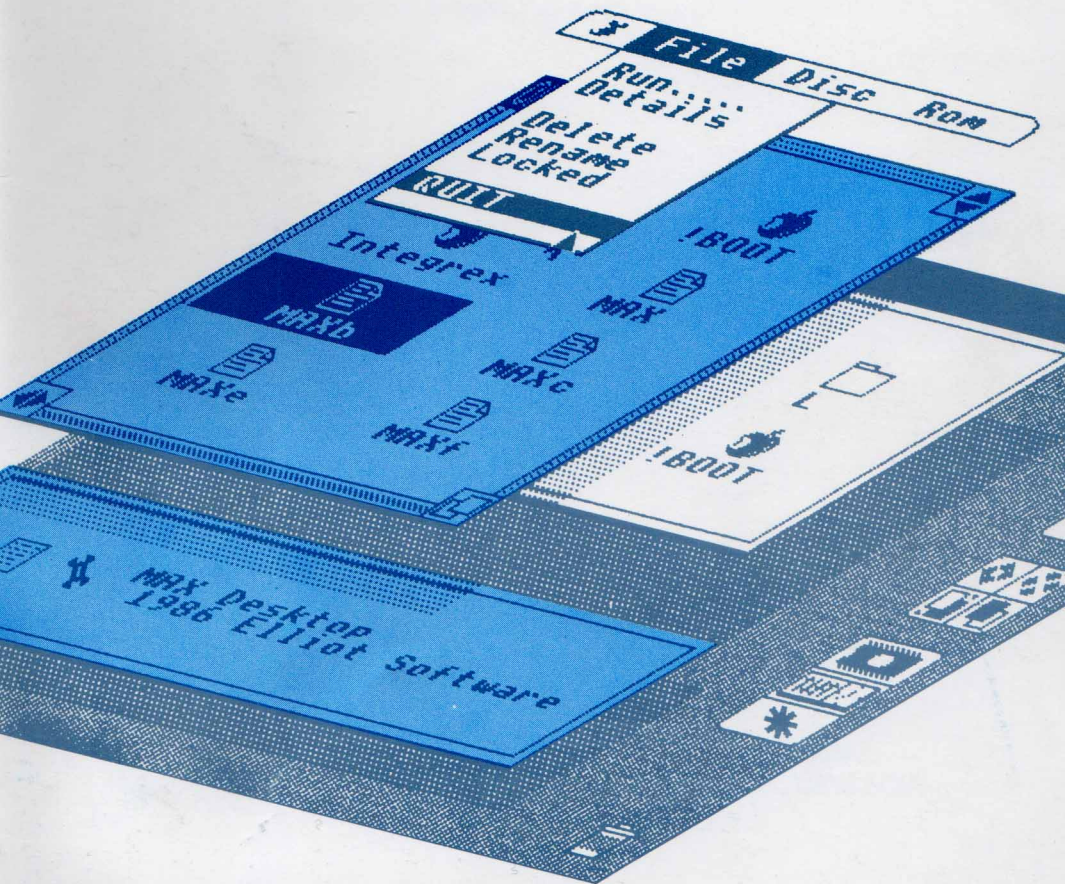


# MAX

## USERS GUIDE



# **'MAX' FOR THE AMSTRAD CPC COMPUTERS**

by

KARL HAMPSON

©1986, 7 Excel Software

**ADVANCED MEMORY SYSTEMS LIMITED**  
166/170 Wilderspool Causeway, Warrington, WA4 6QA  
Tel: 0925 413501

## **WARNING**

THE 'MAX' DESKTOP DISC GIVES ACCESS TO POWERFUL DISC EDITTING COMMANDS, AND BEFORE COMMENCING TO USE 'MAX' USERS ARE STRONGLY RECOMMENDED TO USE BACKUP DISCS IN CASE DATA IS LOST WHILST GETTING TO KNOW THE 'MAX' COMMANDS. 'MAX' is automatically configured for use with the AMX Mouse or keyboard control, Joystick users should read Chapter 2 before commencing to use the disc.

## **NOTE**

Every care has been taken to make 'MAX' compatible with as wide a range of Amstrad software as possible. However, neither Excel Software nor Advanced Memory Systems Limited can be held responsible for the loss or damage to users' software caused by the careless use of the 'MAX' disc. Users are warned that 'MAX' gives access to powerful functions, wrong use of which can lead to the deletion of files and loss of data. Specially protected discs may give erratic results. Users are strongly advised to read this User Guide thoroughly before commencing use of the 'MAX' environment.

## **ACKNOWLEDGEMENTS**

Special thanks to John Simpson and Roger Smith of A.M.S. for their co-operation and encouragement over the last eight months. Thanks to all at Elliot Software Ltd. for their help whilst writing 'MAX' and for their help in producing this manual. Thanks to Gary Allen for his assistance during the early stages of development of the program. Thanks to John Hutchby for his information on the CPC6128 and the Mouse decoding software. And finally, thanks Heath, Tony, Tony '1080' Rothwell, Craig, Pauli, Jane, Helen, Nichole, Carol, Andy, John and Rob.



