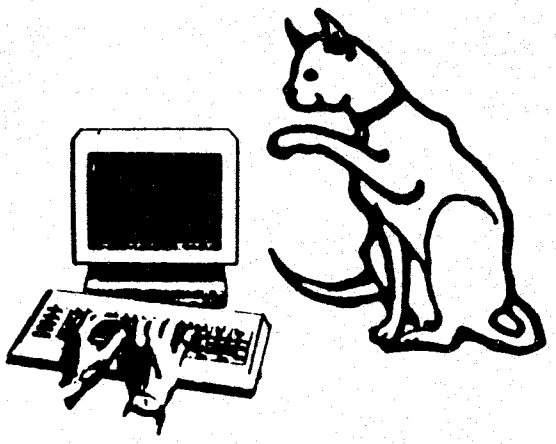
AMSTRAD

Bonzo

PRESENTS

Maxidos



A Meddler's Utility
from
NEMESIS ©

MAXIDOS INSTRUCTIONS

GENERAL

[RAMDOS users may care to read page 9 first.]

MAXIDOS is a very powerful disc utility with the added benefit of recognising RAMDOS formats D1,D2,D10, and D20. It will work as easily with these formats on a second 3.1/2 [OR 5.1/4] drive as it does with AMSDOS System and Data formats. There are a number of commands available. Simply type the command followed by whatever parameters it requires and press enter/return. MAXIDOS will accept abbreviations of any command down to a minimum of 2 letters. The commands are listed below, and you can obtain a list of them at any time by typing 'HELP'. It is advisable to practice using MAXIDOS by formatting a spare disc and saving a few dummy files on it, then try using the various file commands on MAXIDOS and CATalogue it to see what happens.

A: or B:

This simply sets the default drive, the prompt ">" will display your SELECTED DRIVE.

BACKUP

This command is to make a BACKUP of your selected disc, a complete disc copy in other words. As it works by copying BLOCKS from source to destination it requires that the destination disc is already formatted the same as the source disc. The syntax:

BACKUP [SOURCE DRIVE]: [DESTINATION DRIVE]

You might use BACKUP without any parameter to backup from drive A to drive A or,

```
BACKUP A: B:
BACKUP B: A:
BACKUP B: B:
```

It's quicker to enter BA A: B: - first two letters are enough.

CAT & CAT "FILENAME.EXT"

Just entering CAT on its own will catalogue the files on the drive in the same manner as the CAT function available from basic. There are basically only two differences. Firstly you can specify which drive to catalogue. For example, to catalogue drive B you would type 'CAT B:' (don't forget the colon!). To catalogue drive A, type 'CAT A:'. If 'CAT' is entered on its own and no drive specified then MAXIDOS will default to SELECTED DRIVE (as it does on ALL occasions when no drive is specified). The second difference is that certain parts of the file extension may be highlighted. If the first character of the file extension is highlighted this means that the file is read-only. Any attempt to erase or overwrite a read-only file will fail. If the second character of the file extension is highlighted then the file is a system file, which simply means that it will not appear in a normal basic CAT, but it can still be loaded as normal (and saved as normal if it is not a read-only file). If there is an inverted E after the filename then it is an ERASED file. Erased files cannot be read, or written to, and do not appear on a normal Amsdos CAT or CPM DIR.

CAT continued.

If you wish to examine the specific details of a file then type CAT "FILENAME.EXT" substituting the appropriate filename and extension depending on which file you want further details of. For example, to cat the file "CODE.BIN" you would type CAT "CODE.BIN" followed by enter/return (the first double quote is obligatory, but as with AMSDOS the second double quote is not neccessary).

NB: It is possible to use WILD CARDS as in CPM or AMSDOS. For example, if you wanted to examine all binary files you might type CAT "*.BIN". To catalogue all files you would type CAT "*.*", or to catalogue all files begining with "K" you would type CAT "K*.*".

CLS

We decided not to award prizes.....

