NICK'S SWIFT COPY

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Format one track

INTRODUCTION

NICK'S SWIFT COPY is designed as an advanced disk utility system. Its many useful features are detailed in the sections which follow. In addition to its many other functions, this program permits program owners to make backup copies of their master disks for archival purposes. It is NOT intended to make unauthorized copies of software that you do not own, and any such use is a clear violation of the copyright laws of the United States of America. Use of this program for purposes other than those stated above is forbidden by copyright law.

SECTION ONE

THE MAIN MENU

The SWIFT COPY system consists of many powerful features that may be accessed from the MAIN MENU. To load this menu type:

LOAD "BOOT",8,1 and press RETURN

The program will now load a HI-RES title screen in about 3 seconds, pause, and then the MAIN MENU will be displayed. The screen should look similar to that shown below. If the screen does not come up, turn off the system and try loading the program again. If you continue to have problems after several attempts, you should check with your dealer.

```
----------SWIFT COPY----------
|                              |
|    1.  BIT COPIER            |
|    2.  FILE COPIER           |
|    3.  3 MINUTE BACKUP       |
|    4.  SECTOR EDITOR         |
|    5.  BAD TRACKER(WRITE ERRORS)
|    6.  PARAMETER FUNCTIONS   |
|    7.  DOS SUPPORT           |
|                              |
|       INPUT CHOICE (1-7)     |
--------------------------------
```

F1 = BACKUP SWIFT COPY provided

The SWIFT COPY program permits you to make a backup (archival) copy of itself. Note that under the MAIN MENU you will see the following prompt:

F1 = BACKUP SWIFT COPY

To make your backup copy press F1 and the following screen prompt will appear:

MASTER BACKUP

ARE YOU SURE? (Y/N):

To make your backup copy, press [Y] and RETURN. You will be instructed to insert the SWIFT COPY diskette into the drive. Press RETURN to start the copying process. The screen will go blank as the disk is read. When this is completed, you will be instructed to:

INSERT THE DESTINATION (COPY) DISK AND PRESS RETURN.

The destination diskette need not be formatted as the copy program will automatically format the disk for you. The program will instruct you when to insert the program and when to insert the destination disk. Follow the prompts and when the copying process is complete, you will see the following prompt on your screen:

COPY COMPLETE - PRESS RETURN

Press RETURN and you will be returned to the MAIN MENU. You will note that the prompt for producing a backup copy no longer appears under the MENU.

To select the other options simply press the number to the left of the item you wish to choose. When you select an option, the following prompt will appear:

SELECTION: (your choice)

INSERT SWIFT COPY IN DRIVE #1

PRESS ANY KEY TO CONTINUE

Insert the SWIFT COPY disk (if not already there) in drive #1 (device 8) and press any key. Your selection will now be executed. (You will recall that each peripheral device has a number).

NOTE: As you may have noticed, the screen will blank to the border color when a menu option is loaded. The reason for this is that SWIFT COPY contains a super fast DOS system to load files. To achieve maximum speed the screen is turned off.

The options available on this MENU may be selected by choosing the number or letter preceding your choice. RETURN need not be pressed. However, when you are asked to input specific information, always press RETURN to enter that information into the computer. When referring to the various options, numbers are enclosed in parentheses () and letters are in brackets []. These delimiters are NOT to be typed.

Throughout the SWIFT COPY program default values are given following the screen prompts. If in doubt about a particular choice, always select the default value by pressing RETURN.

SECTION TWO

THE BIT COPY PROGRAM

NIBBLE BACKUP:

Option number one (1) is a very powerful bit (nibble) backup program. This program is used to backup your protected software. To use this program select option number one (1) from the MAIN MENU. The program will load in about 8 seconds. When the program has finished loading, the following prompt will appear:

BIT COPIER

SOURCE DRIVE # 8

Enter the device number of the SOURCE (master) disk and press RETURN, or simply press RETURN to accept the default value of 8. Next you will be prompted to input the device number of the DESTINATION (copy) disk. If you are using a single drive simply press RETURN. If you are using two (2) disk drives, type in the device number of the second drive and press RETURN.

If you are using two (2) drives, you will now be prompted with the following:

INSERT BOTH DISKS AND PRESS RETURN

Insert the disks and press the RETURN key. The disk will now

be copied automatically without any input from the user.