- 1 The 'WIMP' Concept .....
  - 1.1 The 'MAX' Desktop .....
  - 1.2 Windows .....
  - 1.3 Icons .....
  - 1.4 Menus .....
  - 1.5 Pointer .....
  
- 2 Using 'MAX' .....
  - 2.1 AMX Mouse Users .....
  - 2.2 Keyboard Users .....
  - 2.3 Joystick Users .....
  - 2.4 Sensitivity Adjustment .....
  
- 3 A Guided Tour of 'MAX' .....
  - 3.1 Control Panel .....
  - 3.2 The Catalogue Windows .....
  - 3.3 Window Control Icons .....
  - 3.4 Disc Icons .....
  - 3.5 Function Icons .....
    - 3.5.1 The Run Icon .....
    - 3.5.2 The Printer Icon .....
    - 3.5.3 The Formatter Icon .....
    - 3.5.4 The Sector Editor Icon .....
    - 3.5.5 The Control Panel Icon .....
    - 3.5.6 The Trash Can Icon .....
- 3.6 The Pull Down Menus .....

  - 3.6.1 The Mouse Menu .....
  - 3.6.2 The File Menu .....
  - 3.6.3 The Disc Menu .....
  - 3.6.4 The System Menu .....

  
- 4 File Operations .....
- 4.1 File Details .....
- 4.2 Locking/Unlocking Files .....
- 4.3 Hiding Files .....
- 4.4 Erasing Files .....
- 4.5 Renaming Files .....
- 4.6 Copying Files .....

5	The Sector Editor .....
5.1	Using The Sector Editor .....
5.1.1	Editing Sectors .....
6	The Disc Formatter .....
7	The Directory Editor .....
7.1	Editing An Entry .....
8	Trash Operations .....
9	The Disc Copier .....
10	Prompt Windows .....
11	Error Messages .....
	Appendix A — The File Icons .....

## 3 A GUIDED TOUR OF 'MAX'

Enter 'MAX' by inserting the disc and typing RUN "MAX" <ENTER>, when you will be presented with the 'MAX' Desktop as shown in Figure 1. Until you have 'customised' 'MAX' you will be presented with the Control Panel. All 'MAX' operations in this guide will be described assuming Pointer control is by means of the AMX Mouse.

### 3.1 CONTROL PANEL

On first entering the Desktop, you will be presented with the 'Control Panel' as shown in Figure 3. This allows you to alter certain system parameters, such as screen colours, keyboard key control, sensitivity, Joystick or Mouse control, etc. The variables used by the Control Panel can be saved to your 'MAX' disc using the 'customise' option on the 'Mouse' menu.

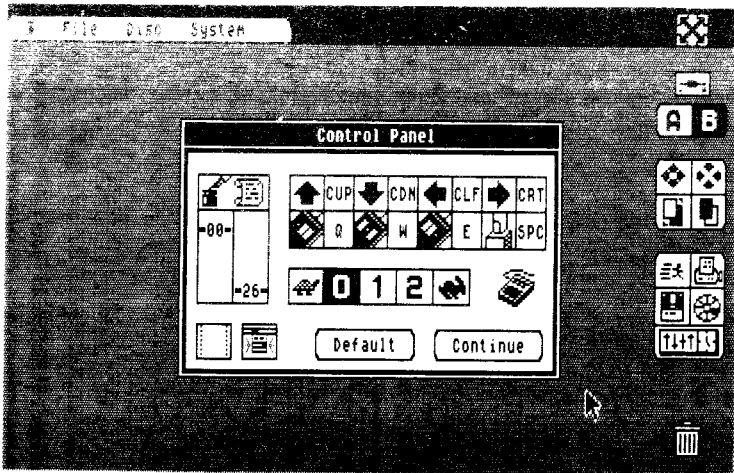


Fig. 3: The Control Panel

The left hand side of the Control Panel has two sliders showing the currently selected screen colours. To alter these, simply move the pointer over a slider, and Hold Down EXECUTE whilst moving the pointer to the required position. The number within the slider shows the selected colour. The border colour is always set the same as the pen colour.

The top right hand side of the Control Panel shows the currently selected control keys for up, down, left, right, EXECUTE, MOVE, CANCEL, and speed. To alter any control key, simply move over the required icon and press EXECUTE. A question mark will appear to inform you that 'MAX' is waiting for a key to be pressed. At this point simply press the required key. 'MAX' will prevent you from defining the same key for more than one function.

On the right, below the Key Selection Box is the Mouse/Joystick selection icon. This indicates whether the Mouse or Joystick is currently active. To toggle this, simply move over the icon and press EXECUTE.

To the left is the Keyboard/Joystick sensitivity box. This allows you to alter the speed of movement of the pointer. Simply move over either 0, 1, or 2 and press EXECUTE.