COPY

Perhaps the most useful command, this allows you to copy FILES from one disc to another, using any combination of drives you wish. Because of the way the COPY command analyses the directory you cannot copy files from a disc onto that same disc (not that you would ever want to anyway!).The syntax takes the form:

COPY [source drive]: "filename.ext" [destination drive]:

Remember that wild cards may be used and that drives do not necessarily have to be specified since MAXIDOS will default to SELECTED DRIVE if no drive is given in the command parameters. Here are some examples:

To copy all files from drive A to drive A:

```
COPY "*.*"
or   COPY A: "*.*"
or   COPY A: "*.*" A:
```

or COPY "*.*",A: (note the use of a comma after the filename instead of a space. Commas and spaces are interchangeable in MAXIDOS syntax)

To copy all binary files from drive B to drive A:

```
COPY B: "*.BIN"
or   COPY B: "*.BIN" A:
```

note that drive B is specified in both cases, since if it wasn't MAXIDOS would automatically default to SELECTED DRIVE.

To copy all binary files begining with "K" from drive A to drive B:

```
COPY "K???????.BIN" B:

or   COPY A: "K*.BIN" B:
```

or COPY A: "K*.BIN B: (note that I haven't bothered to use the second double quote, but remember that the first one is compulsory!)

COPY continued.

When copying any files MAXIDOS will always ask for confirmation for each file with the prompt 'FILENAME.EXT Copy(Y/N)? '. This takes place before copying commences, meaning that people with double drives can go and make themselves a cup of coffee while MAXIDOS continues to work on its own; although MAXIDOS would probably be finished copying before they even got as far as the kettle, since it is a lot faster than A-M-S-D-O-S (snore). For those of you with a single drive MAXIDOS will issue prompts when copying and wait until you insert the appropriate disc when it is changing between source and destination. MAXIDOS is very friendly and will check to see that you don't do something silly, like put the wrong disc in the drive.

DISPLAY

This command will simply change paper and pen combinations to enable you to choose one that suits you. Several combinations are available.

ERASE

The syntax for the erase command is the same as that for Amsdos and CPM. Remember that the first double quote is necessary and that wild cards can be used in the same fashion as the CAT or COPY commands. For example to erase all three letter files begining with 'C' and ending in 'N' (guess who):

ERA "C?N.*"

When a file is erased (by Amsdos, CPM, MAXIDOS or anything else) it is NOT removed from the directory, it is simply marked in a special way to show that it has been erased, and that the areas of the disc it previously occupied are now free for use. This means that if you erase a file and then save something else on the disc, the part of the disc occupied by the erased file might now be overwritten, which means that unerasing it will subsequently be a useless exercise since it has been corrupted.
The lesson to learned here is that if you erase something by mistake DON'T save anything else on the disc; load MAXIDOS and try to salvage it using unerase.

FORMAT

There are two basic types of format, DATA and SYSTEM. Data only format has no system tracks and you can't put CPM VSN. 2.2 on it, since the whole disc (178k) is for your programs. The directory for the disc is held on track 0 sectors C1-C4. SYSTEM format (169k) has the first 2 tracks reserved for CPM. The directory is held on track 2 sectors 41-44. When formatting a SYSTEM format disc you are asked to insert a disc containing the desired system tracks. This must be a disc which was formatted using MAXIDOS or CPM.
The FORMAT command gives you a choice of RAMDOS formats D1,D2,D10,D20 and you should be aware that although you can decide to format in DRIVE A to a RAMDOS format, if you only have a standard 3" drive - BIG TROUBLE ! The facility is available for those that are able to switch their 3.1/2 [or 5.1/4] DS DD drive to be recognised as A.

HELP

Will provide you with a list of the commands available.

IDENTIFY [DRIVE]

Will tell you the format [if recognised] of the disc in the specified drive. The default is, of course, the SELECTED DRIVE.