If you are using a single disk drive you will see the following prompt on the screen:

BIT COPIER

INSERT DESTINATION DISK AND PRESS RETURN

Insert the DESTINATION disk and press RETURN; the disk will now be formatted (15 seconds). Next you will be instructed to insert the SOURCE disk and press RETURN. When you do this the following prompt will appear:

SCANNING

TRACK = 1

The copy program is now scanning the SOURCE disk for any errors (20,21,22,23,27,29) and other abnormal items on the disk. The number beside the word "TRACK =" is the actual track the program is scanning; this will go from 1 to 37. You will notice the disk drive NEVER "kicks" or "chatters" when this scanning process is going on.

When scanning is complete the following prompt will appear:

WRITING ERRORS

INSERT DESTINATION DISK AND PRESS RETURN

Insert the DESTINATION disk and press RETURN. The program will now re-create the errors on the DESTINATION disk in order to make an exact duplicate of the original disk. When this operation is completed, you will be instructed to insert the SOURCE disk into the drive. This is the start of a four pass copy process. After the first pass you will be instructed to insert the DESTINATION disk and press RETURN. After four exchanges (passes) the following will come up on the screen:

COPY COMPLETE, MAKE ANOTHER COPY? (Y/N)

If you would like to BACKUP another disk, answer [Y] to the question. If you answer [N] you will be returned to the SWIFT COPY MAIN MENU.

THE COPY PROCESS:

1. The DESTINATION disk is formatted

2. The SOURCE disk is scanned for errors

3. The errors are re-created on the DESTINATION disk

4. The disk is copied

NOTE: To make faster BACKUPS of your protected disks use the THREE MINUTE backup program to copy the disk and then re-create the errors on the disk with BAD TRACKER.

SECTION THREE

THE FILE COPIER

Option number two (2) is a file copier to aid you in transferring files from one disk to another. To use this program select option number two (2) from the MAIN MENU. The program will load in about 6 seconds. When this is complete, you should see the following on the screen:

```
FILE COPIER
BY NICK SKREPETOS
(C) COPYRIGHT 1984
ALL RIGHTS RESERVED
------------------------

SOURCE DRIVE #  8
```

Enter the device number for the SOURCE disk. If you are using a single disk drive then simply press RETURN. Next you will be prompted with the following:

```
DESTINATION DRIVE #8
```

Now enter the device number for the DESTINATION disk. If you are using a single disk drive then just press RETURN. If you are using two disk drives, then enter the device number for the DESTINATION disk by changing the device number under the blinking cursor. The blinking cursor is always asking for input. The number or letter already under the cursor is the default value and may be chosen by pressing RETURN. On your screen you will see:

BLANK SCREEN (15% FASTER) (Y/N): Y

If you wish files to be read and written at the fastest rate, select [Y].

Another feature available in the File Copier is the automatic replacement of existing files from within the File Copy program itself. Normally if you attempt to replace a file with a file of the same name, you will obtain an error message that the file already exists. With SWIFT COPY'S File Copier you will see the following prompt on your screen:

AUTO. REPLACE EXISTING FILES (Y/N): [N]

When the File Copier is writing files to the destination disk and finds two files with the same name, it will either automatically replace the file or ask for user input. If you wish the program to simply write over any files with the same name, answer [Y] to the above prompt. If you do NOT wish the program to write over already existing files, simply press RETURN (the default choice). If you instruct the program not to write over existing files, then if the File Copier finds two files with the same name, you will be prompted with:

FILE EXISTS; [R]eplace, [S]kip, [A]bort: [S]

You now have one of three choices: You may replace (write over) the file by pressing [R] and RETURN, you may abort to the MAIN MENU by pressing [A] and RETURN or you may skip over the file leaving both files unaltered by merely pressing RETURN.

