

mfm\_write can write an emulator file to a disk drive. I got it to the state I could write the disk I needed but it is not a finished program. Currently it can only write an entire disk at once. It will pick up number of cylinders and heads to write from emulator file. To change other parameters such as write precompensation cylinder you need to edit mfm\_write.c main routine to set the parameters for your drive. I have not fixed command line parsing.

These command line options will be supported at some time along with options for setting the write precompensation. Currently only emulation\_file, version, and quiet work. Emulation\_file must be specified.

--begin\_time -b #  
    The number of nanoseconds to delay from index to start reading track

--cylinders -c #  
    The number of cylinders.

--drive -d #  
    Drive number to select for reading. Only valid for read command. Drives are number 1 to 4.

--emulation\_file -m filename  
    File name to write emulation bit data to. No file created if not specified

--heads -h #  
    The number of heads.

--quiet -q #h  
    Bit mask to select which messages don't print. 0 is print all messages. Default is 1 (no debug messages). Higher bits are more important messages in general.

--unbuffered\_seek -u  
    Use unbuffered/ST506 seeks. Default is buffered/ST412.

--version -v  
    Print program version number.

To work mfm\_read-00A0.dts for revision A or B boards or mfm\_read-00C0.dts for revision C boards needs to be modified. This line

```
0x190 0x07 // OUT P9_31 = gpio3_14
```

needs to be commented out and this line uncommented before running setup\_mfm\_read

```
//0x190 0x2d // OUT P9_31 = pr1_pru0_pru_30_0
```

If you already ran the setup script reboot before rerunning.

Use mfm\_read to verify the disk is properly written. The first attempt had a couple tracks that seem to be written to the wrong head. The next run worked ok. This program does not do anything to avoid using bad locations on the disk,

I have also seen the first attempt to write hang. You need to ctrl-z the process and then use kill %1 to kill it. All further executing of the command seem to work ok.