CMD

UTILITIES

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Copyright Information

About this Package

Thank you for purchasing CMD Utilities. This package includes a number of new and improved utility programs for use with CMD hardware and other Commodore-compatible peripherals. We feel certain that you'll find many of the programs useful in the daily use of your system.

Warranty

The disk enclosed with this package is warranted to be free from manufacturing defects for a period of 90 days from the date of receipt. If the disk should fail due to manufacturing defects within that period of time, return it to Click Here Software Co. along with a copy of your original receipt for replacement.

Programs located on front side of disk:

WCOPY+

The fastest and easiest to use program for copying files between Commodore disks and IBM-formatted disks. The only IBM filecopier ever created for a Commodore that supports Windows long-filenames.

FCOPY+

Two-drive file copier loaded with extra features. Works with Commodore REU under RAMDOS, 1541 and most compatibles, 1571, 1581, and all CMD devices. FCOPY+ copies PRG, SEQ, USR and REL files of all sizes, plus contains these additional features: file scratching and unscratching; file locking and unlocking; rename files, headers or partitions; create and remove subdirectories; copy and delete C128 boot sectors; compare files. Also contains options for sending other DOS commands.

MCOPY

Two-drive whole disk copy program. Works with Commodore 1541 and most compatibles, 1571, 1581, and all CMD devices. Copies entire disks between similar drive and/or partition types. Great for backing up partitions or copying programs that use direct data on disk.

MCOMPARE

Two-drive disk/partition compare utilitiy. Works with Commodore 1541 and most compatibles, 1571, 1581, and all CMD devices. Compares entire disks between similar partition types. on CMD devices. Works well for verifying backups made with MCOPY.

BCOPY+

Backup and restore utility that allows backing up of any CMD device to a 1541, 1571, 1581, FD-2000 or FD-4000 floppy drive, or CMD HD. Backups may be individual partitions or entire devices.

FIND

Searches all drives on your computer and in all partitions and

subdirectories on CMD devices and for files that match a user defined filename pattern. Outputs to screen or printer.

SUBPARTITION AID
1581 type partitioning utility for Commodore 1581 and CMD FD disk drives, and 1581 partitions on any CMD device. Allows the user to create and format 1581 partitioning.

DIR SORT
Alphabetizing utility, works with Commodore 1541 and most compatibles, 1571, 1581, and all CMD devices and partition types.

CONVERT 41<>71
Converts disks between 1541 and 1571 formats. Great for making it possible to add files to a disk after doing a whole disk copy from a 1541 onto a 1571 double sided disk.

FOLLOW LINKS
Helps locate and remove corrupt files. This program can find and remove files with corrupt data blocks or bad track and sector pointers.

ZAP REU
Clears memory in Commodore REU's. Useful for clearing out unwanted data from power-backed REU's.

ZAP DACC
Clears memory in RAMLink Direct Access partitions.

FOREIGN CREATOR
New utility for CMD HD owners to create Foreign partitions

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larger than 16 MB, useful for some backups with BCOPY.

HD POWER TOOLS

Allows direct editing of CMD HD partition table data. This program is intended only for advanced users or emergencies.

REBUILD PDIR

Helps recover previous partitions after completely recreating the system area on a CMD HD hard drive. This program is intended for emergency use only.

CMD MOVE

Move between partitions and copy files from one partition to another from within GEOS or gateWay v2.5 using this latest version of CMD MOVE.

CMD TIME

Loads the current time and date into GEOS from the first CMD device containing a clock found on your system. Replaces HD TIME and RL TIME.

Additional Programs located on back of disk

MENUETTE 64

An all-new locate-and-launch utility with a graphic interface. Works with Commodore 1541 and most compatibles, 1571, 1581, and all CMD devices. Move easily between devices, partitions, and subdirectories to locate the program you want to run and start it directly using simple drop-down menus. Also contains a vast number of additional features to allow users to perform common functions such as file scratching, device

swapping, etc. Supports keyboard, joystick, or mouse input. (64 mode only)

Shareware Utilities located on back of disk

DEDIT.64 V7.1
Automatically sort or manually edit directories on Commodore 1541, 1571, 1581, or any CMD storage device. All CMD partition and subdirectory types are supported, as well as 1581 sub-partitions. Handles directories with up to 504 entries. (64 mode only)

DEDIT.128 V7.1
Automatically sort or manually edit directories on Commodore 1541, 1571, 1581, or any CMD storage device. All CMD partition and subdirectory types are supported, as well as 1581 sub-partitions. Handles directories with up to 1000 entries. (128 mode only)

WCOPY+

Before using WCOPY+, be sure to familiarize yourself with FCOPY+ as the user interface for WCOPY+ was based on FCOPY+. If you are already familiar with FCOPY or any of the variants such as MCOPY, you will feel right at home when you use WCOPY+

WCOPY+ is primarily a copier that can copy files between Commodore disks or CMD partitions and IBM-formatted disks. It can also copy from Commodore format to Commodore format and from IBM format to IBM format.

There are other programs available for copying to/from IBM disks, however WCOPY+ is the only one ever created that supports the Windows long-filename format. With other copiers, Commodore filenames are truncated to the 8+3 format that MS-DOS filenames are based on. Windows added a feature that allows longer filenames and this feature allows the 16 character limit of a Commodore filename to be preserved when copying to an IBM disk. The same holds true when copying files with long filenames to a Commodore disk as long as the name has no more than 16 characters, in which case it will be shortened to 16.

WCOPY+ is also fast when working with IBM disks. It has built-in disk turbo routines to speed up the copy process. When using Commodore disks, however, the speed depends on your computer. If you have JiffyDOS in your computer and disk drive, copying will be quick when using Commodore disks in the drive.

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DIFFERENCES FROM FCOPY+

When you use WCOPY+, you'll notice some changes from what you're used to from using FCOPY+. Even though the appearance is similar, some functions are different. Pressing <F1> or <F5> to select the source or target drive will present you with a list of the drives currently available. You can scroll through the list and hit <RETURN> for the desired drive.

Likewise, when pressing <F3> or <F7> to select a partition, a list of available partitions is displayed for you to choose from.

Then if you chose a native partition on a CMD device, you can select a subdirectory when pressing <s> or <t>. You can traverse through the entire tree of subdirectories in the partition until you find the one you want. Hitting <RETURN> on a subdir name will select it. Once in the subdir, you can select another subdir if one exists or you can hit <RETURN> on the 'ROOT DIR' or 'PARENT DIR' to move up through the subdir tree. WCOPY+ makes it very easy to find the subdir you want to copy to or from.

MOVING THROUGH FILE LISTINGS

Just like with FCOPY+, you can use the cursor keys to move up and down through the file listings, but you can also use the function keys for quick movements. <F1> goes to the top, <F7> goes to the bottom, <F5> moves down a page at a time, and <F3> moves up a page at a time.

TIME CLOCK

WCOPY+ includes a built-in time clock. This is used when

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copying files to an IBM disk. Your files will be time-stamped with the current time. Upon first loading up WCOPY+, your CMD devices are checked for the availability of an RTC chip. If so, the time clock will automatically be set for you. WCOPY+ will check the HD, RAMLink, FD, and SmartMouse.

If you don't have a CMD device with RTC, then you can manually set the clock by pressing <F2>. You'll be asked to enter the date and then the time. The date is entered as 'mmddyy' and the time is entered as 'hhmmx' where x is either an 'a' for AM or 'p' for PM.

USING IBM-FORMATTED DISKS

WCOPY+ can read IBM disks in the 1571, 1581, FD-2000, and FD-4000 drives. The internal 1571 in the 128DCR (metal case model) is not supported, however, it can still be used for Commodore disks. If you need to copy to/from a 5.25 inch IBM disk, you'll have to use an external 1571 drive.

With a 1571, WCOPY+ supports 160K, 180K, 320K, and 360K disks. With a 1581, 720K disks can be used. The FD-2000 can use 720K and 1.44mb disks. The FD-4000 can use 720K, 1.44mb, and 2.88mb disks. In addition to these, WCOPY+ also supports many non-standard IBM disk formats.

NOTE: This is important. Whenever you insert an IBM disk into your drive, you must press <F3> for the source drive or <F7> for the target drive. WCOPY+ will then log in the information it needs from the disk in order to work with it. You must do this anytime you change disks even if the disk is the same format. If you forget, WCOPY+ will let you know.

COPYING FILES

Copying files is just as easy to do with WCOPY+ as it is with FCOPY+. Choose your source and target drives, and then select the files on the source drive you would like to copy.

When you see the listing of files on an IBM disk, the filesize will not be in the usual number of bytes or kilobytes like you would see it on a PC running MS-DOS or Windows. Instead, WCOPY+ translates the filesize to Commodore blocks to make it fairly easy for you to determine how much space you need on your Commodore disks when copying files. When you view a directory on an IBM disk, it will also tell you the number of blocks free so you know approximately how much room you have if you are copying files to it from a Commodore disk.

PRG OR SEQ FILES

When copying a file from an IBM disk to a Commodore disk, the default behavior is for the file to be written to the Commodore disk with a PRG filetype. For some files, this may not be desirable. You can force a file to be written with a SEQ filetype when you select it for copying. Instead of pressing <RETURN> to select the file, press <SHIFT-RETURN> instead. You'll see an 's' marking the file instead of an asterisk.

Likewise, instead of pressing <t> to toggle the file selections, you can press <s> and the files will toggle to be copied as SEQ files.

Most of the time, the default PRG filetype will work fine, but in the case of a text file or some support files, SEQ might be

needed.

THINGS THAT WCOPY+ CAN'T DO

In order to fit all this functionality into WCOPY+, we had to strip some stuff out of it. For instance, you can't copy REL files with it. There's not much point in copying a REL file to an IBM disk anyway. So, if you have any REL files you need to copy to another Commodore disk, use FCOPY+. Other features of FCOPY+ that are not included in WCOPY+ are comparing files, lock/unlock files, unscratch files, un-new disk partition, make directory, copy 128 boot sector, kill 128 boot sector, rename files and partitions, and rename headers.

But of course, the big thing that WCOPY+ DOES do is work with IBM-formatted disks. And it does this better than any other copier ever created for the Commodore 64 and 128. With many Commodore users also using a PC with or without Windows, having a copier with this capability makes it easy for transferring files between the two systems. Other computer platforms can also use IBM disks which means you can share files with Linux systems, MacIntosh computers, and even Amiga computers, as well as many other computer platforms.

FCOPY+

This program is an extended version of our FCOPY program, which was created by CMD to fill the need for a file copier capable of copying any standard Commodore file between any two drives, partitions, and/or subdirectories on CMD and CBM devices. FCOPY+, like its predecessor, supports CMD device Native Mode subdirectories, 1581 sub-partitions, and REU's running under RAMDOS.

This extended version of FCOPY also contains features to allow you to perform many of the tasks you need to accomplish from time to time without having to use difficult DOS commands. As an added feature, you can use FCOPY+ to navigate through your system by selecting the device, partition, and subdirectory parameters then exiting from the program.

The use of this program is mostly self-explanatory, but we have included a breakdown of the functions here in order to provide more details where necessary.

Set Source Device (F1)
This option selects the disk drive that you wish to copy files from. The device number and type of device will be shown on the display. If the drive type is not recognized by the program, question marks will be shown instead of the actual type. In the case of unrecognized third party disk drives, the program will work regardless unless the DOS in the particular drive happens to be highly incompatible with standard Commodore-style DOS

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commands and file handling procedures.

Set Target Device (F5)
This option selects the disk drive that you wish to copy files to. The device number and type of device will be shown on the display.

Set Source Partition (F3)
If the source device is a CMD device, this option allows you to select the partition from which files are to be copied. The partition number, name and type will be displayed in the source area.

