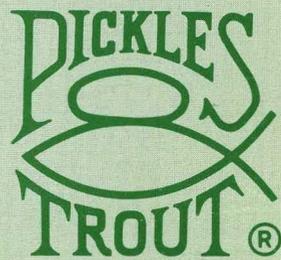


**P&T CP/M<sup>®</sup> 2 USER'S MANUAL**  
**Radio Shack Hard Disk Addendum**



**P&T CP/M® 2**  
**for the**  
**TRS-80 Models II, 12, and 16**  
**User's Manual**  
**Radio Shack Hard Disk Addendum**

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#### IMPORTANT NOTE

You should have received P&T CP/M 2 on a diskette with a label like the one shown below. If you did not receive such a diskette, you may not have received a valid copy of the system. Please contact Pickles & Trout at once. All P&T CP/M 2 labels are printed in green ink on white paper.

If you purchased a registered user's copy of P&T CP/M 2 you are required to transfer the registration to your name. There is a fee for this transfer. If you fail to transfer the registration you will not receive the Pickles & Trout newsletter, will not be eligible for updates to the system, and will not be able to receive assistance from Pickles & Trout.



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**P&T CP/M® 2**  
version 2.2m floppy

serial number 2163

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## 1.1 Introduction

The Radio Shack Hard Disk version of P&T CP/M 2 fully supports the use of the Radio Shack 8.7 and 12 Mbyte hard disk systems for mass storage on the TRS-80 Models II, 12 and 16 Microcomputers. Up to 4 hard disk drives may be connected to a computer giving a total of 34.8 or 48 Mbytes of on-line storage.

P&T CP/M 2 allows you complete flexibility in assigning the hard disk storage so that you may tailor the system to your needs. You may assign multiple logical drives to each physical hard disk drive with the limitation that each logical drive may be no larger than 8192 Kbytes (8,388,608 bytes) which is the maximum logical drive size supported by CP/M 2.

This supplement to the the P&T CP/M 2 User's Manual is designed to provide you with the additional information necessary to use P&T CP/M 2 with a Radio Shack Hard Disk system.

The hard disk version of P&T CP/M 2 is completely compatible with the floppy disk version. Most programs will not need any changes at all in order to run with the hard disk system.

If you desire assistance from Pickles & Trout it is absolutely necessary that your copy of P&T CP/M 2 be registered. To register your copy you must fill out and return the registration cards you received with the original diskette. If you did not receive the cards, please call Pickles & Trout at once for instructions on how to register your copy.

Please have your system serial number available when you contact Pickles & Trout regarding your copy of P&T CP/M 2; YOU WILL BE ASKED FOR IT. The serial number appears on the label of the master diskette, on the front of this manual, and is displayed on the console every time the system is reset.

Please realize that we must limit assistance with P&T CP/M 2 to matters concerning the operating system and its supporting utility programs. We would like to help everyone with their programming problems but it is impossible to do so. We will try to help you as much as we can but please do not expect us to give you step-by-step instructions on how to customize a specific software package. In such a case all we can do is give you some general direction and refer you to the appropriate parts of this addendum.

## 1.2 Files on the Diskette

You should find the following files on your master diskette in addition to the files described in the P&T CP/M 2 User's Manual. If you are upgrading from another version of P&T CP/M 2 you should find these files (and others for actually installing the upgrade) on the diskette you received.

ACCESS.COM      P&T utility program to allow you to alter the access mode of logical drives assigned to a hard disk from the console. See Section 6.2 of this addendum for further information.

- BFBACKUP.COM** P&T utility program for backing up a disk file which is larger than the capacity of a diskette onto multiple diskettes. See Section 6.3 of this addendum for further information.
- BFRECTOR.COM** P&T utility program for restoring a disk file backed up by BFBACKUP. See Section 6.4 of this addendum for further information.
- BKMOUNT.COM** P&T utility program that is used in conjunction with the FILEBACK utility program. Typically this program would not be used independently of FILEBACK. See Section 6.5 of this addendum for further information.
- CLEARDIR.COM** P&T utility program that completely clears the directory area of a logical drive assigned to a hard disk. This utility should be used with care since its action is irreversible. See Section 6.6 of this addendum for further information.
- FILEBACK.COM** P&T utility program that backs up all files that are smaller than the capacity of a diskette from a logical drive on a hard disk to multiple diskettes. This program reads the directory of a hard disk and generates a series of SUB files to be used with SUBMIT. The SUB files make use of the PIP utility to perform the file transfers. The user is prompted to change diskettes when necessary during the backup process. The principle limitation of this backup technique is that logical drive A cannot be specified as the destination drive. See Section 6.7 of this addendum for further information.
- HDCHECK.COM** P&T utility program to check the portion of a hard disk which is assigned to a logical drive for flawed sectors. If any flawed sectors are found, they are blocked from usage. This program does not affect the information stored on the logical drive so it may be run periodically to insure the integrity of the drive. See Section 6.8 of this addendum for further information.
- HDCONFIG.COM** P&T utility program to configure the disk storage on the system. This program allows you complete freedom in assigning logical drives on the system so that you can tailor the system to your needs. See Chapter 6.9 of this addendum for further information.
- HFORMAT.COM** P&T utility program to format a hard disk drive. This program allows you to format some or all of a hard disk drive. The portion to be formatted may be specified either as a range of tracks or by giving the letter of a logical drive assigned to a hard disk. In the latter case, all of the tracks assigned to the logical drive will be formatted. In addition to formatting, this program also allows you to install a bootstrap program on the hard disk 0 (the primary unit). This program automatically loads the system from a working system diskette when power is applied; you will no longer need to hold the <break> and <repeat> keys while booting. See Section 6.10 of this addendum for further information.

## 2.1 Conventions of Notation

In general, this addendum uses the same notation as the P&T CP/M 2 User's Manual for P&T CP/M 2.2m. For your convenience, an explanation is included here.

For ease of reference, all page numbers in this manual consist of two numbers. The first refers to the chapter number and the second to the page number within the chapter.

Figures within this manual are numbered in a similar way, but the second number denotes the figure, not the page, within the chapter. For example, Figure 5.8 refers to the eighth figure in the fifth chapter. If it is necessary to indicate a specific line within a figure, a hyphen separates the figure and line numbers (e.g. Line 5.8-12 means line 12 of Figure 5.8). Keep in mind that "Line ..." refers to a line of a figure, not a line of the text.

When numbers are used within the addendum, they should be considered to be decimal (base 10) unless otherwise noted. A hexadecimal number (base 16) is indicated by appending the letter "h" to the number (e.g. 1Ah). A binary number (base 2) is indicated by appending the letter "b" to the number (e.g. 101b). In figures that represent console displays, this convention will not be used if the program that generated the display does not follow it. Every effort has been made to make the figures representing console displays as accurate as possible. The text relating to a figure will specify the base of the numbers displayed if it is not obvious from the context.

In this addendum, the term "Kbyte" (or Kb) is taken to refer to 1024 bytes. The term "Mbyte" (or Mb) is used to refer to 1024 Kbytes (ie. 1,048,576 bytes).

When it is necessary to refer to one of the named keys on the keyboard, the name of the key is enclosed in angle brackets. For example, <enter> refers to the key on the keyboard labeled "ENTER". If you are instructed to type <enter> at some point, it is expected that you will press the key labeled "ENTER" rather than typing the 7 characters "<", "e", "n", "t", "e", "r", ">".

Control keys and control codes are denoted by the characters "ctl-" followed by a letter and enclosed in angle brackets (e.g. <ctl-A>). In other manuals, control codes are often indicated by a caret or up-arrow immediately preceding the letter (e.g. ^A). The distinction between control keys and control codes is a fine one. This addendum will use the term "control key" to refer to the key that is actually typed to generate a control code. For example, to generate a <ctl-A>, you would type the "A" key on the keyboard while holding down the <ctrl> key; the <ctrl> key functions as a special type of shift key.

The control code is the numeric code that is generated by the keyboard and sent to the computer when a control key is typed. Control codes are sometimes called control characters. Keep in mind that the term "control code" may be used without a reference to the keyboard. For example, some programs may use control codes to perform certain functions, such as manipulating the console display. In this case, the codes are generated by the program and the keyboard is not involved.

Many figures show a dialog between the computer and the user. This technique is used heavily when explaining how to use various utility programs. In these dialogs,

characters displayed on the console by the computer are shown in plain text; characters typed in by the user are shown underlined.

In this addendum, both the terms "diskette" and "disk" are used. "Diskette" refers only to a floppy diskette. An example would be the diskette you originally received. The term "disk" has a general meaning. It can refer to a diskette or to a hard disk.

In this addendum the term "CP/M" is used in referring to general features and capabilities of the CP/M operating system. The term "P&T CP/M 2" refers specifically to the Pickles & Trout adaptation of the CP/M operating system for the TRS-80 Model II/12/16.

It is frequently desirable to distinguish between physical and logical disk drives. A physical drive refers to the actual hardware of a disk drive. Examples of physical drives are diskette drives and hard disk units. CP/M refers to disk storage in terms of logical drives, denoted by the letters A through P.

There is not always a 1-to-1 correspondence between logical and physical drives since several logical drive can be assigned to a single hard disk or diskette drive. In P&T CP/M 2 a logical drive never includes more than one physical drive. The physical diskette drives are referred to by numbers from 0 to 3. Physical diskette drive 0 is the built-in drive on a Model II and the left hand built-in drive on a Model 16 or 12. There is always a physical diskette drive 0 on the system. Physical diskette drive 1 is the first expansion drive on a Model II system and the right hand built-in drive on a Model 16 or 12. Physical diskette drives 2 and 3 are the remaining expansion drives.

The physical hard disk drives are also referred to by numbers from 0 to 3. Physical hard disk drive 0 is the primary hard disk unit, physical hard disk drive 1 is the first secondary hard disk unit, etc.

### 3.1 Getting Started

If you have purchased an upgrade of your copy of P&T CP/M 2, follow the instructions packaged with the diskette for installing the new modules in your module library. If you purchased P&T CP/M 2 as a Radio Shack hard disk system, these modules are already in the library.

Before beginning to use P&T CP/M 2 you should make a working system diskette. See Chapter 3 of the P&T CP/M 2 User's Manual for instructions. The first working system diskette you generate will include drivers for only the floppy drives on your system. In order to access the hard disk drives on your system you must use the MODSEL (see Chapter 6 of the P&T CP/M 2 User's Manual) utility program to include in the system the necessary modules.

While it is executing, MODSEL will present you with the names of any "Hard Disk Driver Modules" that are available for you to use. You should choose a Radio Shack hard disk driver module (the standard one is named RSH1). If there are no Radio Shack hard disk modules listed, either you do not have a hard disk version of the system or, if you are upgrading, you have not installed the new modules in your module library.

MODSEL will also ask you to choose a "Disk Table Module". It is this module that actually defines how the disk drives on your system are used. We have supplied with the system a number of these modules for typical disk configurations. Refer to appendix A of this addendum for a description of these modules. If one of the supplied modules provides a configuration that meets your need you need merely select it.

If none of the supplied disk table modules seems to be quite right, you can create your own using the HDCONFIG utility program. Chapter 7 of this addendum discusses in detail the considerations you should be aware of before creating your own disk table module. You should read Chapter 7 carefully before custom configuring your system.

After you have used MODSEL to select the hard disk related modules (and any other modules you wish to include in the system) the procedure for generating a working system diskette is exactly the same as for a floppy only system. See the P&T CP/M 2 User's Manual for details.

**NOTES**

## 4.1 Differences From the Floppy Version

The Radio Shack Hard Disk version of P&T CP/M 2 is very similar to the standard floppy version. Virtually all programs that run with the floppy version will also run with the Radio Shack Hard Disk version. There are a few minor differences which are described below.

1. With the Radio Shack Hard Disk system, it is not necessary to have a system diskette mounted on physical diskette drive 0 to perform a warm boot (as is the case for a Model II or 16). In fact, a warm boot does not require any diskette to be mounted. The working system diskette is needed only for the cold boot process (power on boot or RESET). Because of this you may switch diskettes (even of differing densities) on physical diskette drive 0 any time you are at the command level of P&T CP/M 2. All you need to do is press the <break> key after you change diskettes.
2. The Radio Shack Hard Disk system allows you complete freedom in assigning logical drives. For example, you may have logical drives A, B, and C assigned to the hard disk and logical drives D and E assigned to diskette drives. This may lead to confusion in some of the diskette oriented utility programs (FORMAT, DISKTEST, etc.) when you are asked to specify the diskette disk drive on which some operation is to take place.

In order to alleviate the confusion, all of these utility programs allow you to specify diskette drives by either the logical drive letter assigned to the drive or the physical drive number. For a Model II the built-in drive is physical drive 0 and the expansion drives are physical drives 1 through 3. For a Model 12 or 16, the two built in drives are physical drives 0 and 1 while the expansion drives are physical drives 2 and 3.

3. Several new utility programs oriented toward the hard disk have been added to the system. These programs have to do with formatting and testing the hard disk, configuring the system, and backing up and restoring data on the hard disk. These programs are described in Chapter 6 of this addendum.
4. A new system feature has been added that allows you to limit access to any logical drives assigned to a hard disk. This feature allows you to write protect individual logical drives on a hard disk without write protecting the entire disk. This feature can also be used to implement a password scheme for gaining access to logical drives on the hard disk. The access limitation function of the system is described in Chapter 5. The ACCESS utility program, described in Section 6.2, provides a means of modifying the drive access from the console.
5. The system MENU function DP cannot set the number of floppy drives on a hard disk system. The number of drives is determined by the drive parameter table module that is selected for inclusion in the system (see Chapter 3). You may create your own drive parameter table modules using the HDCONFIG program as described in Chapter 7.

## NOTES

## 5.1 Limiting Drive Access

The Radio Shack Hard Disk version of P&T CP/M 2 includes a method of limiting access to the logical drives that are assigned to the hard disk. There are two forms of access limitation available: access to the drive can be completely denied or access can be limited to reading only.

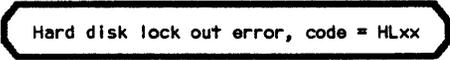
The type of access to a drive may be modified by a program using Special System Functions 27 and 28 (see Chapter 16 of the P&T CP/M 2 User's Manual). In addition, the system configuration program, HDCONFIG, allows you to specify the type of access to be permitted to each logical drive when the system is cold booted. See Chapter 7 of this addendum for details of configuring the system with the HDCONFIG utility program.

The utility program ACCESS provides a way to change the type of access to a logical drive on a hard disk interactively from the system console. See Section 6.2 of this addendum for information on using ACCESS.

The ability to completely deny access to a logical drive can be used to provide regulated access to a disk drive. For example, suppose the system is configured with 4 logical drives assigned to a hard disk. Each of these 4 drives might be used for different types of programs. Bookkeeping programs could be on one of the drives, customer records on another, inventory management on a third, and program development on the fourth. The system could be configured so that all of these logical drives are not accessible when the system first comes up; the user would be initially limited to using the diskette drives.

A program could then be written that would allow a user to change the status of one or more of the logical drives so that it becomes accessible. This program could include some sort of security measures such as requiring passwords or other identification before allowing access to a logical drive. Note that passwords and other security measures are not part of the system; they are implemented by a program of some sort. It is possible for anyone with a knowledge of the system to write a program (or use the ACCESS utility program) to gain access to any logical drive to which access is blocked hence this scheme cannot be considered to provide high level security.

If a user or a program attempts to gain access to a logical drive to which access is denied, the error message given in Figure 5.1 will be given. The "xx" in the message will be replaced by a hexadecimal representation (00=A, 01=B,...0F=P) of the logical drive to which access was attempted. You may use the ERROR program to get an explanation of the error code if you wish. The most typical result of this error is that any running program will abort and the user will be returned to the system command level.



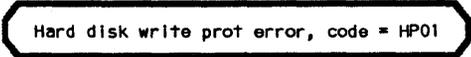
Hard disk lock out error, code = HLxx

Figure 5.2 Error Message for Drive Access Violation

**NOTE:** Logical drive A **must be accessible** when the system is cold booted. If logical drive A is not made accessible, the system will not run because the first thing it does after a cold boot is to try to log onto logical drive A. Logical drive A may be made initially read/only, however.

Access to a logical drive on a hard disk can also be limited to reading only. This feature of the system can be used to write protect individual logical drives on a hard disk without write protecting the entire drive. This feature can be particularly useful while doing program development. The logical drives that should not be written to by the program can be set to read only status so that any attempt by the program to write to the drive will be trapped and an error message given.

The error message indicating that a drive is write protected can be caused by two conditions. If an entire disk drive is write protected by means of the write protect switch on its front panel, any attempt to write to a logical drive on that disk will result in the error message shown in Figure 5.2.



Hard disk write prot error, code = HP01

Figure 5.2 Error Message for Hardware Write Protect

If a logical drive is set for read/only access, any attempt to write to that drive will result in the error message shown in Figure 5.3. The most typical result of either write protect error message is that any program that is running will be aborted and the user will be returned to the system command level.



Hard disk write prot error, code = HP00

Figure 5.3 Error Message for Software Write Protect

## 6.1 Introduction

This section describes the additional utility programs (listed below) that are supplied with the Radio Shack Hard Disk version of P&T CP/M 2. These programs provide additional functions needed to use the hard disk version of P&T CP/M 2.

<u>page</u>	<u>program name</u>	<u>purpose</u>
6.2	ACCESS	To allow the user to change the type of access permitted to logical drives on a hard disk from the system console.
6.6	BFBACKUP	To back up a file which is larger than the capacity of a single diskette to multiple diskettes.
6.14	BFRECTOR	To restore a file that was backed up by BFBACKUP.
6.24	BKMOUNT	Provides a means of changing diskettes when used with the FILEBACK utility program. This program is not normally used by itself.
6.25	CLEARDIR	To wipe clean the directory area of a logical drive on a hard disk.
6.27	FILEBACK	To generate SUBMIT files that will backup all files from a given logical drive to multiple diskettes. Note that all files must be smaller than the total capacity of an empty diskette.
6.32	HDCHECK	To check the section of a hard disk assigned to a logical drive for flawed sectors. If any flawed sectors are found, they are locked out from subsequent usage.
6.37	HDCONFIG	To configure the disk storage allocation of the hard disk system.
6.38	HFORMAT	To format some or all of a hard disk. Also can write a bootstrap to hard disk 0 (the primary drive) so that P&T CP/M 2 will boot up immediately (without holding <break> and <repeat>).

**6.2 Utility name: ACCESS**

**Purpose: To allow the user to change the access mode of a logical drive defined on a hard disk from the console.**

### General Description

The ACCESS utility program allows the user to change the access mode of logical drives assigned to a hard disk from the console. ACCESS has two modes of operation, the interactive mode and the command line mode.

In the interactive mode, ACCESS displays the current access mode of each logical drive defined for the system and allows you to make changes at will. The logical drives that are assigned to diskette drives are also displayed even though there is no access control for them.

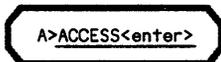
In the command line mode, all information about changing the access mode of various drives is given on the command line that executes ACCESS. ACCESS reads this information and makes the appropriate changes, reporting each change on the console as it is made.

Note that the changes made by ACCESS remain in effect only until they are changed by using ACCESS again or until a cold boot (RESET) occurs. The access mode for various drives can also be changed by other programs using the Special System Functions provided for that purpose. If you want the system to cold boot with a particular access modes in effect, you must use the HDCONFIG utility program to reconfigure the system to that configuration.

### Using ACCESS - Interactive Mode

At any time while ACCESS is running you may press the <break> key to return to the operating system. If you press the <break> key, ACCESS will ask you if you really want to quit. If you respond affirmatively, you will be returned to the system. If you respond negatively, you will be returned to the place at which you pressed <break>.

Figure 6.1 shows the command line for executing ACCESS in the prompted mode.



```
A>ACCESS<enter>
```

Figure 6.1 Command Line for Executing ACCESS in Prompted Mode

Figure 6.2 shows the basic display of ACCESS. Lines 6.2-4 to 6.2-19 report the current access mode of each logical drive on the system. Note that diskette drives are also reported even though there is no access control for them. On Line 6.2-22 you are asked to enter the logical drive letter for a drive whose access mode you want to change or "0" if you want to return to the operating system.

```
1:          P&T CP/M 2 Hard Disk System Drive Access Manager - ver 1.xx
2:          Copyright 1982 by Pickles & Trout
3:
4:          A - read/write
5:          B - read/write
6:          C - read/write
7:          D - floppy
8:          E - floppy
9:
10:
11:
12:
13:
14:
15:
16:
17:
18:
19:
20:
21:
22:          Enter logical drive letter (A-P) to change (0 to quit):
23:
24:
```

Figure 6.2 Console Display of ACCESS in Prompted Mode

Figure 6.3 shows the console dialog for changing logical drive A to "read only" mode.

```
Enter logical drive letter (A-P) to change (0 to quit): A<enter>
Enter type of access ( NONE, RO, RW ): RO<enter>
```

Figure 6.3 Changing Drive A to "read only" Access

Figure 6.4 shows the console display after logical drive A has been changed to "read only" and logical drive C has been changed to "no access".

```
1:          P&T CP/M 2 Hard Disk System Drive Access Manager - ver 1.xx
2:          Copyright 1982 by Pickles & Trout
3:
4:          A - read only
5:          B - read/write
6:          C - no access
7:          D - floppy
8:          E - floppy
9:
10:
11:
12:
13:
14:
15:
16:
17:
18:
19:
20:
21:
22:          Enter logical drive letter (A-P) to change (0 to quit):
23:
24:
```

Figure 6.4 Console Display After Changing Access Mode of Drives A and C

## Using ACCESS - Command Line Mode

ACCESS also has a command line mode that allows you to change the access mode of several drives with one command line. This mode also allows SUBMIT files to change drive access modes if necessary. When using the command line mode, you specify the drives to be changed by typing the drive letter followed by an equals sign followed by one of three access modes (RO, RW, or NONE). For example the string "B=NONE" will set logical drive B to "no access". Similarly, "B=RO" will set logical drive B to "read only". Figure 6.5 shows an example of using the command line mode of ACCESS.

```
A>ACCESS A=RO B=RO C=RW<enter>
logical drive A set to read only
logical drive B set to read only
logical drive C set to read/write
A>
```

Figure 6.5 Executing ACCESS In the Command Line Mode

As shown in Figure 6.5, ACCESS reports each change in drive access mode as it is made. This assures you that ACCESS actually made the changes you wanted. If a change you wanted made is not reported, either ACCESS could not understand the command line you typed or you asked for an illegal operation. Examples of illegal operations are specifying a logical drive that is not defined for the system, specifying a logical drive assigned to a diskette drive, or trying to set logical drive A to "no access".