The following will appear on your screen:

READING DIRECTORY

The program will now read in the directory of the disk. When this is complete the following prompt will appear:

SELECT FILES

```
  FILE NAME   SIZE   TYPE    STATUS
-------------------------------------
!             !    !       !        !
-------------------------------------
```

USE CURSOR KEY TO SEE FILES, RETURN SELECTS,[G]=GO,[A]=SELECT ALL FILES [Q]=QUIT

You may select the files that you wish to copy by using the cursor keys to move up or down through the files. Press RETURN to select the file. When you press RETURN the status box will show "SELECTED" if that file is selected for copying. To de-select a file simply press RETURN when the file is showing and it will be de-selected. If you wish to copy all files on the disk press [A] for all. All files will be selected. When you are ready to copy press [G] for go and the copy process will start. If for some reason you do not find the correct files on the disk, press [Q] for quit and the program will re-start.

Next the following prompt will appear:

COPYING FILES

If you are using two (2) disk drives you will be instructed to insert both disks and press RETURN. When this is done, all copying will be done automatically.

If you are using a single disk drive, you will first be instructed to insert the SOURCE (master) disk and the following prompt will appear:

COPYING FILES

READING FILE: (name)

Next you will be instructed to insert the DESTINATION (copy) disk into the drive and press RETURN. The files will be written to the disk; this will continue until all the files have been copied. You will then be prompted that the copy is complete and that you must press RETURN.

NOTE: The file copier will copy files up to 200 blocks (sectors) in length. However if you have many short files on the disk the program will read in as many of the files as will fit into memory at once. This limits the number of times the disk must be "swapped."

SECTION FOUR

THE THREE MINUTE BACKUP

Option number three (3) is a program that will backup an entire disk in about THREE MINUTES. To access this utility select option number three (3) from the MAIN MENU. This program will load in about 5 seconds. When this is completed, the following screen prompt will appear:

```
**********************************************
*   3 MINUTE SUPER-FAST DISK BACKUP    *
**********************************************

          BY NICK SKREPETOS
        (C) COPYRIGHT 1984
        ALL RIGHTS RESERVED

-----------------------------------------

    INSERT SOURCE DISK
```

Insert the SOURCE disk and press any key. The screen will start flashing colors. Each one of these colors indicates a full sector being read or written to the disk. After 1/3 of the disk is read in (12 tracks) you will be instructed to insert the TARGET (destination) disk and press a key. Now the program will write the first third of the disk back to the destination disk. Disk formatting is automatic. As the program is writing data you will see the screen pause on a color. This indicates that the track is being formatted. At the end of three swaps (passes) your copy is complete. To make another copy simply press any key and the program will restart.

If the THREE MINUTE backup program runs across any read errors or any other type of errors on the disk, it will report these to you at the end of the current pass. When read errors are encountered there will be absolutely no head "kick" (grinding) regardless of the number of errors there are on the disk.

NOTE: THE THREE MINUTE BACKUP PROGRAM DOES A COMPLETE BYTE FOR BYTE VERIFICATION OF DATA WRITTEN TO ENSURE A PERFECT BACKUP EVERY TIME!

SECTION FIVE

THE SECTOR EDITOR

Option number four (4) on the MAIN MENU is a very powerful SECTOR EDITOR for viewing and editing individual sectors on your disks. To use this function select option number four (4) from the MAIN MENU. The program will load in about 10 seconds. When this is loaded you will see:

SECTOR EDITOR

TRACK = 0
SECTOR = 0

```
-----------------------------------
!00 00 00 00 00 00 00 00!........!
!00 00 00 00 00 00 00 00!..T.....!
!00 00 00 00 00 2A 2A 2A!....***.!
!00 34 55 58 39 49 38 38!........!
!FD E3 78 8D 8A 3E 1E 20!.....D..!
!DD D0 D4 4D 66 37 48 01!.$......!
!03 04 DD DE ED FB 05 00!....$...!
-----------------------------------
```

BYTE = 24
VALUE = 0

The data in the box will not be the same on your screen because each sector is different. The portion of the data that is on the left is in HEXIDECIMAL and the box on the right represents the ASCII codes (American Standard Code for Information Interchange) for each byte. What you are viewing now is only a portion of the entire sector. To see more of the sector use the cursor up and down keys to scroll through the sector and the cursor left and right keys to move from side to side. You will note that when the big cursor moves over the HEX bytes a small cursor also moves over the ASCII characters. This is called a dual cursor.