Set Target Partition (F7)
If the target device is a CMD device, this will allow you to set the partition to which files are to be copied. The partition number, name and type will be displayed in the target area.

Set Source Path (S)
If the source device is a CMD device and the partition type is Native or 1581 Emulation, or if the source device is an actual 1581, a path for subdirectories or sub-partitions may be entered by the user. Each subdirectory or sub-partition name must be separated by a slash (/).

Set Target Path (T)
Same function as Set Source Path, except that the path is

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intended for the Target device.

Select Files (F)

This option reads the source directory into the selection buffer after you have entered a file-matching pattern. File information is stored in a dynamic method, so if necessary, you will be able to view from 700 to well over a thousand files. If your directory contains more files than can be viewed, you will need to limit the selection by using a pattern which will match fewer files. (Note: Extra spaces at the end of the pattern WILL be used for matching, so be sure to delete these using the cursor and delete keys if they are not required.) Once you have entered the file selection mode, you may select or de-select files by pressing the <RETURN> key while the selection arrow is pointing to the file. An asterisk (*) indicates which files have been selected. Pressing the 'T' key allows you to toggle all selections ('T' will select all unselected files, and de-select all selected files). The number of files selected, and the total number of blocks represented by those files is displayed in the status box. The cursor up and cursor down keys allow you to scroll through the file selection list. The options which use the file list (copy, compare, and scratch) are all available from within this function. After selecting files, you may press the appropriate key ('C', 'X', or '#') to begin using any of these functions. When you have finished, press the back- arrow key (<-) to return to the main menu.

Reselect Files (R)

You may, at any time after selecting files, return to the file selection mode without re-reading the directory. This allows you to change your selections before or after copying files.

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When all comparisons are complete, an option allows you to compare the same files to another disk (Naturally your target drive would need to be a floppy disk drive to take advantage of this option). Note: The compare feature is also available directly in the file list presented by the 'F' and 'R' functions.

Scratch Files (#)

This option starts scratching the files you selected using the 'F' and/or 'R' options. Please note: files are scratched from the source disk! You will be asked "ARE YOU SURE (Y/N)?" before the scratching operation begins. Note: this feature is also available directly in the file list presented by the 'F' and 'R' functions.

Source/Target Directory (A/B)

Allows you to view the directory of the source or target disk. The program will ask for a file-matching pattern so that you may view files which match a given name pattern and/or filetype. On CMD devices with an RTC, the pattern will also allow the selection of files by time and date. (Note: Extra spaces at the end of the pattern WILL be used for matching, so be sure to delete these using the cursor and delete keys if they are not required.)

Send Disk Command (@)

This option allows you to send a disk command to either the specified source or target. Disk commands sent with this function follow the specified source or target path. Therefore, you should be sure you to set these parameters correctly before sending a command intended for a certain area on a CMD device or 1581 disk drive. You may bypass sending the command to the

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currently set partition and path by including a partition number and path in the disk command, except where 1581 sub-partitions are concerned.

Lock/Unlock Files (L)

This feature allows you to lock or unlock a single or multiple files using a file list. Since locked files cannot be scratched, locking is a means of protecting against accidental loss. After selecting this option, press 'S' or 'T' to indicate whether you wish to lock/unlock files on the source or target directory. You may then enter a file-matching pattern to determine which files will be shown in the selection list. The matching files will then be read and displayed, and the status window will display the available options in this section. Locked files will appear with a 'less than' symbol (<) just to the right of the filetype. As with all the selection lists, the cursor up/down keys allow you to move through the list, the <RETURN> key selects or de- selects the item currently pointed to by the selection arrow, and the 'T' key toggles all item selections to the opposite state. An asterisk (*) to the left of an item indicates a selected item. After you have selected all the files you wish to have locked or unlocked, press 'B' to begin. The locked status of each selected file will be toggled as the function works its way through the list. Any selected file previously locked will become unlocked, and those which were previously unlocked will become locked. When you are finished, use the back arrow key (<-) to exit back to the menu.

Unscratch Files (U)

This option will, under the correct conditions, allow you recover

files which you have scratched. Please bear in mind that if you have written to a disk or partition after scratching files, some or all of the scratched files may not be recoverable - even if the filename still exists. After selecting this option, you will be asked if you wish to unscratch from the source or target directory. After you have selected this, the directory will be scanned for scratched files. When a scratched file is found, its name will be displayed and you will be asked if you wish to unscratch it. If you select no, the scan will continue on. If you select yes, you will be asked to supply a filetype for the file from six possible types: (S)equencial, (P)rogram, (U)ser, (R)elative, (C)bm, or (D)irectory. Choosing the incorrect type may cause problems during the validation that occurs at the end of this option, so please try to choose correctly. Selecting Sequencial, Program, or User is usually the safest when you are uncertain, but you may also press <RETURN> to abort unscratching the currently displayed file. After all scratched files have been scanned and responded to, the disk or partition will be validated to properly re-allocate the unscratched file(s).

Format (N)
This option will allow you to format or new a disk in either the source or target device. If you are going to be formatting a partition on a CMD device, be sure to select the partition before entering the format option. Select 'S' or 'T' to indicate formatting on the source or target device. If the selected device is a CMD FD Series floppy disk drive, the next prompt will allow you to select formatting of the entire disk (D) or a single partition (P). You will now be asked to enter a name of up to 16 characters for the disk, and this will be followed by request to enter 2 character ID. If you press <RETURN> without entering an ID, a 'short

new' format is assumed except in the case of CMD FD entire disk formatting. A 'short new' simply writes a new header and blank directory instead of physically formatting an entire disk (formatting of CMD device partitions are ALWAYS done as a 'short new'). If the selected device is a CMD FD Series floppy drive, the next prompt will request the desired format density ('D' for double or 800K, 'H' for high or 1.6 Mb, and 'E' for enhanced or 3.2 Mb), and this will be followed by a prompt for format partitioning types ('N' for a single CMD Native type or '8' for as many 1581 types as will fit on the particular format). All device types will receive the next prompt asking if you are sure about going ahead with formatting. Pressing 'N' here will abort back to the menu, while 'Y' will bring up the final prompt requesting you to make sure that you have inserted the disk you wished to have formatted in the selected device. One final press of the <RETURN> key starts the actual format process.

Un-New Disk/Partition (O)

While disks formatted on standard Commodore drives with the regular format command are completely erased and un-recoverable, disks formatted with a 'short new' or partitions on CMD devices formatted using either method are recoverable. In the case of CMD device partitions, all files should be recoverable. Disks formatted on Commodore drives with a 'short new' will no longer contain information needed for the first eight file entries in the directory, but all other files beyond those can be recovered. When you select this option, you will be asked whether it should be performed on the source (S) or target (T) device. The program will now attempt to determine the interleave of the directory involved, and will then re-link the first directory block to the remaining directory blocks. If the selected directory

is a CMD device partition, you will be asked for information needed to unscratch the first eight file entries. This operation is identical to that used in the Unscratch Files option. The option will finish up by validating the disk or partition to re-allocate the blocks used by the files.

Make Directory (M)

This option allows you to create a subdirectory within a Native Mode partition on any CMD device. You must have the partition and directory where you want the subdirectory to be created set in either the source or target window before selecting this function. Upon entering this option, select source or target. You will then be prompted to enter a name for the new subdirectory. After it has been created, you will be returned to the main menu.

Remove Directory (D)

This option will remove a single or multiple subdirectories, first scratching all files located within the subdirectories specified. Before entering this option, make certain that you have set either the source or target window for the parent directory of the subdirectory you wish to remove. You might also want to verify that the subdirectory does not contain any important files before using this option. Upon entering this option, select source or target. A selection list will appear containing the names of all subdirectories located in the currently selected directory. As with all the selection lists, the cursor up/down keys allow you to move through the list, the <RETURN> key selects or de-selects the item currently pointed to by the selection arrow, and the 'T' key toggles all item selections to the opposite state. An asterisk (*) to the left of the item indicates a selected item. After you have

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selected all the subdirectories you wish to have removed, press 'B' to begin. Each subdirectory will be removed (if possible) as the function works its way through the list. If a subdirectory you have selected for removal contains another subdirectory nested within it, it will not be removable. When you are finished, use the back arrow key (<-) to exit back to the menu.

Copy C-128 Boot Sector (&)
This option allows you to copy the C-128 boot sector (Track 1, Sector 0) from the Source to the Target. This function was provided because some C-128 programs will not load unless the boot sector is copied to the target disk along with the appropriate program file(s). Important: Use this function only on C-128 autoboot disks. Using it on disks that do not autoboot in C-128 mode creates the risk of corrupting data on the Target drive.

Kill C128 Boot Sector (K)
This function removes a C128 boot sector from a disk by clearing the boot sector (Track 1, Sector 0). Make sure that you use this function only on disks or partitions containing a C128 boot sector, or data loss may occur.

Rename File (=)
This option will rename a single or multiple file located within the specified directory. Before entering this option, make certain that you have set either the source or target window for the directory containing the file(s) you wish to rename. Upon entering this option, select source or target. A selection list will appear containing the names of all files located in the currently

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selected directory. As with all the selection lists, the cursor up/down keys allow you to move through the list, the <RETURN> key selects or de-selects the item currently pointed to by the selection arrow, and the 'T' key toggles all item selections to the opposite state. An asterisk (*) to the left of the item indicates a selected item. After you have selected all the files you wish to have renamed, press 'B' to begin. Each file name selected will in turn be shown in the status window, where you will be prompted to enter a new name for it. When you are finished, use the back arrow key (<-) to exit back to the menu.

Rename Partition (\)

This option will rename a single or multiple partitions located on the currently selected CMD partitionable device. Before entering this option, make certain that you have set either the source or target window for an appropriate device, and if the device is a CMD FD Series floppy drive, it must contain a disk that is in a CMD partitionable format. Upon entering this option, select source or target. A selection list will appear containing the names of all partitions located on the currently selected device. As with all the selection lists, the cursor up/down keys allow you to move through the list, the <RETURN> key selects or de-selects the item currently pointed to by the selection arrow, and the 'T' key toggles all item selections to the opposite state. An asterisk (*) to the left of the item indicates a selected item. After you have selected all the partitions you wish to have renamed, press 'B' to begin. Each partition selected will in turn be shown in the status window, where you will be prompted to enter a new name for it. When you are finished, use the back arrow key (<-) to exit back to the menu.

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Rename Header (H)

This option will rename a disk or the current directory on the specified device. Before entering this option, make certain that you have set either the source or target window for the device and/or directory you wish to rename. Upon entering this option, select source or target. The current name of the disk or directory will be displayed, along with a prompt for a new name. Enter the new name and press <RETURN> to complete the function.

Exit Program (<-)

Allows you to exit from program. If you wish to use the program again, it must be re-loaded.

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MCOPY

MCOPY is of the type of program commonly referred to as a 'whole disk copier'. It can copy an entire disk between two floppy disk drives of the same type, a floppy disk drive and similar CMD device partition, or two similar partition types on the same or separate CMD devices. The program will support all Commodore floppy disk drives, any fully compatible third party drives, and all CMD storage devices.

MCOPY is useful for backing up partitions to a floppy disk or to other partitions on CMD devices. It is also possible to copy Native Mode partitions to other Native Mode partitions of different sizes. This can be useful when you decide that you need a larger partition to hold data. Although it is also possible to copy from a larger partition to a smaller one, it is possible that some data will be lost in this process. The same situation applies when copying from a 1571 type to a 1541 type - if the 1571 disk is double-sided and the second side contains data, that data will be lost.

Selecting Source and Target devices and partitions is similar to the way this is done in FCOPY. It is important to note, however, that the program will only let you select a target device/partition that is of the same type as the source device/partition. For example, if the source device is a 1541, you will be able to copy only to another 1541 or 1571 drive, or to a 1541 or 1571 partition on a CMD device. If the source device is a 1581 partition on a CMD device, you will be able to copy only to a 1581 drive or to a 1581 partition on another CMD device. See the chart at the end

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of this documentation for the list of matching types which MCOPY allows for.

