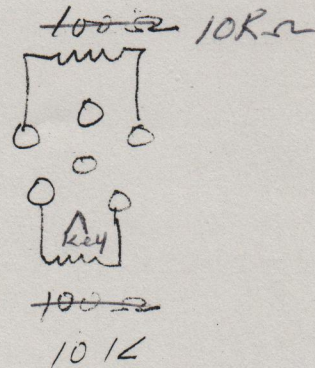


- 1.0.0 GETTING STARTED
- 1.1.0 INSERTING CODE PLUG
- 2.1.0 ABOUT THIS PROGRAM
- 4.0.0 M A I N M E N U
- 4.1.0 RUN A PROGRAM
- 4.2.0 BACK-UP DIRECTORY
- 4.3.0 PROMPTED COPY
 - 4.3.1 SINGLE DRIVE COPY
 - 4.3.2 COPY DRIVE 0 TO DRIVE 1
 - 4.3.3 COPY DRIVE 1 TO DRIVE 0
 - 4.3.4 RETURN TO MAIN MENU
- 4.4.0 READ OR MODIFY
- 4.5.0 PROMPTED KILL
- 4.6.0 PRINT DIRECTORY
- 4.7.0 MACHINE LANGUAGE (Start,End,Exec)
- 4.8.0 END OR BACKUP



SUPERDISK PLUS III

1.0.0 GETTING STARTED

Welcome to SUPERDISK UTILITY, one of the most versital program you will ever use.

1.1.0 INSERTING THE CODE PLUG

Place the code plug into the right joystick port.
Place the system disk into drive 0 then type <run> "S/III".

2.1.0 ABOUT THIS PROGRAM

Some of SUPERDISK'S special features are to make a spare copy of track 17, this is commonly known as the disk directory. This is a good practice because the directory is usually the first to go if a disk crashes. One smart idea I have tryed, is to place this statement at the end of each and everyone of my programs. ie.....

RUN "S/BAS" Use this line when ending your programs and you will then be returned to SUPERDISK when your program is finished. This only works easily with basic programs. SUPERDISK will display the directory in a series of pages when using the kill, copy, and run commands. It reduces the maximun number of keystrokes you have to enter. You also have the ability to read a diskette by file or by track and sectors and modify them. For example, you could patch a machine language program that autostarts. There are also some other very good reasons you want to change the contents of a disk. An example would be to repair a crashed disk. This could be very tricky, so make sure you know what you are doing. The opportunity is there. One of the best features and not one that was advertised, is the ability to save a DISK NAME and DATE on the directory which can then be printed on your printer. If you don't have a printer then it will be displayed on the screen.

4.0.0 MAIN MENU

Now that the main menu is up and running, lets try a few things. PRESS <8> END or BACKUP. Now make a spare copy of SUPERDISK which is now in drive "0". Remove master disk from drive 0 and replace with a disk that has been formatted and has at least 6 granuales left on it. PRESS <S>, follow the instructions to make your spare copy. You may make as many copies for your own use as you want. Please remember that each MASTER shipped from our office has been serialised with your serial number embeded in the program. Any copies found in the wromg hands you must be prepared to pay \$10.00 royalty fee per copy.. Now that your copy is made it is safe to put the master away for safe keeping.

To show you how well SUPERDISK works, try this simple example:

Turn off your computer then on again

Type this simple program and save it on the disk with SUPERDISK.

```
10 CLS:PRINT"THIS IS A TEST"
```

```
20 INPUT"HIT <ENTER> TO LOAD SUPERDISK AGAIN";XX
```

```
30 RUN"S/BAS:0"
```

Now save the example under any name you wish. Now RUN "S/III

SUPERDISK PLUS III

<ENTER> I know the syntax doesn't look right but it will work....

4.1.0 RUN A PROGRAM

First select disk drive number. When the main menu appears Type <1>, the drive will clunk a bit then the directory will appear in two columns in front of you. Notice the numbers in front of each program or file name, these are the key to running the program. The menu at the bottom of the page says ENTER ## to run. This also includes numbers 00 through 09 TWO NUMBERS MUST BE PRESSED.....!! Now press the number next to the program example you just typed in and watch what happens. THIS procedure is used throughout SUPERDISK... Pressing <M> Will bring you back to the MAIN MENU.