The bottom left hand corner of the Control Panel contains the Line Feed Selector icon and the Menu flashing icon (see later). If the Line Feed Selector contains an arrow, 'MAX' will issue Line Feed characters at the end of each line when using the printer option. To toggle this option, simply move over the icon and press EXECUTE. The Menu Flashing icon allows the selection of a flashing or non-flashing bar on pull down menus, and is toggled in the same way.

The Default Box will restore the original settings if you get into trouble. These are set as they were when 'MAX' was loaded. Having set up the system to your requirements, you may leave the Control Panel by moving over the CONTINUE box and pressing EXECUTE, or by simply pressing CANCEL.

## 3.2 THE CATALOGUE WINDOWS

In the Catalogue Window the files on the disc are shown in icon form with the name of the file below the icon. The type of icon displayed is a guide to the type of file, and these are displayed in full in Appendix A. Several Catalogue Windows may be on the Desktop at any one time, the first window being full size, and subsequent windows being initially of reduced size.

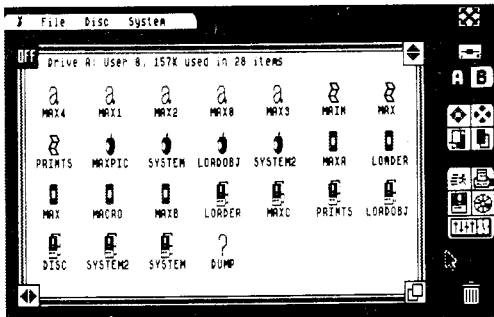


Fig. 4: The Catalogue Window



Insert a disc in drive A and point to 'A' on the drive selector. If you have one, catalogue your other disc drive by pointing at the drive number icon and pressing EXECUTE. The first window will now lose its border and become 'inactive', and a new Catalogue Window for the second drive will appear on the Desktop, overlapping the previous window where necessary. The second window now acquires the control icons, and becomes the current 'active' window.

All operations are carried out on the currently 'active' window. If you wish to make an 'inactive' window 'active', simply point anywhere in the exposed part of the window and press EXECUTE. The window will be moved to the top layer and become the current 'active' window, allowing files to be selected, run, etc.

This Catalogue window has several features which allow the window to be altered in size, moved around the screen, and to allow the contents of the window to be scrolled. These are a feature of all windows when they are in the 'active' state, i.e. when they are in the top layer.

At the top right and top left hand corners of the window are pairs of "arrow" icons which control the scrolling of the Window contents. Depending on the size of the window, and the number of files on the disc, there may be several files which cannot be seen. Pressing EXECUTE over any of the arrows will scroll the window contents up, down, left, or right, thus allowing further files (if present) to be displayed.

At the bottom right hand corner of the window is the Window Control Icon. Moving over this icon, pressing AND HOLDING DOWN the EXECUTE button will allow the window to be changed in size by simply moving the Pointer. By this means, it is possible to display several windows to allow the copying of files from drive to drive. When cataloguing a disc drive, 'MAX' automatically places the complete directory and file information into memory.

Now reduce the currently 'active' window in size and move over the Window Control Icon, press and HOLD DOWN the MOVE button. On moving the Pointer, you will now be able to reposition the entire window anywhere on the Desktop.

At the top left hand corner of the window is the OFF icon. Pressing EXECUTE over this icon will close the current 'active' window.

### **3.3 WINDOW CONTROL ICONS**

Another way of expanding, changing or closing the active window is by the use of a special set of Control Icons on the Desktop below the drive icons. The top left hand icon when selected expands the current active window. The first 'click' expands the current window to full width, the second 'click' expands the window to maximum size.

The top right hand Control Icon closes the current window completely, and mirrors the 'OFF' icon at the top left hand corner of the active window.

The bottom left icon when 'clicked' swaps the last two windows, the previously opened window becoming the 'active' window.

The bottom right icon when 'clicked' brings the bottom window to the top. Repeated 'clicking' of this icon will 'shuffle' the order of the windows, allowing the searching of several full size windows for the appropriate one.

## 3.4 DISC ICONS

At the top right of the Desktop is the Disc Drive Icon with two drive letters below. Users with two disc drives may select the drive to be used by moving over the relevant letter and pressing EXECUTE. For test purposes, better use copies of your work discs until you become more familiar with 'MAX'. Pointing to the currently selected drive letter and pressing EXECUTE will catalogue the drive, and you will be presented with a Catalogue Window as shown in Figure 4.

**CAUTION:** Should you attempt to catalogue a non-existent drive, or if any other error occurs, you will be presented with an Error Message Box. This will inform you of the error which has occurred. You will have the option either to retry or cancel the operation. Pressing the CANCEL button has the same effect as selecting the Cancel option. Similarly, if you attempt to carry out an important file operation which could lead to the loss of data, you will be presented with a Message Box allowing you to Confirm or Cancel the operation. (The CANCEL button has the same effect as selecting Cancel from the Message Box.)