At the top left part of the screen there is a prompt "TRACK = 0." This indicates the current track that you are editing. Beneath this there is the prompt "SECTOR = 0". This indicates the current sector you are editing. At the bottom of the screen are the prompts "BYTE =" and "VALUE =". The "BYTE"

prompt indicates the particular byte in the sector that you are editing, and this also gives you some idea where you are in the sector. The "VALUE" prompt indicates the decimal value of the particular byte on which you are positioned. With this you can view the sector in HEX, ASCII, DECIMAL and ASSEMBLER (discussed later).

The following is a list of the SECTOR EDITOR commands with a brief description of each command. A full description of each command follows.

CURSOR KEYS	Control movement within sector
R	Reads a sector from disk
W	Writes a sector to disk
T	Enters typing mode exit by return
M	Disassembles a sector
H	Dumps a sector in HEX/ASCII format
CNTRL P	Dumps a sector to printer(any mode)
J	Reads sector jump link
N	Next sector
P	Previous sector
+	One track forward (same sector)
-	One track back (same sector)
E	Enter decimal byte
CNTRL E	Enter hexidecimal byte
CNTRL H	Toggle high bit on/off
D	Change disk drive device number
CNTRL D	Change printer device number
CNTRL B	Brings to beginning of sector
Q	Quit SECTOR EDITOR

CAUTION: DO NOT TRY TO EDIT A DISK UNLESS YOU HAVE A BACKUP. ONE ALTERED BYTE CAN CAUSE A MESS. IF YOU HAVE NOT BACKED UP YOUR DISK, BOOT UP THE THREE MINUTE BACKUP AND MAKE A COPY OF YOUR DISK. THIS CAN SAVE YOU A LOT OF HEADACHES!

READING IN A SECTOR:

The first thing that you will wish to do when using the SECTOR EDITOR is to read in a sector from the disk. To do this press [R]. Now you will be asked to input a track; for example, type: 18 and press RETURN. Next you will be asked to input a sector, for example type: 01 and press RETURN. The disk drive will go on for a second and read the sector into the computer's memory. If any errors occur you will be informed which error and on which track and/or sector it occurred. If you did every thing correctly you should see some of the file names on your disk displayed in the ASCII side of the display. To see more of the files, scroll down using the cursor down key. What you are viewing is the first file sector of the diskette directory. Unless you are an experienced programmer, it is unwise to alter the directory.

MAKING CHANGES IN A SECTOR:

If you make any changes in a sector and wish to save this back to the disk press [W]. You will be prompted to input a TRACK and SECTOR. If you wish to rewrite the sector to the same track, simply press RETURN twice and the sector will be written. If you wish to write it to another sector then enter the new track and sector numbers and press RETURN. The sector will be written back to the disk.

VIEWING THE NEXT LINKED SECTOR:

If you wish to see the next linked sector in the directory (or file) then press the [J] key and the first two bytes in the sector will be treated as a TRACK and SECTOR and read into memory. By using this feature you can trace through an entire file very easily.

ADVANCING TO THE NEXT SECTOR:

To advance to the next sector on the track press the [N] key. If you are on the last sector on the track and press [N] you will be returned to the first sector. If you wish to go back one sector press [P] and you will be brought back to the previous sector. If you are on the first sector and press [P] you will be taken to the last sector on that track. If you would like to step forward through the tracks you can press [+] to go forward one track or [-] to go back one track. The same

rule applies here. If you are on the last track and press [+] you will be returned to track #1; if you are on track #1 and press [-] you will be returned to track #35 (last legal track).

CHANGING A BYTE:

If you would like to change a byte you have several options: Decimal mode, HEX mode, or typing mode. To enter a byte in decimal press [E] and you will be prompted to enter the decimal byte. Enter the byte and press RETURN. If you would prefer to enter the byte in HEX then press CNTRL [E] (control [E]) and you will be prompted to enter a HEX byte. Enter a 2 digit number and press RETURN. Only bytes between 0 and 255 ($00-$FF) are accepted. If you wish to enter a string of letters or just a single character it is easier to use the typing feature of the SECTOR EDITOR. To use this mode press the [T] key. You will remain in this mode until you press RETURN. This mode is indicated by the prompt: TYPING MODE in the upper left corner of the screen. As you type, the HEX bytes will be updated also.