KILL

Kill will completely erase any files which have been previously marked as erased (eg. files with an inverted E following the file extension when a CAT command is given from MINIDOS). When a file has been KILLed it cannot be unerased. It is a good idea (although not essential) to do a 'KILL "*.*"' on a disc before you start doing any erasing (Not unerasing!!). This means that when you erase a file by mistake you won't be left with more than one erased file sitting in the directory (when unerasing MAXIDOS will resurrect the first matched erased file found). Kill will ONLY destroy files that have been previously marked as erased, and will remove them TOTALLY from the directory, which means that they will be not be listed, even with the inverted E after the file extension, when a CAT command is given. There is no danger of Kill erasing any normal (ie. non erased) files, it ignores these completely.

PCAT

Follows the syntax and rules as for CAT - except that output is directed to the Printer.

QUIT

This will give you the option to exit MAXIDOS.

RENAME

The syntax of this command takes the form:

RENAME [DRIVE]: "OLDNAME.EXT","NEWNAME.EXT"

some examples are:

```
RENAME A: "FRED.BAS","ZIPPY.BAS"
RENAME "ZIPPY.BAS","GEORGE.BAS"
RENAME B: "GEORGE.BAS","BUNGLE.BAS"
```

Wild cards cannot be used!

RO

You may have catalogued a disc using Amsdos and found that some files had an asterisk printed after them. If you try to write to, or erase these files you will be presented with an error message and the computer will refuse to overwrite the file. This is because it is a Read Only file. MAXIDOS shows these files by highlighting the first character in the file extension. The RO command will change a file to Read Only.

The syntax for this command is: RO [DRIVE]: "FILENAME.EXT".

Wild cards can be used and as usual if the drive is not specified MAXIDOS will default to SELECTED DRIVE.

RW

This does the opposite of RO and changes a file back to normal so as it can read from, written to, and erased. The syntax is the same as RO.

SETUSER [DRIVE] "FILENAME.EXT" n

Another file status changer, where n = USER NUMBER [0-15] that you wish to assign. Useful for chopping 800K directories down to manageable directories. Remember that a "normal" Catalogue defaults to USER 0, and files in other areas are not displayed.

SYSTEM

It has already been explained how erased files can still be in the directory, but not be visible when an Amsdos CAT or CPM DIR command is given. Another type of file which is invisible is a system file. It can be read from, written to etc. as normal, but will not appear in a standard CAT or DIR. A system file is shown in the MAXIDOS CAT list by the middle letter of the file being highlighted. With the SYSTEM command it is possible to define whether a file is or is not a system file. The command syntax is:

SYSTEM [STATUS]: [DRIVE] "FILENAME.EXT"

Where status= "ON" if you want the file(s) to become system or "OFF" if you want the file(s) to be clearly visible (non-system). Wild cards can be used in the filename.

TYPE "FILENAME.EXT"

Similar to the CPM command, except that it will deal with ANY file, displaying only the ASCII content of the file. If a value is read that WOULD be a character but for the fact that BIT 7 is set, then it is displayed in inverse. You are prompted to choose output to the Printer if required.

UNERASE

The Amsdos erase command is, I'm sure, the subject of much cursing and blinding for many of us. More than once I have erased the wrong file only to find that it's gone for good. Amsdos takes the same line on this as the Amstrad Customer Complaints Dept. does about complaints- "tough cheese matey". Fortunately help is at hand with the unerase command in MAXIDOS. When you erase a file by mistake just boot MAXIDOS and type:

UNERASE [DRIVE]: "FILENAME.EXT"

and the file will rematerialise. For example if I erased a file called "MININSTR.TXT" by mistake, and the file was on drive B, to unerase it from MAXIDOS I might type:

UNERASE B: "MININSTR.TXT".

Please note that wild cards CANNOT be used for this command.

USER n

Commands MAXIDOS to confine it's activities to the specified USER - n. By default MAXIDOS treats all user areas the same, but honours the area in all copying procedures. If you have, say, set things for USER 7 with,

```
USER 7
```

then you can use the wildcard "*" to return to ALL areas recognised,

```
USER *
```

The USER command can be used in conjunction with other commands, for example CAT B: USER 7 or COPY A: USER 0 "*.*" B: USER 7 etc.

