

# DISK - 1541

(Product of Commodore Business Machines)

LEROY'S CHEATSHEET® Keyboard Overlay  
for the COMMODORE VIC 20 & 64

## DOS SUPPORT PROGRAM (WEDGE)

**LOAD"DOS WEDGE",8**  
/ programname  
@  
@\$

@#n  
@ command  
@Q  
SYS52224

LOAD wedge program  
LOAD program  
Display ERROR channel  
Display DIRECTORY  
RUN/STOP = aborts  
SPACE BAR = stops/starts  
Change disk DEVICE to n  
SEND command  
DISABLE wedge  
REACTIVATE wedge

## DIRECTORY

**LOAD"\$",8** LOAD total directory into memory  
**LOAD"\$:A\*",8** LOAD only names beginning with A  
**LOAD"\$:\*=S",8** LOAD only SEQUENTIAL entries  
**LOAD"\$:\*=P",8** LOAD only PROGRAM entries  
**LOAD"\$:\*=U",8** LOAD only USER entries  
**LOAD"\$:\*=R",8** LOAD only RELATIVE entries  
**OPENS,8,5,"\$"** OPEN directory for sequential read  
 (use GET#5 to retrieve data)

## LOADING PROGRAMS

**LOAD"programname",8** LOAD programname (BASIC)  
**LOAD"programname",8,1** LOAD programname (MACH. LANG.)  
**LOAD"\*",8** LOAD FIRST program (or reload)  
**LOAD"G \*",8** LOAD first program starting with G  
**LOAD"M?P",8** LOAD first program starting with M and ending with P

## SAVING PROGRAMS

**SAVE"programname",8** SAVE program  
**SAVE"@:programname",8** REPLACE program  
**VERIFY"programname",8** C^MPARE program to memory

## SEQUENTIAL FILES

**OPEN2,8,2,"filename,S,R"** OPEN file for READ  
**OPEN2,8,2,"filename,S,W"** Open file for WRITE  
**OPEN2,8,2,"@:filename,S,W"** OPEN file for RE-WRITE  
**OPEN2,8,2,"filename,S,A"** OPEN file for APPEND  
**OPEN2,8,2,"filename,S,M"** OPEN file for EMERGENCY  
 (read improperly closed file)  
**GET#2,C\$** INPUT one CHARACTER  
**INPUT#2,A\$** INPUT a STRING

**INPUT#2,ASB\$C\$** INPUT 3 STRINGS  
**INPUT#2,B** INPUT real NUMBER  
**INPUT#2,I%** INPUT integer NUMBER  
**PRINT#2,"ABC"** OUTPUT string ABC end with RETURN  
**PRINT#2,"ABC";** OUTPUT string ABC  
**PRINT#2,123** OUTPUT number 123 end with RETURN  
**PRINT#2,A\$CHR\$(13)B\$** OUTPUT strings separated by RETURN  
**CLOSE2** CLOSE open file

CHANGING DISK  
DEVICE NUMBER  
(8 to 9)

OPEN 15,8,15,"M-W"  
 CHR\$(119)CHR\$(0)  
 CHR\$(2)CHR\$(9+32)  
 CHR\$(9+64):  
 CLOSE15

## READING ERROR CHANNEL

10 OPEN15,8,15  
 20 INPUT#15,A\$,B\$,C\$,D\$  
 30 PRINTA\$,B\$,C\$,D\$

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## DISK CONTROLLER COMMANDS

**PRINT#15,"M-R "CHR\$(a1)CHR\$(a2)** READ disk controller memory  
**PRINT#15,"M-W "CHR\$(a1)CHR\$(a2);CHR\$(#chrs)** WRITE disk controller memory  
**PRINT#15,"M-E "CHR\$(a1)CHR\$(a2)** EXECUTE code in controller  
**PRINT#15,"B-E:"channel,0,track,sector** LOAD and EXECUTE program