VIEWING A SECTOR IN ASSEMBLY LANGUAGE:

One of the most advanced features of the SECTOR EDITOR is the ability to view a sector in ASSEMBLY language. To disassemble a sector press the [M] key and twenty (20) lines of code will be disassembled on the screen. To see more, press the [Y] key in response to the question prompt; any other key will return you to the SECTOR EDITOR main screen.

VIEWING A SECTOR IN HEX/ASCII:

In addition to viewing a sector in ASSEMBLY, you may also view it in HEX/ASCII format. To do this press the [H] key. Again twenty lines of HEX/ASCII data will be displayed. To continue viewing answer [Y] to the prompt, any other key will return you to the main SECTOR EDITOR menu.

PRINTING A SECTOR:

You may also print a sector to the printer in either ASSEMBLER or HEX/ASCII mode. To access this feature press CNTRL [P] (control [P]). You will now see the following:

PRINT SECTOR IN WHAT MODE?

1. HEX/ASCII

2. ASSEMBLER

3. NOTHING, RETURN TO EDITOR

If you select this option by mistake, press (3) and you will be returned to the main screen. Select either (1) or (2) depending on which mode you wish to print the sector. When printing is complete, you will be returned to the main SECTOR EDITOR screen.

In some cases you might like to put letters in reverse. To do this, a feature to toggle the high bit (add 128) has been supplied. To toggle the high bit on/off press CNTRL [H] (control [H]).

If you would like to use a disk drive with a different device number, press [D] and you will be prompted to input the new device number. From then on, all data will be read from the device specified until changed again.

If your printer has a different device number than 4, you can change this by pressing CNTRL [D] (control [D]) and entering a new device number. All data will be printed to the new device that you have specified.

To exit the SECTOR EDITOR press [Q] and you will be returned to the SWIFT COPY MAIN MENU.

SECTION SIX

THE BAD TRACKER (error formatter)

Option number five (5) is a program called Bad Tracker. This program allows you to scan a disk for errors, view sector headers, write errors (20,21,22,23,27,29) to any track/sector and view the directory. To use this program select option number five (5) from the MAIN MENU. This program will load in 10 seconds. When loading is completed you will see the following menu:

```
----------BAD TRACKER---------
!                              !
! 1. DIRECTORY                 !
! 2. SCAN WHOLE DISK           !
! 3. SCAN ONE TRACK            !
! 4. WRITE ERRORS              !
! 5. VIEW SECTOR HEADER        !
! 6. INITIALIZE DRIVE          !
! 7. QUIT                      !
------------------------------
```

VIEWING THE DIRECTORY:

Option number one allows you to view the directory of the diskette. To use this option press (1) (no return). The directory will be read into memory and then displayed.

SCANNING THE DISK:

Options number (2) and (3) are exactly the same except that option (2) scans the entire disk (tracks 1-37) and option number (3) scans a track that is USER specified. If you wish to scan a disk for read errors, then select option number (2) to scan the whole disk. The following prompt will appear:

SCAN WHOLE DISK

INSERT DISK AND PRESS RETURN

Insert the disk and press RETURN. Next the following prompt will appear:

SCAN TRACKS (36-37) (Y/N)

The 1541 disk drive of the Commodore 64 has the ability to access two additional tracks labeled 36 and 37. You are given the choice to scan these two tracks as many pieces of software write errors on these tracks. Input your choice and press RETURN. The following will appear:

SCANNING

TRACK = 1
SECTOR = 0

The disk will now be scanned for errors. If an error is encountered, the program will pause and report the error and then continue scanning when any key is pressed.

SCANNING A TRACK:

Option number three (3) is exactly the same as option number two (2) except that instead of scanning the whole disk you will be asked to input a single track.

WRITING ERRORS:

Option number four (4) allows you to create errors on the disk. To use this option press the four (4) key and the following menu will appear:

```
----------WRITE ERRORS----------
!                                !
! [1]. ERROR $20 - NO BLOCK HEADER !
! [2]. ERROR $21 - NO SYNC FOUND   !
! [3]. ERROR $22 - NO DATA BLOCK   !
! [4]. ERROR $23 - CHKSUM ERROR(BLOCK) !
! [5]. ERROR $27 - CHKSUM ERROR(HEADR) !
! [6]. ERROR $29 - DISK ID MISMATCH !
! [7]. QUIT                        !
----------------------------------
```

To create an error on a sector simply select the number to the left of the error and enter the track and sector number and press RETURN. In a matter of seconds the error is created. The following information describes the errors:

ERROR $21 - Error 21 can be written to no less than 3 sectors. When writing this error, enter the starting sector and then the number of the sectors to which you wish to write the error.