## 3.5 FUNCTION ICONS

Below the Window Control Icons is a set of icons which provide access to 'MAX' operations.

### 3.5.1 THE RUN ICON

The simplest operation which may be performed on a file is to RUN the program where appropriate, and this is done by 'clicking' over the file icon, then selecting the RUN icon at the top left hand side of the Control Icon window.

'MAX' will check whether the selected file may be RUN, and will not attempt to RUN ASCII files, or Binary files with an Execution address of OOOOH.

**WARNING:** Trying to RUN some protected disc software from 'MAX' may give erratic results.

### **3.5.2 THE PRINTER ICON**

At the top right of the Control Icon Window is the Printer Icon. This is used to print out a catalogue of the currently selected drive when in the Desktop, As explained later this can also be used to print out a Hex dump of the current Sector when using the Sector Editor. This function is duplicated by 'Printer' on the Mouse Pull-Down Menu. When printing, the currently selected line feed option will be used to give the correct line feed on carriage return, and this may be changed by returning to the Control Panel as described above.

### **3.5.3 THE FORMATTER ICON**

This allows the use of the Disc Formatter Function and this is described in detail in Section 6 later. This is duplicated by the 'Formatter' option on the Disc Menu.

**WARNING:** CARELESS USE OF THIS OPTION CAN LEAD TO THE LOSS OF YOUR DATA. WHEN EXPERIMENTING WITH 'MAX' BE SURE TO USE BACK UP DISCS!

### **3.5.4 THE SECTOR EDITOR ICON**

This allows the use of the powerful Sector Editor Function, and is described in detail in Section 5 later. This is duplicated by the 'Sector Editor' option on the Disc Menu.

### **3.5.5 THE CONTROL PANEL ICON**

This selects the Control Panel Function, allowing the user to set up the system according to personal preference, and is described fully in Section 3.1 above.

### **3.5.6 THE TRASH CAN ICON**

At the bottom right hand of the Desktop is the Trash Can Icon. This controls several important functions, and its use is described fully in Section 8.

## 3.6 THE PULL DOWN MENUS

Along the top of the Desktop are four Pull Down Menu headings, 'Mouse', 'File', 'Disc', and 'System'. Menus are selected any time by moving over the menu heading and pressing and HOLDING DOWN the EXECUTE button. The various options are then selected by moving down the menu when each will be inverted in turn, and RELEASING the EXECUTE button over the desired option. After using an option, you are automatically returned to the Desktop with the previously opened windows restored.

Any illegal options will be indicated in pale text. An option will be illegal if it requires a file to be selected before information can be displayed or operations carried out, and a file has not been selected first.

At the top right hand corner of the screen is the 'Quit MAX' icon, which when selected will return you to BASIC.

### 3.6.1 THE MOUSE MENU

The Mouse Menu contains the following options:-

- |               |   |
|---------------|---|
| About 'MAX'   | This gives the Version number and Author's name.  |
| Control Panel | Displays the Control Panel window.  |
| Printer       | This selects the Printer function, which prints out the contents of the Catalogue or Sector Editor windows. |
| Customise     | This saves your current Control Panel settings which become the default values next time you RUN 'MAX'.     |
| Quit          | This allows you to Quit 'MAX' and return to BASIC.  |

Simply move the pointer over the Mouse icon, press and HOLD DOWN the EXECUTE button, move down until the option you want is inverted, and release the EXECUTE button. The inverted bar flash can be removed if you wish from the Control Panel as described earlier.

### 3.6.2 THE FILE MENU

The File menu contains the following options:-

- |              |  |
|--------------|--|
| File Details | This provides window with details about the selected file (see Section 4.1 later).                     |
| Lock         | This enables the selected file to be locked/unlocked. (Locking prevents accidental deletion of files.) |

- Hide                    Hiding a file will cause it to be effectively removed from the Directory. This does not affect the file in any way, but it will not be shown when the disc is next catalogued. The file may be restored by use of the Directory Editor (see later).
- Erase                    This allows you to erase a selected file from the disc, and you will be prompted before the operation is carried out. Erased files may be 'Rescued' by use of the Directory Editor (see later).
- Rename                    Enables the selected file to be renamed (see 4.4 later).
- Sort by Type            This instructs 'MAX' to group files by their icon types.
- Sort by Name            This instructs 'MAX' to sort files alphabetically.  
(Both options refer to the currently active window.)
- Drop in Trash            This duplicates the file in the Trash Window and is used for erasing groups of files (see later).
- Reclaim File            This reclaims the selected file in the Trash Window and is used when a file is accidentally placed in the Trash Window.
- N.B.**                    The required option is selected as described in 3.6 above.

### 3.6.3 THE DISC MENU

The Disc menu contains the following options:-

- Copier                    This selects the Disc Copy function, allowing the backing up of entire discs (see later).
- Formatter                This allows you to format and verify discs to Data or System Format.
- Sector Editor            This allows entry into the Sector Editor function (see later).
- Dir. Editor                This allows entry into the Directory Editor function (see later).
- Fast Tracking            When selected this option speeds up the disc (both drives if connected). This can allow faster formatting of discs for example.  
**NOTE:** This may cause some drives to become unreliable and should only continue to be used if successful results are obtained consistently. It remains active if programs are RUN from within 'MAX'.
- N.B.**                    The required option is selected as described in 3.6 above.