MCOPY is self-documenting. A help menu is always on screen and lists the available options. Please note that MCOPY will overwrite any previous contents on the target partition or disk.

Set Source Device (F1)

This option selects the disk drive that you wish to copy from. The device number and type of device will be shown on the display.

Set Target Device (F5)

This option selects the disk drive that you wish to copy to. The target device may not be selected until the source device (and source partition if a CMD device) has been set, and must be a matching type (see chart for matching types). The device number and type of device will be shown on the display.

Set Source Partition (F3)

If the source device is a CMD device, this option allows you to select the partition you want to copy from. The partition number, name and type will be displayed in the source area.

Set Target Partition (F7)

If the target device is a CMD device, this will allow you to set the partition you want to copy to. The target partition cannot be selected until the source partition has been set. The partition

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number, name and type will be displayed in the target area.

Begin Copying (C)

This option starts the copying process. The source disk or partition will be copied to the target disk or partition, and the copying process will continue until completion unless an error is detected.

Source/Target Directory (A/B)

Allows you to view the directory of the source or target disk.

Exit Program (<-)

Allows you to exit from program. If you wish to use the program again, it must be re-loaded.

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Matching Device and Partition Types

<u>Source Types</u>	<u>Target Types</u>
1541 **drive/partition**	1541 drive, 1571 drive, 1541 partition, 1571 partition
1571 **drive/partition**	1541 drive, 1571 drive, 1541 partition, 1571 partition
1581 **drive/partition**	1581 drive, FD-2000 drive, FD-4000 drive, 1581 partition
Native partition	Native partition

MCOMPARE

This program provides a means of verifying entire disks or partitons against a master or original copy on a CMD device. This can be useful for checking backups or copies made for other purposes. We use this program ourselves at CMD whenever disks are returned by users who have had trouble with getting them to work on their systems.

MCOMPARE, like MCOPY, will only compare similar formats. That is to say that both the source and target must be similar formats. You may not compare a 1541 disk with a 1581 partiton, for example, since these formats are obviously different.

MCOMPARE also has one further limitation. The compare code is run from inside the target drive in order to speed up the compare process. Due to the amount of space required for this code, the target device must be a CMD device.

To use MCOMPARE, select the source device using <F1/F2>. The source may be a 1541, 1571, 1581, CMD FD, CMD HD, RAMLink or RAMDrive. If the source is a CMD device, then select the source partition using <F3/F4>.

Now select the target device using <F5/F6>. The target may be a CMD FD, CMD HD, RAMLink or RAMDrive. Select the target partition using <F3/F4>.

To begin the comparison, press the <C> key. After the comparison is complete, MCOMPARE will report whether the

source and target match or not.

Directories of the source or target may be obtained by using the <A> key (source directory) and <B> key (target directory).

To exit from the program, press the back arrow key.

BCOPY+

BCOPY was developed to provide CMD storage device users with a way to back up the contents of these devices onto multiple floppy disks. You can use BCOPY to back up the entire contents of any CMD device all at once, or you can back up the contents of individual partitions, one at a time. This enhanced version, BCOPY+, has been further enhanced to provide additional backup features when using a CMD HD Series hard drive. These features include backing up any CMD device or partition to a CMD HD Foreign Mode Partition, as well as the ability to backup an entire CMD HD to another CMD HD.

Note: The backup disks created by BCOPY represent a sector-by-sector backup of the original disk or partition and do not contain a directory. Thus, they are usable only for restoring a complete disk or partition and cannot be used outside of BCOPY for restoring data on a file-by-file basis.

Modes

BCOPY operates in two modes: Backup Mode and Restore Mode. Backup Mode allows you to back up the contents of your HD (or other CMD device) onto multiple floppy disks. Restore Mode allows you to restore the contents of a disk or partition on your CMD device from the multiple floppy backup disks. Use the < M > key to change modes (the default mode is Backup).

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Backing up Data

The first step in backing up data is to select the desired source and target drives. The source drive for a backup operation is selected by using the <f1> key. When in Backup Mode, BCOPY will let you select only CMD devices for the source drive (the device you will backup from). CMD devices include the FD, HD, RAMLink and RAMDrive. When you select the source drive, BCOPY automatically defaults to the 'ENTIRE DRIVE' backup mode. If you want to back up an individual partition instead of the entire device or disk, use the <f3>/<f4> keys to select the desired partition.

Next, select the target drive (the device you will backup to) by using the <f5> key. The target must be a floppy drive (1541, 1571, 1581 or FD) or a CMD HD Series hard drive. If the target device is an FD, you must select the desired disk capacity ('SIZE') by using the <f7>/<f8> keys. An FD-2000 can use either 800K or 1.6M disks; an FD-4000 can use 800K, 1.6M or 3.2M disks. If you select a CMD HD as your target device, it will default to 'ENTIRE DRIVE' mode. If your source is not a CMD HD set for 'ENTIRE DRIVE' backup mode, then use the <f7>/<f8> keys to select a previously created foreign mode partition for your target.

To start the backup process, press the <C> key. The status display will then inform you how many disks the backup will require (if your target is a floppy drive) and approximately how long the backup will take. At this point, you will be given the option to continue or quit. If you choose to continue, BCOPY will begin the backup process and prompt you to insert disks in the target drive as they are needed until the backup is complete. You will be reminded to label each completed disk with its

sequence number, along with the source device/partition/disk number and/or name, and the current date.

Restoring Data

In order to restore data to a device, partition or disk, you must first select Restore Mode by using the <M> key. Next, select the source drive for the restore operation by using the <f1> key. When in Restore Mode, the source drive (the device you will be restoring from) must be a floppy drive (1541, 1571, 1581 or FD) or a CMD HD. If the source device is an FD, you must specify the disk capacity ('SIZE') of the backup disks by using the <f7>/<f8> keys. An FD-2000 can use either 800K or 1.6M disks; and FD-4000 can use 800K, 1.6M or 3.2M disks. If the source device is a CMD HD, it will default to 'ENTIRE DRIVE' mode. If you are not restoring an entire HD to another, use the <f7>/<f8> keys to select the foreign mode partition which contains the data to be restored.

Next, select the target drive by using the <f5> key. The target drive (the device you will be restoring the data to) must be a CMD device (FD, HD, RAMLink or RAMDrive). When you select the target drive, BCOPY automatically defaults to the 'ENTIRE DRIVE' restore mode. If you want to restore an individual partition instead of the entire device or disk, use the <f3>/<f4> keys to select the desired partition.

To start the restore operation, press the <C> key. BCOPY will begin restoring the disk or partition and will prompt you to insert disks in the source drive as they are needed until the restore operation is complete.

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Important: BCOPY has no way of checking the backup disks to make sure you are inserting them in the proper order or if they are the correct ones for the intended target disk or partition. Therefore, it is important that you label your backup disks properly and that you pay close attention to the labels when you run a restore operation.

Additional Notes About Using BCOPY with a CMD HD

When you back up data to a CMD HD foreign mode partition, or when you back up or restore an entire HD to another, BCOPY will allow you to do so even if the target area is smaller than the source. If this is the case, data loss may occur. BCOPY will warn you of these conditions, and allow you to continue with the procedure at your own discretion. It is up to you to verify that data loss will not occur, or will not be a problem for you. You may check the size of any CMD HD by using DRIVE INFO from the HD UTILITIES disk. HD-TOOLS will show you how many blocks are unused on a CMD HD by entering the CREATE PARTITION option from the main menu. Please note that many different mechanisms have been employed in CMD HD drive models, thus two drives of the same model may easily be of differing sizes.

When backing up an entire CMD HD to a smaller HD, you should first make sure that none of the partitions will extend beyond the end of the drive's capacity. If you do not adhere to this warning, attempts to delete partitions later on the smaller drive could cause severe corruption and data loss. Delete extra partitions from the source drive before attempting the backup. Note: You may also edit them from the target drive after the backup is complete using HD POWER TOOLS, but this is much

more difficult, and not suggested for the novice or average user.

Also note that when backing up an entire HD to another, the device number of the target HD will be maintained, as BCOPY knows that having two devices with the same device number isn't wise.

HD Partition Size Info

The following table gives size requirements for backing up various partitions, FD disks, and common RAMLink sizes to CMD HD foreign mode partitions. Please note that foreign mode partitions MUST be created with HD-TOOLS or the new FOREIGN CREATOR before you use BCOPY.

Source	Req'd Size
1541 partition	768
1571 partition	1536
1581 partition	3328
800K FD disk	3328
1.6 MB FD disk	6656
3.2 MB FD disk	13056
512 KB RL\RD	2048
1 MB RL\RD	4096
2 MB RL\RD	8192
4 MB RAMLink	16384
8 MB RAMLink	32768
16 MB RAMLink	64536

Find

Find is used to locate files wherever they may be on your system. It does this by seaching each directory and subdirectory of each partition that falls into the partition range, and on every device specified. Find will work on Commodore 64's and 128's in any standard mode with all CMD devices, Commodore 15xx series disks drives, and 100% compatibles. It is not compatible with REU's using RAMDOS or with any non-CMD hard drives.

Find will report errors if it encounters a non-standard directory. This includes disks and partitions formatted with CP/M, or 1581 subdirectories that are not Commodore DOS formatted (such as those used to protect boot blocks, etc.). In either case, the program may report an illegal block error, and will skip any remaining files in that partition or on that disk.

About the Output

The ouput you'll see from FIND will contain a number of elements. Whenever a matching file is found the filename will be printed. If the fast option is off, this will be followed by the filetype, time and date that the file was last modified, and the number of Commodore blocks used by the file. Also, if this file is the first from a new device, partition, or subdirectory, FIND will print a locator line before printing the matching file information. This locator line will consist of the device number (in square brackets), the partition number (if coming from a CMD device), and the subdirectory path where the file is located (if in a Native or 1581 partition or on a 1581 disk). Also note that

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FIND follows paths as it encounters them, then returns eventually to the parent for further searching. This means that you may see some paths printed more than once if addtional matching files are found after finding files in an enclosed subdirectory.

Note: Time is reported in military format, and the time and date info will only be correct on files coming from CMD devices with RTC options, drives containing files created with GEOS, and devices containing disks which were 'whole disk copied' from either of the previous.

Starting Device (S)

This option allows you to change the device number where the search will begin. After selecting this option, use the '+' and '-' keys to change the starting device number. The program will not allow you to set the starting device number higher than the ending device number. When the display shows the device you wish to begin the search on, press <RETURN>.

Ending Device (E)

This option allows you to change the device number where the search will end. After selecting this option, use the '+' and '-' keys to change the ending device number. The program will not allow you to set the ending device number lower than the starting device number. When the display shows the device you wish to end the search on, press <RETURN>.

Printing Device (P)

FIND will let you send the output to a printer as well as the

screen by setting a printer device number with this option. The normal default for the printer device is 00, which means no output to printer. Each press of the 'P' key will increment the printer device number through the possible selections. Five printer device numbers are selectable, starting with device number 2 (which is used only for Epson compatible printers attached with a geoCable or similar type of user port cable). The remaining possible settings for this option are for serially interfaced printers, either Commodore printers, or other types which emulate a Commodore printer via an interface attached to the serial bus. The device numbers available for these types of printers are 4 through 7. (Note: If a serial device number is selected for a printer and the printer cannot be found, the program will simply skip printing).