ERROR $27 - Error 27 must be written to an entire track if it is to have an effect. When writing this error you need only enter the track number.

ERROR $29 - Error 29 must also be written to an entire track if it is to have an effect. When writing this error you must enter the track number and a two letter ID code that is different from that of the disk. You can check the one on the disk by viewing the sector header of any track (error free that is).

To return to the Bad Tracker MAIN MENU press (7).

VIEWING SECTOR HEADERS:

Option number five (5) lets you view the header of a specific sector. To use this option press five (5). The following will appear on your screen:

VIEW SECTOR HEADER

TRACK ?
SECTOR ?

TRACK	SECTOR	ID1	ID2	CHKSUM
!	!	!	!	!

Enter the track and sector numbers and press RETURN. The header will now be displayed. After viewing, you will be returned to the Bad Tracker MAIN MENU.

INITIALIZING THE DRIVE:

Option number six (6) simply initializes the disk drive. To use this option press six (6).

RETURN TO MAIN MENU:

Option number seven (7) will return you to the SWIFT COPY MAIN MENU.

NOTE: BE CAREFUL WHEN WRITING ERRORS AS A WRONG SECTOR CAN ERASE SOME VERY IMPORTANT DATA ON YOUR DISK. IT IS WISE TO PRACTICE ON A BACKUP DISK, NOT A MASTER!

SECTION SEVEN

THE PARAMETER FUNCTIONS

Option number six (6) on the MAIN MENU is the PARAMETER COPIER. This program will back up disks that are more difficult to copy and can not be copied with the 3 MINUTE BACKUP or the BIT COPIER. To use this option select number (6) from the MAIN MENU. The program will load in about 10 seconds. Then you will see the following screen prompt:

```
----------------PARAMETER MENU---------------
!                                             !
! 1. CREATE CHECK SUM FOR DISK                !
! 2. CHECK IF PARAMETER FILE EXISTS           !
! 3. PRINTING A PARAMETER FILE                !
! 4. VIEW PARAMETER FILE                      !
! 5. CREATE PARAMETER FILE DATA DISK          !
! 6. ANALYZE DISK AND CREATE FILE             !
! 7. COPY DISK                                !
! 8. QUIT                                     !
!                                             !
-----------------------------------------------
```

CREATING A CHECK SUM FOR A DISK:

Option number one (1) on the parameter menu will create a check sum for a disk (the check sum is a means by which the copy program can identify a particular disk). The reason for creating a check sum is to see if a disk has already been analyzed and a parameter file created. You will enter this check sum when you use option number (2) (check if a parameter file exists). To use this option press (1) (no return). The following prompt will come up:

CREATE A CHECK SUM FOR DISK

INSERT DISK AND PRESS RETURN

Insert the disk and then press the RETURN key. The disk drive will now go on for about 3 seconds. The following screen will appear:

CREATE A CHECK SUM FOR DISK

CHECK SUM = 00,00,00

PRESS ANY KEY TO CONTINUE

In place of the "00"'s there will be three numbers, these are the check sums for track 18, sector 0, track 18, sector 1, track 18,sector 4. If you are going to search for a parameter set (option 2) then write these numbers down for later use. When you finish viewing the check sum, press any key and you will be returned to the MAIN MENU.