Other examples of command lines that could be used with ACCESS are:

### ACCESS E=NONE

Makes logical drive inaccessible.

### ACCESS B=RO D=RW F=RW

Makes logical drive B accessible for reading only and logical drives D and F accessible for both reading and writing.

## Possible Error Messages

### Not a valid response, please re-enter

This message is displayed either alone or with other messages if the response you give to a question is not among the acceptable responses. Frequently the question asked will indicate what responses are considered acceptable. An example of a case where this message would be given is entering "Q" when prompted for a logical drive letter.

### Please respond with A-P or 0 only

This message indicates that you did not enter one of the acceptable responses to the request for a logical drive letter.

### That logical drive is not on the system

This message is displayed if you enter the letter of a logical drive that is not defined for the system. The drives that are defined are displayed on the console by ACCESS.

**There is no access control for diskette drives**

This message indicates that you are trying to change the access mode of a diskette drive. The system does not support access control for diskette drives.

**Logical drive A must always be accessible**

This message indicates that you have tried to set logical drive A to "no access". The system requires logical drive A to always be accessible in order to function. Logical drive A may be set to either "read only" or "read/write", however.

**Please respond with "NONE", "RO" or "RW" only**

This message is displayed if the response you made to the query for the type of access for a logical drive could not be understood by ACCESS. Use only the responses listed.

**You may not make the current drive inaccessible**

ACCESS will return to the command mode of the system with the current drive unchanged. If drive B was the current drive when you executed ACCESS, it will still be the current drive when ACCESS is finished. Since the system must always have access to the current drive, ACCESS does not allow you to set the current drive to "no access". You may, however, set the current drive to "read only" access.

- 6.3 Utility name: BFBACKUP**  
**Purpose: To back up a file that is larger than the capacity of a diskette to multiple diskettes.**

### General Description

Normal file transfer programs like PIP and FASTCOPY will work only when there is sufficient space on the destination drive for the entire file being transferred. BFBACKUP provides a means of backing up a large file to multiple diskettes. Sequence information is transferred along with the file to insure that the file is properly restored (by BFRESTOR). BFBACKUP will optionally perform a read back verification of the data after it is written to the diskette to insure data integrity.

BFBACKUP has two modes of operation. In the interactive mode, BFBACKUP prompts for all information regarding source and destination drives and file names. In the command line mode the source and destination drives, the file name, and whether or not to verify the output files are specified on the command line that executes BFBACKUP. The command line option allows you to set up SUBMIT files that automatically initiate the backup of a certain file.

BFBACKUP is intended only for backing up large files. It should not be used if the entire file will fit on a single diskette. The parts of the backed up file that are stored on the diskettes will typically not be of use individually. It is necessary to use BFRESTOR to recreate a copy of the original file before it can be used.

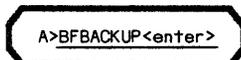
### Using BFBACKUP - Interactive Mode

At any time while BFBACKUP is running you may press the <break> key to return to the operating system. After you press <break>, BFBACKUP will ask you if you really wanted to quit. If you respond affirmatively, you will be returned to the command level of the system. If you respond negatively, you will be returned to the point at which you pressed <break>.

Similarly you may press the <F1> key to start over at the beginning of BFBACKUP. After you press <F1>, BFBACKUP will ask you if you really want to start over. If you respond affirmatively, BFBACKUP will start over just as if you had re-executed it. If you respond negatively, BFBACKUP will return you to the point at which you pressed <F1>.

Any time BFBACKUP asks a question requiring a "yes/no" answer, it will accept "Y", "y", "T", "t", and "1" as affirmative responses. "N", "n", "F", "f", and "0" will be accepted as negative responses. All other responses are not valid.

Figure 6.6 shows the command line that will execute BFBACKUP in the prompted mode.



```
A>BFBACKUP<enter>
```

Figure 6.6 Command Line to Execute BFBACKUP in Prompted Mode

The initial console dialog is shown in Figure 6.7. BFBACKUP first asks you for the drive from which a file is to be transferred (Line 6.7-9). In this example, logical drive C is specified. You are then asked for the destination drive (Line 6.7-11). In this example, logical drive D is specified. On Line 6.7-15, you are asked to specify the file to be backed up. At this point you may press <ctl-D> (as shown) to display the directory of the source drive.

```
1:          Pickles & Trout Big-File Backup Utility - ver 1.000
2:
3:          ( Hit <BREAK> to quit, <F1> to restart )
4:
5:
6:
7:
8:
9: Enter Source drive . . . . . (A-P): C<enter>
10:
11: Enter floppy-disk Destination drive (A-P): D<enter>
12:
13: Enter name of file to back up
14: - or -
15: Press CTRL-D to view Source directory: <ctl-D>
16:
```

Figure 6.7 Initial Console Dialog of BFBACKUP In Prompted Mode

If you request the directory of the source drive be displayed, it will be displayed in the form shown in Figure 6.8. The directory listing will include all system (or hidden files). These are files that have the "SYS" attribute set and hence are not normally displayed in a directory listing. If there are more files than can be displayed on the console at one time, Line 6.8-22 will have the message "More directory entries follow . . .". More entries will be displayed after you press <enter>. This will continue until all of the directory entries have been displayed.

```
1: Directory (including "hidden" files) . . . .
2:
3: C:  ASM      COM : CRT      DEF : DDT      COM : DUMP     ASM
4: C:  DUMP     COM : ED       COM :          :
5: C:  .        :          :          :          :
6: C:  .        :          :          :          :
7: C:  .        :          :          :          :
8: C:  .        :          :          :          :
9: C:  .        :          :          :          :
10: C:  .        :          :          :          :
11: C:  .        :          :          :          :
12: C:  .        :          :          :          :
13: C:  .        :          :          :          :
14: C:  .        :          :          :          :
15: C:  .        :          :          :          :
16: C:  XSUB     COM : DATIME  COM : AUTOEXEC COM : CLEAR DIR COM
17: C:  DDCHECK COM : BIGFILE  EXT :
18:
19:
20:
21:
22:          End of directory listing
23:          (press <enter> to continue)
```

Figure 6.8 Display of Source Disk Directory from BFBACKUP

After the last group of directory entries is displayed and you press <enter>, you will be returned to the initial console dialog as shown in Figure 6.9. You may then enter the name of the file to be transferred on Line 6.9-15. You may include a drive designation in the file name if you wish but, if you do so, it must match the source drive entered on Line 6.9-9. After you have entered the file name you will

be asked if you want each diskette verified after it is written. Verification will cause the backup to take about twice the time of a nonverified backup but it will give you maximum assurance that the file was backed up accurately. In the example, verification is requested.

```
1:          Pickles & Trout Big-File Backup Utility - ver 1.0xxx
2:
3:          ( Hit <BREAK> to quit, <F1> to restart )
4:
5:
6:
7:
8:
9: Enter Source drive . . . . . (A-P): C
10:
11: Enter floppy-disk Destination drive (A-P): D
12:
13: Enter name of file to back up
14: - or -
15: Press CTRL-D to view Source directory: BIGFILE.EXT<enter>
16:
17: Do you want each disk to be
18: verified after having been written? (Y/N): Y<enter>
19:
```

Figure 6.9 Entering the Name of the File to Backup

Once you have finished the initial dialog, BFBACKUP will prompt you to mount an empty diskette on the destination drive as shown in Figure 6.10.

```
Insert a fresh disk in drive D and press <ENTER>: <enter>
```

Figure 6.10 Prompt for Mounting a New Diskette

Once you have mounted an empty diskette and pressed <enter>, BFBACKUP will begin the backup operation as shown in Figure 6.11. It first shows you how many diskettes you will need for the entire backup (Line 6.11-1) and then starts writing to the diskette. On Line 6.11-6 BFBACKUP keeps a running tally of how much of the file has been backed up.

```
1:          Note: You will need 3 floppy disks to back-up C:BIGFILE.EXT
2:
3:          Writing backup disk # 1
4:
5:
6:          105 K
```

Figure 6.11 Writing to the First Diskette

After the first disk is entirely written, it will be read back and verified if you requested verification. The display during the verification pass is shown in Figure 6.12. BFBACKUP keeps a running tally of how much of the file has been verified on Line 6.12-5. After the entire diskette is verified the message on Line 6.12-7 is displayed to indicate that the diskette is finished and BFBACKUP waits for you to press <enter>.

```
1:          Note: You will need 3 floppy disks to back-up C:\BIGFILE.EXT
2:
3:          Verifying backup disk # 1
4:
5:          594 K
6:
7:          Backup disk # 1 is completed.
```

Figure 6.12 Verifying the Data Written to the First Diskette

If, while making the verification pass, BFBACKUP detects an error, it will display the message shown in Figure 6.13.

```
*** VERIFY ERROR ***
      (press <enter> to continue)
```

Figure 6.13 Reporting a Verify Error

After you press <enter> in response to the message of Figure 6.13, BFBACKUP presents you with the options shown in Figure 6.14. You may retry writing the file on the same diskette or you may try another diskette. If you retry the same diskette, BFBACKUP will return to the display of Figure 6.11. If you elect to try another diskette, BFBACKUP will return to the display of Figure 6.10.

```
1:          OPTIONS:
2:
3:          R - Retry disk now on Destination drive
4:
5:          T - Try another disk
6:
7:          Enter your choice here:
```

Figure 6.14 Prompting for Action to Take for a Verify Error

After the successful completion of a diskette, BFBACKUP will display the message shown in Figure 6.15 and wait for you to mount another diskette and press <enter>.

```
1:          Remove disk from drive D.
2:
3:          Insert a fresh disk in it's place.
4:
5:          Press <ENTER> when ready: <enter>
```

Figure 6.15 Prompting for Another Diskette

If you do not change diskettes as requested in Figure 6.15 or if you should accidentally mount a diskette that had already been used in the backup operation, BFBACKUP will display the message shown in Figure 6.16.

```
1:          >>>> Disk on drive D is a completed backup disk.
2:
3:          Please remove it and insert a fresh disk in it's place.
4:
5:          Press <ENTER> when ready: <enter>
```

Figure 6.16 Console Display if Diskette is Not Changed

Once a new diskette is mounted, BFBACKUP will begin to write to it. While it is writing, it will display the message shown in Figure 6.17. Once again, BFBACKUP keeps a running tally of how much of the source file has been backed up on Line

6.17-5. If the backup is being verified, the display of Figure 6.17 with the word "Writing" replaced by "Verifying" will be shown during the verification pass. Displays of the form shown in Figure 6.17 will be presented for each additional destination diskette until the entire file is backed up.

```
1:                               Backing up file C:BIGFILE.EXT
2:
3:                               Writing backup disk # 2
4:
5:                               635 K
```

Figure 6.17 Console Display While Writing to the Second and Following Diskettes

If you should mount a diskette containing files when BFBACKUP asks for a new diskette, it will present the display shown in Figure 6.18. At this point you have the option of looking at the directory of the diskette, erasing all files on the diskette and continuing, or trying another diskette. On Line 6.18-12 the option to erase all files on the diskette and continue is selected. A listing of the directory will have the same form shown in Figure 6.8.

```
1:          >>>> Disk on drive D is not completely erased.
2:
3:
4:          OPTIONS:
5:
6:          D - Look at Destination disk directory
7:
8:          K - Erase Destination disk and proceed
9:
10:         T - Try another disk on Destination drive
11:
12:         Enter your choice here: K<enter>
```

Figure 6.18 Console Display if the Diskette is not Empty

### Using BFBACKUP - Command Line Mode

The form of the command for the command line mode of BFBACKUP is shown in Figure 6.19. The "s:" would be replaced by the logical drive letter of the source drive. The "d:" would be replaced by the logical drive letter of the destination drive. The logical drive letters may be followed by a colon but it is not required. "filename.ext" would be replaced by the complete file name of the file to be backed up. Note that this file name may include a drive designation but it must agree with the source drive given previously in the command line. The "V" is optional and if present, causes a verification of the output file to be done. If no "V" is present, no verification is done. When BFBACKUP is executed in the command line mode, it begins execution at the point represented by Figure 6.10.

```
A>BFBACKUP s: d: filename.ext V<enter>
```

Figure 6.19 Executing BFBACKUP in the Command Line Mode

If BFBACKUP detects an error on the command line, it will check for the existence of an executing submit file. If it detects one, it will display the message shown in Figure 6.20. Since a command line error results in BFBACKUP not running, you may want to abort the execution of the submit file. If you respond affirmatively to the query in Figure 6.20, the submit file will continue. If you respond negatively, the

submit file will be aborted and you will be returned to the command level of the system.

Command line error with SUBMIT file in progress.  
Do you want to continue with the SUBMIT file? (Y/N) :

Figure 6.20 BFBACKUP Command Line Error During a Submit File

The following examples show command lines that could be used with BFBACKUP:

**BFBACKUP A D DATA.DBF**

Backs up the file DATA.DBF from logical drive A to diskettes on logical drive D. No verification is performed.

**BFBACKUP B: F: HUGE.FIL V**

Backs up the file HUGE.FIL from logical drive B to diskettes on logical drive D. The data written to each diskette is verified.

**Possible Error Messages**

**Non-modular system, not compatible with this program.**

This program has been designed to work with the modular version of P&T CP/M 2. It will not work with previous versions.

**Destination drive is a hard disk**

You cannot use a hard disk drive as a destination for the backup. Specify a floppy drive.

**xxxxxxx.eee has nothing in it**

The file you specified ("xxxxxxx.eee" will be replaced by the file name) to be copied has no data stored in it, hence it is not appropriate to use BFBACKUP on it.

**Open Error on Source drive**

Indicates that an error occurred while attempting to open a file on the source drive. BFBACKUP is restarted after an error of this type.

**Open Error on Destination drive**

Indicates that an error occurred while attempting to open a file on the destination drive. BFBACKUP is restarted after an error of this type.

**Close Error on Source drive**

Indicates that an error occurred while attempting to close a file on the source drive. BFBACKUP is restarted after an error of this type.

**Close Error on Destination drive**

Indicates that an error occurred while attempting to close a file on the destination drive. BFBACKUP is restarted after an error of this type.

**Read Error on Source drive**

Indicates that a disk error occurred while reading from the source drive. BFBACKUP is restarted after an error of this type.

**Read Error on Destination drive**

Indicates that a disk error occurred while reading from the destination drive. BFBACKUP is restarted after an error of this type.

**Write Error on Source drive**

Indicates that a disk error occurred while writing to the source drive.  
BFBACKUP is restarted after an error of this type.

**Write Error on Destination drive**

Indicates that a disk error occurred while writing to the destination drive.  
BFBACKUP is restarted after an error of this type.

**Invalid drive name**

Indicates that the logical drive letter just entered in the prompted mode is not in the range A - P.

**Invalid file name**

Indicates that the file name just entered in the prompted mode contains illegal characters.

**Drive letter in file name doesn't match specified Source drive**

Indicates that the drive designation given with the file name just entered in the prompted mode does not match the source drive previously entered.

**Source and Destination cannot be the same drive**

Indicates that you have specified the same logical drive for both the source and destination drives. This is not permitted when running BFBACKUP. This message can be given in either the prompted or command line mode.

**That drive is not on the system**

Indicates that the logical drive just specified for the source or destination drive in the prompted mode is not defined for this system.

**Can't find file on Source disk**

Indicates that a file with the specified name does not exist on the source drive.  
Display the directory to check if you are using the right name.

**Not a valid response, please re-enter**

Indicates that the response you entered is not among the acceptable responses for the question asked. The acceptable responses are usually indicated in the question.

**>>>> Error: Bad Source drive name.**

Indicates that the logical drive letter entered on the command line for the source drive was not in the range A - P.

**>>>> Error: Bad Destination drive name**

Indicates that the logical drive letter entered on the command line for the destination drive was not in the range A - P.

**>>>> Error: Bad file name**

Indicates that the file name entered on the command line contained illegal characters.

**>>>> Error: Drive letter in file name differs from Source drive name**

Indicates that the drive designation used with the file name entered on the command line does not match the source drive specified previously on the command line.

**>>>> Error: Bad Verify Option specifier**

Indicates that characters other than "V" were found following the file name on the command line. Note that this message can be caused by specifying an extension longer than three characters for the file name.

**>>>> Error: Source drive not on system**

Indicates that the source drive specified on the command line is not defined for this system.

**>>>> Error: Destination drive not on system**

Indicates that the destination drive specified on the command line is not defined for this system.

**>>>> Error: Source and Destination cannot be the same drive**

Indicates that you have specified the same logical drive for both the source and destination drives on the command line.

**>>>> Error: Destination drive is a hard disk**

On the command line, you specified a hard disk drive as the destination for the backup. This is not allowed; specify a floppy drive.

- 6.4 Utility name: BFRESTOR**  
**Purpose: To restore large files that were previously backed up by BFBACKUP.**

### General Description

The BFRESTOR utility program restores a file backed up by BFBACKUP. It reads the parts of the file from the diskettes on which it was saved and reassembles a copy of the original file. Checks are made to insure that the parts are reassembled in the proper order. You are allowed to change the name under which the restored file will be stored. BFRESTOR will optionally perform a read back verification of the data after it is written to the destination drive to insure data integrity.

BFRESTOR has two modes of operation: interactive and command line. In the interactive mode, BFRESTOR will enter into a dialog with the user to get information such as which drives to use for the restore operation, whether verification is to be done, etc. In the command line mode, this information is specified on the command line that executes BFRESTOR. This allows you to set up SUBMIT files that automatically initiate the restoration operation.

Note: the BFRESTOR program is only useful for restoring files which were backed up with the BFBACKUP program. It is not a general purpose file transfer utility.

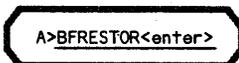
### Using BFRESTOR - Interactive Mode

At any time while BFRESTOR is running you may press the <break> key to return to the operating system. After you press <break>, BFRESTOR will ask you if you really wanted to quit. If you respond affirmatively, you will be returned to the command level of the system. If you respond negatively, you will be returned to the point at which you pressed <break>.

Similarly you may press the <F1> key to start over at the beginning of BFRESTOR. After you press <F1>, BFRESTOR will ask you if you really want to start over. If you respond affirmatively, BFRESTOR will start over just as if you had re-executed it. If you respond negatively, BFRESTOR will return you to the point at which you pressed <F1>.

Any time BFRESTOR asks a question requiring a "yes/no" answer, it will accept "Y", "y", "T", "t", and "1" as affirmative responses. "N", "n", "F", "f", and "0" will be accepted as negative responses. All other responses are not valid.

The CP/M command line shown in Figure 6.21 will execute BFRESTOR in the prompted mode.



```
A>BFRESTOR<enter>
```

Figure 6.21 Command Line to Execute BFRESTOR in Prompted Mode

When BFRESTOR is executed in the prompted mode, it enters into the dialog shown in Figure 6.22. On Line 6.22-7 BFRESTOR requests the logical drive on which the diskettes containing the file to be restored will be mounted. In this example logical

drive D was specified. On Line 6.22-9 BFRESTOR requests the logical drive to which the file will be restored. In this example logical drive C was entered. If you make a mistake in entering either of these drive letters, merely press <F1> to start over. BFRESTOR then asks if you want the file verified after it is restored. If you respond affirmatively, as shown on Line 6.22-12, the restoration operation will take about twice as long as if no verification is done.

```
1:          Pickles & Trout Big-File Restore Utility - ver 1.0xxx
2:
3:          ( Press <BREAK> to quit, <F1> to restart )
4:
5:
6:
7: Enter floppy-disk Source drive . . (A-P): D<enter>
8:
9: Enter hard-disk Destination drive (A-P): C<enter>
10:
11: Do you want the file to be
12:   verified while being restored ? (Y/N): Y<enter>
13:
```

Figure 6.22 Initial Dialog of BFRESTOR In Prompted Mode

After you have completed the initial dialog as shown in Figure 6.22, BFRESTOR will prompt you to mount the first of the backup diskettes (generated by BFBACKUP) on the drive you specified and press <enter> (Figure 6.23).

```
Insert the first backup disk in drive D and press <ENTER>: <enter>
```

Figure 6.23 Prompting for the First Diskette

If, in response to the prompt of Figure 6.22, you mount a diskette that was not generated by BFBACKUP, you will be presented with the display shown in Figure 6.24. At this point you have the option of looking at the directory of either the source or destination disks or of trying another source diskette. Viewing the directories can be useful for figuring out what diskette you actually did mount. The format of the directory display is similar to that shown in Figure 6.27 except that the file names fill the entire screen. In Figure 6.24, the user elects to try another diskette. After this option is selected, BFRESTOR returns to the prompt of Figure 6.23.

```
1:          >>>> Disk on drive D is not a valid backup disk.
2:
3:
4:          OPTIONS:
5:
6:          S - View Source directory
7:
8:          D - View Destination directory
9:
10:         T - Try another disk on Source drive
11:
12:         Enter your choice here: T<enter>
```

Figure 6.24 Console Display If a Non-Backup Diskette is Mounted

If the diskette you mount was generated by BFBACKUP but is not the first diskette in the series for the file, you will be presented with a display as shown in Figure 6.25. This display tells you the name of the file on the backup diskette and the position of this diskette in the backup series (Line 6.25-1). Since there is nothing of interest in the directory of the backup diskette, the only options available to you

at this time are to look at the directory of the destination disk or try another source diskette. In Figure 6.25 the user elects to try another source diskette. After this option is selected, BFRESTOR returns to the prompt of Figure 6.23.

```
1:          Disk on drive D is backup disk # 2 for the file BIGFILE.EXT
2:
3:
4:          OPTIONS:
5:
6:          D - View Destination directory
7:
8:          T - Try another disk on Source drive
9:
10:         Enter your choice here: T<enter>
```

Figure 6.25 Display if the Wrong Backup Diskette is Mounted

If the mounted diskette is the first in the backup series, BFRESTOR proceeds to read it and present the display shown in Figure 6.26. On Line 6.26-6, BFRESTOR reports the name of the file that was backed up onto the diskette. On Line 6.26-8, the total size of the file is displayed and on Line 6.26-9 the amount of available space on the destination drive is displayed. If there is not enough space on the destination drive to restore the entire file, BFRESTOR displays the message "NOT ENOUGH SPACE" as shown on Line 6.26-9. On Line 6.26-11, BFRESTOR shows the name which will be used for the restored file. Note that it defaults to the same name the file had when it was backed up.