Partition Range (R)

This option allows you to set the starting and ending partition numbers for the search. This option only affects CMD devices which are searched. Although the defaults are set to begin at partition 1 and end at partition 254, the program internally checks only to the highest possible partition number on any given CMD device. These values simply serve as a means to limit the search further on any device where they might apply. To set the range, press 'R' to enter this option. Use '+' or '-' to change the lowest partition to be searched (starting partition). The program will not allow the starting partition number to exceed the ending partition number. When the starting partition number is set to the desired value, press <RETURN>. You may now use '+' or '-' to set the highest partition number to be searched (ending partition). The program will not allow the ending partition number to be set below the starting partition number. When the ending partition

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number is set to the desired value, press <RETURN>.

Input String (I)

This option allows you to enter a 'string', or the series of characters you wish to match within a filename. No pattern matching will operate in this string (the ? and * symbols are taken as literals just like any other character) except that a single asterisk (*) can be used here to indicate that you wish to match ALL files. Up to 16 characters may be entered, but the search is position insesitive. This means that entering BAS for example will turn up TEST.BAS as well BASEBALL during the search. An exact match is possible by padding the input to the end with shifted spaces, thus entering BASEBALL followed by 8 shifted spaces will turn up only BASEBALL during the search, and will not report finding BASEBALL.OBJ. When you have finished entering your search string, press <RETURN>.

All Files (A)

Selecting this option causes an asterisk to be displayed in the search string area, which sets the program up to find all files.

Fast Option (F)

Enabling the fast option limits the output of matched files to location of file and name only. With the fast option off, the filetype, time and date the file was last modified, and size of the file are also shown. This option will have no effect on actual search time, only on the amount of time required to ouput the matched files to screen or printer. Thus, on searches where you expect only a few matches, this option will be of little advantage.

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The fast option is toggled on and off by consecutive presses of the 'F' key.

Case Matching (C)

This option, when disabled, allows matching of filenames with the search string in both uppercase and lowercase character sets. This will, however, slow the search speed down a little, since each filename checked must be converted. When searching for GEOS files, it is much easier to leave this option turned off so that you may enter your search string without regard to case. This option is toggled on and off by consecutive presses of the 'C' key.

Begin Search (B)

Once you have all the search parameters set, use this option to begin the search. How long the search will take will depend very much on the search parameters you have set up, the length of the search string, which computer and mode you use, and speed of the devices being search. The number of partitions and subdirectories on CMD devices, as well as the number of partitions on 1581 floppy disks will also affect the search time. As an example, a search through 32 partitions, nearly a hundred subdirectories, and scanning over 6600 files on a parallel connected CMD HD-40 took just over 3 minutes when setting the options for the fastest possible search.

Quit (Q)

This option allows you to exit from the program back to BASIC. You will be asked to verify that you really want to exit the program by pressing 'Y' for yes, or 'N' for no.

SUBPARTITION AID

This utility allows you to create partitions on 1581 disks, or what we call 1581 sub-partitions on CMD devices (to avoid getting these confused with our 1581 Emulation partitions). See your device manual for a description of what 1581 partitions are if you are unfamiliar with them.

To use this program, load and run it from any drive on your system. A menu will offer 7 selections.

Changing Devices

The first item to concern yourself with is option 6, which allows you to select the device you wish to create 1581 sub-partitions on. Be aware that sub-partitions may only be created on a Commodore 1581, CMD FD, or in 1581 Emulation partitions on CMD devices, so use this option to choose one of these device types. Each time you press the <6> key on the keyboard, this option will increment to the next available device.

Changing Partitions on CMD Devices

If the device you have elected for sub-partitioning is a CMD device (except a CMD FD with a true 1581 formatted disk), you should use option 5 to move to the correct 1581 Emulation partition. If you do use this option, you will be prompted for the partition number. Enter the number of the 1581 Emulation partition you wish to create sub-partitions in, then press the <RETURN> key.

Viewing Directories

There is also an option to allow you to view the current directory of the device specified with option 6. The directory option will allow you to view all file types, or you may also elect to view files of specific types. Just choose the option you desire after pressing the <1> key to enter the directory viewer.

Creating Sub-partitions

When creating sub-partitions, a little note will remind you of the limitations that DOS applies to them. The program does not limit what you can do, but the DOS certainly will if you don't adhere to the guidelines. The create option contains a number of sub-options for entering a name, starting track, starting sector, and size of the sub-partition to be created.

Please note that sub-partitions are not allowed to use or span the directory track on 1581 disks or partitions (track 40). Also, they must begin at sector 0 of a track, be at least 3 tracks (120 blocks) in length, and the size must be an even multiple of 40 (1 track) in order for DOS to be able to format them. You may create sub-partitions which do not meet this criteria for special needs, but you will not be able to use them for regular file storage. Sub-partitions are also not allowed to partially overlap, though they can be nested.

Once you have all the parameters set up the way you want them, press the <5> key to create the sub-partition, or abort by pressing the <6> key.

Deleting Sub-partitions

Option 3 on the main menu allows you to delete subpartitions that were previously created. Take care that you have copied any important data contained in files in a sub-partition before deleting it, as all files contained within it will also be deleted. This option requires that you be in the parent directory for the sub-partition in order to use it. That means that the sub-partition you wish to delete should be visible as one of the file entries when you view the current directory. This option will simply ask you for the name of the sub-partition to be deleted. Enter it, then press the <RETURN> key.

Entering Sub-partitions

Option 4 on the main menu allows you to enter sub-partitions. If you wish to create a nested sub-partition, you must first enter the one you wish to create an additional one in. You could also use this option to enter sub-partitions you wish to use, then exit the program via the Quit option. To use this option, press <4> at the main menu, then enter the name of the sub-partition you wish to enter and press <RETURN>. If you press <RETURN> without entering a name, you will be taken directly to the root directory. If the sub-partition name you entered is not correct, or is not found, an error will be displayed. This error will also show up if you attempt to go to the root and are already in it.

Quit

A rather simple but useful option that exits you back to BASIC, leaving you in whatever sub-partition you were in when you elected to quit.

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CMD DIR SORT 1.5

This utility was initially created back in 1990, when there weren't any directory sorters around that could handle Native partitions or subdirectories. With the advent of a program like DEDIT, this program is probably rarely used anymore, since it suffers from slowness due to being written entirely in BASIC. It does, however, serve the purpose of providing programmers with some insight on how to recognize and deal with various drivetypes, and how to locate exactly where the current directory exists when working with subdirectories and 1581 partitions. For this reason, it has been included in this utilities collection. Much of the code used here was used as a basis for DEDIT, so we're sure other programmers can benefit by the inclusion of this program on CMD Utilities.

To use this program, load and run it from any drive on your system.

As the program begins, a prompt will ask you to supply the device number of the device containing the directory you wish to sort. The device will then be checked to see what type it is (lines 190 through 280). If the device is a CMD device, another prompt asks for the partition number. After moving to the specified partition, it is checked to see if it is a Native type, and a path is reqested and moved to if it is.

Now the program is set to check where the beginning track and sector of the current directory is located. It does this in lines 370-390 with a memory-read of the drive immediately after

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opening and closing the directory file. The location of the memory-read is determined by the device type (the variable MR, which is the high byte for the memory-read was set for this purpose during the device type polling).

After this the program will read the directory entries into memory, sort them, then ask if you wish to have them written back to disk.

Finally, the program asks if you'd like to sort another directory, and exits if you do not.

CONVERT 41<>71

This utility allows you to convert between the 1541 and 1571 formats with disks on 1571 disk drives, and with 1571 partitions on CMD devices. The application of such a program is that occasionally you may have a disk which must be mirror copied (such as with MCOPY) in order to operate. These disks are almost always 1541 format. By using this program, you can 'expand' such a disk so that it is possible to add files to it.

The same thing applies to 1571 partitions on CMD devices. After using MCOPY to copy a 1541 disk into a 1571 partition on a CMD device, the partition will appear only to have the amount of storage space as a 1541 partition. Again, this program can expand that partition back out to its original capacity, giving you room to add files.

While we're not sure just why you would want to, we have also supplied the ability to reverse these functions in the program.

To use the program, load and run it from any drive on your system. You'll see a number of options available to you once the program starts running. Use the <D> key to select the device you wish to use. The program will only allow certain types of devices to be used, so that is all you will see as you toggle through the devices. If you happen to toggle to a CMD partitionable device, this function will search it for the first 1571 partition it can find, and report if none exist. Further 1571 partitions can be accessed (if they exist) by using the < P > key to toggle through them.

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Make sure the correct disk is in drive you select, or that you have selected the correct partition if using a CMD device, then press <1> on the keyboard to convert the disk or partition to 1571 format. This will set a flag on the disk to indicate that it is a 1571 disk and clear the BAM for the back side of the disk. If the back side of the disk is not formatted, or formatted as a 'flippy', the program will ask if you wish to format the back side.

Please note: only the back side of the disk will be formatted when this happens, and all data on the front side will remain intact.
The disk is now capable of storing additional files.

As mentioned before, you may reverse the process. This is done by selecting option 2. This will clear the BAM for the back side, and change the disk type flag back to 1541. Any data stored on the back side of the disk will be lost. To avoid such losses, we suggest option 4, which sets the flag only to 1541. This makes the disk look like a 1541, but is a process that can be reversed by using option 3. In either case, the names of files written to the back side will still be seen in the directory, though the data itself will be inaccessable so long as the disk is marked as a 1541.

Also note that marking a 1541 disk as a 1571 with option 3 can make some 128 programs load faster on stock systems, so even if you aren't looking for additional storage space on a disk this function can be used to make improvements in load time.

FOLLOW LINKS

This utility offers the unique ability of being able to locate files that contain bad links or corrupt data, common causes of validation errors. Further, the program can manually remove these files from the directory, making a proper validation possible. The one thing that must be good in order for this program to operate properly is the directory.

To use this program, load and run it from any drive on your system.

Once the program begins, a prompt will ask which device contains the disk or partition you wish to repair. Enter the device number and press the <RETURN> key. If the device is a CMD device, you will be prompted for the partition number. If this partition is a Native type, the path to the directory will be requested.

After the prompts have been responded to, the program will begin checking the disk or partition (in the case of Native partitions, only the current directory or subdirectory is checked - if other subdirectories exist, they must be checked seperately). The program will display the name of the file currently being checked, the track and sector being examined, and how many blocks into the file it currently is. Since the program compares the link of each sector to all previous sectors read from the file, the checking process slows down as it proceeds further into the file.

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If a bad link or sector is encountered, an error message will be displayed, and you will have the option of removing the file.

After all files in the directory have been checked, the program will give you an option to validate the disk or partition. If you have removed any files, you should validate. After validation is complete, or if you skip validation, the program will give you the opportunity to check another directory or exit.

ZAPREU

This utility allows you to browse through the contents of your REU, and should you so desire, fill your REU memory with a specified byte. This may be handy for some users who have battery backed REU's. We've notice that when we use an REU in direct mode in RAMLink, some programs see the contents left previously and assume they are still intact. If you have since used some other program directly with the REU or through a DACC area assigned to the REU, the contents may no longer be completely valid. We find this often when using CS-DOS after having used GEOS.

This situation was the reason for creating ZAPREU. To use ZAPREU, you must have an REU attached to your computer, either directly or via RAMLink. If it is through RAMLink, then you must switch to DIRECT mode.

To use this program, load and run it from any drive on your system. Once the program begins, the main options will appear on your screen, along with the default fill settings.

The default fill settings display a start address of $00:0000. The first two zeroes are the bank number, and the four following the colon are the actual starting address in that bank. These values are displayed in hexadecimal format. The end address is similarly displayed, but shows an address of $00:00FF. The addresses can only be incremented by even pages, so the last two places in these addresses never change. The amount of RAM selected for filling indicates .25 K, which is 256 bytes or one page of RAM.

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The default fill value is set to $00.