4.2.0 BACK-UP DIRECTORY

Pressing <2> at the main menu will bring up the Following MENU:

1. Backup Directory from single drive
2. Backup from multiple drives
3. Replace Directory from single drive
4. Replace Directory from multiple drives
5. Return to MAIN MENU

Numbers 1. and 2. read the directory and then store it on unused parts of track 17. 3. and 4. read track 17 and put it back on your disk where it belongs.

**** if any changes were made since the first one was created then these changes will be lost when the REPLACE command is used..

4.3.0 PROMPTED COPY

Press <3> at the MAIN MENU

1. SINGLE DRIVE COPY
2. COPY DRIVE 0 TO DRIVE 1
3. COPY DRIVE 1 TO DRIVE 0
4. RETURN TO MAIN MENU

4.3.1 SINGLE DRIVE COPY

If you only have one drive, this is the command you will use. A word of caution... If for some reason you attempt to copy the same program on the same diskette an <AE> (already exists) error will occur, simply type RUN to restart this program..

4.3.2 COPY DRIVE 0 TO DRIVE 1

Enter the two digit number that preceds the name of the file you wish to copy. A special routine will look ahead at the destination drive to see if the name of the file to be copied already exists. If all is ok the copy is then made, if not, then a WARNING message will appear and you will be returned to the main menu.

4.3.3 COPY DRIVE 1 TO DRIVE 0

Same as 4.3.2

SUPERDISK PLUS III

4.3.4 RETURN TO MAIN MENU

If the selection displayed is not the one you want then PRESS <4> at the copy menu to return you to the main menu.

4.4.0 READ OR MODIFY

This command will display on the screen a particular file or a particular drive, track and sector. The format displays the values in Hexidecimal and their ASCCI value to the right. This display can then be edited and then be resaved for use at another time. A summary of read modify commands are as follows:

<1> FILE mode the response is to enter a file name followed by the extension

<2> SECTOR mode you are asked for a drive number..the track...then the sector which will then be displayed.

Once the display is there a new menu is shown at the bottom of the page:

<3> EDIT <+>PAGE <->PAGE <4>MENU

<3> EDIT By pressing <3> you have entered the edit mode. WARNING** to save yourself a lot of headaches, use a backup copy of the files your going to edit. A cursor will begin to flash which can be moved about the screen by the use of the UP...DOWN...LEFT...RIGHT ARROWS! Enter the changes in HEX. The ASCCI values will change automaticly. To Record these changes simply PRESS the <ENTER> key The disk will clunk a few times and your changes are now saved on disk. NOTE: when in the edit mode the following will be displayed at the bottom of the page:

<ARROWS>TO MOVE CURSOR...<CLEAR>TO EXIT...<ENTER>TO SAVE CHANGES

<+>PAGE by pressing the plus or semicolon key will advance the display by one page 64 bytes. This format of displaying data on the screen is used commonly in industry.

<->PAGE This moves the page back one block of 64 bytes.

<4>MENU Returns you to the main menu without making any changes.

4.5.0 PROMPTED KILL

This feature is similar to the RUN and COPY commands. Just enter the TWO DIGIT Number that preceds the file or program that you want to eliminate from the directory. At the bottom of the page you will be asked if the file displayed is indeed the one want to kill. A Y/N reply is requested.

4.6.0 PRINT DIRECTORY

Firsr select drive number. The ability to print the disk directory along with the disk name and date is another special

SUPERDISK PLUS III

feature of SUPERDISK that RS DOS doesn't have. The following menu will appear on the screen:

P R I N T D I R E C T O R Y

MAIN Menu
PRINT Directory
CHANGE DISK Name
BAUD RATE CHANGE

<M> Will return you to the main menu
<P> Will print the directory in two columns along with the disk name and the date the disk was named.
<S> Will print to screen.
<P> PRINTER
<C> Allows you to enter a new name or change the old name. The date is also entered at this time.
 Change Baud Rate

1. 600	4. 2000	7. 4800
2. 1200	5. 2400	8. 7200
3. 1800	6. 3600	9. 9600

4.7.0 ML - Start, End, And Execute

Enter file name/Ext
Program Returns-START
END
EXEC

4.8.0 END OR BACKUP

This allows you to now end the program or end the program plus make a backup copy of the entire disk now in drive 0.
NOTE: After the backup command is used, the program will automatically terminate.

I hope you will enjoy using SUPERDISK and although it has been fully tested, you may encounter a disk error. If this happens simply TYPE RUN"S/BAS:0" to restart. If Problems persist, feel free to contact JIM GOLDSBERRY by mail at Sunrise Software.