### 3.6.4 THE SYSTEM MENU

The System Menu allows selection of the current user number, which is used by 'MAX' for all file operations. This allows access to files which have been stored under a particular user number. The default value is 0 and this is automatically selected on commencing to use 'MAX'.

**HINT:** If you experience difficulty in getting the file operations to work correctly (i.e. errors are occurring), check that the currently selected user number corresponds to the user number shown in the catalogue window you are using.

## 4 FILE OPERATIONS

This section explains how to use the options on the File Menu. Having seen how Catalogue Windows may be manipulated, we will now see how the file icons may be utilised. Close all windows except one, move over a file icon and press EXECUTE to 'select' the file. This inverts the icon and allows further operations to be performed on the file.

'MAX' recognises file types by means of three letter file extensions (or postfixes) as shown below. These include all the conventional AMSDOS extensions plus several additional extensions to allow recognition of frequently used file types. 'MAX' relies on the filename extension to select the appropriate icon, so care is required in adding filename extensions when saving files. 'MAX' uses 14 types of icon as shown in Appendix A.

Icon	File Type	Filename Extension
'Listing'	BASIC Program	.BAS
'Byte'	Binary File	.BIN
'Paper'	ASCII File	.
'Paintpot'	Picture/Screen Image	.SCR
'Alpha'	Icon Set	.ICN
'Chip'	Assembler Listing	.ASM
'Disc'	Backup File	.BAK
'Page'	AMX Pagemaker Page	.INF
'Scissors'	AMX Pagemaker Cutout	.CUT
'A'	AMX Pagemaker Font	.FNT
'Open File'	File Still Open!	.\$\$\$
'!'	CP/M Command File	.COM
'3D'	AMX 3D Zicon Model File	.ZGR or .3D
'?'	Unrecognised File Type	Anything Else

### 4.1 FILE DETAILS

After 'clicking' over a File Icon, information about the file may be obtained by selecting 'File Details' from the FILE Pull Down Menu. A prompt box will appear containing the required information as shown in Figure 5. Any information which cannot be understood by 'MAX' will appear as 'undefined'. This includes files which have a length or execution address as OOOOH.

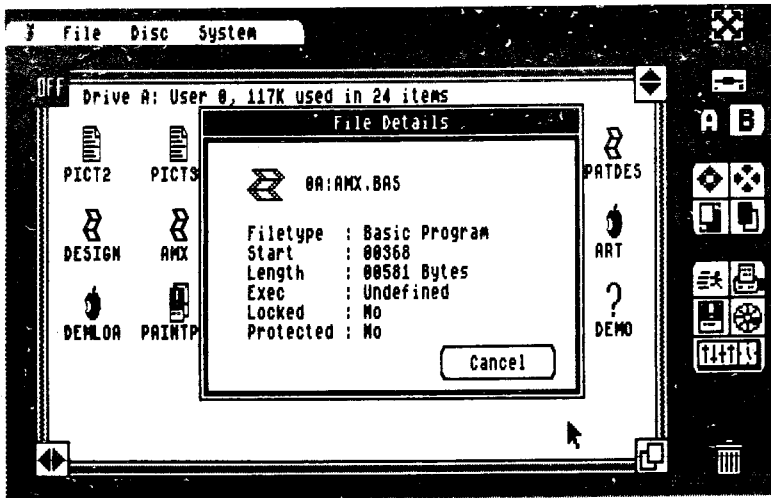


Fig. 5: File Details

## 4.2 LOCKING/UNLOCKING FILES

Locking a file prevents the file being corrupted by writing data to it. When a file is locked, the Menu option changes to 'Unlock File'. When selecting this operation, you will be presented with a Prompt Box and given a chance to cancel the operation if necessary.

**NOTE:** The term 'Locked' has been used to give compatibility with other versions of 'MAX' and is the more common term for the protection of files from being overwritten. Locked files are given an R/O (read only) status as used by CP/M. Locked files are flagged by a '\*' when catalogued in a normal AMSDOS environment.

## 4.3 HIDING FILES

Files may be 'Hidden' from the Directory, and when cataloguing a disc containing 'Hidden' files, these files are not shown either by 'MAX' or AMSDOS. Files are hidden so as to prevent unauthorised access or accidental erasure, and this can be done simply by selecting the Hide File function from the File Pull Down Menu. If a file is hidden in this way, 'MAX' will remove its icon from the Catalogue Menu.



**NOTE:** To hide a file, 'MAX' gives the file 'SYS' status as used by CP/M.

**CAUTION:** Files should not be Hidden unnecessarily, and a note must be taken of any hidden files. Hidden files can be 'Found' using the powerful Directory Editor Function described in Section 7.