To change the start or end addresses, you may press the <S> or <E> key. Both use the same method of adjustment. The bank is changed up or down using the <SHIFT> key in combination with the <+> and <-> keys, and the page is changed using <+> or <-> alone. The start address is not allowed to go above the end address, and the end address is not allowed to go below the start address. As you change the addresses, the amount of RAM selected will change accordingly. The <RETURN> key is used to exit from these adjustments.

The fill value can be change by pressing the <F> key from the main menu. The adjustment can then be made with the <+> and <-> keys. Use the <RETURN> key to exit from this option as well.

The <B> key, when presses, will cause the fill to be performed according to the fill settings.

If you wish to examine the contents of your REU RAM, the <V> key can be used to enter view mode. This mode displays a page of RAM, either in hexadecimal or as CBM ASCII characters. The view mode is toggled between these two display methods by pressing the <H> key. The bank and page address currently being viewed is displayed at the top of the screen. You may step through pages of memory with the <+> and <-> keys, or through banks by using the <+> and <-> keys in combination with the <SHIFT> key. You may also set a bank and page to move directly to by pressing the <S> key to enter the set mode. This allows you to set the view address without fetching and displaying each page in between. Use the <+> and <-> keys to

set the page, and the <+> and <-> keys in combination with the
<SHIFT> key to set the bank. When you press <RETURN> to
exit the set mode, the specified page of memory will be fetched
and displayed. To exit from the view mode back to the main
menu, press the back arrow key.

To quit from the program, press the <Q> key.

ZAPDACC

This utility allows you to browse through the contents of a RAMLink or RAMDrive DACC partition, and should you so desire, fill the DACC partition memory with a specified byte.

To use ZAPDACC, you must have either a RAMLink or RAMDrive attached to your computer, and enabled. If you have a RAMLink, it should be in NORMAL mode to use this utility.

To use this program, load and run it from any drive on your system. Once the program begins, the main options will appear on your screen, along with the default fill settings and the first DACC partition located. If you have more than one DACC partition, and the incorrect one is displayed, press the <P> key to move to the next one.

The default fill settings display a start address in the format of $XX:XX00. The first two digits are the bank number, and the four following the colon are the actual starting address in that bank.. These values are displayed in hexadecimal format. The end address is similarly displayed, but shows an address of $XX:XXFF. The addresses can only be incremented by even pages, so the last two places in these addresses never change. The amount of RAM selected for filling indicates .25 K, which is 256 bytes or one page of RAM. The default fill value is set to $00.

To change the start or end addresses, you may press the <S> or <E> key. Both use the same method of adjustment. The bank is

changed up or down using the <SHIFT> key in combination with the <+> and <-> keys, and the page is changed using <+> or <-> alone. The start address is not allowed to go above the end address, and the end address is not allowed to go below the start address. The addresses will also wrap around as you pass the start or end of the actual DACC partition boundry. As you change the addresses, the amount of RAM selected will change accordingly. The <RETURN> key is used to exit from these adjustments.

The fill value can be change by pressing the <F> key from the main menu. The adjustment can then be made with the <+> and <-> keys. Use the <RETURN> key to exit from this option as well.

The <B> key, when presses, will cause the fill to be performed according to the fill settings.

If you wish to examine the contents of the DACC RAM, the <V> key can be used to enter view mode. This mode displays a page of RAM, either in hexadecimal or as CBM ASCII characters. The view mode is toggled between these two display methods by pressing the <H> key. The bank and page address currently being viewed is displayed at the top of the screen. You may step through pages of memory with the <+> and <-> keys, or through banks by using the <+> and <-> keys in combination with the <SHIFT> key. You may also set a bank and page to move directly to by pressing the <S> key to enter the set mode. This allows you to set the view address without fetching and displaying each page in between. Use the <+> and <-> keys to set the page, and the <+> and <-> keys in combination with the <SHIFT> key to set the bank. When you press <RETURN> to

exit the set mode, the specified page of memory will be fetched and displayed. To exit from the view mode back to the main menu, press the back arrow key.

To quit from the program, press the <Q> key.

FOREIGN CREATOR

This utility was written to aid in the creation of Foreign partitions on CMD hard drives. While HD-TOOLS, supplied with the CMD HD, already performs such a function, it is limited to creating partitions with a maximum size of approximately 16 Megabytes. FOREIGN CREATOR bypasses this limitation, and will allow you to create Foreign partitions up to the full amount of remaining unallocated space on your system. The release of BCOPY+, with its expanded backup features allowing backup of entire CMD devices to a Foreign partition on a CMD HD has created a requirement for a program such as FOREIGN CREATOR.

Operation of this program is identical to that of HD-TOOLS, with a couple of exceptions. First, this program has only two main menu items; one to enter partition creation mode, and another to permanently exit from the program. The second difference is that once inside the partition creation mode, there is no possibility of changing the type of partition to be created - it will only create Foreign partitions. Lastly, the options for changing the partition number and partition size will now also allow you to use the <SHIFT> key in combination with the <+> and <-> keys. Doing so allows you to increment or decrement the parameter being adjusted in larger steps (+/- 10 partition numbers for partition number adjustment, and +/- 4096 blocks for partition size adjustments).

For all other operations of this program, see the documentation for HD-TOOLS in your CMD HD Hard Drive Users Manual.

HD POWER TOOLS

This utility was created to allow advanced users the opportunity to directly access and edit the partition table in the CMD HD Series hard drives.

WARNING! THIS PROGRAM CONTAINS ROUTINES AND OPTIONS CAPABLE OF MAKING DATA STORED ON YOUR DRIVE UNRECOVERABLE, AND SHOULD ONLY BE USED BY ADVANCED USERS AND/OR IN THE CASE OF EXTREME EMERGENCIES. CREATIVE MICRO DESIGNS, INC. AND CLICK HERE SOFTWARE CO. ACCEPTS NO RESPONSIBILITY FOR DAMAGES OR LOSS OF DATA INCURRED BY THE USE OF THIS PROGRAM.

To use this program, load and run it from any drive on your system. Once the program begins running, it will display a warning message to remind you that the routines are capable of making data unrecoverable on your drive. Press the <Y> key to confirm that you wish to continue, or <N> to exit from the program.

The program will now request you to place your HD into configuration mode. This is done by holding down the WRITE PROTECT button, then pressing and releasing the RESET button. After the activity lamps have dimmed, you may release the WRITE PROTECT button, then press the <RETURN> key. If you fail to get the drive into configuration mode, the program will inform you.

Provided you have the drive in configuration mode, the program will continue to the main menu showing four options. These will

be explained individually.

EDIT PARTITION TABLE

This is the main option of this program. It allows you to edit the name, type, starting address and size of any partition. It is highly recommended that you use option 2 on the main menu to backup the partition table before you attempt any editing. By doing so, you will be able to restore the old table should you make any errors in editing.

When you select this option, you will be prompted to enter the partition number you wish to edit. To avoid problems, the system partition is not available for editing. Enter the number of the partition number you wish to edit and press the <RETURN> key, and the editing menu will appear. This menu contains six options, described below.

PARTITION NAME

Select this option to change the current partition name. Names may be up to 16 characters long. This option will be blank if the partition is one that has not been previously created.

PARTITION TYPE

This option is used to change or set the partition type. When you select this option, it will list eight possible types. Since the system partition is not available for editing, that type has not been included in the list. Select the type you want from the list. If you select 0 (unused), you will be asked if you wish to clear the name, address and size fields for this partition. If you select any of the fixed size partition types (2 through 5), you will be

asked if you wish to set the size for the normal default for that type. Making a fixed size partition type larger than it's default size will not yield any additional space in that partition. The following is a list of the available partition types, and their normal default sizes (where applicable).

1	NATIVE	no default size
2	1541	175104 bytes
3	1571	349696 bytes
4	1581	819200 bytes
5	1581 CP/M	819200 bytes
6	PRINTER BUFFER	no default size
7	FOREIGN	no default size
0	UNUSED	n/a

START ADDRESS

This option allows you to set the starting address for the partition. There are several things to be aware of when doing this. First, the input value is in total bytes, however, the system uses a system block addressing to store these values. These system blocks are 512 bytes each in size. Thus, though you can enter an address that is not an even increment of 512 bytes, what will be stored is the integer of that value divided by 512. If you do enter a value that is not evenly divisible by 512, the program will inform you that the starting address is not legal, and ask if you wish it to substitute the next higher legal block address.

It is also important to note that this program does not check to see if the address you place a partition at is already in use, or overlapping with a currently existing partition. It also does not check to see if the partition being created is starting or will extend beyond the available storage space in your system. A

program on the HD UTILITIES disk called PARTITION INFO
can provide you with information on currently existing partitions,
and the program called DRIVE INFO can provide you with
information concerning the exact size of your hard drive.

PARTITION SIZE

This option allows you to enter the size of the partition. If the
partition is a type that is normally of a fixed size, you will be
asked if you wish to use this default. If not, you will be asked to
enter a size. As with the starting address, the size is stored in
system blocks of 512 bytes each. However, legal sizes should be
in increments of 256 blocks for partitions of Native, Foreign, or
Printer Buffer types. If your size entry does not meet the legal
size requirements, the program will warn you and offer to set the
size to the next higher legal size. For 1541, 1571, 1581 and 1581
CP/M partitions, no checking is performed, but we very much
recommend using the default sizes for these partition types as
extra space cannot be utilized, and insufficient space will cause
eventual problems in using the partition.

SAVE CHANGES

Selecting this option will save the new information and changes
you have made for the partition number currently being edited.
The partition created by doing this (if it is a new partition) will
remain unformatted until you manually format it from outside
this program.

ABORT

This option makes it possible to exit from editing with saving the

changes you have made for the partition you are currently editing.

BACKUP PARTITION TABLE

This option allows you to create a backup of the current partition table data on a floppy disk drive. You should use this option before using the editing functions in case you make an error that you wish to reverse. After selecting this option, you will be asked to enter a device number for the floppy disk drive containing a formatted diskette that you wish to create the backup on.

After supplying the device number, you will be prompted for a filename for the backup.

RESTORE PARTITION TABLE

This option allows you to restore the partition table from a backup created with the BACKUP PARTITION TABLE option. After selecting this option, you will be asked to enter a device number for the floppy disk drive containing the backup. After supplying the device number, you will be prompted for the filename of the backup.

QUIT

This function terminates the program, and exits to BASIC.

REBUILD PDIR

This utility has been created for emergency use, to aid in recovery of data from a CMD HD hard drive. Should your drive's system area become unreadable due to a bad block or weak data, you will probably have to use FIX BLOCKS to check/repair the system area, and then fully install the DOS using CREATE SYS. After using CREATE SYS, however, all previous partitioning will be lost. If you did not have a current backup of your system partition (which can be made with BCOPY+), then this utility can assist you in rebuilding the partition directory in order to recover your data.

To use this program, load and run it from any drive on your system. The program will first print a warning message to remind you that the routines are capable of destroying data on your system if used incorrectly. Press the <Y> key to confirm that you wish to continue, or the <N> key to abort. The program will then instruct you to place your HD into configuration mode. After you have done so, press the <RETURN> key to continue. If your drive is not in configuration mode, the program will loop back to the instructions for setting that mode.

You will now be prompted to tell the program if you are starting from scratch, or wish to begin at a specific partition number. If you have just performed a CREATE SYS, you will need to start from scratch, and should enter <S>. The option to resume from a particular partition is mostly used when you have quit from this program before completely restoring partitions, and wish to resume. For this option you would enter <P>, and then answer

the prompt for the partition number you wish to resume from. The program will now begin operating in its main loop.

As mentioned earlier, this program assists you in restoring the partition table, but this is not an automatic operation. What the program does is create the system partition, which is always at a fixed address. It will then create a dummy partition just above this, which it can read specific data blocks from. These data blocks are the three possible areas where a header block might be located, depending on the partition type. This data is then displayed to the screen in ASCII format.