BFRESTOR then presents the options you have at this point (Lines 6.26-13 through 6.26-18) and requests that you enter the option you want on Line 6.26-20. In Figure 6.26 the user selects the option to look at the directory of the destination drive. While viewing the destination drive directory, you may delete files (if you wish) to make room for the file to be restored.

```
1:          Pickles & Trout Big-File Restore Utility - ver 1.xxx
2:
3:          ( Press <BREAK> to quit, <F1> to restart )
4:
5:
6:          Disk on drive D is the first backup disk for the file BIGFILE.EXT
7:
8:          Total size of Source file : 1456 K
9:          Space on Destination disk C: 0 K <-- NOT ENOUGH SPACE
10:
11:          Output file-name: C:BIGFILE.EXT
12:
13:          OPTIONS:
14:
15:          R - Restore file
16:          C - Change output file name
17:          D - View Destination directory
18:          T - Try another disk on Source drive
19:
20:         Enter your choice here: D<enter>
```

Figure 6.26 Console Display After First Diskette is Mounted

The directory display has the form shown in Figure 6.27. All files in the directory under the current user number are displayed including any files that have the "SYS" attribute set so that they do not show in a standard directory display. Only a limited number of directory entries are displayed at any one time since the rest of the space on the display is needed for other information. The size of the file being restored and the total available space on the destination disk are shown on Lines 6.27-13 and 6.27-14. The available options are displayed on Lines 6.27-17 through 6.27-22.

The "B" option moves you back to the beginning of the directory in case you want to go through it again. The "D" option moves you on to the next set of the directory entries. On Line 6.27-24, the user selects the "D" option to move on to the next set of directory entries.

```
1: Directory (including "hidden" files) . . . . .
2:
3: C: ASM      COM : CRT      DEF : DDT      COM : DUMP     ASM
4: C: DUMP     COM :      .      :      .      :      .
5: C:      .   :      .      :      .      :      .
6: C:      .   :      .      :      .      :      .
7: C:      .   :      .      :      .      :      .
8: C:      .   :      .      :      .      :      .
9: C:      .   :      .      : DATIME  COM : DDCHECK  COM
10:
11: More directory entries follow . . .
12: -----
13: Total size of Source file : 1456 K
14: Space on Destination disk C: 0 K <-- NOT ENOUGH SPACE
15:
16:
17: OPTIONS:
18:
19: B - Go to beginning of directory
20: D - View more directory entries
21: X - Delete a file
22: E - Exit directory listing
23:
24: Enter your choice here: D<enter>
```

Figure 6.27 Displaying the Destination Directory

The last set of directory entries is displayed as shown in Figure 6.28. Note that there are only 3 options available at this point since the "D" option (to display more entries) has no meaning at this point. On Line 6.28-23 the user selects option "X" to delete a file. It is not necessary that the name of the file to be deleted appear on the console at the time the "X" option is selected nor must you be at the end of the directory to select the "X" option.

```
1: Directory (including "hidden" files) . . . . .
2:
3: C: SETCCB   COM : FILE1   DAT : FILE2   DAT : FILE3   DAT
4: C:      .   :      .      :      .      :      .
5: C:      .   :      .      :      .      :      .
6: C:      .   : BIGFILE  EXT :      .
7:
8: End of directory listing.
9: -----
10:
11:
12:
13: Total size of Source file : 1456 K
14: Space on Destination disk C: 0 K <-- NOT ENOUGH SPACE
15:
16:
17: OPTIONS:
18:
19: B - Go to beginning of directory
20: X - Delete a file
21: E - Exit directory listing
22:
23: Enter your choice here: X<enter>
24:
```

Figure 6.28 Display of Last Set of Directory Entries

After the "X" option is selected, BFRESTOR asks you for the name of the file to be deleted as shown in Figure 6.29. On Line 6.29-17 you may just press <enter> to return to the previous display without erasing a file or you may enter a file name as shown.

```
1: Directory (including "hidden" files) . . . .
2:
3: C: SETCCB COM : FILE1 DAT : FILE2 DAT : FILE3 DAT
4: C: . : . : . : .
5: C: . : . : . : .
6: C: . : BIGFILE EXT :
7:
8: End of directory listing.
9: -----
10: Total size of Source file : 1456 K
11: Space on Destination disk C: 0 K <-- NOT ENOUGH SPACE
12:
13:
14: Enter name of file to delete
15: or just press <ENTER> to skip.
16:
17: File to delete: BIGFILE.EXT<enter>
18:
```

Figure 6.29 Deleting a File

After you enter the name of the file to delete, BFRESTOR will try to erase it. If it is successful, it will return to the previous display with the menu of options. If the file does not exist, BFRESTOR will display an error message and ask for the file name again. If the File is set to "read/only" status, BFRESTOR will present the display shown in Figure 6.30. You are informed that the file you specified is "read/only" (Line 6.30-14) and asks you if you actually want it deleted (Line 6.30-16). If you respond affirmatively, BFRESTOR will delete the file and return to the menu of options. If you respond negatively, BFRESTOR will take no action and return to the menu of options. In Figure 6.30, the user elects to erase the file.

```
1: Directory (including "hidden" files) . . . .
2:
3: C: SETCCB COM : FILE1 DAT : FILE2 DAT : FILE3 DAT
4: C: . : . : . : .
5: C: . : . : . : .
6: C: . : BIGFILE EXT :
7:
8: End of directory listing.
9: -----
10: Total size of Source file : 1456 K
11: Space on Destination disk C: 0 K <-- NOT ENOUGH SPACE
12:
13:
14: C:BIGFILE.EXT is set to Read/Only status.
15:
16: Do you wish to delete it? (Y/N): Y<enter>
17:
```

Figure 6.30 Display If You Try to Delete a Read/Only File

As files are deleted, the display of available space on the destination disk is changed to reflect the space freed by the deletion. You may delete as many files as you wish to make enough space available to receive the file being restored. Note that after a file is deleted, you are returned to the beginning of the directory. Figure 6.31 shows the last directory display after just enough files have been deleted to make room for the file being restored.

```
1: Directory (including "hidden" files) . . . .
2:
3: C: SETCCB  COM  : FILE1  DAT  : FILE2  DAT  : FILE3  DAT
4: C:      .      :      .      :      .      :      .
5: C:      .      :      .      :      .      :      .
6: C:      .      :      .      :      .      :      .
7:
8: End of directory listing.
9: -----
10:
11:
12:
13:          Total size of Source file : 1456 K
14:          Space on Destination disk C: 1456 K
15:
16:
17:          OPTIONS:
18:
19:          B - Go to beginning of directory
20:          X - Delete a file
21:          E - Exit directory listing
22:
23:          Enter your choice here: E<enter>
24:
```

Figure 6.31 Console Display After Deleting Files to Make Room

On Line 6.31-23, the user selects the "E" option to leave the directory display and return to the display of Figure 6.26. At this time you may decide that you want to restore the file under another name. To do this the "C" option in Figure 6.26 is selected. After selecting this option, BFRESTOR will prompt you for a new output file name as shown in Figure 6.32. You may change the output file name as many times as you like before beginning the restore operation.

```
1:          Disk on drive D is the first backup disk for the file BIGFILE.EXT
2:
3:          Enter new output file name below
4:          or just press <ENTER> to leave as is.
5:
6:          Current output file-name: C:BIGFILE.EXT
7:          New output file-name: BIGFILE.NEW<enter>
```

Figure 6.32 Changing the Output File Name

When the "R" operation is selected on Line 6.26-20, the restore operation is started. While the restoration is taking place, BFRESTOR presents a console display as shown in Figure 6.33. On Line 6.33-5 a running tally of the amount of data that has been transferred is displayed.

```
1:          Restoring file C:BIGFILE.NEW
2:
3:          Reading backup disk # 1
4:
5:          119 K
```

Figure 6.33 Restoring from the First Diskette

If you have requested a verification, BFRESTOR will make a second pass through the data that was transferred from this source diskette to check that it was copied accurately. While this verification is taking place, the display will look like Figure 6.34 up to Line 6.34-6. On Line 6.34-5 a running tally of the amount of the file that has been verified is displayed. After all operations for this diskette have been completed, the message shown on Line 6.34-7 is displayed.

```
1:          Restoring file C:BIGFILE.NEW
2:
3:          Verifying backup disk # 1
4:
5:          594 K
6:
7:          Backup disk # 1 is completed.
```

Figure 6.34 Verifying the Data Restored from the First Backup Diskette

You will be prompted for each diskette in the backup series with a display similar to that shown in Figure 6.23. After the last diskette in the series is completed, a display like that shown in Figure 6.35 will be presented. After acknowledging the display by pressing <enter>, BFRESTOR will start over again at the beginning. You may restore as many files as you wish and then press <break> to return to the command level of the system.

```
1:          Restoring file C:BIGFILE.NEW
2:
3:          Verifying backup disk # 3
4:
5:
6:
7:          Backup disk # 3 is completed.
8:
9:          File restore operation complete.
```

Figure 6.35 Console Display After Restoration is Complete

### Using BFRESTOR - Command Line Mode

In the command line mode of operation, all of the information regarding the source and destination drives and file names is specified on the command line that executed BFRESTOR. Figure 6.36 shows the form of such a command line. The "s:" would be replaced with the logical drive letter of the source drive. Similarly the "d:" would be replaced by the logical drive letter of the destination drive. "filename.ext" is optional and, if present, will be used as the name for the output file. If it is not present, the file will be restored under the same name it had when it was backed up. The "V" is also optional. If it is present, a verification pass will be done otherwise no verification pass will be performed.

```
A>BFRESTOR s: d: filename.ext V<enter>
```

Figure 6.36 Command Line to Execute BFRESTOR in Command Line Mode

When the command line mode of BFRESTOR is used, the program begins at the point represented by Figure 6.23. When the restoration is completed, BFRESTOR will return immediately to the operating system if it was executed in the command line mode.

The following examples show command lines that could be used with BFRESTOR:

#### **BFRESTOR D: C:**

Restores a file previously backed up by BFBACKUP from diskettes to be mounted on drive D to drive C. The restored file will have the same name it had when it was backed up. No verification is done.

### **BFRESTOR E: A: DATABASE.BIG V**

Restores a file previously backed up by BFBACKUP from diskettes to be mounted on drive E to drive A. The restored file will be named DATABASE.BIG regardless of the name it originally had. Read back verification is performed on the restored file.

### **Possible Error Messages**

#### **Non-modular system, not compatible with this program.**

BFRESTOR is designed to work only with P&T CP/M 2.2m and subsequent releases. You have attempted to run the program on an earlier release.

#### **Open Error on Source drive**

Indicates that an error occurred while attempting to open a file on the source drive. BFRESTOR is restarted after an error of this type.

#### **Open Error on Destination drive**

Indicates that an error occurred while attempting to open a file on the destination drive. BFRESTOR is restarted after an error of this type.

#### **Close Error on Source drive**

Indicates that an error occurred while attempting to close a file on the source drive. BFRESTOR is restarted after an error of this type.

#### **Close Error on Destination drive**

Indicates that an error occurred while attempting to close a file on the destination drive. BFRESTOR is restarted after an error of this type.

#### **Read Error on Source drive**

Indicates that a disk error occurred while reading from the source drive. BFRESTOR is restarted after an error of this type.

#### **Read Error on Destination drive**

Indicates that a disk error occurred while reading from the destination drive. BFRESTOR is restarted after an error of this type.

#### **Write Error on Source drive**

Indicates that a disk error occurred while writing to the source drive. BFRESTOR is restarted after an error of this type.

#### **Write Error on Destination drive**

Indicates that a disk error occurred while writing to the destination drive. BFRESTOR is restarted after an error of this type.

#### **Invalid drive name**

Indicates that the logical drive letter just entered in the prompted mode is not in the range A - P.

#### **Invalid file name**

Indicates that the file name just entered in the prompted mode contains illegal characters.

#### **Drive letter in file name differs from Destination drive name**

Indicates that the drive designation given with the file name just entered in the prompted mode does not match the destination drive previously entered. This

message may also be displayed in the command line mode if the drive designation given with the new destination file name does not match the logical drive letter entered for the destination drive.

**Source and Destination cannot be the same drive**

Indicates that you have specified the same logical drive for both the source and destination drives. This is not permitted when running BFRESTOR. This message can be given in either the prompted or command line mode.

**That drive is not on the system**

Indicates that the logical drive just specified for the source or destination drive in the prompted mode is not defined for this system.

**Source drive is a hard disk.**

Indicates that the source drive you have specified is a hard disk drive. BFRESTOR restores from diskettes only hence this is not allowed.

**Not a valid response, please re-enter**

Indicates that the response you entered is not among the acceptable responses for the question asked. The acceptable responses are usually indicated in the question.

**\*\*\* VERIFY ERROR \*\*\***

This message is displayed if an error is discovered while doing the verification pass. After a verify error occurs, you are given the option of retrying the restore operation starting with the current diskette in the backup series or aborting the restoration.

**Disk on Source drive is an incomplete backup disk**

An incomplete backup diskette can be caused by aborting the backup operation as the diskette was being generated. BFRESTOR detects this condition and displays this message. It typically means that you mounted the wrong diskette and should try another one. BFRESTOR will prompt you again for the diskette it wants.

**Disk on Source drive is not a backup disk for filename.ext**

Once you have started a restore operation, this message will be displayed if you mount a diskette which was not generated by BFBACKUP or is part of a backup series for another file. "filename.ext" will be replaced with the name of the file being restored. You have probably gotten your diskettes mixed up. BFRESTOR will prompt you again for the diskette it wants.

**Disk on Source drive is a backup disk from another series.**

This message indicates that the diskette you have mounted is from another series of diskettes generated by BFBACKUP while backing up the same file. This typically indicates that you have gotten your diskettes mixed up. BFRESTOR will prompt you again for the diskette it wants.

**Disk on Source drive is not a valid backup disk.**

This message indicates that the diskette you have mounted was not generated by the BFBACKUP program.

**Disk on Source drive is backup disk # N**

This message is given any time that a wrong disk in the backup series is found on the source drive. This can be caused by mounting a diskette out of order or one that has already been restored.

### **NOT ENOUGH SPACE**

This message indicates that there is not enough space on the destination drive to restore the entire file. You should restore to another drive or delete files from the specified destination drive until there is enough space available.

### **Can't find file x:filename.ext**

Indicates that the file "x:filename.ext" which you have requested to be erased could not be found on the destination drive. Check your typing to make sure you entered the file name correctly.

### **>>>> Error: Bad Source drive name.**

Indicates that the logical drive letter entered on the command line for the source drive was not in the range A - P.

### **>>>> Error: Bad Destination drive name**

Indicates that the logical drive letter entered on the command line for the destination drive was not in the range A - P.

### **>>>> Error: Bad file name**

Indicates that the file name entered on the command line contained illegal characters.

### **>>>> Error: Drive letter in file name differs from Destination drive name**

Indicates that the drive designation given with the destination file name on the command line does not match the logical drive letter specified for the destination drive.

### **>>>> Error: Bad Verify Option specified**

Indicates that characters other than "V" were found following the file name on the command line. Note that this message can be caused by specifying an extension longer than three characters for the file name.

### **>>>> Error: Source drive not on system**

Indicates that the source drive specified on the command line is not defined for this system.

### **>>>> Error: Destination drive not on system**

Indicates that the destination drive specified on the command line is not defined for this system.

### **>>>> Error: Source and Destination cannot be the same drive**

Indicates that the command line specifies the same logical drive for both the source and destination drives. This is not permitted when running BFRESTOR.

### **>>>> Error: Source drive is a hard disk.**

Indicates that the source drive specified on the command line is a hard disk drive. BFRESTOR restores from diskettes only hence this is not allowed.

- 6.5 Utility name: BK MOUNT**  
**Purpose: To prompt the user to mount a new diskette when backing up files with FILEBACK.**

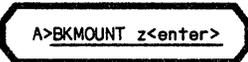
### General Description

The BK MOUNT utility program prompts the user to mount a new diskette on a given drive. It then waits until the user presses the <enter> key. After the user presses <enter>, BK MOUNT performs a disk system reset (CP/M BDOS function 13) and returns to the operating system via a warm boot. BK MOUNT is designed to be executed from a SUBMIT file when it is necessary to have the user mount a new diskette.

While this program is intended for use with the FILEBACK utility, it may also be of some use in making up your own SUBMIT files.

### Using BK MOUNT

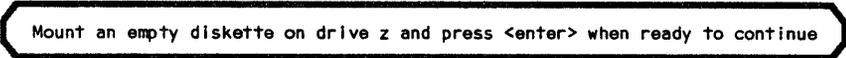
The BK MOUNT program is executed with a command line of the form shown in Figure 6.37. The "z" in the command line should be replaced by the drive on which the new diskette is to be mounted.



```
A>BK MOUNT z<enter>
```

Figure 6.37 Command Line to Execute BK MOUNT

When BK MOUNT is executed, it will display the prompt shown in Figure 6.38 on the console. The "z" in the prompt will be replaced by the drive letter specified on the command line that executed BK MOUNT. After displaying the prompt line, BK MOUNT will wait for the <enter> key to be pressed. When <enter> is pressed, BK MOUNT will reset the disk system with BDOS function 13 and return to the system via a warm boot. This will cause any SUBMIT file which is in progress to resume.



```
Mount an empty diskette on drive z and press <enter> when ready to continue
```

Figure 6.38 Prompt Given by BK MOUNT

### Possible Error Messages

None

- 6.6 Utility name: CLEARDIR**  
**Purpose: To wipe clean the directory portion of a logical drive on a hard disk.**

### General Description

The CLEARDIR utility program is designed to provide an easy method of clearing the directory area of a logical disk which is assigned to a hard disk drive. It completely obliterates whatever is in the directory area of the disk and pays no attention to user number or read only file status.

If you have used the P&T HFORMAT program on a hard disk, it will not be necessary to use CLEARDIR. However, if you have used a hard disk with TRSDOS and do not reformat it with HFORMAT, you should use CLEARDIR on all logical drives on the hard disk. This will insure that no garbage is left in the directory areas that will interfere with the operation of P&T CP/M 2.

Please note that the operation of CLEARDIR is irreversible. Once you have run the program on a disk, there is no way to recover the files on that disk. Also note that if you have used HDCHECK to lock out flawed sectors on a logical drive assigned to a hard disk, CLEARDIR will "unlock" them. If a logical drive includes flawed sectors, you must use HDCHECK on it after using CLEARDIR.

### Using CLEARDIR

Figure 6.39 shows a typical console dialog for using CLEARDIR. The command shown on Line 6.39-1 will execute CLEARDIR.

```
1: A>CLEARDIR<enter>
2:      Directory Erase Utility - ver 2.xx
3:      (c) 1981, 1983 Pickles & Trout - all rights reserved
4:
5:      This program allows the quick erasure of the directory on
6:      logical drives which are assigned to hard disk drives. It
7:      erases all files from all user numbers regardless if they
8:      are read only entries or not.
9:
10:      >>>> USE THIS PROGRAM WITH EXTREME CARE!! <<<<
11:
12:      Enter logical drive on which to clear directory (x to exit): E<enter>
13:
14:      You have requested that the directory on logical drive E
15:      be cleared. Note that this operation will result in the
16:      LOSS OF ALL FILES ON LOGICAL DRIVE E.
17:      Do you want to continue (Y/N)? Y<enter>
18:
19:      Enter logical drive on which to clear directory (x to exit): X<enter>
20:      A>
```

Figure 6.39 Example of Using CLEARDIR

CLEARDIR first displays the messages shown on Lines 6.39-2 to 6.39-11. It then asks you for the logical drive which is to have its directory cleared. At this point you should enter the letter corresponding to the drive. In this example, drive E was specified. Since the effect of CLEARDIR is completely irreversible, it warns you

that all of the files on the drive will be lost (Lines 6.39-14 to 6.39-16) and asks you if you want to continue (Line 6.39-17). If you respond negatively at this point, CLEARDIR will prompt you again for a drive letter. If you respond affirmatively, CLEARDIR will proceed to erase all of the directory entries. You may clear the directories on as many logical drives as you wish merely by continuing to enter drive letters when asked for them. When you are finished clearing directories, enter an "X" as shown on Line 6.39-19 and CLEARDIR will return you to the command level of the system.