VERIFY [DRIVE]

For RAMDOS users possibly one of the more important commands, although it is still a valid and useful command on 3" drives. Default drive is the SELECTED DRIVE. Verify does just as you imagine; it reads through the disc a BLOCK at a time checking it's "goodness". A "read fail" at any point prompts the well-known "Retry or Cancel" message. Particularly on non-standard drives and discs it is advisable to press "R" for "Retry" several times before giving up and pressing "C" for "Cancel". In the event of a "Cancel" VERIFY will skip the questionable BLOCK and report on the remainder of the disc in the same way. If any BLOCKS have "failed" these are summarised at the end of the procedure. RAMDOS users who have experienced difficulties with certain discs now have the means to find out why ! It may pay to invest in better quality disc, or at least see if the "Slow Disc" option presented with the disc menu helps matters.

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OPTIMIZER

Imagine a disc that you have filled with a miscellany files, occupying nearly all of the available space. Being thrifty you you realise that you no longer need several of the files - and so you erase them. Now consider the sector situation - scattered all over the disc are unused sectors as a result of your erasures ! If you write another file to this disc it could well occupy several different sectors on several widely separated tracks. It'll certainly take longer to load than a neatly organised file. So what ? Well, OPTIMIZE will re-organise the disc files so that they use sequential sectors - Good stuff !
SNAG ? Yes, there must be at least 16K free on the disc for OPTIMIZER to work with. There are just three choices on the OPTIMIZER menu,

(1) DETAILS (2) OPTIMIZE (3) DRIVE A

Pressing 3 will toggle between A and B as the SELECTED DRIVE.
Pressing 1 will identify and give details of the disc in drive.
Press 2, and OPTIMIZING begins. Initially the disc will be VERIFIED, as it'd be pointless to start moving files about with a "duff" block on the disc ! Provided that all is well the major task begins, and you are given a visual representation of the work as it proceeds. The screen displays the initial disc state, showing occupied and unused areas. A "W" will indicate the area being Written, with "R" for Read. It will be quite apparent how things are proceeding.
If a "Read Fail" message appears, then you have no choice but to press "R" for "Retry" as "Cancel" would leave you a disc of jumbled files with no chance of recovery. The "C" is disabled anyway.
The precaution that is needed to prevent a disaster is taken by OPTIMIZER by verifying the disc before commencing it's work. It is therefore most unlikely that an "Read Fail" could occur that does not respond to "Retry". Users of RAMDOS formatted discs may well prefer to use the "Slow Disc" option before entering OPTIMIZE.

[7] # THE SECTOR EDITOR

Modifying sectors is one of those "tricks" that some of us have learnt and can put to good use. Others may know how to use them, but not what for ! This is NOT an explanation of WHAT to use it for, rather a brief summary of the commands available. In truth, you should have no problem in using it without reading any further than this - but clarification is available if you care to read on.

All available commands are displayed on screen, except that you may wish to know that CTRL + ENTER will re-boot the editor from scratch. It should be quite clear that having used CLR [the key !] to enter the MODIFY mode that all commands are still available. Use COPY to toggle between the ASCII and HEX display for modifying, ARROW keys move around the display [non-destructive]. Note that SHIFT + a key gives LOWER case, UPPER CASE is normal entry. CLR or ESC will finish the MODIFY mode and restore the PASSIVE mode.

IF YOU HAVE MODIFIED A SECTOR and then CHOOSE to WRITE SECTOR - the changes that you have made are NOT REVERSIBLE. Unless you've a good memory, of course !

The FUNCTION keys are used for some of the major commands. To the right of the command display is a "status" display which is kept up-dated as needed. The FUNCTION keys:

F0 - DRIVE SELECT [Enter selected drive at cursor position.]
F1 - TRACK SELECT [Enter track at cursor position !]
F2 - SECTOR SELECT [Likewise !]
F3 - SIDE SELECT [Only applies to DSDD 80 TRACK formats.]
F4 - FILE MAP [Selects start of chosen file.]
F5 - PRINT SECTOR [But you need a Printer on line.]
F6 - OTHER PAGE

In common with all other sector editors [except the one on BONZO's DOODAH] the data for each sector is stored as two "pages". Bytes 00 to &FF on one, with &100 to &1FF on the other. F6 simply toggles the display between the two.