By visually inspecting the displays, you should be able to see the name and ID of the partition which previously existed, and thus determine its type. The top block shows the header for a possible Native partition, the middle block for a 1541 or 1571 partition, and the bottom would be for a 1581 or 1581 CP/M partition. If the 1541/1571 type is the one containing the name and ID, you will have to work either from memory or a best guess as to which it was. If you are wrong, then next partition display will probably show no name or ID in any of the blocks, in which case you can select moving back to the previous partition and change your selection. CP/M partitions, by the way, may not provide you with the name and ID due to differences in the way CP/M stores information, so these too may require a little guesswork.

To select the partition type you wish to assign, enter the type according to the numbers shown at the bottom of the screen. Entering a <6>, which is identified as 'P-1', moves you back to the previous partition. Entering a <7> will exit you from the program, the option you should choose after all partitions you wish to recover have been viewed and identified. As you enter a

selection for a given display, that selection is automatically written to the partition table.

CMD_MOVE

CMD_MOVE has two basic functions. It allows you to change partitions on CMD devices, and also allows you to copy files from one partition to another.

Changing Partitions

To change partitions using CMD_MOVE:

1.   Launch the CMD_MOVE application.

2.   Use the DRIVE button to select the FD.

3.   Select a partition from the list and click on the OPEN button.

The program will move to the selected partition and quit. Make sure you have a copy of the DeskTop or gateWay file in any partition you wish to use, or the system will prompt you to insert a disk containing that file.

Copying Files Between Partitions

To use CMD_MOVE to copy files from one partition to another:

1.   Launch the CMD_MOVE application.

2.   Select any CMD device using the DRIVE button.

3.   Select the source partition from the list and click on the FILES button to see the files in that partition (if you don't see the files you want to copy, you may click on the PDIR button to return to the partition directory to select a different partition).

4.   Select the files that you wish to copy. You select any single file by clicking once on its name. Selected files are shown in reverse print. You can de-select a selected file by clicking on its name once again. You can also select or de-select a group of files by dragging the pointer over the filenames while the button is depressed. You will also see a number of option icons near the bottom of the requestor box. These options are (from left to right): De-select All, Select All, Move to Bottom of List, Move to Top of List, Scroll Down one Page, Scroll Up One Page, Scroll Up one File, Scroll Down one File.

5.   When you are done selecting files, click on the OK button. Next, select the destination partition from the list and click on the OPEN button to start the copy process.

After the copy process is complete, you may repeat these steps to copy files into other partitions, use the QUIT button to exit to the last partition selected (the destination partition), or select a different partition to exit to from the list and quit to that partition by using the OPEN button.

CMDTime

CMD Time is a simple auto-exec file for use with GEOS. When placed on your GEOS boot disk, it will search for a CMD device with a real-time clock (RTC) module installed, and will use the time and date information from this to set the GEOS time and date. This utility is only compatible with GEOS v2.0 or GEOS 128 v2.0

MENUETTE

MENUETTE is user interface designed to make using CMD devices easier. It offers the ability to navigate through devices, partitions and subdirectories, send commonly used disk commands, and launch BASIC and ML programs. Other features include a simple text file reader and a utility to use small program modules written to extend the capabilities of the system. User input can be handled via keyboard, joystick, or a mouse input device.

Please Note: MENUETTE Commodore 64 computers, or Commodore 128 computers in 64 mode. MENUETTE's LOAD functions only work on JiffyDOS-equipped computers.

Installing MENUETTE

While MENUETTE works on most Commodore-compatible drives, the greatest benefit will be derived from using it on a CMD HD or RAMLink. If you own either of these devices, we suggest that you install the program directly on one of them (preferably in the default partition). If not, then you should install the MENUETTE files to a blank formatted diskette on one of your floppy disk drives. Use FCOPY+ to copy all of the following files from the distribution diskette to the device you wish to install it on.

```
MENUETTE 64
MENUETTE 64 1.1
OPSYSTEM
```

```
CHARSET
SPRITES
KEYBOARD
JOYSTICK
CBM1351
OPT.OPTIONS
CLR.DEFAULT
M64.LOAD ADDRESS
```

Some additional modules are provided which can be used with MENUETTE. Many of these modules are intended to provided an added utility for certain types of devices. If you use a Commodore 1581 or a CMD FD Series floppy drive, you may also want to copy the following modules to your installation disk or partition:

```
M64.1581 SP AID1
M64.1581 SP AID2
M64.1581 AUTO D#
```

RAMLink and RAMDrive users may wish to copy these additional modules:

```
M64.RL DFLT DVC#
M64.RL DFLT PRT#
M64.RL AUTOFILE
```

And CMD HD users may wish to copy the following:

```
M64.HD SET CLOCK
```

Loading MENUETTE

To load the program, turn on your computer and insert the disk you have installed MENUETTE on into an appropriate drive, or move to the correct device or partition if using a CMD device. Enter the following, adjusting the device number (shown as 8) to the number of the device you are actually loading from:

```
LOAD"MENUETTE 64",8
```

Press the <RETURN> key and the program loader will be loaded. Now type:

```
RUN
```

Press the <RETURN> key and the rest of the program will be loaded. While the program is loading, you may press and hold any of the following keys to make sure that the correct input device driver is made active. The default input device (as shipped) is the keyboard, but this can be changed once you begin using the program (see Setup). Input devices such as the mouse or joystick must be connected to joystick port 1.

CONTROL KEY - KEYBOARD
SHIFT KEY   - JOYSTICK
COMMODORE KEY - MOUSE (Commodore 1351 or compatible)

The User Interface

As mentioned previously, MENUETTE allows for use of the keyboard, a joystick, or a mouse as an input device. The user interface of the program is window oriented, with pull down menus, buttons and gadgets. A pointer is used on the screen to

select items or use gadgets. Controlling the pointer with the various input device is done as follows.

Keyboard - Cursor up, down, left and right for movement, Space Bar serves as the button.

Joystick - Stick up, down, left and right for movement, Fire serves as the button.

Mouse - Mouse travel in any direction for movement, Left Mouse Button serves as the button.

Several terms and operations will be encountered throughout this documentation where the user interface is concerned. Knowing what these mean will help you in using the interface, and will allow you to learn to use the program quickly. The following is a description of those terms.

Clicking - Clicking is the act of pressing and releasing the button.

Selecting - You may select an item by moving the pointer until it rests over the item, then click. Selection is often used in selection bars, selection windows or lists, selection boxes, and for pulling down menus from menu bars. Menu items on the pull-down menus are also selected.

Buttons - Buttons are rectangular objects which contain text and generally perform a single function by being clicked once.

Gadgets   -   Gadgets are similar to buttons in appearance, but typically gadgets perform continuous functions, such as a down arrow gadget which lets you scroll down through a selection list window by holding down the button continuously.

Menu Bar   -   A Menu Bar normally appears at the top of the screen. Menus are pulled down from the menu bar by selecting a menu. Menus are closed by either selecting a menu item, or by clicking anywhere outside of a menu.

Menu Item   -   Menu Items appear in pull-down menus. You may click on a menu item to select it.

Selection List   -   A list of options or files which may be selected from. Selection lists are usually scrollable by using gadgets.

Selection Bar   -   A selection bar might appear anywhere within a window, and it allows you to select one of a number of items.

Selection Box   -   A box which turns an option on or off. An 'X' appears in the box when the option is on or enabled.

Text Box   -   A Text Box is a box containing text. Some text boxes may have their contents changed by using nearby gadgets. Other text boxes may be directly edited. To edit text in the

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latter type, click once in the box and a cursor will appear. You may use the cursor keys on the keyboard to move through the text in the box. You may also delete text using the delete key (this key deletes forward). You may enter new text by typing directly on the keyboard. Exit text boxes by pressing the back arrow key on the keyboard.

Message Box   -   A Message Box is a box containing a message. Often message boxes will also contain buttons to acknowledge the message.

Requester Box   -   A Requester Box is a box that requests information from the user, such as a name for a file to be saved, or a set of buttons which request a choice from the user, such as a request to continue or cancel a function.

Setup

Once the program is fully loaded, a copyright message will show briefly, then the main window will be displayed. MENUETTE will immediately read the current directory and display it in the file window. Across the top of the screen you will see the menu bar, and a pointer will appear on the screen.

Before you get too involved with using MENUETTE, you should customize the setup for your system. The options in the SETUP

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menu will facilitate this for you. Refer to the descriptions of these items found later in this documentation for more information. Be sure to use the SAVE STARTUP OPTIONS function from the SETUP menu after you have set the options to the way you want them.

RAMLink and RAMDrive users can also set up MENUETTE to automatically boot when the computer is turned on by using the RL AUTOFILE module via the MDL menu. See the descriptions of the MDL menu and RL AUTOFILE module in the MDL menu description for more information.

The Main Window

The main window of MENUETTE serves as the central point of selecting options and navigating through your computer system. The top of the screen contains a menu bar which gives you access to the LOAD, DEVICE, DOS, CMD, MISC, SETUP and MDL menus. Menus are pulled down by selecting one of menus from the menu bar. Menus are automatically closed when you either select a menu item, or when you click anywhere outside of the menu.

At the top of the main window itself, information concerning the current directory and device is displayed. This includes the directory (header) name, a description of the device type, the device number, the number of files found, and amount of remaining free space.

Below this information is the file selection list and its associated buttons and gadgets. The file list shows up to ten files and their type at one time, and can contain up to a maximum of 767 files.

This list may be scrolled up or down by one file at a time using the up and down arrow gadgets found to the right of the file selection list window. There are also two gadgets with the letter 'P' on them located above and below the up and down arrow gadgets. The upper 'P' gadget allows you to scroll up 10 files at a time (page up), and the lower 'P' gadget allows you to scroll down 10 files at a time (page down).

To the right of the scroll gadgets are four buttons. The READ button causes MENUETTE to re-read the current directory. The DIR UP button is used with CMD devices to exit from a Native Mode subdirectory to its parent directory. The DIR DOWN button allows you to enter a subdirectory in a CMD Native partition or a 1581 partition/sub-partition on a 1581 or CMD FD Series drive, or in a 1581 partition on any CMD device, provided that the partition or sub-partition is the currently selected item in file selection list. 1581 partitions and sub-partitions have a filetype of CBM, and CMD Native subdirectories have a filetype of DIR. The final button in this section, the ROOT button, allows you to move directly to the root or main directory when you are located within a subdirectory or 1581 partition/sub-partition.

Below the file selection list window is the filetype selection bar. This bar controls what types of files are loaded into and displayed by the file selection list. The filetypes loaded and displayed may be changed at any time by selecting a different filetype from this selection bar. The normal default filetype is ALL when MENUETTE is first started, but this default may be changed by changing the selection in the bar, then select FILE TYPE from the SETUP MENU, and finally, save the new default by selecting SAVE SETUP OPTIONS from the SETUP menu.

Using MENUETTE

Most users who use MENUETTE will find it useful for moving through the various drives on their systems, creating subdirectories or sub-partitions, removing old files, and especially for starting other programs. This latter feature, the ability to easily move to and start other programs, was the main reason for creating MENUETTE. As pointed out earlier, users with CMD devices have an even greater need for such a utility than other users, since CMD devices offer such large and versatile mass storage. In the end, how you use the program is up to you, but we're certain that many users will find it helpful. The remainder of this manual will describe the various options found in the menus. We suggest you read the remaining documentation so that you will understand the options available to you, and how to use them when the need arises.

The LOAD Menu

The LOAD menu contains four options for loading programs, as well as the QUIT function.

BASIC LOAD

This loads a program into the BASIC text area, just as if you had entered a LOAD"FILENAME",device command. The file to be loaded must be selected in the file selection list. After the file has been loaded, the program will quit to BASIC.