CHECKING IF A PARAMETER FILE EXISTS:

Option number two (2) will allow you to see if a disk has already been analyzed and a file created. To use this option you must use option number (1) to generate a check sum. Once this is done, select option (2) by pressing (2) (no return). The following screen prompt will appear:

CHECK IF PARAMETER FILE EXISTS

INPUT CHECK SUM #1
INPUT CHECK SUM #2
INPUT CHECK SUM #3

Now input the three numbers that you have (or should have) written down. Enter each number and then press RETURN. After the three numbers have been entered, you will see the following on your screen:

SCANNING FILE DISK

INSERT PARAMETER FILE DATA DISK - HIT RETURN

If you have not previously created a parameter file data disk, do so now by selecting option number five (5) from the MAIN MENU. If you have already created a data disk, then insert the disk and press RETURN. Now the following screen will appear:

WORKING

SCANNING FILE # (number)

Now the data file disk will be scanned. If a match is found, the prompt: FILE EXISTS will appear on the screen. Press any key to return to the MAIN MENU. If the file is not found, the prompt: FILE DOES NOT EXIST will appear on the screen. Press any key to return to the MAIN MENU. If you wish to create a file for the disk, select option number six (6) from the MAIN MENU.

PRINTING A PARAMETER FILE:

Option number three (3) allows you to print out a parameter file to the printer. This is useful if you wish to see how a particular disk is protected. To use this option press (3) (no return). Next the following screen prompt will appear:

PRINT PARAMETER FILE

INSERT PARAMETER FILE DATA DISK - HIT RETURN

Now insert the parameter file data disk into the drive and press RETURN. The disk drive will be initialized and you will be prompted to input the three number (3) check sum. Enter each number and press RETURN after each number. The disk will be scanned for the file. If the file is found, it will be printed out on the printer and you will be returned to the MAIN MENU.

VIEWING A PARAMETER FILE:

Option number four (4) allows you to view a parameter file on your screen. You will see the following screen prompt:

VIEW PARAMETER FILE

INSERT PARAMETER FILE DATA DISK - HIT RETURN

Insert the parameter file data disk into the drive and press RETURN. The disk drive will be initialized and you will be prompted to input the three number (3) check sum. Enter each number followed by pressing RETURN. The disk will be scanned for the file. If the file is found, it will be printed to the screen and you will be returned to the MAIN MENU.

CREATING A DATA DISK:

Option number five (5) allows you to create a data disk for use in storing all of the parameter functions. You may create as many data disks as you wish. For example, if you fill one disk then start a second disk. When you are prompted to insert a data disk insert one and then the other. This allows you to have many parameter files for backing up your disks. To use this option press (5) (no return). Now the following screen prompt will appear:

CREATE DATA DISK

INSERT DISK AND PRESS RETURN

Insert a blank disk or one that you want erased and press RETURN. The disk will be formatted (15 seconds) and the parameter files created. NOTE: This operation may take up to 5 minutes, but you will only have to do this once.

ANALYZING A DISK:

Option number six (6) allows you to analyze a disk and create a parameter file for that disk. When you analyze a disk the program will attempt to determine which protection scheme(s) the disk uses and then it will save this information so that the next time you wish to backup this disk it will be very simple. To use this option press (6) (no return). The following will appear on your screen:

ANALYZE DISK

INSERT DISK AND PRESS RETURN

Now insert the disk you wish analyzed and press the RETURN key. The disk will be analyzed. As each track is inspected the track number will be displayed on the screen. When this is complete the following screen prompt will appear:

ANALYZING COMPLETE

INSERT PARAMETER DATA DISK - HIT RETURN

Now insert the parameter file data disk and press RETURN. The prompt "SAVING FILE" will appear on the screen as the file is saved. When this is complete you will be returned to the MAIN

MENU.

BACKING UP A DISK:

Option number seven (7) will allow you to backup a disk. To use this option press (7) (no return) and the following screen will come up:

COPY DISK

SOURCE DRIVE # 8
DESTINATION DRIVE # 8

Input the device number of the source disk and press RETURN. If the device number is 8 then simply press RETURN. Now enter the device number of the DESTINATION disk drive and press RETURN. Once again press RETURN to accept the default of 8. If you are using only one disk drive then simply press RETURN twice. The disk will be copied.