F7 - PREVIOUS SECTOR
F8 - NEXT SECTOR

Note that these appear in inverse, indicating that SHIFT + F7 works as well. One way moves sectors consecutively through the disc, the other moves ONLY within the selected file as determined by F4. Why don't you find out which does what ?

F9 + SHIFT - LOG DISC [You MUST use this when changing discs !]
No "straight" F9 in use.

? [NOT with SHIFT] enables you to select a string to be searched for.
? + SHIFT restarts search for repetitions of string.
TAB KEY = CATALOGUE DISC IN SELECTED DRIVE.
R + CONTROL = READ SECTOR and DISPLAY
W + CONTROL = WRITE SECTOR ********** USE CAUTION **********
CLR KEY = TOGGLE BETWEEN MODIFY & PASSIVE MODE.
COPY KEY = TOGGLE BETWEEN ASCII & HEX WHEN IN MODIFY MODE.

Note that "R" and "W" are used with CONTROL only. These are deliberately made difficult to implement, accidentally or otherwise.

That's all you need to know ! Do you need the warning that applies to any sector editor ? OK., you don't. Nonetheless it would be irresponsible not to point out that this is one of the most powerful tools that a Computer "Junkie" can own. It is capable of destroying data just as fast as you can press a key - so do take all precautions, and keep all precious discs WRITE PROTECTED.

We cannot accept responsibility for any loss of data, loss of mind, or even sector-edit compulsion. Have fun.....NEMESIS

ARCHIVE

Hardly an inspired name, but we couldn't think of anything else to explain what it does ! Yes, it saves an entire disc, of any of the MAXIDOS recognised formats to TAPE ! We reckon you'll need a very long tape for those 796K jobs, especially if they are full.
Archive presents a seven choice menu,

(1) ARCHIVE [Set about the main job !]

(2) RESTORE [Create a disc from the tape archive.]

(3) SCAN TAPE [Gives the archive filename and disc format needed.]

(4) DETAILS [Gives the source disc details.]

(5) FORMAT [Enables you to format an intended destination disc.]

(6) 1500 BAUD [Toggles tape speed 1000-3000 baud. 1500 is reliable.]

(7) DRIVE A [Toggles between A and B for selected drive.]

To CREATE an archive you would first put a suitable tape in your player/recorder, wound on to be on the recording area rather than the "lead in". Select DRIVE by pressing "7", and get the details from "4". Select your BAUD rate with "6", we suggest 1500 baud is very reliable - but you might experiment with faster speeds. Now get to it with "1". You will be prompted for a filename for the archive, perhaps you'll use something simple like ARCH1D20 ! See that all appears to be normal and visit the local pub whilst it does it's stuff.

To RESTORE a taped archive to disc you need a suitable formatted disc in the destination drive. Let's assume that you've forgotten what filename you gave the archive and the format needed. "3" for SCAN TAPE will soon put you wise, and you can then format the disc with "5". Having made sure that the selected drive is correct you can now re-wind the tape, and press "2" to begin the RESTORE. The setting of BAUD RATE is not relevant for restore. So go to the pub again.

There you have it, an alcoholic haze, a tape archive of your disc - and disc created from your archive. Nothing could be simpler, and the money you save on discs for "backups" by using tape could well justify another trip with the dog.
Store your "archives" in a cool dry place, tapes are not so sturdy at retaining data as discs - but some that I did on one of our BONZO archive systems remain perfectly good some four years after being created. Trouble is, I don't drink !