BASIC LOAD / RUN

This loads a program into the BASIC text area, just as the BASIC LOAD option above. The file to be loaded must be selected in the file selection list. After the file has been loaded, however, it will automatically be RUN.

ML LOAD

This loads a program into the location indicated by the file's load address pointers, just as if you had entered a LOAD"FILENAME",device,1 command. The file to be loaded must be selected in the file selection list. After the file has been loaded, the program will attempt to quit to BASIC, though some ML program will overwrite the stack and begin operation immediately.

ML LOAD / SYS

This loads a program into the location indicated by the file's load address pointers, just as if you had entered a LOAD"FILENAME",device,1 command. The file to be loaded must be selected in the file selection list. After the file has been loaded, the program will attempt to SYS to the starting address.

QUIT

This option exits entirely from MENUETTE without loading any programs.

The DEVICE Menu

The DEVICE menu contains a list of all the devices which

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MENUETTE found attached to your system in the device 8 through 30 range. Device number 14 will be skipped if the SG INTERFACE option in the SETUP menu is defaulted to YES. You may move to any device listed in this menu by selecting it from the menu. MENUETTE will automatically re-read the directory as soon after selecting a new device.

The DOS Menu

The DOS menu contains a number of DOS commands which are commonly used. Using these commands through their menu options allows the user send these commands along with relevant information without having to enter cryptic commands. In the case of DOS commands that are not included in this menu, a general DOS command option has been included to allow the user to type these commands in directly. The following descriptions detail the available DOS commands on the DOS menu.

FORMAT DATA DISK

This option allows you to format a disk in any floppy disk drive on your system, with the exception of the CMD FD (unless it contains a true 1581 formatted diskette). This option has been locked when using CMD devices due to the possibility of losing vast amounts of data. Before selecting this option, select the device you wish to format a disk on from the DEVICE menu. You may then select this option. A requester will ask you to verify if you wish to continue or cancel the format operation.

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VALIDATE DISK

This function sends the DOS Validate command to the currently selected device. If a CMD device is selected, the command is sent only to the currently selected partition. Take care never to validate a disk that contains direct access type data. You should also avoid validating GEOS formatted disks in regular Commodore drives. CMD devices will properly validate GEOS disks and partitions. After selecting this option, a requester will ask you to verify if you wish to continue or cancel the operation.

READ ERROR CHANNEL

Selecting this option causes MENUETTE to read the error channel of the currently selected device. The contents of the error buffer will be displayed in a message box on the screen. When you wish to exit, click the OK button located in the message box.

DELETE FILE

This function may be used to delete files individually from the current directory. To use this function, select the file you wish to delete in the main window's file selection list, then select this option. A requester will appear with the name of the currently selected file. Click on the DELETE button to delete the file, or the EXIT button to abort the operation.

DELETE ALL FILES

This function allows you to delete all files located in the currently selected directory. If you are using a CMD device and are located within a subdirectory, files outside of the subdirectory will not be affected. Also note that this operation will not remove any CMD

Native subdirectories located in the current directory, but it will delete 1581 partitions if you are using a Commodore 1581 or CMD FD, or 1581 sub-partitions located within a 1581 partition on a CMD device. A requester will present a warning and ask you to verify if you wish to proceed or cancel the operation. A second requester asks for this verification again, due to the severe loss of data which could occur.

RENAME FILE

This function allows you to change the name of a file. Select the file you wish to rename, then select this option. A requester will appear showing you the name of the currently selected file. Click in the TO: text box, and enter a new name for the file, then press the <RETURN> or <BACK ARROW> key to complete the text entry. Finally, click on the RENAME button to complete the function, or EXIT to abort.

DUPLICATE FILE

This function allows you to create a copy of a file with a different name. Select the file you wish to duplicate, then select this option. A requester will appear showing you the name of the currently selected file. Click in the NEW: text box, and enter a new name for the file, then press the <RETURN> or <BACK ARROW> key to complete the text entry. Finally, click on the DUPLICATE button to complete the function, or EXIT to abort.

DOS COMMAND LINE

This function may be used to send any DOS command to the currently selected device. If you are using a CMD partitionable

device, the command will act upon the current partition or directory (if it a partition or directory oriented command) unless redirected by the inclusion of partition or subdirectory path information in the command you enter. DOS commands are normally those commands which are sent to channel 15 in a given device, and the portion of the command which you would type in for this function is the part normally enclosed in quotes in your device manual's description of the command. For more information on DOS commands, see the manual for the device you will be sending commands to.

To use this function, make sure you have the device (and if necessary the partition and/or directory) set to the device you wish to send the command to, then choose this function. A new screen will appear instructing you to enter the command for the current device. Enter the DOS command you intend to send, then press the <RETURN> key. The command will be sent, the device status will be displayed, and the function will return to waiting for a new command. Exit from this function at any time by pressing the <F1> key.

The CMD Menu
The CMD menu contains functions associated only with CMD devices. While these are DOS commands, just as those in the DOS menu, these commands have been placed in their own menu to provide a cleaner look and maintain a logical layout for the user interface. These commands allow you to move through the various partitions, create and remove subdirectories, perform device swapping, and rename partitions and directory headers.

CHANGE PARTITION

This function allows you to move to a different partition on any CMD partitionable device. To use this function, select the CMD device from the DEVICE menu, then select this function. A small window will appear which contains information concerning the currently selected partition. Up and down gadgets are located at the bottom of this window, situated on either side of a text displaying the current partition number. You may use the up and down gadgets to change the display to show other partitions available. Once you locate the partition you wish to move to, click on the GO button. If at any time you wish to cancel the option, click the EXIT button.

CREATE NATV SUBDIR.

This function allows you to create subdirectories within Native partitions. To use this function, make sure that the currently selected and displayed directory is from a Native partition on a CMD device, and that it is the directory where you wish to create the subdirectory. You may now select this option from the menu, and requester will appear. Click in the text box to enter a name for the subdirectory to be created, then press the <RETURN> or <BACK ARROW> key to complete the entry. Click the CREATE button to create the subdirectory, or the EXIT button to abort.

REMOVE NATV SUBDIR.

This function allows you to remove subdirectories located within Native partitions on CMD devices. Please note that in order to remove a subdirectory, all files and subdirectories contained within it must first be deleted. To use this function, you must

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first move to the directory which contains the subdirectory so that the subdirectory you wish to remove is seen as an entry in the file selection list. Select the subdirectory to be removed by clicking on it in the list, then select this option. A requester will appear listing the selected subdirectory. Click on the REMOVE button to remove the subdirectory, or use the EXIT button to abort.

SWAP 8

This function mimics the action of using the SWAP 8 switch located on CMD devices by sending the software command equivalent of that function. Using this function will cause the currently selected CMD device to become device number 8. If you already have a device 8 on your system, its device number will become that of the CMD device you are sending the SWAP command to. Please note that the SWAP function utilizes the serial bus, thus CMD hard drives and FD drives cannot send SWAP commands to RAMLink or RAMDrive. Thus you should not attempt to SWAP an HD or FD with a RAMLink or RAMDrive. The reverse action will work however, so you may SWAP a RAMLink or RAMDrive with an HD or FD. To use this function, simply select it from the menu when the currently selected device is a CMD device you wish to make device 8. A requester will appear asking you to verify the operation. Click DO to complete the operation, or CANCEL to abort.

SWAP 9

This function is identical to SWAP 8, except that it performs a SWAP to device number 9.

SWAP DEFAULT

This function is used to unSWAP a CMD device, returning it to its previous device number assignment. If the device was SWAPped with another device on your system, that other device will be returned to its original device number as well. When using this function, MENUETTE is unable to determine which device number the CMD device has moved to, thus it will generally read in the directory from the lowest numbered drive after the function has been completed. To use this function, simply select it from the menu when the currently selected device is the CMD device you wish to return to its previous device number. A requester will appear to verify the operation, which you may complete by clicking on DO, or abort by clicking on CANCEL.

RENAME PARTITION

This function is used to change the name of a partition as it appears in the partition directory. This is not the name that actually appears in the file directory or in any subdirectories contained within, but is the name you will see when choosing a partition using the CHANGE PARTITION function in MENUETTE. To use this function you should first move to the partition you wish to change the name of by using the CHANGE PARTITION function, then select this option. A requester will appear, giving you the current name of the partition. Click in the TO: text box and enter a new name for the partition. Press either the <RETURN> or <BACK ARROW> key to complete the input, then click on the RENAME button to confirm the change, or the EXIT button to abort.

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RENAME DIR. HEADER

This function is used to change the name of a directory or subdirectory. This does not affect the name that appears in the partition directory. To use this function you should first move to the partition and/or subdirectory you wish to change the name of by using the CHANGE PARTITION function and/or the DIR buttons, then select this option. A requester will appear, giving you the current name of the directory. Click in the TO: text box and enter a new name for the directory. Press either the <RETURN> or <BACK ARROW> key to complete the input, then click on the RENAME button to confirm the change, or the EXIT button to abort.

The MISC Menu

The MISC, or miscellaneous menu, contains some options which were not logically locatable in other menus. These options allow you to view the program version, author, and copyright information, search directories for filenames containing a certain string of characters, and read sequential files.

PROGRAM INFO

Selecting this function causes a message box to be displayed which contains the name of the program, version number, name of the author (Hi John!), and the copyright information. After a short delay, the box will disappear.

SEARCH LISTING

This function allows you to search the currently displayed directory for filenames containing whatever string of characters

you wish to find. The search is a sliding search which is not case sensitive, thus it will find the supplied string of characters anywhere within the filenames searched. To use this function, select it from the menu. A requester will appear containing a text box for you to enter your search string. Click on this box and enter the string you wish to search for. Complete your input by pressing either the <RETURN> or <BACK ARROW> key. Click on the SEARCH button to start the search. If a match is found, it will be displayed, and you may continue the search if the current match is not the one you were looking for by clicking on SEARCH again. When the search function reaches the end of the directory, it will display an '--- END OF LIST ---' message. If the search function does find the file you are looking for, clicking on the OK button will return you to the main window with the last file found selected and displayed in the file selection window. You may otherwise exit from the search function normally by clicking on the EXIT button.

READ SEQ. FILE

This function allows you to display and read a text sequential (SEQ) file. To use this function, you must first select the file you wish to read from the file selection window. You may then select this option. This function displays an entirely new screen containing the first few lines of the text file, and a number of text control gadgets. The gadgets appear only as text on this screen, since using the more graphic buttons would take extra space and would cause the loss of some punctuation symbols as it does in the other areas of MENUETTE's user interface. This function can only hold a maximum of 255 lines of text in memory at one time, so if your document is longer than that, the file will remain open until you either reach the end of the file, or exit from the

function. The following is a brief description of the function of the gadgets found in the text file reader.

UP	Causes all text to be displayed in uppercase.
LO	Causes all text to be displayed in lowercase.
EXIT	Exits from the function and returns to main window.
PAGE-	Scrolls backward (up) a page at a time.
PAGE+	Scrolls forward (down) a page at a time.
SCROLL-	Scrolls backward (up) line by line through the text.
SCROLL+	Scrolls forward (down) line by line through the text.
MORE	Reads more of the file when the file is longer than 255 lines.
FIND	Moves to highlighted line (you may highlight a line by clicking on it).

The SETUP Menu

The SETUP menu contains functions and features that allow you to customize MENUETTE to your particular system. The options which you set with the menu items in this menu can be saved after you have them set according to your own preference by using the SAVE STARTUP OPTIONS menu item found in this menu.

FILE TYPE

The normal default for this option is ALL, which means that all file types are shown in the file window at startup. You can change this by clicking on the filetype filter you want as the default (located at the bottom of the screen). Then pull down SETUP and click once on the FILE TYPE menu item.

ERROR BEEP

Default for this option is ON. Click once to turn OFF this option.

