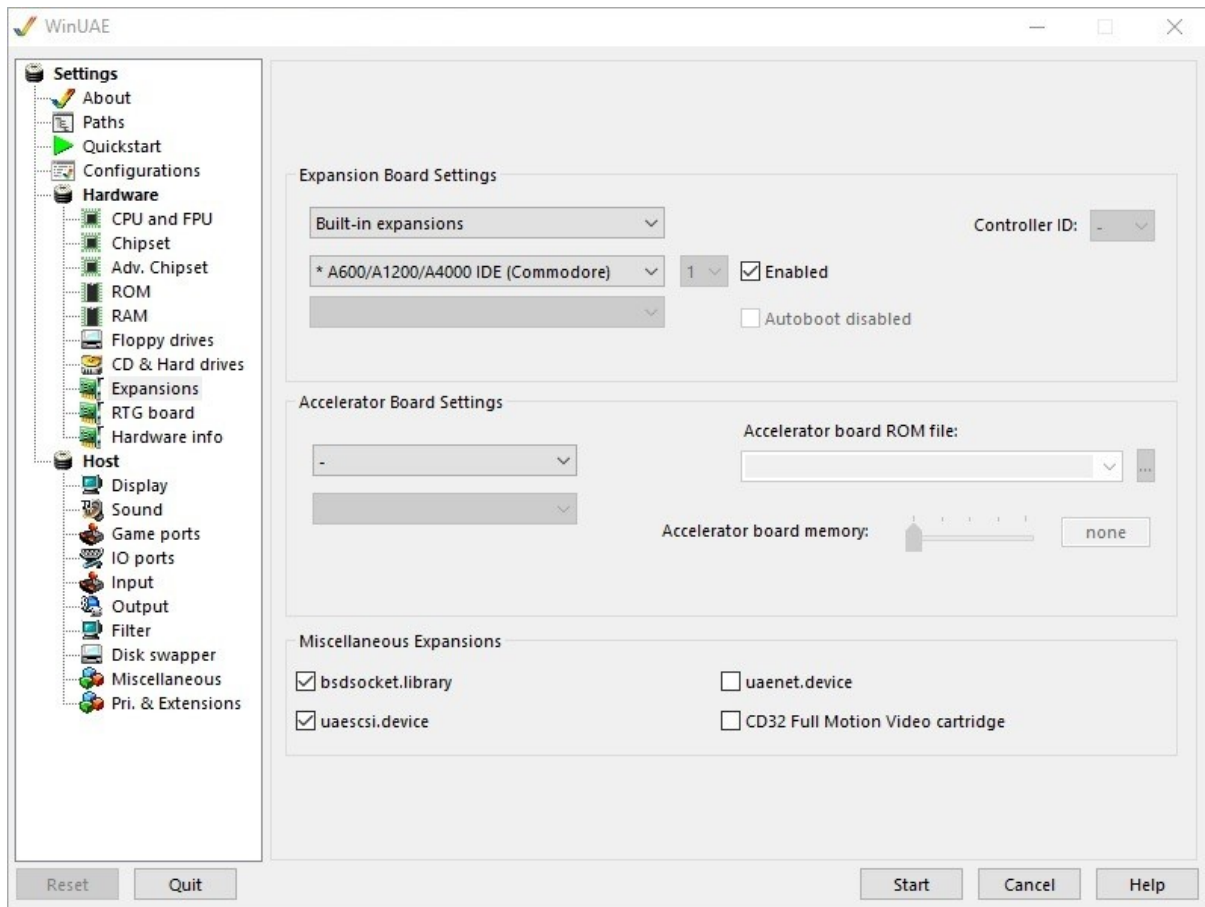
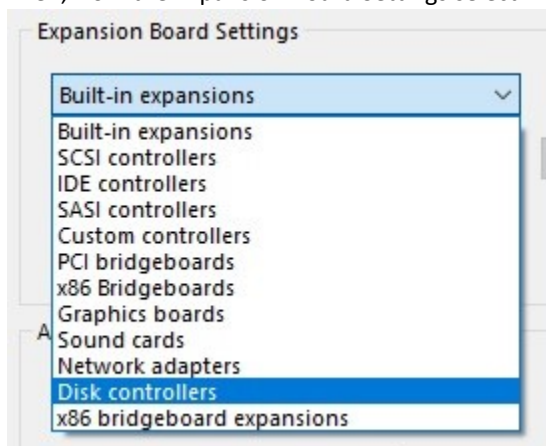


