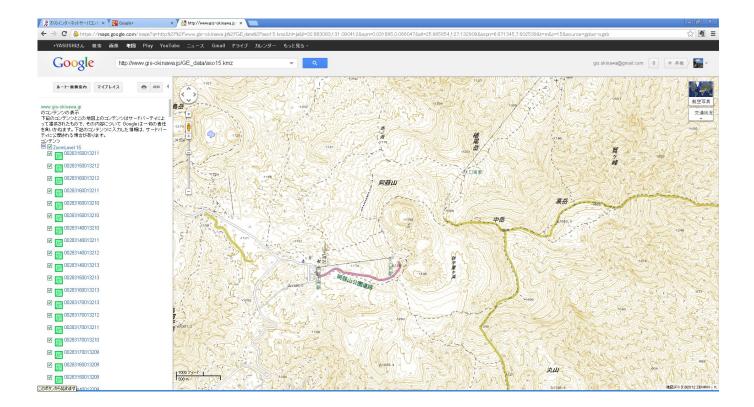Sid Meier's Civilization: Beyond Earth - Rising Tide Download Rar File



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The. to start the game with full speed.The present invention relates to a storage apparatus which permits data writing and reading between a plurality of storage media, and more particularly to a storage apparatus capable of easily and quickly correcting an error in data writing to a storage medium and of readily performing a recovery processing when an error occurs in the data read from a storage medium. In recent years, high-performance servers have come to be required of systems for information processing and like purposes, and hence the capacity of the storage apparatus mounted in such systems has increased. FIG. 3 is a conceptual diagram of the configuration of a conventional storage apparatus. The storage apparatus shown includes a hard disk apparatus 1, a hard disk controller (hereinafter referred to as a "HDC") 2, and a cache memory 3. In this storage apparatus, the HDC 2 detects an I/O (input/output) request from the host computer, and issues a command to the hard disk apparatus 1 via a SCSI (Small Computer System Interface) bus. The hard disk apparatus 1 has a plurality of magnetic disks (hereinafter referred to as "disks") 5 and an HDD (hard disk drive) 6. Each disk 5 has a plurality of tracks, and the HDD 6 accesses the disk 5 by scanning a track specified by a logical sector number (hereinafter referred to as a "LSN") or by performing a seek (for example, see JP 2003-246899 A). The HDC 2 sets the LSN of the disk 5 accessed by the HDD 6 in accordance with the I/O request issued from the host computer, and issues the command for accessing the disk 5 via the SCSI bus to the hard disk apparatus 1. In this way, the HDC 2 controls the reading and writing of data between the hard disk apparatus 1 and the cache memory 3. The cache memory 3 has a cache memory area and a non-cache memory area. The cache memory area is divided into a plurality of cache memory areas (hereinafter referred to as "cache areas") C1, C2, and C3, and the non-cache memory area is divided into a plurality of non-cache memory areas (hereinafter referred to as "non-cache areas") N1, N2, and N3. The cache area C1 is a cache area for storing data, which is stored in the hard 82157476af

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