When off, an audible sound will be heard whenever MENUETTE detects that an error has occurred.

SG INTERFACE

The default for this option is YES. You may change it to NO with by clicking once on this option. When YES is selected, MENUETTE skips polling device number 14 to avoid problems caused by sending certain commands to a Xetec Super Graphix Gold printer interface. If you have such an interface attached to your system, leave this option at YES. You may change it to NO if you do not.

INPUT

The default input device is the KEYBOARD. You may change the default to a 1351 MOUSE or JOYSTICK by clicking on this option. Each time you click on this option, it advances to the next input device type. This option will not actually cause the new selection to take effect until the next time you load the program (provided you have properly saved your new setup options).

DEFAULT DIRECTORY

This option brings up a window which allows you to set a specific directory which you want MENUETTE to show immediately after booting. By default, MENUETTE shows the current directory of the device it was loaded from. To change this, use the up arrow gadget next to the DEVICE# box to change the device of the new default directory. Devices 8 through 30 are selectable. If you own a CMD partitionable device, you can set

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the partition number of the new default using the up and down arrow gadgets next to the PART# box. If the new default directory is a subdirectory in a CMD Native partition, click once in the FULL PATH box and then enter the subdirectory path. Paths must end with a slash (see your CMD manual). Note that you can use the cursor keys to move about the text input area, and the delete key operates as a forward delete key (not as a backspace/rubout key). You may exit from the text input mode when done by pressing the back arrow key on the keyboard. Finally, enable the new default by clicking on the ENABLE box, and click OK to exit from the option. Be sure to save your new default in order to make it active.

SHOW FREE

The default for this option is to show the free space in KBYTES. You may change this option by clicking on it to show BLOCKS free instead. This option, unlike most of the other options on this menu, takes effect immediately.

SAVE STARTUP OPTIONS

This function saves the other options you have set in the SETUP menu. Make sure that the directory which you normally load MENUETTE from is the one currently selected and showing in the file window, or your changes will not be seen when you load the program.

SCREEN COLORS

Most of the colors used in the user interface for MENUETTE can be changed by using this option, which will open the CHOOSE

COLORS window. A list of features whose colors can be changed will appear in a list window, and up and down arrow gadgets will let you scroll through the list. Clicking on an item in the list selects that item for changing. Changes can be made by using up and down arrow gadgets in the color selection area (below the list window), or you may click directly on a color shown in the color bar in that same area. You can view your changes by clicking on the VIEW button, save the changes with the SAVE button, load a saved colors file with the LOAD button, or exit from the option by using the EXIT button. There is also a SHADOW box which can be clicked to enable or disable shadows. Note that you can change the default colors by saving your new color file with the name DEFAULT, provided you save it in the directory which you normally load MENUETTE from. All color filenames are automatically prepended with CLR. when saved by the system.

The MDL Menu

The MDL (module) menu contains options to allow you to load and execute program modules written specifically for use with MENUETTE. This module system allows us to extend the capabilities of MENUETTE with new features. Several modules have been included with this release version, and other new modules will probably be developed and released at a later date.

LOAD MODULE

This function is used to load a module into memory. After a module has been loaded, the name of the module will replace the EXECUTE MODULE... menu item. To use this function, you must first move to a directory containing one or more modules.

You may then select this function from the MDL menu. A requester will appear which contains a list of the modules found in the currently selected directory. This list can display up to 30 modules, with up to 8 modules visible at any time in the list window. You may use the up and down arrow gadgets to scroll through the list if you have more than 8 modules in the current directory. If you are using a floppy disk drive, and wish to check for modules on another disk after entering this function, the READ button will re-read the directory from the currently selected device. To load a module, select it from the module file list, then click on the LOAD button. You may abort this function by clicking on the EXIT button.

EXECUTE MODULE...

This function is used to start a module, however, the module must first be loaded using the LOAD MODULE function, after which this function's name will replaced by the name of the current module in memory. Thus, whenever you start a module from the MDL menu, you will do so by selecting the module name which will appear as the second menu item. A module which has been loaded will remain in memory until a new module is loaded. Please note that some modules are interactive with the user interface, and will require that a specific device type is selected, or that a file is selected in the file selection box. See the documentation on the specific module for further information on specific module requirements and operation.

The Modules

The following is a brief description of the modules included with this release of MENUETTE, their uses and requirements.

M64.1581 SP AID1

This module formats a diskette in a 1581 disk drive and creates 4 1581 partitions on the disk, each partition having 680 blocks free after formatting (roughly equivalent to the size of a 1541 disk). The currently selected device must be a 1581 or a CMD FD with a true 1581 formatted disk inserted to use this module. You will be required to enter four names, one for each partitions being created. You must also enter a header name if the disk is unformatted. Select DO IT to start the operation, or CANCEL to abort. A second requester will verify that you actually wish to proceed, since the disk will be completely formatted.

M64.1581 SP AID2

This module is used to create 1581 partitions (or 1581 sub-partitions) in the root directory of a 1581 disk or CMD device 1581 partition. This module simplifies this process by determining for you if enough room is available, and where to place the partitions it creates. Average and novice users will find this program allows them to create 1581 partitions and/or sub-partitions without having to enter cryptic codes or learn about how disks are structured. You will need to enter a name for the partition and use the up and down arrow gadgets to set size (size is indicated in number of tracks). Clicking on the TRACKS button will show the current track BAM ('X' indicates a used track and '-' indicates a free track). A new partition may be no larger than the largest number of contiguous free tracks. The DO button will create the new partition, and you may use the QUIT button to exit at any time.

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M64.1581 AUTO D#

This module creates an autoloading utility file on 1581 disk drives that is capable of changing the device number of the drive when it is powered while containing the disk with this file. To use this module, insert the disk you wish to create the file on into your 1581 disk drive, then start the module. Set the new device number with the up and down arrow gadgets, then click on the WRITE button to create the file, or QUIT to abort.

M64.RL DFLT DVC#

This module allows you to change the default device number of a RAMLink attached to your system. If you execute this module, a requester will show you the current default device number of your RAMLink. If you wish to change this number, click on the CHANGE button, or click on OK to accept the displayed value and exit. If you click on CHANGE, a second requester will appear. You may use the up and down arrow gadgets to change the device number, then select WRITE to perform the change, or QUIT to abort.

M64.RL DFLT PRT#

This module allows you to change the default partition number of a RAMLink attached to your system. If you execute this module, a requester will show you the current default partition number of your RAMLink. If you wish to change this number, click on the CHANGE button, or click on OK to accept the displayed value and exit. If you click on CHANGE, a second requester will appear. You may use the up and down arrow gadgets to change the partition number, then select WRITE to perform the change,

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or QUIT to abort.

M64.RL AUTOFILE

This module mimics the functions of the RL AUTOFILE EDITOR, a utility which is shipped on the RAMLink Utilities disk. RAMLink's autofile function allows your computer to run a specific program when it is initially turned on. This module assists you in telling RAMLink which file to run, and where it can be found. Up and down arrow gadgets are used to set the device number where the file is located, and text boxes allow for input of partition and path information, and the name of the file to be loaded. Clicking on the filetype text box toggles the type between BASIC and ML, and when it is ML a SYS ADDRESS text box appears to allow you to set the SYS address. An ENABLE check box allows you to enable or disable the function. Use the WRITE button to write the new information to RAMLink, or the EXIT button to abort.

M64.LOAD ADDRESS

This module allows you to view the load address of the file which is currently selected in the file selection list window. The address will be shown in both decimal and hexadecimal. Click the OK button to exit.

M64.HD SET CLOCK

This module allows you to set Real-Time Clock on a CMD HD. The HD should be the currently selected device before starting this module. A window full of gadgets will open when this module is executed. You may change the day of week by

clicking on the one you desire. The month, day of month, and year can be changed by clicking on the up and down arrow gadgets situated above and below each of those numbers. The hours, minutes, and seconds can be changed by first clicking on the one you wish to change, then using the up and down arrow gadgets located at the bottom of the window. The AM/PM may toggled by clicking on it. Click on READ/SET to toggle it to SET and click OK to save. Clicking on OK with READ highlighted exits without saving.

DEDIT

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Dedit is a Directory Sort program. It features an Alphabetical Sort, Pack (get rid of deleted files that are still in the directory), and a Manual Sort. There is a current limitation of 504 Directory Entries on the 64, and 1000 Directory entries on the 128 version.

Main Menu

```
1 - Sort Directory
2 - Pack Directory
3 - Manual Sort Directory
4 - DOS Commands
5 - Directory
6 - Change Active Drive
7 - Screen Blank Toggle (only available on
the 64 version)
8 - END
```

Sort Directory

The screen will tell you that the computer is determining the drive type and whether you are working on a GEOS formatted disk/partition.

After this is completed, the program will read the directory, display the contents on the screen, and then sort the directory. If the directory is a Native or Native Sub, any subdirectories will be

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placed at the top of the list. Then the program will display the sorted contents to screen and ask if this information is correct. If so, the directory will be re-written back to the disk. If a native sub was found or the directory is a native sub, then a Validation will occur.

Pack Directory

The screen will tell you that the computer is determining the drive type and whether you are working on a GEOS formatted disk/partition.

After this is completed, the program will read the directory, display the contents on the screen, ask if this information is correct. If so, the directory will be re-written back to the disk. If a native sub was found or the directory is a native sub, then a Validation will occur.

Manual Sort

The screen will tell you that the computer is determining the drive type and whether you are working on a GEOS formatted disk/partition.

After this is complete, the program will read the directory, display the contents on the screen, and then bring up a screen to let you manipulate the directory. You can delete files, rename them, change file types, and lock them.

To highlight a file to move, move the cursor to the file and press return. Then move the cursor to where you wish the file to be placed. The file will be placed in front of the file that you have

the cursor on. Press return and the file will be moved. If you wish to abort the move, place the cursor back on top of the original filename and press return.

Use 'N' and 'P' to goto the NEXT and PREVIOUS pages.

Press 'F7' to get the help screen when in the Manual Sort. All of the options in the Manual Sort are explained here.

Press 'F1' to re-write the directory to disk. You will be asked if you are sure, and then the directory is written back. If a validation is needed, one will be performed.

Pressing 'RUNSTOP' will cause an ABORT of the Manual Sort.

To DELETE a directory entry, hi-light it, and press 'D'. You will be asked if you really want to delete the file.

To RENAME a directory entry, hi-light it, and then press 'R'. You will then be asked for the new name of the entry. Pressing 'RETURN' will cause NO CHANGE to occur.

DOS Commands

This area allows you to send DOS commands to change partitions and subdirectories, scratch files, format disks, etc. A list of some of the commands is shown on the screen. For a detailed list of commands available, please refer to your drive manual.

You can stack commands by using the ENGLISH POUND symbol between commands. There is a limit of about 255 characters, so watch how long you make the command!!

Directory

This will display the current directory for the disk/partition you are working on. You can press 'Q' to QUIT, and 'SPACE' to PAUSE. Different file-types have different colours so that they can be readily identified.

Change Active Drive Number

You have two options here:

1 - Change Active Drive Number
2 - Return to Main Menu

If you choose 1, you will be questioned for the drive number of the new active drive. If that drive is not found on the bus, the drive number will not be changed.

Screen Blank Toggle (64 Version ONLY!)

You are now able to Toggle Screen Blanking ON and OFF. Screen Blanking is used when reading in the directory information and when a sort is taking place. On large directories the screen blanking will save some time.

END

This ends the program. Both the 64 & 128 versions of the program now perform a cold-restart. This means that if you have JiffyDos, the key commands will be back!!!

Share-Ware Notice
This program is released as Share-Ware. If you find you are using the program a lot, you are encouraged and obligated to send the author, Jerome P. Yoner, a $5 donation to show your support for this program.

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