Configuration

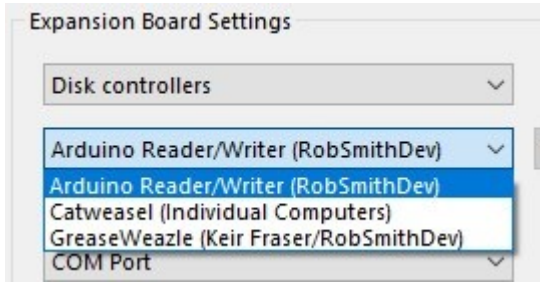
Once WinUAE is loaded, configure it how you usually would, then navigate to the Expansions section:



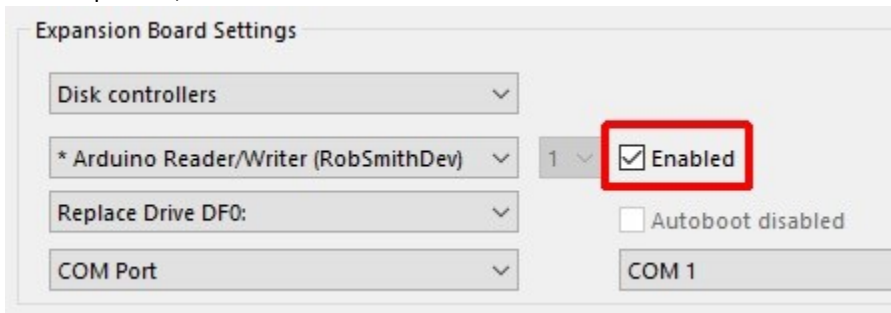
Then, from the Expansion Board Settings select Disk controllers:



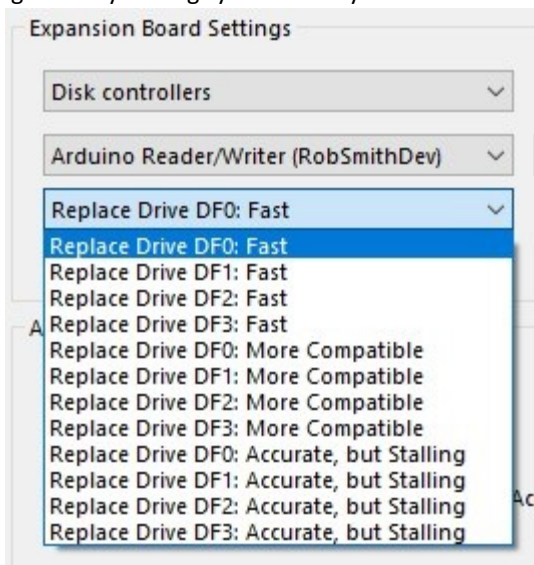
Then, from the second menu, choose Arduino Reader/Writer (RobSmithDev):



VERY important, click the Enabled box:



Then, choose which drive you want to replace, either DF0, DF1, DF2 or DF3. This will cause WinUAE to ignore any settings you currently have defined for those drives:



Fast: Uses every trick in the book to ensure the emulation is smooth, doesn't stutter with graphics, audio etc. It finds complete disk revolutions by timing one revolution and using that to estimate where others should be, and then runs a pattern matching algorithm to stitch it up correctly. It also tries to read-ahead by reading the opposite side of the disk if it can. This is the fastest method and works 99% of the time.

More Compatible: Slower than the above, but still will not cause the emulation to stutter. This uses the disk INDEX messages to work out a disk revolution. It is more accurate than the above as it doesn't rely on timings, but takes longer to read, it also runs a pattern matching algorithm to stitch it up correctly.

Accurate, but Stalling: In rare cases some disks may need this. It will freeze WinUAE when part of a disk is requested that hasn't been read yet to ensure WinUAE receives it exactly when it thinks it should. This would be bad practice on part of the software needing this, but it is possible, and some copy protections might need this too.

Now, select the COM port you have your Arduino reader/writer connected on, or leave it on Auto Detect, and you're good to go!