### **Possible Error Messages**

**Please respond with the letters A - P only.**

This message is displayed if you enter an improper letter when specifying the drive which is to have its directory cleared.

**That logical drive is not on the system.**

This message is displayed if you specify a logical drive that is not defined on the system.

**That logical drive is not a hard disk.**

CLEARDIR will work only with hard disk drives. This message is displayed if you attempt to use it on a diskette disk drive.

**Please respond with Y or N only.**

This message is displayed if you respond with characters other than "Y" or "N" to the query about continuing with the clearing operation.

**Error during directory write operation.**

This message is given if a disk error should occur while CLEARDIR is actually writing to the directory area of the disk.

**6.7 Utility name: FILEBACK**

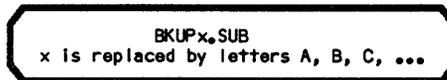
**Purpose: To generate SUBMIT files that will back up all files smaller than the capacity of a diskette from a hard disk to multiple diskettes. The SUBMIT program is then used to start the backup.**

**General Description**

A problem in backing up files from a logical drive assigned to a hard disk is that there is usually more information stored on the hard disk than will fit on a single diskette. Using PIP with wildcards or FASTCOPY will result in the backup stopping with an error message after the destination diskette fills up.

FILEBACK generates SUB files to use PIP to backup all of the files stored under the current user number from one logical drive to multiple diskettes. It orders the files to be transferred in such a way as to fill each diskette as completely as possible before moving on to another diskette.

Since there is a limit to the size of a SUB file, FILEBACK will generate a series of SUB files, if necessary, and cause them to chain from one to another. The very last action of the last SUB file is to erase all of the SUB files that were used in the backup operation. FILEBACK will always create the SUB files on logical drive A and will give them names of the form shown in Figure 6.40.



BKUPx.SUB  
x is replaced by letters A, B, C, ...

Figure 6.40 Form of SUB File Names Created by FILEBACK

FILEBACK includes a special option if you are using the P&T Advanced Command Processor (P&T ACP) on your system. If this option is used, the contents of the SUB file created by FILEBACK are modified to be consistent with the slightly different form of command lines recognized by the P&T ACP. Figure 6.41a shows the form of a SUB file normally created by FILEBACK. Figure 6.41b shows the form of a SUB file created by FILEBACK when the "/A" option is used.

```

XSUB
BK MOUNT D
PIP
D:=C:FILE.1|ovr|
D:=C:FILE.2|ovr|
D:=C:FILE.26|ovr|
D:=C:FILE.99|ovr|
.
BK MOUNT D
PIP
D:=C:SETUP.COM|ovr|
D:=C:FORMAT.COM|ovr|
.
.
.
D:=C:SDTEST.COM|ovr|
D:=C:DDCHECK.COM|ovr|
D:=C:TRS2CPM.COM|ovr|
.
ERA A:BKUP?.SUB
    
```

Figure 6.41a Standard CCP

```

XSUB
BK MOUNT D
PIP
<D:=C:FILE.1|ovr|
<D:=C:FILE.2|ovr|
<D:=C:FILE.26|ovr|
<D:=C:FILE.99|ovr|
<.
BK MOUNT D
PIP
<D:=C:SETUP.COM|ovr|
<D:=C:FORMAT.COM|ovr|
.
.
.
<D:=C:SDTEST.COM|ovr|
<D:=C:DDCHECK.COM|ovr|
<D:=C:TRS2CPM.COM|ovr|
<.
ERA A:BKUP?.SUB N
    
```

Figure 6.41b P&T ACP

Figure 6.41 Examples of the Contents of SUB Files Created by FILEBACK

FILEBACK can only backup files whose size is less than or equal to the capacity of a diskette. You can instruct FILEBACK to consider the destination diskettes to be either single or double sided (the diskettes are always considered to be double density). For single sided destination diskettes the maximum size file that can be backed up is 596 Kbytes while for double sided destination diskettes the maximum size file is 1210 Kbytes. Any file larger than these limits is reported on the console with a message indicating that BFBACKUP should be used to back it up.

The SUB files generated by FILEBACK make use of several system utility programs. Figure 6.42a lists the programs that must be resident on logical drive A in order to run the backup process with the standard CCP. Figure 6.42b shows the programs required to run the backup process if you are using the P&T ACP. Only the copy of PIP that was supplied with the system should be used in the backup process. It has been patched to provide a means for SUBMIT'ed files to exit PIP and return to the operating system. If unpatched copy of PIP is used, the backup process will not work properly.

```

XSUB
SUBMIT
BK MOUNT
PIP
    
```

Figure 6.42a Standard CCP

```

PNTSUB
BK MOUNT
PIP
    
```

Figure 6.42b P&T ACP

Figure 6.42 Files Required to Run the SUB Files Created by FILEBACK

The files transferred to the diskettes during the backup process will be saved as normal disk files. They may be accessed just like any other disk files. The files may be restored to a disk drive using standard file transfer utility programs like PIP and FASTCOPY.



```
1: A>FILEBACK B: D:<enter>
2:           Fileback version 1.xx
3:           Copyright 1982,83 Pickles & Trout
4:
5: Creating SUB files to backup *.* on drive B to drive D.
6: Destination diskettes are single sided.
7:
8:
9: You will require 4 blank double density, single sided diskettes to
10: backup the files from drive B
11:
12: Log onto drive A and type
13:   SUBMIT BKUPA
14: to begin the backup process
15:
16: A>
```

Figure 6.45 Example of Using FILEBACK with Single Sided Diskettes

Since no instruction about the type of destination diskette was given on Line 6.45-1, FILEBACK assumes they will be single sided. On Lines 6.45-2 and 6.45-3 FILEBACK gives an opening message indicating its version number. On Lines 6.45-5 and 6.45-6 FILEBACK summarizes what it is doing so that you can verify that it is doing what you want. After it is finished, FILEBACK tells you how many diskettes you will need to perform the entire backup (Lines 6.45-9 and 6.45-10). It then reminds you of what you must do to start the backup (Lines 6.45-12 through 6.45-14).

If you have the P&T ACP, you may begin the backup process at once by merely executing Line 6.45-13 directly from the screen. To do this press the comma key followed by <enter>. This will put you in the screen editing mode. Then use the <up arrow> key to move the cursor up to the line on the display corresponding to Line 6.45-13 and press <enter> again. P&T ACP will automatically execute the line to begin the backup.

After you are returned to the command level of the operating system, you may inspect the generated SUB files if you wish. The SUB files are generated assuming that the destination diskettes will be completely empty (ie. newly formatted). If you alter the SUB files or if the diskettes you use are not completely empty, they will probably fill up during file transfer and cause PIP to report a "DISK WRITE ERROR".

### Possible Error Messages

#### Invalid source drive

This message indicates that no source drive was specified or the drive letter specified for the source drive is not in the range of A - P.

#### Invalid source file specification

This message indicates that there is something wrong with the file name you specified for the source file. Typically this is due to more than one character appearing before the colon that separates the logical drive letter from the file name.

#### Invalid destination drive

This message indicates that that no destination drive was specified or the drive letter specified for the destination drive is not in the range of A - P.

**Destination drive cannot be drive A**

Since the SUB files and the intermediate file that are used by the SUBMIT process are stored on drive A, it is not possible for drive A to be the destination drive. You should use another logical drive as the destination.

**Source and destination drive cannot be the same**

This message indicates that you have specified the same drive letter for both the source and destination drives. This is not allowed since it would result in transferring files from a drive to itself.

**ffffff.xxx is too large for one diskette - use big file backup program.**

This message is displayed when FILEBACK finds a disk file that is too large to fit on an empty diskette. "ffffff.xxx" will be replaced with the name of the file that is too large. The BFBACKUP utility program can be used to backup files that are larger than the capacity of a single diskette. The file named in this message will not be included in the SUB file created by FILEBACK.

**Error while creating BKUPx.SUB**

This message is displayed if a disk system error occurs while creating the SUB file of the name shown. The "x" in the SUB file will be replaced by letter that changes depending on how many SUB files have already been created. This error is typically caused by insufficient space on logical drive A or its directory for another file.

**Out of memory, too many files**

FILEBACK begins by reading the names of all the files that match the specification given on the command line into memory. It then begins to create the SUB files to perform the backup operation. If you have a very large number (usually more than 1000) of files on the source drive, FILEBACK may run out of memory before it has read all of the file names. If you should get this error you should backup only a portion of the files on the disk at one time by specifying wild card file names on the command line of FILEBACK.

**No files found**

This message indicates that no files were found on the source drive that match the file specification given on the FILEBACK command line.

**6.8 Utility name: HDCHECK**

**Purpose: To test the section of a hard disk drive assigned to a logical drive for bad sectors. If any are found, they are locked out from usage.**

### General Description

HDCHECK performs a media check on the section of a hard disk which is assigned to a logical drive. If bad sectors are found they are removed from the pool of available space so that they will not be used in normal operation.

Sectors on the disk are grouped together into allocation blocks for use by the operating system. If a bad sector is found on the disk, the entire block to which it belongs is treated as if it were bad. HDCHECK actually works in terms of these blocks and many of its messages are given in terms of blocks rather than sectors.

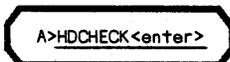
Bad blocks are removed from the pool of available blocks by creating special directory entries which make it appear that the bad blocks are already used by a file. These directory entries are not normally visible in directory listings nor are they accessible to normal system utilities. These directory entries can be erased by the CLEARDIR and HFORMAT utility programs. If you use CLEARDIR or HFORMAT on a logical drive that contains bad sectors, you should use HDCHECK on that drive before using the drive for anything. If you use HDCONFIG to reconfigure a logical drive on the hard disk, you should run HDCHECK on that drive since the block assignments may have been changed by the reconfiguration.

The test made by HDCHECK does not affect any data stored on logical drive being tested. You can run it any time you wish to check that everything is OK on a given drive. If it finds bad blocks that are already in use by a file, HDCHECK will lock them out from subsequent usage. The blocks will still be accessible as part of the file until the file is deleted (or in some cases, modified). After the file is deleted, the bad block cannot be reused. This allows you to attempt to recover as much information as possible from a file that includes a bad block. If files are found which include bad blocks, they are reported on the console so you will be aware of the problem.

The hard disk containing the logical drive being tested may be write protected (by having its write protect switch on) during the checking operation. The drive must not be write protected when the bad blocks (if any) are marked.

### Using HDCHECK

The command line for executing HDCHECK is shown in Figure 6.46.



```
A>HDCHECK<enter>
```

Figure 6.46 Command Line to Execute HDCHECK

While HDCHECK is executing there will be two lines at the top of the screen identifying the program. Most of the user interaction (such as prompting for the drive to test) will occur in the middle of the screen. Error messages will be

displayed on the last 3 lines of the screen. Other messages giving the results of operations will also be displayed on the last 3 lines of the screen. While HDCHECK is waiting for the user to acknowledge a message, it will flash the line shown in Figure 6.47 on the bottom line of the display.

```
(press <enter> to continue)
```

Figure 6.47 Message Flashed at Bottom of Display while Waiting for User

After HDCHECK starts execution, it will present a display such as the one shown in Figure 6.48. On line 6.48-9 you are asked to enter the letter of the logical drive you want checked or 0 (zero) if you want to return to the system command level. Figure 6.48 shows logical drive A being specified for the check.

```
1:          Radio Shack Hard Disk Check Program - ver 1.xx  
2:          Copyright 1982 by Pickles & Trout  
3:  
4:  
5:  
6:  
7:  
8:  
9:          Enter logical drive (A-P) to check or 0 to quit: A<enter>  
10:  
11:          Checking track 6  
12:
```

Figure 6.48 Console Display While Checking for Bad Blocks

You may also abort the program and return to the system command level by pressing the <break> key whenever HDCHECK is requesting keyboard input. If you press the <break> key, HDCHECK verifies that you want to exit the program by asking the question shown in Figure 6.49 on the bottom line of the console display. If you answer affirmatively, you will be returned to the system command level. If you answer negatively, you will be returned to the point in the program at which you pressed <break>. Any time HDCHECK asks a question requiring a "yes/no" answer, it will accept the characters "Y", "y", "T", "t", and "1" as affirmative responses and the characters "N", "n", "F", "f", and "0" as negative responses.

```
Do you really want to quit (Y/N)?
```

Figure 6.49 Prompt Displayed if You Press <break>

Assuming that a logical drive which is assigned to a hard disk is specified on Line 6.48-9, HDCHECK will proceed to check all tracks assigned to that drive. It displays the number of each track as it is being checked (Line 6.48-11). If no bad blocks are found, the message shown in Figure 6.50 is displayed at the bottom of the console and HDCHECK waits for you to press <enter>. After pressing <enter> HDCHECK will prompt for another drive to check as shown in Figure 6.48.

```
No bad blocks found  
(press <enter> to continue)
```

Figure 6.50 Message Given if no Bad Blocks are Found

If bad blocks were found on the logical drive, HDCHECK proceeds to mark them so they will not be used. While it is marking them, the console display will look like Lines 6.51-1 though 6.51-9. After all of the blocks have been marked, HDCHECK will

display the message shown on Lines 6.51-22 through 6.51-24 and wait for you to press <enter>.

```
1:                               Radio Shack Hard Disk Check Program - ver 1.xx
2:                               Copyright 1982 by Pickles & Trout
3:
4:
5:
6:
7:                               Marking Bad Blocks
8:
9:                               xx bad blocks found
10:
11:
12:
13:
14:
15:
16:
17:
18:
19:
20:
21:
22:                               All bad blocks have been removed from usable space on the disk
23:
24:                               (press <enter> to continue)
```

Figure 6.51 Console Display for Marking Bad Blocks

After you press <enter>, HDCHECK will check for files that are affected by the bad blocks. If no files are found, the message shown in Figure 6.52 will be displayed. If files are affected, their names will be listed in a display such as that shown in Figure 6.53.

```
No files are affected by the bad block(s)
```

Figure 6.52 Message Given If no Files are Affected by the Bad Blocks

```
1:                               Radio Shack Hard Disk Check Program - ver 1.xx
2:                               Copyright 1982 by Pickles & Trout
3:
4:
5:
6:
7:                               Files that contain bad blocks
8:
9:                               filename,001 | filename,002 | filename,003 | filename,004 | filename,005
10:                              filename,006 |
11:
12:
13:
14:
15:
16:
17:
18:
19:
20:
21:
22:
23:
24:                               (press <enter> to continue)
```

Figure 6.53 Display Given If Files are Affected by the Bad Blocks

## Possible Error Messages

### **Not a valid response, please re-enter**

This message is usually used in conjunction with other messages to indicate that you made an unexpected response to the prompt. For example, this message would be given if you entered "Q" as a logical drive letter.

### **That logical drive is not defined for this system**

This message indicates that the logical drive you have specified is not available on the system and hence cannot be tested.

### **That drive is not assigned to a hard disk**

This message indicates that the logical drive you have requested to be tested is not assigned to a hard disk. HDCHECK may only be used on logical drives assigned to a hard disk.

### **That drive is not on-line and ready, cannot check**

This message is given when HDCHECK finds the drive you have specified not ready. This is typically caused by the hard disk to which the drive is assigned not being turned on.

### **This logical drive has more than 50 bad blocks, indicating a severe hardware problem. Aborting check process.**

A typical disk drive will have very few, if any, bad blocks. This message indicates that something is very wrong with the drive you are checking because more than 50 bad blocks were found. You may be able to remove some of the bad blocks by reformatting the drive.

### **Disk error while marking bad blocks - could not complete**

If a disk error occurs while HDCHECK is marking the bad blocks, this error message is given. If the error was due to a nonrepeating problem, you may be able to successfully mark the bad blocks by running HDCHECK on the drive again.

**One or more of the bad blocks are in the directory.  
Bad blocks in the directory cannot be accommodated.  
You might try reformatting this logical drive  
(save any files on it first)**

or

**reconfigure the system so that this logical drive starts in a  
different place on the hard disk.**

This message is given if bad blocks are found in the directory area of a logical drive. If reformatting the logical drive does not remove the bad blocks, you must reconfigure the system so that the logical drive starts in a different place on the hard disk (the directory is at the beginning of the logical drive). Once you have found a location on the disk where there are no bad blocks in the directory, HDCHECK can be used on the drive.

### **Drive x is write protected - cannot mark bad blocks**

**Unprotect if you want the blocks marked**

Marking the bad blocks requires writing to the drive. If the write protect switch on the hard disk is on, it is not possible to mark the bad blocks and this message is given. After this message is given, you may turn off the write protect switch and press <enter> for HDCHECK to continue. If you do not turn off the write protect switch before pressing <enter> HDCHECK will not mark the bad blocks and will prompt for another drive to check.

**Not enough space in the directory to mark all bad blocks**

Since bad blocks are marked (locked out) by creating directory entries, directory entries must be available for this purpose. This message is given if there are not enough entries available to mark all of the bad blocks. If you get this error, you can exit HDCHECK and erase a file or two from the drive you are checking. This should create enough room in the directory so that you can run HDCHECK again with success.

- 6.9** Utility name: **HDCONFIG**  
Purpose: **To configure the disk storage allocation of the hard disk system.**

### **General Description**

The HDCONFIG program allows you to modify the configuration of the disk storage on your hard disk system. It allows you to modify such parameters as the capacity, number of directory entries, allocation block size, etc. for each logical drive assigned to a hard disk. The program is fully discussed in Chapter 7, Configuring the System, hence it is not described here.

**6.10 Utility name: HFORMAT**

**Purpose: To format a portion of a hard disk drive and to install a system bootstrap on the primary hard disk drive.**

### General Description

HFORMAT performs two jobs. It allows you to format a portion of a hard disk drive and it allows you to install a system bootstrap on the primary hard disk drive (drive 0).

A hard disk must be formatted before it can be used by the operating system. If you formatted a hard disk with the TRSDOS INIT program, you do not need to reformat it (however you may need to run the CLEARDIR program as described in Section 6.6). If you have not formatted a hard disk, you may use the HFORMAT program (which runs somewhat faster than TRSDOS INIT). When first formatting a hard disk, it is usually best to format by track numbers (option 2) since this insures that the entire disk is formatted.

HFORMAT has the advantage of being able to format portions of a hard disk while leaving the rest of it untouched. The portion to be formatted may be specified by either a range of track numbers or as a logical drive. If you specify a logical drive, HFORMAT will format only those tracks that are assigned to that logical drive. You may find it desirable to reformat a logical drive if you wish to change the programs stored on it. Although it is not necessary to reformat under these conditions, you may want to start off with an entirely clean logical drive (ie. no leftover junk from previous uses).

In addition to formatting hard disks, HFORMAT allows you to install a system bootstrap on the primary hard disk drive (physical hard disk 0). Before this bootstrap is installed, to boot P&T CP/M 2 you must hold down the <break> and <repeat> keys on the keyboard while pressing RESET on the front of the computer. After the bootstrap is installed, P&T CP/M 2 will automatically boot when you press the RESET switch, provided the primary hard disk drive is turned on and there is a system diskette in floppy drive 0.

### Using HFORMAT

The command line for executing HFORMAT is shown in Figure 6.54.



```
A>HFORMAT<enter>
```

Figure 6.54 Command Line to Execute HFORMAT

While HFORMAT is executing there will be two lines at the top of the screen identifying the program. Most of the user interaction (such as prompting for the drive to test) will occur in the middle of the screen. Error messages will be displayed on the last 3 lines of the screen. Other messages giving the results of operations will also be displayed on the last 3 lines of the screen. While HFORMAT is waiting for the user to acknowledge a message, it will flash the line shown in Figure 6.55 on the bottom line of the display.

```
(press <enter> to continue)
```

Figure 6.55 Message Flashed at Bottom of Display While Waiting for User

The various different options available in HFORMAT are displayed as shown in Figure 6.56.

```
1:          Radio Shack Hard Disk Format Program - ver 1.0x  
2:          Copyright 1982 by Pickles & Trout  
3:  
4:  
5:  
6:  
7:          functions  
8:  
9:          0. return to CP/M  
10:         1. Format by logical drive  
11:         2. Format by tracks  
12:         3. Write bootstrap to drive 0  
13:  
14:  
15:  
16:          enter function to perform:  
17:
```

Figure 6.56 Main Menu of HFORMAT

In addition to using option 0 to return to the operating system, you may press the <break> key at any time HFORMAT is waiting for input from the keyboard. If you press <break>, HFORMAT will prompt you with the question shown in Figure 6.57. If you respond affirmatively, HFORMAT will return you to the command level of the system. If you respond negatively, HFORMAT will return you to the point at which you pressed <break>. Any time HFORMAT asks a question requiring a "yes/no" answer, it will accept the characters "Y", "y", "T", "t", and "1" as affirmative responses and the characters "N", "n", "F", "f", and "0" as negative responses.

```
Do you really want to quit (Y/N)?
```

Figure 6.57 Prompt Displayed If You Press <break>

If you select option 1 to format by logical drives, you will be presented with the first 9 lines of Figure 6.58. On line 6.58-9 you should enter the letter of the logical drive you wish to format. In the figure, logical drive A is specified. If the logical drive is assigned to a hard disk, HFORMAT will show you which region of which hard disk drive is encompassed by the drive (Lines 6.58-11 and 6.58-12).

