

RISC OS ROM upgrade kit installation and configuration instructions

Addendum

Archimedes 440 with standard-resolution monochrome monitor

Please note that in earlier Archimedes 440 computers, the links used to select standard-resolution monochrome video output (*User Guide*, pages 434-435) are numbered LK13 and LK14 (rather than LK5 and LK6). Spare links will be found 'parked' on PL2, which is located at the extreme rear righthand corner of the board (viewed from the front).

Note: If you replace the links on PL2 at a later date, they should only be used to join pins 2, 4, 6, 8 or 10. No shorting connection should be made to pins 1, 3, 5, 7 or 9.

Rear panel

Please note that some Archimedes systems have a rear panel connector layout slightly different from that shown on pages 430 and 431 of the *User Guide*. The headphones socket, for example, on some models is on the lefthand side, rather than in the centre (viewed from the rear).

Hard disc owners

If you have a hard disc and are fitting RISC OS as an upgrade, you will probably want to install parts of the Application suite on your hard disc. Before you do this:

1 Read the *Important notes* on page 7 of the *installation and configuration instructions*.

Decide whether you want to reformat your hard disc to the new format first. Don't forget that reformatting destroys all data on a disc, so make sure you copy all the files you want to keep to floppy discs before you do this.

2 Bear in mind if you change the structure of the files on the Application discs, that some applications rely on common resources being available before they can start up. Edit, Draw and Paint, for example, need !System to be at the same or a higher level in the disc file structure than they are in order to run. A simple way to ensure !System is available to applications is to copy it to the root (\$) directory on the hard disc.

Sprites and memory usage

Whenever an application directory (such as Draw, Paint, Edit etc.) appears in a directory viewer, any sprites which it uses are added to the system sprite pool, if not already present. This process uses up small amounts of memory. If you have a 1Mbyte machine and an application which uses virtually all the available machine memory, it may be useful to keep it on a separate floppy disc (or in a separate directory on a hard disc, if you have one). This way, as you load it you can avoid displaying the sprites of other applications which you don't need, leaving the maximum amount of memory available to the application you want to use.

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