## 4.4 ERASING FILES

To erase a file from a disc, simply select the file icon in the appropriate window by pressing EXECUTE, then select 'Erase' from the 'File' Pull Down Menu. You are then prompted with a window giving the file icon and filename and asked "Do you wish to erase this file? OK/Cancel". Pressing EXECUTE will result in the file being erased from the disc. You may of course cancel the operation by pressing the CANCEL button. Files may be rescued using the Directory Editor as described in Section 7.

**WARNING:** USE THIS COMMAND WITH EXTREME CARE, OR YOU MAY LOSE VALUABLE DATA!

## 4.5 RENAMING FILES

To rename a file on a disc, simply select the file icon in the appropriate window by pressing EXECUTE, then select 'Rename' from the 'File' Pull Down Menu. You are now prompted for the new filename, which must conform to the AMSDOS conventions. You then have the opportunity to cancel the operation by pressing ESCAPE, or carry on by pressing RETURN. On pressing RETURN, you are then prompted with a window giving the file icon and filename and asked "Do you wish to rename this file? OK/Cancel". Pressing RETURN will complete the operation; pressing CANCEL will cancel the operation.

**NOTE:** An illegal filename will result in the error 'Bad Command'.

## 4.6 COPYING FILES

To copy a file from one disc to another, 'pick up' the appropriate file icon by pressing and holding down the MOVE button, then drop the file onto the appropriate drive selection icon (A or B). You are then prompted to confirm or cancel the operation as above.

## IMPORTANT NOTES

1. On 464 and 664 systems, there is insufficient memory to hold the file contents during the copying process, and you will be prompted to re-insert your 'MAX' System disc on completion in order to reload 'MAX'. You must insert your 'MAX' disc in DRIVE A. On 6128 systems, 'MAX' automatically uses the extra memory as a buffer.
2. There is a limit to the length of BASIC or Machine Code files that 'MAX' can copy, and 'MAX' will check the file length and refuse to copy any file which is over 37K.
3. On single-drive systems, the same length limit applies also to ASCII files, but on dual drive systems, 'MAX' will copy ASCII files of any length.
4. If any errors occur during the copying process, these will be displayed on the screen by AMSDOS.
5. If the file you are copying already exists on the destination disc, the original copy of the file will be renamed 'FILENAME.BAK', and should things go wrong this may be recovered by renaming. This is the standard AMSDOS technique.

The above operations are selected by pointing at the relevant boxes and pressing EXECUTE. When all the necessary information has been provided, simply move to the Cancel or OK box and press EXECUTE to cancel or start the operation. A final prompt box is shown to ensure that the formatting operation is not carried out in error.

**BEFORE FORMATTING YOU ARE ADVISED TO DOUBLE CHECK WHICH DISC YOU HAVE IN THE SELECTED DRIVE.**

When using the 'Verify Only' option, 'MAX' will automatically detect the disc format and will indicate this in the format selector box.

## 7 THE DIRECTORY EDITOR

This allows you to edit the contents of a directory, and change the names and/or status of any file in that directory. This includes being able to change the locked status and whether the file is hidden or not.

**ERASED FILES WHICH HAVE NOT BEEN OVERWRITTEN MAY BE RECOVERED!**

**NOTE:** This is a very dangerous tool and may render a disc completely useless if used carelessly. You are strongly advised not to alter any information in the directory unless you are fully conversant with AMSDOS and its conventions.

Upon selecting the directory editor the directory of the selected drive will be loaded and you will be presented with a window as shown in Figure 8. This consists of a window containing the directory entries and a set of function boxes. The window containing the directory can be scrolled using the scroll bars in the same way as the Sector Editor.

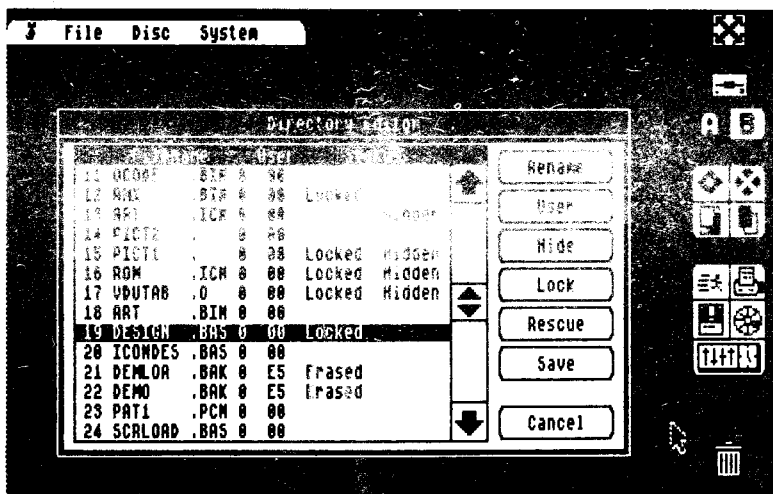


Fig. 8: The Directory Editor

Each entry in the directory is shown with its filename, extent number, user number and status options. There is an entry in the directory for each 16K of a file. These are numbered starting from 0. This is the EXTENT number, eg. any file smaller than 16K will only have one entry numbered 0 whereas a file of say 35K will have 3 entries; one for the first 16K numbered 0, another for the next 16K numbered 1 and a third entry for the last 3K numbered 2. The user number shows which part of the directory the file belong to (remember that the directory is actually split into 16 users). The status shows whether the file is locked, hidden or erased. If a file is erased then its locked or hidden attributes are not shown.