HFORMAT then reminds you that all data stored on this area of the hard disk will be destroyed by the format operation (Lines 6.58-14 and 6.58-15) and asks if you want to go ahead with the format operation (Line 6.58-17). If you respond negatively, HFORMAT returns to Figure 6.56. If you respond affirmatively, HFORMAT begins formatting the indicated section of the hard disk. As each track is being formatted, its track number is shown on Line 6.58-19.

```
1:      Radio Shack Hard Disk Format Program - ver 1.xx
2:      Copyright 1982 by Pickles & Trout
3:
4:
5:
6:
7:      Formatting by Logical Drive
8:
9:      Enter logical drive to format (A-P): A<enter>
10:
11:     Logical drive A includes tracks 1 to 241
12:     on physical drive 0
13:
14:     Remember that all information in this area will be
15:     destroyed by the format operation.
16:
17:     Do you wish to proceed (Y/N)? Y<enter>
18:
19:     Formatting track 99
```

Figure 6.58 Formatting by Logical Drive

If you select option 2 to format by tracks, HFORMAT will enter into the dialog shown in Figure 6.59. On line 6.59-9 you are asked to enter the physical hard disk drive on which you wish to format. Physical drive 0 is the primary hard disk unit, physical drive 1 is the first secondary hard disk unit, and so forth. If you just press <enter> on Line 6.59-9, HFORMAT will assume physical hard disk drive 0.

```
1:      Radio Shack Hard Disk Format Program - ver 1.xx
2:      Copyright 1982 by Pickles & Trout
3:
4:
5:
6:
7:      Formatting by track number
8:
9:     Enter physical hard disk drive on which to format (0-3): 0<enter>
10:     Enter number of heads (surfaces) on drive (1-8): 6<enter>
11:     Enter number of cylinders on drive (1-1024): 230<enter>
12:     Enter first track to format (0-xxxx): 1<enter>
13:     Enter last track to format (0-xxxx): 1379<enter>
14:     Enter write precompensation cylinder (0-1023): 114<enter>
15:
16:     You have requested that tracks 1 to 1379
17:     on physical drive 0 be formatted
18:     Remember that all information in this area will be
19:     destroyed by the format operation.
20:
21:     Do you wish to proceed (Y/N)? Y<enter>
22:
23:     Formatting track 239
```

Figure 6.59 Formatting by Track Number

To format a drive by tracks, HFORMAT must have some information about the drive in order to format it correctly. On Line 6.59-10 HFORMAT requests the number of heads on the drive. You may specify from 1 to 8 heads since the hard disk controller is capable of handling up to 8 heads. The 12 Mbyte drive has 6 heads and the 8.7 Mbyte drive has 4 heads. If you just press <enter> in response to this question, HFORMAT assumes 6 heads (for a 12 Mbyte drive).

On Line 6.59-11 HFORMAT requests the number of cylinders on the drive. You may specify from 1 to 1024 cylinders since the hard disk controller can handle up to 1024 cylinders. The 12 Mbyte drive has 230 cylinders and the 8.7 Mbyte drive has 256

cylinders. If you just press <enter> in response to this question, HFORMAT assumes 230 cylinders (for a 12 Mbyte drive).

On Line 6.59-12 you are asked for the number of the first track to format. The "xxxx" in the figure will be replaced by the actual maximum track number computed from the number of heads and cylinders you have specified for the drive. If you just press <enter>, HFORMAT will assume track 0 for the first track. Note that the system bootstrap resides on track 0 of hard disk 0. If you format this track you will need to write the system bootstrap again.

On Line 6.59-13 you are asked for the last track to format. The "xxxx" on this line will be replaced by the actual maximum track number computed from the number of heads and cylinders you have specified for the drive. If you just press <enter>, HFORMAT will take the maximum track number for the last track to format.

On Line 6.59-14 you are asked for the cylinder at which to begin write precompensation. You may enter any number from 0 to 1023. If you merely press <enter>, HFORMAT will set this value to one half the total number of cylinders you specified in Line 6.59-11. Note that the cylinders are numbered starting with 0; hence, for a 12 Mbyte drive, the cylinders are numbered 0 to 229. As a result the middle cylinder is calculated to be 114. Write precompensation is not a very critical parameter; a few cylinders one way or the other will not affect drive performance.

NOTE: If you want to format an entire 12 Mbyte hard disk, you need only press <enter> on each of Lines 6.59-10 to 6.59-14. In this case the default values assumed by HFORMAT will be correct.

After you have entered the information, HFORMAT will reiterate it on Lines 6.59-16 and 6.59-17. It then reminds you that all data stored on this area of the hard disk will be destroyed by the format operation (Lines 6.59-18 and 6.59-19) and asks if you want to go ahead with the format operation (Line 6.59-21). If you respond negatively, HFORMAT returns to Figure 6.56. If you respond affirmatively, HFORMAT begins formatting the indicated section of the hard disk. As each track is being formatted, its track number is shown on Line 6.59-23.

If you select option 3 to write the system bootstrap, HFORMAT will display the message shown in Figure 6.60 while it is writing the bootstrap. Note that it typically takes only a very short time for the bootstrap to be written; hence, if you do not watch closely, you may miss the display shown in Figure 6.60. If you do not get an error message, the bootstrap was successfully written.

```
1:                               Radio Shack Hard Disk Format Program - ver 1.xx
2:                               Copyright 1982 by Pickles & Trout
3:
4:
5:
6:
7:                               Writing Boot Track
8:
```

Figure 6.60 Installing the Bootstrap

## Possible Error Messages

### **Cannot restore physical hard disk drive 0 - returning to system.**

The first thing HFORMAT tries to do when it begins execution is to restore physical hard disk drive 0. This message is issued if the restore operation fails for some reason. Since this indicates some sort of hardware problem, HFORMAT returns immediately to the command level of the system. This error is typically caused by running HFORMAT when the hard disk drive is turned off or not installed.

### **Not a valid response, please re-enter**

This message indicates that the response you gave is not one of the valid responses for the question asked. For example, this message will be given if you enter a 4 for the main menu selection.

### **Drive n is write protected - cannot format.**

This message is displayed when the write protect switch of the physical hard disk drive on which the format operation is to take place is on. If you want to format on that drive, you must turn off the write protect switch and re-enter the information defining where to format.

### **That drive is not on-line and ready, cannot format.**

If HFORMAT finds that the physical hard disk specified is not ready when it begins the format operation, this message is displayed. Typically this message results from the drive being turned off or from specifying a non-existent physical drive.

### **Hard disk drive indicates a write fault.**

The hard disk drive being formatted is indicating a write fault condition. This typically is a result of hardware problems in the drive.

### **Hard disk controller is busy when it should not be.**

HFORMAT discovered that the hard disk controller indicates that it is busy when HFORMAT wants to send it a command. Since no other program should be using the hard disk during the format operation, this usually indicates a hardware problem.

### **Disk error during format, error code = xxxx**

This message is given if a disk error occurs during the format process. Since a disk error during formatting can leave the disk in an unknown condition, the format operation is aborted. You may use the ERROR utility program to get an explanation of the error code.

### **nn sectors were found that may be flawed**

### **Be sure to run HDCHECK on this section of the disk before using it**

HFORMAT checks the sectors on the tracks it formats for flaws. If any are found, this message is displayed. You are reminded that you should use the HDCHECK utility program to lock out any bad sectors on this section of the disk before using it.

### **Last track must be greater than or equal to the first track**

This message indicates that, when entering track numbers for formatting by tracks, the number you entered for the last track was less than the one you entered for the first track. If you really want to format that range of tracks, enter the track numbers in the reverse order (smallest first).

**Drive must be specified with a letter from A to P**

You must specify logical drives with the letters A through P. This message is displayed if you entered a letter other than these when specifying a logical drive.

**That logical drive is not defined for this system**

This message indicates that you have specified a logical drive to be formatted that does not exist on the system. Recheck your system configuration to find which drives are defined.

**That logical drive is not assigned to a hard disk**

This message is given if you specify a logical drive that is defined for the system but is not assigned to a hard disk. HFORMAT works only with logical drives assigned to the hard disk. Recheck your system configuration to find which drives are defined to be on a hard disk.

**Drive 0 is not on-line and ready, cannot write bootstrap**

This message is displayed if HFORMAT found that physical hard disk drive 0 (the primary hard disk unit) was not ready when you selected main menu item 3 to write the system bootstrap. This typically results from the drive not being turned on.

**Drive 0 is write protected, cannot write bootstrap**

Physical hard disk drive 0 must not be write protected in order for the system bootstrap to be written. If it is write protected, this message will be displayed. Turn off the write protect switch and select main menu item 3 again.

**Disk error while formatting boot track, error code = xxxx**

Before the bootstrap is written to track 0 of physical hard disk drive 0, the track is formatted. This message is given if an error occurred while the track was being formatted. You may use the ERROR utility program to get an explanation of the error code.

**Disk error while writing boot track, error code = xxxx**

If a disk error occurs while the system bootstrap is being written to the disk, this error message is given. You may use the ERROR utility program to get an explanation of the error code.

- 6.11 Utility name: HLOADER**  
**Purpose: To install a system loader on hard disk drive 0 so that the system will load without a system diskette.**

### General Description

The HLOADER utility program allows you to install a full system loader on the primary Radio Shack hard disk drive. After this full loader is installed, a system diskette will no longer be needed for cold booting (RESETting) the system. Note: if you use HLOADER, you should not option 3 of HFORMAT as recommended elsewhere in this addendum.

You must do three things before using HLOADER to install a full loader on the hard disk.

First, you should select a hard disk table parameter module from among the preconfigured modules or, if necessary, create a module using HDCONFIG. In either case, it must define at least one logical drive on physical hard disk drive 0. (See Chapter 7 in this addendum and Chapter 6 in your 2.2m User's Manual for instructions on creating and selecting a module.) Although this need not be drive A, we strongly suggest that drive A be on the hard disk. Since CP/M frequently accesses drive A, there is very little advantage to installing the full loader if logical drive A is assigned to a floppy diskette drive.

Second, after you have used MODSEL to select the modules you wish to use and the system configuration menu to modify the operating system to meet the requirements of your hardware and software, you must RESET the computer from the newly-configured master working system diskette. Please note that you must complete this configuration process before proceeding to the next step.

Third, you must choose one of the logical drives on physical hard disk drive 0 to be the drive from which the system will be loaded. This drive is called the "load drive". Any hard disk logical drive will do, but logical drive A is recommended if it is on the hard disk drive. When you have made your selection, use PIP to transfer the two system files, BIOSMODS.PNT and BIOSPARM.PNT, from your working system diskette to this drive. The PIP command line that will execute this transfer is shown in Figure 6.61, where 'f' is replaced by the letter of the floppy disk drive and 'd' is replaced by the letter of the "load drive"

```
A>PIP d:=f:*.PNTIOVRI<enter>
```

Figure 6.61 Command Line to Transfer System Files to the Hard Disk

### Using HLOADER

Execute HLOADER using the command line shown in Figure 6.62.

```
A>HLOADER<enter>
```

Figure 6.62 Command Line to Execute Hard Disk Installation

After HLOADER is executed, it will clear the console display and begin the dialog shown in Figure 6.63.

```
1:      Radio-Shack Hard-Disk Loader Installation Utility - Ver 1.xx
2:      Copyright (C) 1983 Pickles & Trout - All Rights Reserved
3:
4:
5:      From which hard-disk drive do you
6:      want the system to load? (A-P) : A<enter>
7:
8:      From which floppy drive do you
9:      want to read the system? (A-P) : D<enter>
10:
11:     Mount the system master diskette on drive D: and press <enter> when ready : <enter>
12:
13:     Reading system from the floppy disk . . .
14:
15:     Writing system file to the hard disk . . .
16:
17:     Installing Cold Boot Loader on the hard disk . . .
18:
19:     Cold Boot Loader now installed on the hard disk.
20:
21:     A>
```

Figure 6.63 Console Dialog While Running HLOADER

On Lines 6.63-5 and 6.63-6, HLOADER asks for the drive from which you have decided to have the system load (the "load drive"). Enter the letter of the logical drive you have chosen. In this example, drive A is specified.

HLOADER needs to read the system from your master working system diskette in order to install the full loader on the hard disk. On Lines 6.63-8 and 6.63-9, it asks you for the drive from which it can read the system. In this example, drive D is specified. On Line 6.63-11, HLOADER prompts you to mount your master diskette on the drive you specified and press <enter>. After you do this, the rest is automatic.

The various messages shown on Lines 6.63-13 to 6.63-19 are displayed as HLOADER installs the full loader on the hard disk. Note that HLOADER creates an additional system file named BIOSCP/MPNT on the hard disk. This file is flagged as a system file and will therefore NOT appear in a normal directory display. You should never erase or alter this file; doing so will cause load errors when the system is reset.

Please note that once you have used HLOADER to install the full system loader on the hard disk, you need never use it again. You may modify your system configuration merely by using the various system utility programs such as MODSEL, MENU, etc.

### Possible Error Messages

#### Press <enter> to try again

Although this is not really an error message, it is sometimes displayed after an error message. After you press <enter>, you will be reprompted for the information that resulted in the error. This action gives you a chance to read the error message before being asked for the information again.

**Non-modular system, not compatible with this program.**

HLOADER may be used only with the Radio Shack hard disk modular version of P&T CP/M 2 (ie. starting with revision m). You are attempting to use it with a previous version of the system.

**This is not a Radio Shack Hard Disk system.**

HLOADER may be used only with the Radio Shack hard disk modular version of P&T CP/M 2 (ie. starting with revision m). You are attempting to use it with a non-hard disk version of the system.

**BIOSPARM.PNT and/or BIOSMODS.PNT not present on load drive.**

Indicates that you have not transferred one or both of these system files to the load drive before running HLOADER. HLOADER returns immediately to the system command level so that you can transfer these files before continuing.

**Please respond with A-P only**

Indicates that you did not enter one of the acceptable responses to the request for a logical drive letter.

**That drive is not on the system.**

Displayed if you specify a drive that is not defined for the system.

**That drive is not assigned to physical hard disk #0.**

Indicates that the logical drive you specified for the load drive is not on the first hard disk drive. Check your system configuration and choose a drive which is on the first hard disk drive.

**That drive is not a hard disk drive.**

Displayed if you specify a floppy drive for the load drive. Check your system configuration and choose a drive which is on the first hard disk drive.

**That drive is not a floppy disk drive.**

Displayed if you specify a hard disk drive from which to read the system information. This information must be read from the master diskette, hence you must specify a floppy drive.

**Bad or missing system on the floppy disk.**

Indicates that the diskette you mounted when prompted for the master system diskette does not have the necessary system information recorded on it. Make sure you have mounted the correct diskette.

**Error while writing the Cold Boot Loader to the hard disk.**

Indicates that a disk error occurred while HLOADER was trying to write the system loader to the hard disk. It may be caused by having the disk write protected.

**Error while reading system from the floppy disk.**

Indicates that a disk error occurred when HLOADER was reading the system information from the system diskette. This may indicate a problem with the diskette or the floppy drive. Try another floppy drive if one is available on your system.

**Unable to create system file on the hard disk.**

Indicates that an error occurred when HLOADER was trying to create the new system file on the hard disk drive. It may be caused by a full directory on the drive. Try erasing an un-needed file to make more room.

**Error while writing system file on the hard disk.**

Indicates that an error occurred while HLOADER was writing information to the new system file on the hard disk. This is typically caused by the disk becoming full. Try erasing an un-needed file to make room.

**Unable to close system file on the hard disk.**

Indicates that an error occurred while HLOADER was closing the new system file on the hard disk. It is very unusual for this error to occur; when it does, it typically indicates a hardware problem.

## NOTES

## 7.1 Introduction

The Radio Shack Hard Disk version of P&T CP/M 2 comes pre-configured for a single diskette disk drive. In order to make use of the hard disk, the Radio Shack hard disk driver module and a disk table module must be included in the system when it is loaded. See Chapter 3 of this addendum for more instructions about doing this.

The hard disk driver module contains the software I/O routines for actually communicating with the hard disk while the disk table module defines how the disk drives on the system are to be used. For example, a single physical hard disk can be divided into several logical drives; the disk table module contains the information about how this is to be done.

Several typical disk table modules are included in the module library (BIOSMODS.PNT) which comes with the system. Descriptions of these modules are included in Appendix A. You should review these modules to see if one of the configurations meets your needs. If one does, you need merely select it for inclusion when the system is loaded (use the MODSEL utility program to do this). If none of them are quite right, one may be close to what you need. It is usually easier to alter an existing module than it is to construct one completely from scratch.

The HDCONFIG utility program allows you to alter and create disk table modules. It will ask a number of questions about the drive configuration and will then create a module in the library which describes that configuration.

A word of caution is in order. It is a good idea to carefully consider the disk drive configuration in advance of doing a lot of work with the system. The way in which the hard disk drives are configured is of particular importance. It is desirable to settle on a configuration for the hard disks on the system fairly quickly and then stick to it. Problems can arise when changing the hard disk configuration because when the configuration is changed, the new system may not be able to access data on the hard disk written by the old system.

If it is necessary to change the configuration of the hard disks, you must copy all files you want to save off of the hard disk onto diskettes before changing the configuration (see the descriptions of the FILEBACK, BFBACKUP, and BFRESTOR utility programs in Chapter 6). After you have reconfigured the system, you can copy the files back onto the hard disk.

Note that if all you do is change the logical drive letter assigned to a drive definition and do not change any of the parameters of the definition, you will not need to go through the trouble of copying files to diskettes. (It is always a good idea to make backups before changing anything to do with the system configuration just in case something goes wrong).

As an example, say that you started with a configuration that has logical drives A and B on floppy drives and logical drives C and D on a hard disk. Later you might decide that you want logical drives A and B on the hard disk and C and D on floppy drives. To do this you would use HDCONFIG to read the old module from the module library and then swap (using the "S" command) the definitions of drives A and B with those for drives C and D. You would then have HDCONFIG create a

new module with the altered assignments and would use MODSEL to include the new module in the system when it is loaded. Since all you did was change the logical drive assignments (rather than the definitions of the drives) you will still be able to access files that were stored on the hard disk with the original configuration.

## 7.2 Terms and Concepts

In order to specify the attributes of each logical drive defined on a hard disk, it is necessary to have an understanding of several terms and concepts related to hard disk drives and to the way in which CP/M operates on disk drives. This section discusses the information necessary to make decisions regarding the disk configuration.

CP/M works with logical disk drives which are given single letter names ranging from A to P. These logical drives are associated with a physical drive by the I/O routines in the operating system. In the hard disk versions of P&T CP/M, the logical to physical drive assignments are under your control. Each physical diskette drive on the system can be associated with only one logical drive (except for systems with only 1 diskette drive) but a hard disk drive can be (and usually is) associated with more than one logical drive.

When you define a logical drive on a hard disk, you must also provide information which describes various attributes of the logical drive. Some of these attributes are: the location of the logical drive on the physical drive (when a physical drive is divided among two or more logical drives, there must be no overlap of the space assigned to the various logical drives), the number of directory entries the logical drive is to have, and others.

Each disk drive is divided into tracks each storing 8704 bytes (8.5 Kbytes). A 12 Mbyte drive has 1380 tracks while an 8.7 Mbyte drive has 1024 tracks. There can be up to 4 physical drives connected to the system. The first hard disk drive (the primary unit) is physical hard disk 0. The first secondary unit is physical hard disk 1 and so forth.

CP/M reads and writes information to disks in 128 byte packets called logical sectors (sometimes called CP/M sectors). It is impractical to keep track of disk storage on the basis of logical sectors so CP/M groups a number of logical sectors together to form an allocation block. The number of logical sectors in an allocation block (and hence its size) may vary from logical drive to logical drive. For a single density diskette, an allocation block contains 8 logical sectors making it 1 Kbyte in size. For a double density diskette (single or double sided), an allocation block contains 16 logical sectors for a size of 2 Kbytes. For a logical drive which is defined on a hard disk, the size of the allocation block is under your control.

Space on a logical disk is assigned to disk files on the basis of allocation blocks. When a file is first created and has no information stored in it, it has no allocation blocks assigned to it. When the first logical sector of information is written to a file, the file is assigned an allocation block. Once an allocation block is assigned to a disk file, it cannot be used by any other disk file. Because disk storage is assigned in this way, small files can take up considerably more space than the amount of information they contain.

As more information is written to a file than can be contained in one allocation block, the file is assigned another allocation block. This process is repeated as the file grows in size. In order to access a file, CP/M must keep a record of which

allocation blocks are assigned to which file. This information is kept in a directory on each logical drive. When a file is created, an entry is made in the directory for the file.

As a file becomes larger, it is possible that all of the information pertinent to that file cannot fit into a single entry in the directory. In this case, another entry in the directory is made to hold the additional information. Large files can end up using several directory entries. For a single density diskette, there is space set aside for 64 directory entries. On a double density, single sided diskette, space is provided for 128 directory entries. A double density, double sided diskette has space for 192 directory entries. For logical drives defined on a hard disk, the number of directory entries is under your control. It is important to keep in mind that the number of directory entries is not necessarily the number of files that can be stored on the logical disk since large files can require multiple directory entries. Typically one runs out of directory space when a logical disk drive has a lot of small files stored on it rather than several large files.

In addition to the directory information, CP/M must also maintain information about which allocation blocks are in use on a logical drive and which are free. This information is kept in a table in the computer's memory called an allocation vector. The allocation vector contains one bit for each allocation block on the logical drive. The more allocation blocks there are on a disk drive, the larger its allocation vector will be. When a logical disk is first accessed after a warm boot (return to command mode) or a disk system reset, the entire directory on the disk is scanned to construct the allocation vector.