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FINALLY

That concludes the run-down of the facilities available on your MAXIDOS DISC, we believe them to be the finest and fastest of their type, regardless of whether you use them on a "bog-standard" CPC set-up, or on a system including a 3.1/2 or 5.1/4 DSDD drive system with RAMDOS.
RAMDOS is Copyright of KDS ELECTRONICS, and our thanks must go to them for being instrumental in our effort to produce a utility that stretches the already useful RAMDOS to a "smooth" operating system. If you haven't got RAMDOS with a suitable drive, and have enjoyed using MAXIDOS on your standard system you may like to consider the advantages that RAMDOS affords in conjunction with one of the many 3.1/2" drives that are now available to the CPC user.

KDS ELECTRONICS can be contacted on [04853 2076]

In the course of preparing, checking and testing MAXIDOS much use was made of RAMDOS. This resulted in many more facilities being added to MAXIDOS than was originally planned, and even pushed the "launch" date well beyond schedule. This will be greatly to your advantage.

Having got to grips with MAXIDOS [and that is easy !] you'll find that the only use you have for RAMDOS is for "booting" recognition of your high capacity drive. You may prefer to use the RAMDOS option for disc "cloning" using the "buffer" disc principle, as fewer disc swaps are needed than under MAXIDOS. We could hardly use the same "buffer" idea, being something of a pinch of an original idea.

Major gripes of RAMDOS users concern the hassle involved in file transferring, lack of access to the Directory area, suspect formatting, no verify facility, and the difficulty in running programs transferred to the RAMDOS format disc.

All of these problems are to a very large degree overcome by MAXIDOS, in fact you have a full suite of utilities that can be used on RAMDOS as well as "ordinary" discs.

One single area that we cannot help much with concerns the running of games from RAMDOS when the machine in use is an unexpanded 464 or 664. This is because the substitute DOS used by RAMDOS is situated below HIMEM on these machines, hence ANY file that attempts to load to this area destroys the very routine that tries to load it. We believe that the number of users of RAMDOS with unexpanded machines is quite low. Help for those with 6128 / or Expanded CPC's is to hand. On your MAXIDOS disc is a file called

MENUB.BAS

please load this and list it. The major work is done by M/code, but it is presented in a Basic form so that you can freely modify it. As it stands it can be transferred to your FAT disc of games. Boot RAMDOS, select DRIVE B, and RUN"MENUB". Most games will now run, especially those transferred by BONZO SUPER MEDDLER or BLITZ. Exceptions will be those that use the extra banks themselves [RAMDOS uses BANK 7] during loading and thus clash with RAMDOS. HACKPACK transfers should ALL work, as will nearly all OPTIONS 1 to 6,10 and BLITZ transfers.

The odd ones that fail will include those that re-assign the DOS workspace to somewhere other than that set by a CALL to &BCCE with HL holding &ABFF, DE with &0040, and C with 7. In point of fact the workspace is re-assigned in OPTION 2X transfers, but where it would have worked with the normal parameters you will find it will run from your FAT disc anyway !

The JUMBLOCK calls that would destroy RAMDOS and thus prevent a game from running are indicated in MENUB. You may find that some can be retained [and may need to be in certain "odd" cases]. The bytes before the REM KO XXXX etc., can simply be changed to zero to make the call "live" again.

You could also adapt MENUB to list from it's own data the names of the files to be run, and delete the earlier !DIR command.

Note that stand-alone and basic files will probably run direct, and that SOME binary files preceded by a basic loader may need the single line as found in SETALVB.BAS [on the MAXIDOS disc] put in immediately before the CALL to the binary file that has already been loaded. More than that we cannot tell you - but you WILL be able to run the majority of programs from your FAT disc.

3.1/2" discs and drives should have no problem in working at the speed set by RAMDOS/AMSDOS, but certain combinations may benefit from slowing down the access speed. It is more likely that 5.1/4" drives will need this facility. Use the "Slow Disc" option if you have been getting an inordinate number of read errors. If it is caused by using ulra-cheap-and-nasty discs - then it may not help !

RAMDOS users by definition are trying to get the best from their machine - MAXIDOS will make it certain that you do.

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