## 7.1 EDITING AN ENTRY

Before you can alter any information about an entry you must first select the correct entry. This is done by moving the pointer over the required entry and pressing EXECUTE. Unused entries in the directory cannot be edited. Once you have selected an entry you may then select any of the function boxes on the right hand side of the directory editor by moving over the required function and pressing EXECUTE.

**NOTE:** To completely LOCK, HIDE, RENAME or RESCUE a FILE you must perform the relevant operation on all its extents, eg. Hiding extent 0 of a 32K file will still allow extent 1 to be shown in a catalogue. Similarly, renaming only extent 0 of the same file will mean that extent 1 will not be found because it will exist under the old name. Locking only extent 0 will work however as the other extents (for a file larger than 16K) are not shown in a catalogue and cannot be accessed individually. The LOCK FILE, HIDE FILE and RENAME FILE options in 'MAX' will automatically act on all extents.

RENAME will allow you to alter the name of the entry. Once rename has been selected a cursor will appear over the entry's name and you may re-type it. This is done in two parts, firstly the actual filename and then the 3 letter postfix. You must press the RETURN key after typing each part. If at any time whilst typing the new name you want to leave the name as it was simply press ESCAPE and the name will remain unchanged. If you want to be able to load the file in again you must type using CAPITALS and must not use any characters that AMSDOS will not normally allow as 'MAX' will allow you to name a file using any character that can be typed from the keyboard.

USER simply increments the current user number by 1, going back to 0 when the user number is incremented from 15.

HIDE will hide the entry from the directory when either 'MAX' or AMSDOS catalogues the disc. This option toggles the hidden status and may be used to de-select it if it is already set.

LOCK will stop the entry from being accidentally erased using the ERASE function; it also prevents the file from being renamed. This works in a similar fashion to HIDE as described above.

RESCUE will remove the ERASED status from an entry and allow it to be loaded again. This is not 100% successful as it depends on whether the file data has been overwritten on the disc. If a file or number of files have only just been erased then RESCUE will work as the file data is still intact. If other files have been saved on the disc after erasing the file you now want to rescue then rescue is not guaranteed to work successfully.

**NOTE:** Not all of the extents may even exist in the directory if the file being rescued is larger than 16K and other data has been written to the disc since erasing the file.

RESCUE will always remove the 'Erased' status from an entry.

SAVE allows you to save the new directory after you have edited it. All you actually alter is a copy of the directory in memory and you cannot do any damage to your discs as long as the new directory is not saved. Selecting SAVE will present you with a prompt window asking you to confirm the operation like all other options which actually write to the disc.

CANCEL deselects the Directory Editor. You may also do this by pressing the CANCEL button.

## 8 TRASH OPERATIONS

The Trash Window and its associated functions are simply designed to allow mass erasing of files. Rather than have to select files individually and then erase them separately you may throw them all in the trash and then empty it! This is very useful for tidying up discs.

Pointing at the trash can in the bottom right hand corner of the screen and pressing EXECUTE will open the trash window. This operates in the same way as the catalogue windows as regards scrolling, rescaling, moving, etc. To put a file in the trash window you must first select it from the relevant catalogue window and then either pick it up using the MOVE button (keeping your finger on the move button and dragging the FILE icon over the trash can) or selecting DROP FILE IN TRASH from the FILE menu. Both of these will place the file in the trash window. The file is not actually removed from the catalogue window until it has been erased. The contents of the trash window are re-sorted every time a new file is added.

If a file is dropped in the trash accidentally, it may be recovered by selecting the file in the trash window and then selecting RECLAIM FILE from the file menu. This will simply remove the file from the trash window and has no effect on the file in the catalogue window. Once you have dropped all the files you want to erase in the trash select the EMPTY TRASH option from the file menu. This will then erase the files from disc and will also remove them from their relevant catalogue window as it does.

On twin drive systems you may drop files from both windows in the trash, even if similar files exist on both drives. 'MAX' will distinguish them from each other and erase them from the relevant drive.

**NOTE:** If you drop a file in the trash which is subsequently locked then 'MAX' will ignore it and will leave it in the trash window after emptying the trash.

If an error occurs during emptying the trash then it will be displayed as normal and you may retry or cancel the operation altogether.

If a drive is re-catalogued or the catalogue window corresponding to that drive is closed, all the files in the trash from that drive are removed. Closing the trash window does not remove its contents. The trash window does not need to be open to drop things in it or empty the trash!