When a physical disk has removable media (such as a diskette drive or the cartridge in some hard disk drives), it is possible for you to change the media without taking the necessary steps (a warm boot or disk system reset) to inform the operating system of the change. If this were to happen, it could spell disaster because CP/M will treat the new disk as if it were the previously mounted disk and possibly write to areas of the disk that are already in use. CP/M provides a mechanism for checking for changed disks to avoid this sort of problem. When the mechanism is in effect, it keeps certain information about the contents of the directory in a table in the computer's memory called a directory check vector.

Whenever the directory for a logical drive is accessed, the information read from it is compared to what is kept in the directory check vector. If a discrepancy is found, CP/M assumes that a disk change has taken place and immediately sets the logical drive to read/only status. When a logical drive has been set to read/only, any attempt to write to that drive results in an error message. The only way to clear the read/only status is by a warm boot or a disk system reset. The directory checking mechanism is always used for diskette drives, however it is optional for logical drives defined on hard disks since it is not needed on a fixed disk that cannot be changed.

### 7.3 Tradeoffs

When configuring a hard disk system, there are a multitude of tradeoffs that must be considered in deciding on the configuration to use. The two variables that enter most prominently into the considerations are memory usage by the operating system and speed of access to disk drives. Unfortunately the items that must be considered are inter-dependent which makes it somewhat difficult to consider one at a time.

The first thing to do when configuring a hard disk system is try to define the use to which it will be put. For example if the hard disk is to be used primarily for large files, different choices will be indicated than if it were to be used for a large number of small files. Another consideration is the software that will be running on the drive. If the software requires a certain number of logical drives it may dictate how the hard disk is divided up into logical drives. Occasionally a program will not be able to make use of a logical drive larger than a certain size; in this case, the size of the logical drives defined on a hard disk may be tailored to what the program requires.

In general, the following information will be useful in selecting the parameters for the logical drives that are defined on a hard disk:

1. The largest number of files that it is likely will be stored on a given logical drive defined on a hard disk. Keep in mind that a different number may be used for each of the logical drives defined on a hard disk.
2. The number of small files (less than 16 Kbytes) that are likely to be stored on a logical drive.
3. The number of large files (greater than 200 Kbytes) that are likely to be stored on a logical drive.
4. The approximate average size of the disk files to be stored on a logical drive.
5. Any restrictions on logical drive size that may be imposed by programs that will be run on the system.
6. Any restrictions on the number of logical drives that may be imposed by programs that will be run on the system.

A good way to start the selection of parameters is to consider the allocation block size. Recall that the size of the allocation vector in memory is related to the allocation block size so the choice made for the allocation block size directly affects the memory required by the operating system. Larger block sizes are generally more useful when mostly large files are to be stored on a logical drive. If a large allocation block size is specified for a drive that has mostly small files, a lot of disk space is wasted since even very small files will be assigned one entire allocation block. A large allocation block reduces the memory required for the allocation vector since, for a given size of logical drive, there will be fewer allocation blocks than if a smaller allocation block is specified.

The choice of allocation block size is also affected by the size of the logical drive. If the logical drive is large, the space wasted by large allocation blocks may be of less importance than for smaller logical drives. Usually if a small logical drive (about 1 Mbyte) is specified, it will be used for storage of medium sized files such as programs and a smaller allocation block size is appropriate. The permissible sizes for the allocation block are 2, 4, 8, and 16 Kbytes.

Typically, for large logical drives (4 Mbytes or more) an allocation block size of 8 or 16 Kbytes is most appropriate. 8 Kbytes is a good "middle of the road" figure but if the disk usage is heavily slanted towards large files, 16 Kbytes might be better. For smaller logical drives (1 to 4 Mbytes), the choice will most likely be between 8 and 4 Kbytes. In this case 8 Kbytes is still a good choice for most situations but if a lot of smaller files are going to be stored on the logical drive, 4 Kbytes might be a better choice. 2 Kbyte allocation blocks are typically only used

on small logical drives (probably less than 1 Mbyte) since the memory overhead for the allocation vector is quite high for 2 Kbyte allocation blocks. For example, a logical drive of 5 Mbytes would require over 300 bytes for the allocation vector with 2 Kbyte allocation blocks but just about 80 bytes for 8 Kbyte allocation blocks.

The other parameter that has major tradeoffs associated with it is the number of directory entries. For logical drives that are set up to check for disk changes, space for the directory check vector must be allocated in memory. The more directory entries there are, the more space will be required for the directory check vector. Of course, no check vector is allocated for a drive that does no checking for changed disks. Obviously this checking is not wanted for a logical drive defined on a hard disk.

The number of directory entries on a logical disk drive can have an affect on speed of access to the drive. As was previously noted, CP/M scans the entire directory when a logical drive is first accessed after a warm boot or disk system reset. The larger the directory, the longer it will take to make this scan. After the first access to a drive, the time required for directory operations is not highly dependent on the size of the directory. Of course, directory operations will slow down somewhat as the directory fills up but the additional time is usually small.

Although the time it takes to scan the entire directory may not seem very important (since it only occurs during the first access to a drive after a warm boot or disk system reset) it bears some consideration. If the usage of the system is such that a warm boot or disk system reset occurs only at the end of programs then the time taken for the directory scan is not too important. However, many programs do make use of the disk system reset feature in order to account for changed disks. If a program frequently resets the disk system, a large directory may degrade the program's performance.

Another instance when the time to scan the directory becomes a noticeable factor is when using SUBMIT files. Typically a SUBMIT file is used to execute several programs in succession. Since programs used with SUBMIT must terminate with a warm boot, the entire directory of one or more logical drives is scanned repeatedly in the course of running a SUBMIT file.

It is important to allot enough directory entries to a drive that future usage will not force the system to be re-configured but specifying too large a directory can have performance penalties. Usually 256 directory entries are sufficient for a hard disk drive. In some cases where a large number of small files are being kept on the disk, 512 entries may be appropriate. It is only in rare circumstances that more than 512 directory entries will be needed on any one logical drive.

Another factor that can affect system performance is the definition of logical drives. When the Radio Shack Hard Disk version of P&T CP/M 2 performs a warm boot (typically at the end of a program), it logs on logical drive A, and then logs on the current default drive if it is different from A. Usually less time is required to log on a hard disk drive than a diskette drive even though there are considerably more directory entries on a logical drive on the hard disk. System performance can be improved in some cases by defining logical drive A on a hard disk. It is important to keep in mind that if logical drive A is defined on a hard disk, the hard disk must be on-line and ready in order for the system to operate.

## 7.4 Single Diskette Drive Systems

If you have a system with a single diskette drive, you must decide how to handle it. You can configure the system to treat the single diskette drive as a single logical drive or as 2 to 4 logical drives. If you choose to have the system treat the drive as multiple logical drives it will issue messages on the system console for swapping diskettes in the drive (see Section 3.3 of the P&T CP/M 2 User's Manual). This technique allows you to run software that needs to access up to 4 diskette drives. With the hard disk system, this capability becomes somewhat less interesting because most of your work will probably be done on the hard disk.

Each logical drive assigned to the floppy drive will require about 150 bytes of memory. In order to minimize the memory requirements of the system, you should assign no more logical drives to the floppy drive than you actually need. About the only time you should need multiple logical drives assigned to the floppy is when a program must be able to access two or more diskettes. Remember that since you can reconfigure the system, you could have one system diskette configured for automatic swapping and another without it.

Since you can mount any density of diskette on the single diskette drive with the Radio Shack Hard Disk system (just press <break> after you mount the diskette) you can always transfer files to a logical drive on the hard disk. For diskette-to-diskette copying it is usually easier with a single diskette drive hard disk system to copy the files from the source diskette to the hard disk and then from the hard disk to the destination diskette than to be swapping diskettes on the single diskette drive.

If you indicate to HDCONFIG that you have only one physical diskette drive, it will ask you how many logical drives you want assigned to it. By responding with "1", the disk configuration you create will not allow drive swapping. Responding with "2" to "4" will allow swapping.

## 7.5 Getting Ready

Before using HDCONFIG, it is useful to spend a few minutes thinking over how the system is to be configured. Some points to keep in mind while deciding on the configuration are:

1. A logical drive defined on a hard disk must be entirely contained by that hard disk. Logical drives cannot span from one hard disk to another.
2. The location of logical drives on a hard disk is specified in terms of tracks. A single track holds 8.5 Kbytes.
3. Track 0 of physical hard disk drive 0 may not be included in the definition of any logical drive on the system; it is reserved for the system.

The next page shows a hard disk configuration worksheet that can help in setting up the hard disk configuration. Extra copies of this worksheet are provided with the system documentation and you may make more if necessary. These worksheets are provided as a tool to help you organize your thinking about how to configure the disk system. An experienced user may not need to use them but it is a good idea to use them the first time or two you configure a system.

The following pages show hard disk configuration worksheets for typical disk configurations. Disk table modules for these configurations and others are included in the module library. Refer to Appendix A for a description of the disk table modules. If one of them suits your needs, you need merely select it (using MODSEL) for inclusion in the system. If one of them is close to what you want, you can edit it with HDCONFIG.





Radio Shack Hard Disk System Configuration Worksheet

logical drive	hard or floppy	physical drive #	begin at track	end at track	# of tracks	# of Kbytes	alloc block size	# of dir ents	dir check Y/N	initial access Y/N	initial access r/w - r/o
A	HARD	0	1	344	344	2924	8K	256	N	Y	R/W
B	HARD	0	345	689	345	2932	8K	256	N	Y	R/W
C	HARD	0	690	1034	345	2932	8K	256	N	Y	R/W
D	HARD	0	1035	1379	345	2932	8K	256	N	Y	R/W
E	FLOPPY	0									
F	FLOPPY	0.									

Notes: Each track stores 8.5 Kbytes. Track 0 of physical hard disk drive 0 is reserved for system usage in the Radio Shack Hard Disk version. 8.7 Mb drive has 1024 tracks. 12 Mb drive has 1380 tracks.

Configuration worksheet for a 12 Mbyte drive where the hard disk is divided into 4 approximately equal drives with two floppy drives. (Module name: HDTT2-4)

Radio Shack Hard Disk System Configuration Worksheet

logical drive	hard or floppy	physical drive #	begin at track	end at track	# of tracks	# of Kbytes	alloc block size	# of dir ents	dir check Y/N	initial access Y/N	initial access r/w - r/o
A	HARD	0	1	241	241	2048	4K	384	N	Y	R/W
B	HARD	0	242	810	569	4836	8K	256	N	Y	R/W
C	HARD	0	811	1379	569	4836	8K	256	N	Y	R/W
D	FLOPPY	0									
E	FLOPPY	1									

Notes: Each track stores 8.5 Kbytes. Track 0 of physical hard disk drive 0 is reserved for system usage in the Radio Shack Hard Disk version. 8.7 Mb drive has 1024 tracks. 12 Mb drive has 1380 tracks.

Configuration worksheet for a 12 Mbyte drive where the hard disk is divided into one small (2 Mb) and two large (4.8 Mb) drives with two floppy drives. (Module name: HD112-5)

## 7.6 Using HDCONFIG

HDCONFIG is a very user interactive program that allows you to specify the disk drive configuration for the hard disk system. To do this, it takes the information you enter and creates a new disk table module accordingly. As much as is possible, it shows you the consequences of your choices as you make them and allows you to make changes as necessary. You do not need to configure your system to use the hard disk before running HDCONFIG. This allows you to set the disk configuration before actually beginning to use the hard disk.

**IMPORTANT NOTE:** HDCONFIG merely adds to or modified the disk table modules in the module library. In order for the configuration in a new disk table module to take effect, you must use MODSEL to select the new module for inclusion in the system. The configuration in the new module will take effect the first time the system is loaded (RESET) after the new module is selected for inclusion.

Although HDCONFIG is really quite easy to use, its interactive nature makes it difficult to document in a written form. If you are confused by the following descriptions, run the program while you read. You can try the various options and see the results. Running HDCONFIG will have no affect on your system and you can abort the program at any time. After practicing with HDCONFIG, you may not want to create a new module; just press <break> when HDCONFIG asks if you are ready to install the new module in the library. Even if you do create a module you don't want, no harm is done since the configuration contained in the module does not take effect until you use the MODSEL utility program to include the new module in the system when it is loaded.

The figures in this description illustrate the appearance of the console display at different points in the program. In some cases, the entire console display is shown. In other cases only the pertinent portion of the display is shown in order to save space. This is done, for example, when there is only one or two lines of text displayed in the center of the screen. Whenever HDCONFIG poses a question that requires a "yes/no" type of answer, it will accept several responses. The characters "Y", "y", "1", "T", and "t" are accepted as affirmative answers while the characters "N", "n", "0", "F", and "f" are accepted as negative answers. The responses to these questions will always be shown as "Y" or "N" in the figures.

Any time that HDCONFIG is waiting for input from the console, you may press the <break> key. HDCONFIG will take this to mean that you want to abort the program and return to the command level of CP/M. After you press <break>, HDCONFIG will query you to find out if you really want to exit the program. If you respond affirmatively to this query, HDCONFIG will return you to the command level of CP/M, otherwise HDCONFIG will resume where it was when you hit <break>. You may also press <ctl-P> any time HDCONFIG is waiting for console input. This will result in the current screen display being printed on the system LST: device. This is useful for documenting the parameters you have specified for a particular drive configuration. Note that the system LST: device must be ready to accept characters when you press <ctl-P>. If it is not the system will hang up until the LST: device is ready.

The last 3 lines of the console display are used by HDCONFIG for displaying instructions and error messages. The figures in this section do not show any of these error messages since they disappear when corrective action is taken.

HDCONFIG has essentially three parts. In the first part you will be asked to supply information about the physical disk drives on your system. You are also able to read parameters from an existing disk table module in order to edit them. In

the second part, you enter (or modify) the information that defines each of the logical drives you want on the system. The third part installs the new disk table module in the module library so that it may be used by the system.

## Part 1 - Entering Physical Drive Information

The command line shown in Figure 7.1 will execute the HDCONFIG program. Note that HDCONFIG consists of a main program and 2 overlay files (HDCONFIG.001 and HDCONFIG.002). All three files must be present on the current drive when HDCONFIG is executed. An error will result if this is not the case.

```
A>HDCONFIG<enter>
```

Figure 7.1 Command Line to Execute HDCONFIG

The first thing HDCONFIG does is to clear the console display and ask for the drive on which it can find the BIOSMODS.PNT file (Figure 7.2). This is the file that contains the library of modules. You should enter the logical drive letter of the drive on which your working system diskette is mounted. In this case, logical drive A is specified.

```
Enter drive on which to find BIOSMODS.PNT: A<enter>
```

Figure 7.2 Entering Drive for Library File

After HDCONFIG locates the BIOSMODS.PNT file, it asks you if you want to read parameters from an existing module as shown in Figure 7.3. You would respond affirmatively if you want to edit the configuration in an existing module. In this case, a negative response is entered indicating that an entirely new configuration is to be created.

```
Do you want to read parameters from an existing disk table module (Y/N)? N<enter>
```

Figure 7.3

After a negative response in Figure 7.3, HDCONFIG will ask you to indicate how many physical floppy drives are on the system as shown in Figure 7.4. In this example there are two physical floppy drives.

```
How many physical floppy drives are on the system: 2<enter>
```

Figure 7.4 Specifying Number of Floppy Drives

Next HDCONFIG will ask you for the number of hard disk drives on the system (Figure 7.5). You may enter any number from 0 to 4. If you enter 0, you will not be permitted to define any logical drives on a hard disk. A very typical response is 1 as is shown in the figure.

```
How many physical hard disk drives are on the system: 1<enter>
```

Figure 7.5 Specifying Number of Hard Disk Drives

After you have entered the number of hard disk drives, HDCONFIG will ask you to specify the type of each of them. Figure 7.6 shows the console display for entering this information. You should respond with a 1 if you have a 12 Mbyte drive and a 2

if you have an 8.7 Mbyte drive. If the drive is neither of these, you should select option 3 which will ask some questions about the drive.

You will be presented with the same question for each of the physical hard disk drives on the system. Since it is most likely that they are all the same (the system does allow you to have different sized physical drives if you wish), HDCONFIG remembers what you entered for the last drive and presents it as a default value for the next drive. If all the drives are the same, you need only enter the appropriate choice for the first drive and press <enter> for all the rest.

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.xxx
2:
3:
4:
5:
6:
7: Type of Hard Disk Drive 0
8:
9: 1. Radio Shack 12 Megabyte
10: 2. Radio Shack 8.7 Megabyte
11: 3. other
12:
13: Enter number for the type for drive 0 : 1<enter>
14:
```

Figure 7.6 Specifying Type of Hard Disk Drives

If you select the "other" option for a hard disk drive, HDCONFIG will ask you for the number of heads and cylinders on that drive. This allows you to configure drives of any size that can be handled by the controller (up to 8 heads and 1024 cylinders).

You will also be asked for the cylinder on which write precompensation is to be started. This is a somewhat technical point; you should refer to the drive documentation to get the appropriate cylinder. If you cannot find this information, starting precompensation at about the mid-point (e.g. cylinder 256 of a 512 cylinder drive) of the drive is usually a good guess. Note that the hard disk controller requires that the cylinder specified be an exact multiple of 4 hence HDCONFIG may alter the cylinder number you enter to meet this requirement. This is not a very critical parameter and changing it by a few cylinders one way or the other will not affect system performance. Figure 7.7 shows how this information is entered.

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.xxx
2:
3:
4:
5:
6:
7: Please supply the following information
8: about hard disk drive 0
9:
10: Number of heads (surfaces) (1-8): 8<enter>
11: Number of cylinders (1-1024): 512<enter>
12: Precompensation starting cylinder (0-1023): 256<enter>
13:
14: Is this correct? Y<enter>
15:
```

Figure 7.7 Entering Information for "Other" Types of Hard Disk Drives

HDCONFIG will now show you a summary of the information you have entered. Skip ahead to Figure 7.11.

If you had given an affirmative response to the question in Figure 7.3 (indicating that you want to read parameters from an existing module), HDCONFIG would display the table of contents of the module library as shown in Figure 7.8. The names of all the disk table modules will be shown in reverse video. At the bottom of the display, you will be asked to enter the name of the module from which you want to read the parameters.

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.0xxx
2:
3:
4:
5:
6:
7: Library Table of Contents
8:
9: Disk Table Modules are shown reverse
10:
11: AUTOKEY KEYXLATE SCRNDUMP ADM3 4FLOPPY 3FLOPPY 2FLOPPY 1FLOPPY
12: TYPENAME COREINIT SIO PPMIN PPNORS PPSTDR PPSTD M12CRT1
13: STDCRT1 M12WB1 STDWB1 STDCORE1 RSHD1 RSHWB1 HDT8-1 HDT8-2
14: HDT8-3 HDT12-1 HDT12-2 HDT12-3 HDT12-4 HDT12-5 MYHD
15:
16:
17:
18:
19:
20: Enter name of disk table module to read:
21: To view text portion of modules press <enter> without typing a name
22:
```

Figure 7.8 Table of Contents Display When Reading a Disk Table Module

If you enter a module name, HDCONFIG will read the information from it and proceed. Each disk table module has a text description associated with it to help you remember how it is configured. When HDCONFIG asks for the module to read, you may just press <enter> to read the text description of a module. In this case HDCONFIG will ask which module's description you want to read as shown in Figure 7.9.

```
Read text from which module : HDT12-3<enter>
```

Figure 7.9 Entering Name of Module From Which to Read Text

HDCONFIG will then show you the text description associated with that module as shown in Figure 7.10.

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.0xx
2:
3:
4:
5:          SAMPLMOD - created 5/16/83
6:          2 floppies
7:          1 12 meg radio shack hard disk
8:
9: Drive   Alloc Blk   #Dir Ents   Start Track   #Tracks   Size
10:  A      4k         256         1             241       2 Mb
11:  B      8k         256         242           569       4.8 Mb
12:  C      8k         256         811           569       4.8 Mb
13:
14:  D -> phys floppy 0
15:  E -> phys floppy 1
16:
```

Figure 7.10 Display of Text Description from a Module

After HDCONFIG has read a module or you have finished entering the number and types of the hard and floppy disk drives, HDCONFIG will present you with a summary as shown in Figure 7.11.

```
1:          These Physical Drives are Present on the System
2:
3:          1 hard disk drive          2 floppy disk drives
4:
5: Drive #  Heads  Cyl
6:    0      6    230 (12 Mb)
7:
8:
9:
10:
11:
12:
13:          Is this correct? N<enter>
```

Figure 7.11 Summary of Physical Drives

If the parameters displayed are correct, you should enter an affirmative response to proceed to the configuration portion of the program. If you enter a negative response, you will be given the option of either changing the number (and types) of drives or reading another module as shown in Figure 7.12.

This option is very useful when adding drives to your system. For example, say that when you initially configured the system you had only a single hard disk drive but you have just added another. In this case you will probably want to keep the same configuration on the old drive and merely add some new logical drives on the new one.

The easiest way to do this is as follows: First read the disk table module containing the configuration for your single hard drive system. When HDCONFIG asks you if the physical drive summary is correct (Figure 7.11) respond negatively. Select option 2 to change the number of drives in Figure 7.12. You may now tell HDCONFIG that you have two hard disk drives instead of one. HDCONFIG will "remember" all the configuration information it read from the old module (so that you won't need to re-enter it) and will allow you to define new logical drives on the new hard disk. You can, of course, use the same procedure when adding floppy drives to the system.

```
1:
2:           1. Read another module.
3:
4:           2. Change number of drives.
5:
6:
7:           Enter number of your selection: 1<enter>
```

Figure 7.12 Options if Physical Drive Summary Is Not Correct

If the system has a single floppy drive, the summary of the physical drives will appear as shown in Figure 7.13. If you are entering a completely new configuration or are changing the number of drives in an old configuration, HDCONFIG will ask you (as shown) how many logical drives you want assigned to the single floppy drive. If you respond with 2, 3, or 4, a system using this configuration will issue disk swapping messages to emulate multiple diskette drives using the single physical drive. If you respond with 1, this swapping will not be done.

