COMMANDS FOR DISKOPS4

LOAD:FILENAME

SC	PRINTER AND SCREEN
S	SCREEN ONLY
BASIC	TO DOS BASIC
ASS	RETURN TO ASSEMBLIER
BSAVE	SOURCE TO DISK
TS	SAVE TO TAPE
LABEL	LISTS LABELS
!	LISTS FILE SAME AS DSE ORIGINAL ED/ASS WITHOUT MARK HARWOOD PATCH

ALL OTHER COMMANDS SAME AS
DSE ORIGINAL EDITOR ASSEMBLER

Diskops4 (Disk Operations)

This is a machine code utility which allows programmers using the Dick Smith Editor Assembler (Edit/Ass) to also use their disk drive. Diskops4 permanently patches into the Edit/Ass and will work with either an expanded VZ200 or VZ300.

Patching the program

Step One:-

Switch off the VZ, wait 10 seconds and then switch the VZ back on. This resets all pointers and removes any utilities from memory.

Step Two:-

If you have already transfered the Edit/Ass to disk then enter BLOAD"Edit/Ass" otherwise enter BRUN"CLOAD". The CLOAD utility will load the first program it "sees" on tape without that program running. In this case load the Edit/Ass.

Step Three:-

Enter BRUN"DISKOPS4"

Step Four:

Enter BSAVE"Patched Edit/Ass",7AFD,A92D. This saves the Edit/Ass and Diskops4 as a single program.

Step Five:-

Switch off the VZ, wait 10 seconds then switch back on. This resets all pointers disturbed by Diskops4.

Diskops4 has now been patched. To run the patched Edit/Ass enter BRUN"Patched Edit/Ass". If the patch has been successful then you should be greeted by the Diskops title page.

NOTE:-

1) Do NOT attempt to patch Diskops4 to an Edit/Ass which has already been patched.

2) If you perform the patch with any other utilities in memory then the patched Edit/Ass will only work while those utilities are loaded.

The Additional Commands

Diskdos4 provides an additional 11 commands. These are as follows.

Editor Assembler Commands:-

LOAD:filename - load source file from disk.

SAVE:filename - save source file to disk.

RSAVE:filename - save object file to disk (equivalent to the TO: command).

NOTE:-

1) If any disk error occurs then Diskops Basic will be entered.

2) The filename will be an ASCII string

TABLE - This allows the programmer to look at the symbol table created when a program is assembled. The symbol table contains the names and the addresses of all labels in the source listing. The output is of the following form:-

Label (1-4 chars) Address (in decimal) Address (in hex).

If the C parameter is set the the table is echoed to the printer. To pause the table output press "H", to continue press "C" and to exit press Break.

BASIC - This enters the Diskops Basic.

Diskops Basic V1.0 Commands:-

There are five disk basic commands allowed these are DIR, STATUS, INIT, REN and ERA. In addition there is an additional command ASS which returns the programmer to the Edit/Ass.

NOTE:-

1) All files saved are of type W.

2) Only the first 8 charaters of the filename are recognised.

Notes for Users of Diskops1 or 2

1) Source files saved to disk using these utilities must NOT be loaded using Diskops4.

2) To change the file from Diskops1 or 2 into Diskops4 format do the following:-

Step One:

Following the instructions load the Edit/Ass with Diskops1 or 2.

Step Two:

Load the source file from disk using the TU: command.

Step Three:

Save the file to tape using the TS: command.

Step Four:

Verify the file.

Step Five:

Switch the VZ off and run the Edit/Ass/Diskops4 program.

Step Six:

Load the source file from tape.

Step Seven:

Save the source file to disk using the SAVE: command.

3) Disk files saved using the TR: and TD: commands did not have ASCII filenames. This causes problems when trying to erase these files using the ERA command. A third utility has been provided on disk called "ASCII" which will change a filename into an ASCII string. However, this must be done after all files have been saved to tape or disk in the Diskops4 format.