## 9 THE DISC COPIER

'MAX' does not provide a disc copier built in due to lack of memory. The disc copier is a separate program on your 'MAX' disc called 'DISCOPY'. It may be run independently from 'MAX' using RUN "DISCOPY" or you may load it using the COPIER option on the DISC menu. This will ask you to insert your 'MAX' disc in Drive A and will then load the file in and run it automatically.

Once you have loaded the disc copier you will be presented with a title screen in which you must select the source and destination drives. This is done using the keyboard as memory limitations do not allow a Mouse environment!

The four options allowed are:-

- 1 — Copy from Drive A to Drive A
- 2 — Copy from Drive A to Drive B (selected by default)
- 3 — Copy from Drive B to Drive A
- 4 — Copy from Drive B to Drive B

You must select one of these using the relevant number. Once selected press the RETURN key to confirm that you now want to copy. You will be prompted to insert your source disc. (N.B. If you are copying from one drive to another then insert your destination disc at this point also.) After pressing any key 'MAX' will determine the format of the source disc and will start loading the first block of tracks. On a CPC6128 'MAX' will load 20 tracks in a block, on CPC464 and 664 systems 'MAX' will load 8 tracks. This means that if you are copying on a one drive system you will need to make 2 and 5 disc swaps respectively (inserting source and destination discs).

Once the first block of tracks have been loaded you will be prompted to insert your destination disc if you are copying to the same drive. 'MAX' will then determine the format of the destination disc. If it is different from the source disc 'MAX' will automatically format the destination disc to the required format as it copies. You will then be asked to insert your source disc if copying to the same drive and 'MAX' will load the next block. This continues until the entire disc has been copied.

**NOTE:** You must not use an unformatted disc as a destination disc. 'MAX' will not be able to copy onto it until it is formatted.



# 10 PROMPT WINDOWS

When 'MAX' intercepts an error, or needs confirmation of a command, a Prompt Window is produced. This can be removed by pressing EXECUTE over the CANCEL label, or by pressing the Mouse CANCEL button.

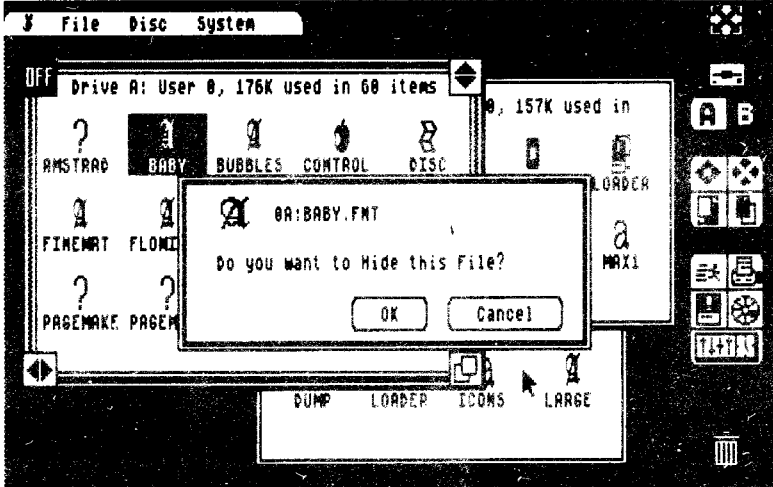


Fig. 9: A Prompt Window

# 11 ERROR MESSAGES

Whilst using 'MAX', any illegal operation or fault condition will produce a special Error Message Window.

Examples of errors are:-

Bad Command	eg. Trying to rename a file with an illegal name.
Sector Not Found	'MAX' could not locate a sector on the disc.
Drive Not Ready	There is no disc in the drive.
Disc Full	Not enough room on disc.
File Locked	Attempted to write to a locked file.
File Not Found	File not present, eg. disc has been swapped.
Disc Write Protected	The disc cannot be written to.

## APPENDIX A

### THE FILE ICONS















 <i>Basic Program</i> .BAS	 <i>Unclosed File</i> .XXX
 <i>Binary File</i> .BIN	 <i>PageMaker Page</i> .PAG
 <i>Backup File</i> .BAK	 <i>PageMaker Font</i> .PFT
 <i>ASCII File</i> .TXT or .	 <i>PageMaker Cutout</i> .CUT
 <i>Unrecognised File</i>	 <i>3D Zicon Model File</i> .3D or .3D3
 <i>CP/M Command File</i> .COM	 <i>Icon File</i> .ICO
 <i>Assembler Source File</i> .ASM	 <i>Screen Image</i> .SCL or .SCL3

Fig. 10: The File Icons

# MAX

*FOR FURTHER DETAILS ON THE FULL AMX RANGE CONTACT:-*

ADVANCED MEMORY SYSTEMS LTD

166-70 Wilderspool Causeway

WARRINGTON WA4 6QA

TEL. 0925 413501 TELEX. 628672 AMS G