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.0xx
2:
3:
4:
5:
6:
7:           These Physical Drives are Present on the System
8:
9:           1 hard disk drive           1 floppy disk drive
10:
11:          Drive #  Heads  Cyl           note: Since this is a single floppy
12:             0      6   230 (12 Mb)   drive system, you may assign up to
13:                                     4 logical drives to the single
14:                                     physical floppy drive.
15:
16:
17:           How many logical floppies do you want? 2<enter>
18:
19:           Is this correct? Y<enter>
20:
```

Figure 7.13 Physical Drive Summary for a Single Floppy System

## Part 2 - Defining the Logical Drives

After you have accepted the physical drive summary and assuming that you did not have HDCONFIG read parameters from an existing module, it will next create a console display as shown in Figure 7.14. The top 5 lines of this display will remain in place as you enter the configuration information and will be updated to indicate any changes you make.

```
1:      P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.0xx
2:
3:      Number of logical drives defined:      hard: 0      floppy: 0
4:  working on drive: ABCDEFGHIJKLMNOP      Total space used: 32 bytes
5:      -----
6:
7:
8:
9:
10:
11:
12:
13:
14:
15:
16:
17:
18:
19:
20:
21:
22:
23:
24:
```

Figure 7.14 Initial Display with no Drives Defined

Line 7.14-3 shows the number of logical drives that have been specified on both hard and diskette drives. These numbers are updated as drives are defined and modified. The left half of Lines 7.14-4 and 7.14-5 form a status area that gives a visual indication of which logical drives have been defined. If the logical drive has been defined, either an "f", indicating a diskette (floppy) drive, or an "h", indicating a hard drive, will be displayed just below the logical drive letter. If the drive has not been defined, a hyphen will be displayed. The current logical drive is designated by displaying its letter and any symbol below it in reverse video. At the right end of Line 7.14-4, the total space used by the disk drive parameters is displayed.

The current logical drive can be changed by using the <left arrow>, <right arrow>, and <enter> keys. Pressing <right arrow> or <enter> will advance the current logical drive while pressing <left arrow> will back the current logical drive up by one. As the current logical drive is changed, the reverse video indicator on Lines 7.14-4 and 7.14-5 will be moved to the appropriate position. After about half a second, the logical drive's parameters will be displayed (if the drive is defined) or the bottom portion of the screen will be erased (if the drive is not defined). In addition to responding to <left arrow>, <right arrow>, and <enter> at this point, HDCONFIG will respond to several command keys.

Pressing one of "f", "F", or <F1> causes HDCONFIG to define a previously undefined drive as a diskette drive. Pressing one of "h", "H", or <F2> causes HDCONFIG to define a previously undefined drive as a hard disk drive. "E", "e", or <down arrow> indicates to HDCONFIG that you want to edit the parameters for the current logical drive. "-" or "." will tell HDCONFIG that you want to delete the definition of the current logical drive.

"m" or "M" indicates that you want to move the parameters for the current logical drive to another logical drive. If you press either of these keys HDCONFIG will ask you to which logical drive you want to move the current logical drive definition. You should enter a logical drive letter that does not have a definition yet. After entering the letter, HDCONFIG will move the current definition to that logical drive and will delete the definition from the current drive.

"s" or "S" indicates that you want to swap (exchange) the parameters for the current logical drive with those for another logical drive. If you press either of these keys HDCONFIG will ask you with which logical drive you want to swap the current logical drive definition. You should enter a logical drive letter that already has a definition. After entering the letter, HDCONFIG will exchange the current definition with that logical drive.

The "M" and "S" commands are useful when you want to change the logical drive assignments without changing any configuration parameters. "x" or "X" indicates that you have finished entering the definitions. <break> indicates that you wish to abort the program and return to the operating system. The various command keys are summarized in Figure 7.15.

<u>while cursor is in status area</u>	
<u>character</u>	<u>function</u>
<left arrow>	move to previous logical drive
<right arrow>, <enter>	move to next logical drive
"-", "."	delete the definition of the current logical drive
"F", "f", <F1>	define the current logical drive as a floppy drive
"H", "h", <F2>	define the current logical drive as a hard disk drive
"E", "e", <down arrow>	edit the definition of the current logical drive
"m", "M"	move the current drive definition to another logical drive
"s", "S"	swap the current drive definition with one for another logical drive
"X", "X"	quit entering drive definitions and create new module

<u>while entering or editing parameters</u>	
<u>character</u>	<u>function</u>
<enter>	Accept new value and/or move to next parameter. If cursor is at last parameter, it returns to the status area.
<up arrow>	Move cursor up to previous parameter. If cursor is at first parameter, it returns to the status area.

Figure 7.15 Summary of Command Characters Accepted by HDCONFIG

When a logical drive is first defined, HDCONFIG will display a set of default parameters for that drive. The console cursor will then move to the first of these parameters and wait for your input. If you want to keep the default value press <enter> or <down arrow>. If you want to change the value, enter the new value and press <enter>. If you are on the first parameter and press <up arrow> the cursor will return to the status area and the drive definition will be deleted. Note that this action is taken only the first time a drive is defined. If the drive had already been defined (hence you are editing its parameters) using <up arrow> when you are at the first parameter will not delete the drive definition but will merely return the cursor to the status area.

If there are several parameters, the <up arrow> and <down arrow> can be used to move up and down the list to make changes. To change a parameter, simply move the cursor to the parameter and type in the new value. Other numbers on the screen may change if they depend on the parameter you changed.

For a diskette drive, the total space used on Line 7.14-4 will be updated immediately after the drive is defined. For a hard disk drive, the number will be changed only after all of the drive parameters have been entered and accepted. If you edit a hard disk drive's parameters, the space it requires is subtracted from the total space figure when you begin editing. After you have finished editing the parameters, the space required by that drive (it may have changed based on your editing) will be added into the total again.

When you specify that a logical drive is to be defined as a diskette drive, HDCONFIG presents a display as shown in Figure 7.16. HDCONFIG always sets the physical drive number of a newly defined diskette drive to 0 as shown. If you wish to change the physical drive number, enter the number you wish and press <enter>. Note that the total space used number has been increased by 149 since 149 bytes are required for the parameters associated with a diskette drive.

```
1:      P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.000
2:
3:      Number of logical drives defined:      hard: 0      floppy: 0
4:      working on drive: ABCDEFGHIJKLMNOP      Total space used: 181 bytes
5:      f-----
6:
7:      Floppy Disk Drive Parameters
8:
9:      Physical drive number:      0
10:
11:
12:
```

Figure 7.16 Display with One Floppy Drive Defined

The display shown in Figure 7.17 occurs after three diskette drives (A, B, and C) have been defined and a hard disk drive (E) has just been defined. The parameters shown are the default values for a newly defined hard disk drive. The "xxxx" on line 7.17-14 will be replaced by the actual number of tracks on physical hard disk drive 0. If another physical drive is selected, the number will be changed to the number of tracks on that drive. Note that many of the default values are not valid; you must change at least some of them to have a valid drive definition. If the cursor is at the first of the parameters and you press <up arrow>, the drive definition will be deleted and the cursor will return to the status area.

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.xxx
2:
3: Number of logical drives defined: hard: 0 floppy: 3
4: working on drive: ABCDEFGHIJKLMNOP Total space used: 479 bytes
5: fff-h-----
6:
7: Hard Disk Drive Parameters
8:
9: Drive is initially accessible (Y/N): Y
10: Drive is initially read/write (Y/N): Y
11: Allocation block size in Kbytes (2,4,8,16): 0
12: Physical drive number: 0
13:
14: Maximum number of tracks on drive 0 is xxxx
15: Beginning track number: 0
16: Number of tracks: 0
17: Disk size in Kbytes is 0
18: Number of directory entries (multiple of 0): 1
19: Check for changed disks (Y/N): N
20: Memory used = 39 bytes
21:
22:
23:
24:
```

Figure 7.17 Beginning to Define a Hard Disk Drive

Figure 7.18 shows the display after the user has set the initial drive access parameters and the allocation block size. Note that the 0 on Line 7.17-18 has changed to a 256 on Line 7.18-18. This results because the directory must occupy one or more complete allocation blocks on the disk. 256 directory entries will fit into an 8 Kbyte allocation block, hence the number of directory entries must be a multiple of 256 (in this example).

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.xxx
2:
3: Number of logical drives defined: hard: 0 floppy: 3
4: working on drive: ABCDEFGHIJKLMNOP Total space used: 479 bytes
5: fff-h-----
6:
7: Hard Disk Drive Parameters
8:
9: Drive is initially accessible (Y/N): Y
10: Drive is initially read/write (Y/N): N
11: Allocation block size in Kbytes (2,4,8,16): 8
12: Physical drive number: 0
13:
14: Maximum number of tracks on drive 0 is xxxx
15: Beginning track number: 0
16: Number of tracks: 0
17: Disk size in Kbytes is 0
18: Number of directory entries (multiple of 256): 1
19: Check for changed disks (Y/N): N
20: Memory used = 39 bytes
21:
22:
23:
24:
```

Figure 7.18 Display After Setting Access Flags and Allocation Block Size

Figure 7.19 shows the display after the user has specified the drive and range of tracks on that drive. Line 7.19-14 reminds you of the total number of tracks available on the drive so that you can make appropriate choices for the beginning track and number of tracks. After the range of tracks is specified, the storage capacity of the drive is calculated and displayed on Line 7.19-17. This number

includes any space that will be used by the directory, hence the usable storage on the drive will be a little less.

Note that for the same number of tracks, the amount of storage may vary a little for different allocation block sizes. This is due to the requirement that a logical drive contain an integral number of allocation blocks. A small amount of disk storage may be wasted if an integral number of allocation blocks do not fit exactly into the specified number of tracks. (Recall that a track stores 8.5 Kbytes.) The amount of waste will depend on the allocation block size. The amount of memory used (Line 7.19-20) has been increased to include the space taken up by the allocation vector.

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.0xx
2:
3:      Number of logical drives defined:      hard: 0      floppy: 3
4: working on drive: ABCDEFGHIJKLMNOP          Total space used: 479 bytes
5:      fff-h-----
6:
7:                      Hard Disk Drive Parameters
8:
9:      Drive is initially accessible (Y/N):   Y
10:     Drive is initially read/write (Y/N):  N
11:     Allocation block size in Kbytes (2,4,8,16): 8
12:     Physical drive number:                  0
13:
14:     Maximum number of tracks on drive 0 is xxxx
15:     Beginning track number:                 1
16:     Number of tracks:                       511
17:     Disk size in Kbytes is 4336
18:     Number of directory entries (multiple of 256): 1
19:     Check for changed disks (Y/N):          N
20:     Memory used = 107 bytes
21:
22:
23:
24:
```

Figure 7.19 Display After Entering Number of Tracks

Figure 7.20 shows the display after the user has specified the number of directory entries and whether or not to check for changed disks. After all of the hard disk parameters have been entered, HDCONFIG asks for confirmation that they are OK (Line 7.20-21). An affirmative answer results in the parameters being accepted and the cursor returning to the status area. A negative response results in the cursor being returned to the disk checking parameter on Line 7.20-19 so that the parameters may be modified.

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.000
2:
3: Number of logical drives defined: hard: 0 floppy: 3
4: working on drive: ABCDEFGHIJKLMNOP Total space used: 479 bytes
5: fff-h-----
6:
7: Hard Disk Drive Parameters
8:
9: Drive is initially accessible (Y/N): Y
10: Drive is initially read/write (Y/N): N
11: Allocation block size in Kbytes (2,4,8,16): 8
12: Physical drive number: 0
13:
14: Maximum number of tracks on drive 0 is xxxx
15: Beginning track number: 1
16: Number of tracks: 511
17: Disk size in Kbytes is 4336
18: Number of directory entries (multiple of 256): 256
19: Check for changed disks (Y/N): N
20: Memory used = 107 bytes
21: OK (Y/N)? Y<enter>
22:
23:
24:
```

Figure 7.20 Display with all Parameters Entered

Figure 7.21 shows the console display after the all of the parameters have been entered for a second hard disk drive. Note that the amount of space used for the disk parameters for this drive is less than for drive E because this drive is defined to have 16 Kbyte allocation blocks.

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.000
2:
3: Number of logical drives defined: hard: 1 floppy: 3
4: working on drive: ABCDEFGHIJKLMNOP Total space used: 586 bytes
5: fff-hh-----
6:
7: Hard Disk Drive Parameters
8:
9: Drive is initially accessible (Y/N): Y
10: Drive is initially read/write (Y/N): N
11: Allocation block size in Kbytes (2,4,8,16): 16
12: Physical drive number: 0
13:
14: Maximum number of tracks on drive 0 is xxxx
15: Beginning track number: 512
16: Number of tracks: 512
17: Disk size in Kbytes is 4352
18: Number of directory entries (multiple of 512): 512
19: Check for changed disks (Y/N): n
20: Memory used = 73 bytes
21: OK (Y/N)? Y<enter>
22:
23:
24:
```

Figure 7.21 Defining a Second Hard Drive

### Part 3 - Installing the New Module in the Library

After all of the drives have been defined, you use the "X" command to tell HDCONFIG that you have finished entering drive information. HDCONFIG then makes a few last checks on the parameters that have been entered and, if no

errors have been found, displays the module library as shown in Figure 7.22. The names of the disk table modules are displayed in reverse video.

```
1: P&T CP/M 2 (Radio Shack Hard Disk) System Configuration Program - Ver 3.0xxx
2:
3: Number of logical drives defined: hard: 3 floppy: 2
4: working on drive: ABCDEFGHIJKLMNOP Total space used: 615 bytes
5: hhhff-----
6:
7: Library Table of Contents
8:
9: Disk Table Modules are shown reverse
10:
11: AUTOKEY KEYXLATE SCRNDUMP ADM3 4FLOPPY 3FLOPPY 2FLOPPY 1FLOPPY
12: TYPENAME COREINIT SIO PPMIN PPNORS PPSTDR PPSTD M12CRT1
13: STDCRT1 M12WB1 STDWB1 STDCORE1 RSHD1 RSHWB1 HDT8-1 HDT8-2
14: HDT8-3 HDT12-1 HDT12-2 HDT12-3 HDT12-4 HDT12-5 MYHD
15:
16:
17:
18:
19:
20:
21:
22: Enter name for modified disk table module: MYHD<enter>
23: Name should not be in above list unless you intend to replace that module
24:
```

Figure 7.22 Entering Name for the New Disk Table Module

On Line 7.22-22, HDCONFIG asks you for the module name under which you want to save the configuration you have created. You may specify a new name or the name of one of the existing disk table modules. In the latter case, the existing module will be replaced by the new one being created. Since this deletes the existing module, HDCONFIG requires that you verify that a replacement is to take place by asking the question shown in Figure 7.23. If you respond affirmatively, HDCONFIG will continue. A negative response will cause HDCONFIG to reprompt for a module name.

```
MYHD already exists, replace it (Y/N)? Y<enter>
```

Figure 7.23 Message if a Module Already Exists

After you have entered a name for the new disk table module, HDCONFIG will let you enter a description of the module. The display will appear as shown in Figure 7.24. You should enter any notes that will help you (at a later date) to remember what the configuration is and why it was created. A text area of 19 lines of 80 characters each is provided for entering your description. While you are entering the description, HDCONFIG functions as a simple text editor. As a convenience, HDCONFIG allows you to read the text description from any module in the library and then edit it. This is particularly useful when you are just making a few changes to an existing disk table module.

```
1:          Enter description of disk table for your future reference:
2:                                     press ESC when done
3:  press F2 for help      Tab function: MOVE CURSOR      Text mode: NORMAL
4:
5:
6:
7:
8:
9:
10:
11:
12:
13:
14:
15:
16:
17:
18:
19:
20:
21:
22:
23:
24:
```

Figure 7.24 Display for Entering Module Description

Line 7.24-1 reminds you that you should be entering a description of the disk configuration you are generating so that you can refer to it in the future. Line 7.24-2 indicates that you should press the <esc> key when you are finished entering the description. Since you may not remember all the editing functions that are available, HDCONFIG has a help function available. By pressing <f2>, HDCONFIG will display a summary of the editing functions as shown in Figure 7.25. The left end of Line 7.24-3 reminds you that this help is available.

While accepting the description of the module, HDCONFIG has two modes, NORMAL and INSERT. While in the NORMAL mode, any character you type (except for control characters) will overwrite the character at the cursor position. The cursor is then moved to the next character position on the line. In the INSERT mode, characters you type are inserted into the text at the cursor location. All characters to the right of the inserted character are moved one space to the right to make room for the new character. Characters that move off the right end of the line will be lost.

```
HDCONFIG Text Editor Command Summary

Cursor Movement Commands

Cursor Left - <ctl-d> or <left arrow>
Cursor Right - <ctl-s> or <right arrow>
Cursor Up - <ctl-w> or <up arrow>
Cursor Down - <ctl-x> or <down arrow>
Cursor Home - <ctl-q>
Start of Line - <ctl-a> or <F1>
End of Line - <ctl-f>
Start New Line - <enter>

Delete Text Commands

Delete Character at Cursor - <ctl-t> or <ctl-k>
Delete Character left of Cursor - <backspace>
Delete Right to Next Space - <ctl-y>
Delete Right to End of Line - <ctl-u> or <ctl-j>

Text Mode (Insert-Normal) Toggle - <ctl-v>
Read Text from Existing Module for Editing - <ctl-r>

(press <enter> to continue)
```

Figure 7.25 HDCONFIG Editor Help Display

While entering the text description you can use the arrow keys on the keyboard to move the cursor around the screen. If you attempt to move the cursor out of the area allotted for the text, the bell (if there is one) will sound and the cursor will not be moved. As shown in Figure 7.25, <ctl-D>, <ctl-S>, <ctl-W>, and <ctl-X> are equivalent to <left arrow>, <right arrow>, <up arrow>, and <down arrow> for moving the cursor.

HDCONFIG also provides functions for moving the cursor more rapidly. Pressing <enter> will move the cursor to the beginning of the next line in the text area. Pressing <ctl-Q> will move the cursor to the upper left-most (home) position of the text area on the screen. <ctl-A> or <F1> will move the cursor to the first character position of the line. <ctl-F> will move the cursor to the first character position past the last displayed character on the line. This function is very useful for adding to the end of a line.

The function of the <tab> key differs depending on whether you are NORMAL or INSERT mode. In NORMAL mode, pressing the <tab> key performs a cursor movement function; it will move the cursor to the next tab position on the line. Tab positions are at every eighth column. In INSERT mode, the <tab> key will insert one or more spaces starting at the current cursor position and continuing until the cursor is positioned at the next tab stop. Thus in the INSERT mode, <tab> performs an insert function. The current function of the <tab> key is displayed as shown on Line 7.24-3 while you are entering your description.

There are also several editing functions that allow you to delete one or more characters from the text. Pressing <ctl-T> or <ctl-K> will delete the character at the current cursor position. After the deletion, any remaining characters to the right are moved to close up the resulting space. Pressing <backspace> will delete the character to the left of the cursor position and close up the space as for <ctl-T> and <ctl-K>.

The <ctl-Y> key will delete any characters from the cursor position up to, but not including, the next space. The cursor position is not changed. The character under the cursor is deleted and is not checked when looking for a space to terminate the

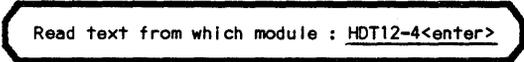
deletion. This means that if you want to delete an entire word, you should position the cursor the space before the word and then press <ctl-Y>. If you want to delete only the ending of a word (the "ing" on "starting", for example), you should position the cursor to the "i" and press <ctl-Y>.

The <ctl-U> or <ctl-J> key will all characters delete from the cursor position to the end of the line. The cursor position is not changed.

The <ctl-V> key will cause HDCONFIG to toggle back and forth between NORMAL and INSERT mode. This means that if you are in NORMAL mode and press <ctl-V>, HDCONFIG will switch to INSERT mode and vice versa. Line 7.24-3 will be changed as you press <ctl-V> to remind you of which mode you are in and the function of the <tab> key.

The <ctl-R> key allows you to read text from an existing module in the library so that you can edit it. Note that if you read text from a module, that text will replace any text already present in the description. Thus, if you have entered some text and then decide to read the text from a module, the text that you have entered will be lost. If you want to edit the text from an existing module and add to it, you should read the existing text first and then make the additions.

If you press the <ctl-R> key, HDCONFIG will clear the display and show you the table of contents of the module library as shown in Figure 7.22. It will then ask the question shown in Figure 7.26. You may then enter a module name or just press <enter> to return to editing. After you enter a module name, HDCONFIG will read the text description of that module, place it in the text area of the editing display (Figure 7.24) and allow you to start editing it.

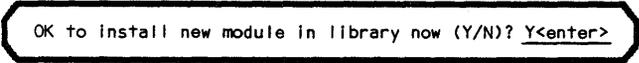


```
Read text from which module : HDT12-4<enter>
```

Figure 7.26 Entering Module Name for Reading Text Description

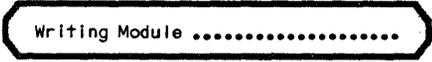
Figure 7.10 shows a typical description for a disk table module.

