

How to include the floppy driver?

Installation:

Open a CMD-Shell and set the environment variable `_winceroot` to your Windows CE directory (set `_winceroot=c:\wince410`). Start the batch file `install.bat`. The device driver `floppy.dll`, the control panel and the `fdcmount` executable will be copied to the `wince410\public\common\oak\drivers\block\floppy` directory.

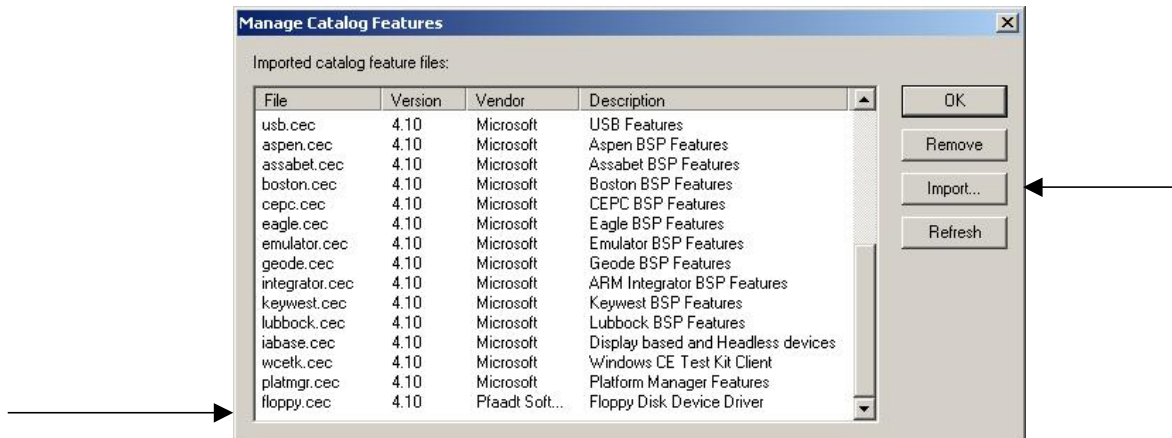
The following files must reside in the directory **wince410\public\common\oak\drivers\block\floppy** after the installation:

```
debugmode.exe  
fdcmount.exe  
floppy.cec  
floppy.dll  
floppy.rel  
floppypnl.cpl
```

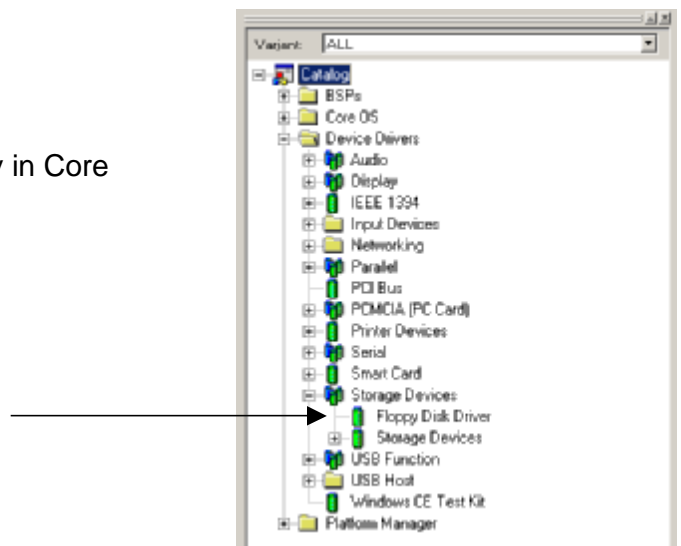
You can also simply copy the files to this directory.

Add the driver to the Catalog:

You must integrate the catalog file **floppy.cec** to the platform builder IDE. Import the file `floppy.cec` with “**Manage Catalog Features**” in the file menu.



You should get the following new driver entry in Core OS/Display based devices:



Enable Interrupt IRQ 6

You must enable the floppy disk interrupt in the kernel.

This can be done by modifying the function **OEMInit()** in the file **cfwpc.c** in the OAL-Directory **\wince410\public\common\oak\csp\i486\oal**.

Add the following line:

```
// IRQ6 is the Floppy controller.  
SETUP_INTERRUPT_MAP(SYSINTR_FIRMWARE+6, 6);
```

To get this modification to your kernel image, you must recompile the directory.

Open a CMD Box in the build menu. [Open Build Release Directory](#)
Change Directory to **\wince410\public\common\oak\csp\i486\oal**
and compile with “**build -cf**”.

Note that this step is only necessary for the first time to create the file **i486oal.lib**.
This must be done for the debug and the retail version of this library.

The new libraries can be found in **\wince410\public\common\oak\lib\i486** in the subdirectories DEBUG and RETAIL.

Integrate the driver to your project

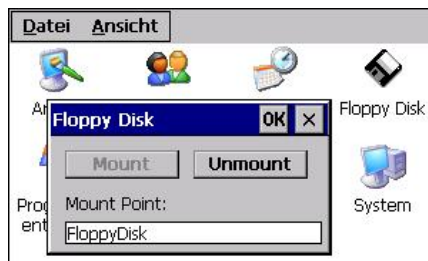
Copy the driver entry from the **catalog view** to your **workspace (feature view)** via drag&drop.

Compile the Windows CE Image with “**rebuild platform**”.

Download the Windows CE Image.

Two ways to get a floppy disk mounted

1. The **console tool FDC.EXE** activates the floppy disk driver. If a floppy disk is found, it will be mounted to directory **\FloppyDisk**. To unmount the disk simply restart the program **FDC.EXE**.
2. The **control panel FloppyPnl.cpl** can be used to mount / unmount a floppy disk.



**If you start “DebugMode.exe” before you mount the driver,
you can get Debug Information from the driver.
This could help to find defective diskettes.**