution picture of a dragon.

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Serious Faults (e.g. a faulty SAM chip) will cause the program not to run at all. Most other errors should be shown by the response differing from the normal. Intermittent errors may not be shown except by repeated use of the texts.

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