After you have finished entering the text description for the module, press the <esc> key. HDCONFIG will then ask you if you are ready to install the new disk table module in the module library as shown in Figure 7.27. This is your last chance to abort the program (by pressing <break>) or entering a negative response. If all is OK and you want to continue, enter an affirmative response. HDCONFIG will then install the module, displaying the message shown in Figure 7.28 while doing so.



```
OK to install new module in library now (Y/N)? Y<enter>
```

Figure 7.27 Prompt for Permission to Install Module in Library



```
Writing Module .....
```

Figure 7.28 Display While Module is Being Installed in Library

After the module has been written to the library, HDCONFIG will return to the command level of the system.

## 7.7 Possible Error Messages

### General

#### **Not a valid response, please re-enter**

This is a general error message which indicates that something is wrong with the response that you have just given. The message appears by itself when the reason for it is obvious (like answering "Q" to a Y/N question) or in conjunction with other error messages if additional explanation is needed.

#### **Not enough memory to run HDCONFIG**

HDCONFIG requires about 48 Kbytes of memory to execute. If you have reserved a lot of memory above the operating system, you may encounter this message; under normal circumstances it should not occur. If you get this message you should run HDCONFIG on a system that reserves less (or no) memory above the system.

**HDCONFIG overlay files are not present on the current disk drive.**  
**All of these files must be on the current drive when you execute HDCONFIG:**

#### **HDCONFIG.COM, HDCONFIG.001, HDCONFIG.002**

If you see this message, you probably tried to execute HDCONFIG from another drive. You must make the drive with all of the HDCONFIG files current before executing the program. This can also be caused by not copying all of the HDCONFIG files when making a working disk. HDCONFIG will return directly to the command level of the system after this error.

### While Entering Physical Drive Information

#### **Enter a drive letter A to P**

Indicates that an invalid letter was entered in response to a query. Re-enter using one of the valid letters.

#### **Drive X: does not exist**

Indicates that the logical drive letter you entered, while valid, corresponds to a drive that does not exist on the system.

#### **Cannot find X:BIOSMODS.PNT**

Indicates that the module library (BIOSMODS.PNT) could not be found on the drive you specified (X). Make sure you entered the correct drive letter.

#### **Error re-opening library**

HDCONFIG closes and re-opens the library file several times during execution. This message indicates that one of these re-open operations failed. The most common cause of this error is changing the disk on which the library is stored. It can also be caused by hardware problems.

#### **X:BIOSMODS.PNT has no more room for additional modules.**

**You will be required to replace an existing module with the new module you are creating.**

**<break> will exit the program.**

If the module library is full, you cannot add a new module to it. This message is given at the beginning of HDCONFIG as a warning that, if you continue, you must replace one of the existing modules. It is very unlikely that you will ever run into this problem since the module library can hold up to 79 modules.

### **Disk read/write error (N)**

This message indicates that some error occurred while HDCONFIG was reading or writing to the module library file. The "N" will be replaced by a number that indicates what might have caused the error as follows:

- 1,4,6      May indicate that there is something wrong with the module library file. Something may have been damaged. Try using a copy from a backup disk.
- 3            May indicate a hardware problem or that the disk has been changed.
- 5            The directory on the disk is full and another entry is needed. You should abort HDCONFIG, delete any unnecessary files from the disk and then run HDCONFIG again.

### **xxxxxxx has no text**

This message is displayed if you try to read the text description from a module that has none.

### **xxxxxxx not in library, enter another name**

You have entered the module name "xxxxxxx" for some operation and HDCONFIG could not find it in the library. Check the table of contents to be sure you entered the name correctly.

### **xxxxxxx is not a disk table module, enter another name**

When HDCONFIG asked for a disk table module name for some operation, you entered the name of a module that is not such a module. Check the table of contents display; the disk table modules are shown in reverse video.

## **While Defining Logical Drives**

### **All physical floppy drives are assigned**

This message is displayed if you attempt to assign a logical drive to a diskette drive after all of the physical diskette drives have been assigned to logical drives.

### **This logical drive is not defined as a physical floppy drive**

This message is displayed if you attempt to define a logical drive on a diskette drive when it was already defined on a hard drive. If you want to change a logical drive from a hard to a diskette drive, you must first delete its definition as a hard drive and then redefine it as a diskette drive. Alternately, you can use the "S" command to swap the floppy definition with a hard disk definition for another logical drive.

### **You may specify only physical drive 0 on a single floppy system**

If you indicated that you have only a single diskette disk drive you may only specify physical floppy 0 for a logical drive defined as a floppy.

### **Physical drive N is already defined as logical drive X**

Indicates that you have tried to redefine a physical diskette drive on a system that has multiple physical diskette drives. "N" will be replaced by the physical drive number specified and "X" will be replaced by the logical drive letter to which it is already defined. You may change a definition using the Move and Swap commands.

**You indicated that there were only N floppy drives on the system**

HDCONFIG assumes that all physical diskette drives on the system will have consecutive physical drive numbers starting with 0. At the beginning of HDCONFIG you indicated that there were "N" physical diskette drives on the system. This message indicates that you entered a physical drive number greater than N-1 for a diskette drive.

**You have indicated that there are only N hard disk drives on the system**

HDCONFIG assumes that all physical hard disk drives on the system will have consecutive physical drive numbers starting with 0. At the beginning of HDCONFIG you indicated that there were "N" physical hard disk drives on the system. This message indicates that you entered a physical drive number greater than N-1 for a hard disk drive.

**You have specified that there are no hard drives on the system**

This message is given if you attempt to define a logical drive on a hard disk when you originally indicated that there were no hard disk drives on the system.

**Drive A: must be accessible**

Logical drive A: must be accessible at all times (it may be read only, if you wish). This messages indicates a drive A: is defined on a hard disk and that you tried to make it initially inaccessible. This would result in an inoperative system, hence HDCONFIG does not allow you to make the definition.

**These specifications exceed the number of tracks on this drive**

Indicates that the beginning track number and number of tracks you specified for this hard disk drive combine to exceed the number of tracks on the hard disk.

**This logical drive overlaps the tracks defined for logical drive X**

HDCONFIG does not allow you to specify a track range for a hard disk logical drive that will conflict with another hard disk logical drive. This message indicates that such a conflict was found with the logical drive "X".

**The number of directory entries must be a multiple of NNN**

The directory must occupy one or more complete allocation blocks on the disk. As a result the total number of directory entries must be a multiple of the number of entries that will fit in one allocation block. This message indicates that the number of entries you specified is not such a multiple. "NNN" will be replaced by the number of entries that will fit into one allocation block.

**Too many directory entries for allocation block size**

A maximum of 16 allocation blocks may be used for directory space. This puts an upper limit on the number of directory entries that may be specified for a logical disk drive. For example, a 4 Kbyte allocation block will hold 128 directory entries. Hence a drive with 4 Kbyte allocation blocks will be limited to 2048 directory entries. You will probably never run into this limit since it is highly unusual to require more than 512 directory entries on a drive.

**This logical drive is not defined as a physical hard disk drive**

This message is displayed if you attempt to define a logical drive on a hard disk drive when it was already defined as a floppy drive. If you want to change a logical drive from a diskette to a hard drive, you must first delete its definition as a diskette drive and then redefine it as a hard drive. Alternately, you can use the "S" command to swap the hard disk definition with a floppy definition for another logical drive.

**This logical drive is not defined - cannot edit**

Indicates that you have attempted to edit the drive parameters of a logical drive that has not yet been defined.

**You have not defined a logical drive for physical floppy drive 0**

Physical diskette drive 0 must be defined as a logical drive. (Other physical diskette drives need not be defined as logical drives.) This message is given if you attempt to have HDCONFIG install the new module in the library before defining a logical drive for physical diskette drive 0.

**You must define N logical drives on the floppy drive**

If you have a single floppy system and indicated that you want to define more than one logical drive to the floppy, HDCONFIG will issue this message if you fail to define enough logical drives to the floppy. After pressing <enter> you may define additional logical drives.

**Logical drive A is not defined**

This message indicates that you have failed to define logical drive A. Logical drive A is required in order for CP/M to function. After pressing <enter> you may make the necessary definition.

**WARNING: you have not defined logical drives for all of the physical floppy drives, is this correct (Y/N)?**

HDCONFIG issues this warning if you do not define logical drives for all the physical floppy drives you initially indicated are present on the system. While this situation is not an error, it may indicate that you have made a mistake in defining the logical drives.

**You may not use track 0 on physical hard drive 0**

This track is not available on the Radio Shack Hard Disk version of P&T CP/M 2. It is reserved for system usage.

**The range of tracks you have specified gives a drive larger than 8192 Kbytes**

The maximum logical drive size that CP/M 2 can accommodate is 8192 Kbytes. You should reduce the number of tracks for the drive until its size is less than or equal to 8192 Kbytes.

**Cannot move to a defined drive, use swap**

You have tried to use the Move command to move the definition of one logical drive to another that is already defined. You cannot do this. You should either delete the definition of for the logical drive you are trying to move to or use the Swap command to exchange the definitions.

**Cannot swap with an undefined drive, use move**

You have tried to use the Swap command to move the definition of one logical drive to another that is not defined. Swap can only be used when both logical drives involved are already defined. To move a definition to an undefined logical drive, use the Move command.

**Cannot move or swap an undefined drive**

You have tried to use the move or swap command when the cursor is positioned at a logical drive that has not yet been defined. You must move the cursor to a logical drive that is defined before using either of these commands.

**Workspace is exhausted, install the partial module in the library and then re-execute HDCONFIG, read the parameters from the module and continue.**

Although it is very unlikely, if you make a lot of changes while entering your

disk configuration, HDCONFIG may run out of workspace in memory. Under these conditions, HDCONFIG will display this message any time you attempt an operation that requires more workspace. If this occurs, you should install your partially completed module in the library. You can then run HDCONFIG again, read the parameters out of the partial module, and continue to make your changes and additions.

### **While Installing Module in Library**

#### **Error re-opening library**

See explanation under **While Entering Physical Drive Information** above.

#### **Disk read/write error (N)**

See explanation under **While Entering Physical Drive Information** above.

#### **xxxxxxx has no text**

See explanation under **While Entering Physical Drive Information** above.

#### **xxxxxxx not in library, enter another name**

See explanation under **While Entering Physical Drive Information** above.

#### **xxxxxxx is not a disk table module, enter another name**

See explanation under **While Entering Physical Drive Information** above.

#### **Invalid module name, please re-enter**

Indicates that the name you specified for the new module that contains invalid characters (control characters and the special characters not allowed in a CP/M file name). You should invent another name that does not use any of these characters.

#### **xxxxxxx already exists, replace it (Y/N)?**

Indicates that the module name you have specified for the new disk table module already exists in the module library. In this case HDCONFIG wants confirmation that you really want to replace it before doing so. A positive response will allow the replacement to proceed while a negative response will cause HDCONFIG to ask for another name.

#### **Table of contents is full. xxxxxxxx is not in table of contents.**

##### **Enter the name of the module to replace with xxxxxxxx:**

This message will occur only in the rare case that the library file is full (it will hold 79 modules). In this case you must replace an existing module with the new module you are creating. "xxxxxxx" will be replaced with the name you have specified for the new module. If you had specified the name of a module that already exists in the library for the new module, the existing module will be replaced. If no module with the name you specified appears in the library, HDCONFIG will prompt with this message for the name of an existing module that may be deleted to make room for the new one.

#### **xxxxxxx not in library, enter another name**

This message occurs if, in response to the previous message, you directed HDCONFIG to replace a module that does not appear in the library. "xxxxxxx" will be replaced with the module name that you specified to be replaced.

#### **Cannot replace a module that is not a disk table**

You have directed HDCONFIG to replace a module that is not a disk table with

the disk table module you are creating. This is not allowed; specify a disk table module (names shown in reverse video) or use a new name.

**Cannot replace a permanent module, use another name**

You have given HDCONFIG the name of a permanent module to be replaced by the disk table module you are creating. Permanent modules cannot be replaced or deleted from the library. You should try another module or use a new name.

**Error while closing BIOSMODS.PNT**

This message indicates that an error occurred while HDCONFIG was trying to close library file. This may occur if a disk is changed while HDCONFIG is running.

## NOTES

## 8.1 System Error Messages

This section describes the error messages associated with the hard disk that can be given by the Radio Shack Hard Disk version of P&T CP/M 2.

### **Hard disk lock out error, code = HLxx**

This message is displayed when an attempt is made to access a logical drive on the hard disk to which access is currently not available. "xx" is a hexadecimal representation of the logical drive number (00=A...0F=P) to which access was attempted. See Chapters 5 and 7 and Section 6.2 for information about limiting access to logical drives on the hard disk.

### **Hard disk write prot error, code = HPxx**

This message is displayed when one of two conditions occurs. If an attempt is made to write to a logical drive on the hard disk which has been set for read/only access, this message is displayed with "xx" replaced by "00". (See Chapters 5 and 7 and Section 6.2 for information about limiting access to logical drives on the hard disk.) If an attempt is made to write to a logical disk which is assigned to a hard disk whose hardware write protect switch is on, this message is given with the "xx" replaced by "01".

### **Hard disk not ready error, code = HNxx**

This message is displayed when a read or write access is made to a hard disk drive that is not on-line and ready. This is typically caused by the drive being turned off or trying to access a non-existent drive. You can use the ERROR program to get a further explanation of the error code.

### **Hard disk - - - - error, code = xxxx**

This is the form of the message given for a general hard disk error. The "- - - -" will be replaced by a word or phrase describing the type of error (eg. read, write, etc.). "xxxx" will be replaced with an error code that indicates the nature of the error. You can use the ERROR program to get an explanation of the error code.

If you have installed the system bootstrap on hard disk drive 0, the following messages may appear when the system is cold booting (after power up or pressing the RESET switch).

### **Insert System Diskette**

This message is technically not an error message. It is flashed on the system console while the system bootstrap is waiting for a working system diskette to be mounted on physical diskette drive 0.

### **Not a system diskette - cannot boot**

This message indicates that the diskette mounted on physical diskette drive 0 is not a system diskette (either P&T CP/M 2 or TRSDOS). Mount a system diskette on the drive and press the RESET switch to re-boot the system.

### **Disk error while restoring floppy drive**

This message is displayed if an error should occur while the system bootstrap is restoring the read/write head of diskette drive 0 to the home position. Press the RESET switch to try again.

**CRC error while booting system**

This message is displayed if a CRC error is encountered while reading system information from the working system diskette. Typically this is due to a bad spot on the system diskette - try another one.

**Lost data error while booting system**

This message is given if the floppy disk controller indicates that data was lost while the system information was being read from the working system diskette. This may be due to a bad diskette but is more likely due to a hardware problem.

In addition to the modules included with the floppy disk version of P&T CP/M 2, the following modules are included in the module library that comes with the Radio Shack hard disk version. You may select from among them to customize the system to your needs. See Chapters 6 and 7 of the P&T CP/M 2 User's Manual for more information about selecting modules.

The descriptions of the hard disk parameter modules given here are brief and intended to help you decide which ones merit further investigation. If you want more complete information about the disk configuration, the MODSEL program will allow you to view the complete text description associated with each module.

#### **RSHD1**

Contains the I/O routines which enable the system to access a Radio Shack hard disk. You must select this module for inclusion in the system if you want to use the hard disk. \*

#### **RSHWB1**

Contains the code to perform a warm boot operation for a Radio Shack hard disk system. This module requires at least 80 Kbytes of Z-80 memory. It does not require that a system disk be mounted to perform a warm boot.

#### **R16WB1**

Contains the code for performing a warm boot operation for a Radio Shack hard disk system on a Mod 16/6000 (or a Mod II/12 with a Motorola 68000 microprocessor installed in it). This module does not require that a system disk be mounted to perform a warm boot. It uses the top 16 Kbytes of the 68000 memory.

#### **RFLWB1**

Contains the code to perform a warm boot operation for a Radio Shack hard disk system. This module DOES require that a system disk be mounted to perform a warm boot.

#### **HDT8-1**

Contains a disk parameter table for use with a single 8.7 Mbyte hard disk and a single floppy drive. Logical drives C and D are defined on the hard disk, each using about half the disk (4.3 Mbytes) with 256 directory entries and 8 Kbyte allocation blocks. Logical drives A and B are defined on the single floppy drive; thus the system will perform disk swapping (see Section 3.3 of the P&T CP/M 2 User's Manual).

#### **HDT8-2**

Exactly the same as HDT8-1 except that logical drives A and B are assigned to the hard disk while C and D are defined on the single floppy. Since it is usually best to have logical drive A on the hard disk, you would probably want to choose this module over HDT8-1.

### **HDT8-3**

Contains a disk parameter table for use with a single 8.7 Mbyte hard disk with two floppy drives. Logical drives A and B are defined on the hard disk, each using about half the disk (4.3 Mbytes) with 256 directory entries and 8 Kbyte allocation blocks. Logical drives C and D are defined to be physical floppy drive 0 and 1, respectively.

### **HDT12-1**

Contains a disk parameter table for use with a single 12 Mbyte hard disk and a single floppy drive. Logical drives C and D are defined on the hard disk, each using about half the disk (5.8 Mbytes) with 256 directory entries and 8 Kbyte allocation blocks. Logical drives A and B are defined on the single floppy drive; thus the system will perform disk swapping (see Section 3.3 of the P&T CP/M 2 User's Manual).

### **HDT12-2**

Exactly the same as HDT12-1 except that logical drives A and B are assigned to the hard disk while C and D are defined on the single floppy. Since it is usually best to have logical drive A on the hard disk, you would probably want to choose this module over HDT12-1.

### **HDT12-3**

Contains a disk parameter table for use with a single 12 Mbyte hard disk with two floppy drives. Logical drives A and B are defined on the hard disk, each using about half the disk (5.8 Mbytes) with 256 directory entries and 8 Kbyte allocation blocks. Logical drives C and D are defined to be physical floppy drives 0 and 1, respectively.

### **HDT12-4 (Not used)**

### **HDT12-5**

Contains a disk parameter table for use with a single 12 Mbyte hard disk system with two floppy drives. Logical drive A is defined on the hard disk and is about 2 Mbytes in size with 384 directory entries and 4 Kbyte allocation blocks. Logical drives B and C divide the remaining hard disk space, each is about 4.8 Mbytes in size with 256 directory entries and 8 Kbyte allocation blocks. Logical drives D and E are defined to be physical floppy drives 0 and 1, respectively.

### **HDT15-1**

Contains a disk parameter table for use with a single 15 Mbyte hard disk and a single floppy drive. Logical drives A and B are defined on the hard disk, each using about half the disk and with 256 directory entries and 8 Kbyte allocation blocks. Logical drives C and D are defined on the single floppy drive; thus the system will perform disk swapping (see Section 3.3 of the P&T CP/M 2 User's Manual).

### **HDT15-2**

Contains a disk parameter table for use with a single 15 Mbyte hard disk system with two floppy drives. Logical drive A is defined on the hard disk and is about 2 Mbytes in size with 384 directory entries and a 4 Kbyte allocation block. Logical drives B and C divide the remaining hard disk space, each is about 6.7 Mbytes in size with 256 directory entries and 8 Kbyte allocation blocks. Logical drives D and E are defined to be physical floppy drives 0 and 1, respectively.

### **HDT15-3**

Contains a disk parameter table for use with a single 15 Mbyte hard disk with two floppy drives. Logical drives A, B, C, and D are defined on the hard disk, each using about one fourth of the disk (3.7 to 4.0 Mbytes) with 256 directory entries and 8 Kbyte allocation blocks. Logical drives E and F are defined to be physical floppy drive 0 and 1, respectively.

### **HDT15-4**

Contains a disk parameter table for use with a single 15 Mbyte hard disk with two floppy drives. It leaves the first 150 cylinders of the hard disk for TRSDOS 4.2 or XENIX files and divides the second half into two logical drives that are approximately equal in size (3.8 to 4.0 Mbytes). Each has 256 directory entries and 8 Kbyte allocation blocks. Logical drives C and D are defined to be physical floppy drive 0 and 1, respectively.

### **HDT35-1**

Contains a disk parameter table for use with a single 35 Mbyte hard disk and a single floppy drive. Logical drives A, B, C, D, and E are assigned to the hard disk. Logical drive A stores 4 Mbytes, has 384 directory entries and 4 Kbyte allocation blocks. Drives B, C, D, E store about 7.7 Mbytes each, have 512 directory entries and 8 Kbyte allocation blocks. Logical drives F and G are defined on the single floppy drive; thus the system will perform disk swapping (see Section 3.3 of the P&T CP/M 2 User's Manual).

### **HDT35-2**

Contains a disk parameter table for use with a single 35 Mbyte hard disk system and two floppy drives. It is exactly the same as HDT35-1 except that logical drives F and G are assigned to physical floppy drives 0 and 1, respectively.

### **HDT35-3**

Contains a disk parameter table for use with a single 35 Mbyte hard disk with two floppy drives. It reserves the first 25 Mbytes of storage (365 cylinders) for XENIX files and assigns two CP/M logical drives to the remaining 10 Mbytes. Logical drive A stores about 4 Mbytes of data and has 384 directory entries and 4 Kbyte allocation blocks. Drive B stores about 6 Mbytes of data and has 512 directory entries and 8 Kbyte allocation blocks. Logical drives C and D are assigned to physical floppy drives 0 and 1. You may increase or decrease the amount of space reserved for CP/M by using HDCONFIG to modify this module.

### **M16WB1**

This module contains the code to perform a warm boot operation on a Model 16/16B. It does not require that a system diskette be mounted to perform a warm boot. The top 16 Kbytes of the 68000 memory are used by the module.

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