## RELATIVE FILES

**OPEN2,8,3,"filename,L,"+CHR\$(n)** CREATE file with n records  
**OPEN2,8,3,"filename,L,"+CHR\$(n+e)** EXTEND file e records  
**OPEN2,8,3,"filename"** OPEN for READ & WRITE  
**PRINT#2,"P "CHR\$(3)CHR\$(r1)CHR\$(r2)** POSITION to RECORD (r1-lo, r2-high)  
**PRINT#2,"P "CHR\$(3)CHR\$(r1)CHR\$(r2)CHR\$(p)** POSITION p to CHARACTER within record

## MISCELLANEOUS

**OPEN15,8,15** OPEN for commands  
**PRINT#15,"N:diskname,ID"** FORMAT (NEW) DISK  
**PRINT#15,"S:filename"** SCRATCH (delete) file  
**PRINT#15,"C:newfilename=oldfilename"** COPY a file  
**PRINT#15,"R:newfilename=oldfilename"** RENAME a file  
**PRINT#15,"V"** VALIDATE disk  
**PRINT#15,"I"** INITIALIZE disk  
 (Initialize whenever disk is exchanged with another with same ID)  
**CLOSE15**

## RANDOM FILES

**OPENS,8,5,"#"** OPEN data channel  
**OPENS,8,5,"#2"** OPEN data channel 2  
**PRINT#15,"B-R:"channel;drive;track;block"** BLOCK READ  
**PRINT#15,"B-W:"channel;drive;track;block"** BLOCK WRITE  
**PRINT#15,"B-A:"channel;drive;track;block"** BLOCK ALLOCATE  
**PRINT#15,"B-F:"channel;drive;track;block"** BLOCK FREE  
**PRINT#15,"U1:"channel;drive;track;block"** READ BLOCK to channel  
**PRINT#15,"U2:"channel;drive;track;block"** WRITE BLOCK to channel  
**PRINT#15,"B-P:"channel;location"** POSITION POINTER

NOTE: NEVER validate a disk with random access files

LC 1VS-DI1

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### ERROR MESSAGES

<b>0</b>	OK, no error exists	<b>39</b>	SYNTAX ERROR — Invalid command — command pike not found
<b>1</b>	OK, response to scratched files	<b>50</b>	RECORD NOT PRESENT
<b>2-19</b>	Unused error messages	<b>51</b>	OVERFLOW IN RECORD
<b>20</b>	READ ERROR — Block header not found	<b>52</b>	FILE TOO LARGE
<b>21</b>	READ ERROR — Sync character not found	<b>60</b>	WRITE FILE OPEN
<b>22</b>	READ ERROR — Data block not present	<b>61</b>	FILE NOT OPEN
<b>23</b>	READ ERROR — Checksum error in data block	<b>62</b>	FILE NOT FOUND
<b>24</b>	READ ERROR — Byte decoding error	<b>63</b>	FILE EXISTS
<b>25</b>	WRITE ERROR — Write-verify error	<b>64</b>	FILE TYPE MISMATCH
<b>26</b>	WRITE PROTECT ON	<b>65</b>	NO BLOCK
<b>27</b>	READ ERROR — Checksum error in header	<b>66</b>	ILLEGAL TRACK OR SECTOR
<b>28</b>	WRITE ERROR — Long data block	<b>67</b>	ILLEGAL SYSTEM TRACK OR SECTOR
<b>29</b>	DISK ID MISMATCH	<b>70</b>	NO CHANNEL available
<b>30</b>	SYNTAX ERROR — General syntax	<b>71</b>	DIRECTORY ERROR
<b>31</b>	SYNTAX ERROR — Invalid command	<b>72</b>	DISK FULL
<b>32</b>	SYNTAX ERROR — Command too long	<b>73</b>	DOS MISMATCH
<b>33</b>	SYNTAX ERROR — Invalid file name	<b>74</b>	DRIVE NOT READY
<b>34</b>	SYNTAX ERROR — No file name given		

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