SECTION EIGHT

THE DOS SUPPORT SYSTEM

Option number seven (7) is the DOS support package of SWIFT COPY. This program consists of about 30 utilities to assist you in using your disk drive. To use this option select option number seven (7) from the MAIN MENU. The program will load in about 10 seconds. You should see the following on your screen:

```
-----------------DOS SUPPORT-----------------
!                        !                    !
! 1. DIRECTORY           ! 8. LOCK FILE       !
! 2. VALIDATE DISK       ! 9. UNLOCK FILE     !
! 3. SCRATCH FILE(S      ! A. RENAME DISK     !
! 4. RENAME FILE(S)      ! B. DIR FUNCTION    !
! 5. COPY FILES          ! C. ERROR STATUS    !
! 6. 15 SECOND FORMAT    ! D. QUIT            !
! 7. INITIALIZE DRIVE    !                    !
!                        !                    !
---------------------------------------------
```

VIEWING THE DIRECTORY:

Option number one (1) allows you to view the directory of the diskette. To use this option press (1) (no return) and the directory of the disk will be displayed along with blocks remaining, blocks used, and the number of files on the disk.

VALIDATING A DISK:

Option number two (2) allows you to validate a disk. When a disk is validated, blocks that are not used by a program will be freed to be used by other programs.

CAUTION: DO NOT VALIDATE A DISK USING RANDOM ACCESS OR RELATIVE (REL) FILES! THIS WILL DESTROY THE DATA IN THEM.

REMOVING UNWANTED FILES:

Option number three (3) allows you to remove unwanted files from a disk. To use this option press (3) (no return). Refer to SECTION THREE to select files. If you accidentally scratch a file, you may be able to recover it by using the undelete files function found on the DOS Support Menu of the DIR FUNCTION (option B above).

RENAMING A FILE:

Option number four (4) lets you rename a file to a different name. To use this option press (4) (no return). Input the original name of the file and then input the new name for the file. The file will now be renamed.

COPYING A FILE:

Option number five (5) allows you to make a copy of a file on the same disk. To use this feature select option number (5) on the menu. Input the name of the file to be copied and then enter the name for the new file. A copy of that file will be made for you.

FORMATTING A DISK:

Option number six (6) will format a disk in about 15 SECONDS as opposed to about 1 and 1/2 minutes using the regular DOS. To use this option press (6) (no return). Input the name of the disk, then a two letter ID and press RETURN. The disk will now be formatted. If you accidentally selected this option, you may abort it by inputting a British pound sign (found next to the minus key) for the file name. The disk will not be formatted.

CAUTION: ANY INFORMATION ON THE DISK WILL BE LOST. BE SURE THAT YOU DO NOT WANT THE INFORMATION ON A USED DISK IF IT IS TO BE RE-FORMATTED.

INITIALIZING THE DRIVE:

Option number seven (7) initializes the disk drive to clear all errors.

LOCKING A FILE:

Option number eight (8) will lock (scratch protect) a file on the directory. To use this press (8) (no return). Now enter the file you wish to lock; do not use wild cards (*) in the file name. The exact name must be used. If the file is found it will be locked. Locked files are indicated on the directory with a less than sign next to the file type.

UNLOCKING A FILE:

Option number nine (9) will unlock a file. Select option number (9) and input the file name. If the file is present, it will be unlocked.

CHANGING THE NAME OF THE DISK:

Option A allows you to change the name of the disk. To use this option, press [A] (no return). The disk name will be displayed on the screen and you will be asked if you wish to change it. If you do not wish to change it, press [N]. If you wish to change it, then type in the new name (16 characters maximum) and press RETURN. The disk name will now be changed.

DIRECTORY FUNCTIONS:

Option B lets you access the many additional features of the DOS support package. (We will consider its menu after considering Options C and D).

ERROR STATUS OF THE DRIVE:

Option C displays the error status of the disk drive. To use this option, press [C], and the status will be displayed on the screen.

RETURN TO MAIN MENU:

Option D will return you to the SWIFT COPY MAIN MENU.

DIRECTORY FUNCTIONS:

As indicated above, selection of Option B will bring up the DIR(ectory) FUNCTION Menu:

```
----------------DIR FUNCTION-----------------
!                        !                   !
! 1. TRACE FILE          ! 8. VERIFY FILE    !
! 2. WRITE PROT DISK     ! 9. COMPARE FILES  !
! 3. RE-CLOSE FILE(S)    ! A. RE-WRITE BAM   !
! 4. UNDELETE FILE(S)    ! B. DEV CHANGE     !
! 5. VIEW FILE           ! C. ERROR STATUS   !
! 6. BAM MAP             ! D. QUIT           !
! 7. CHANGE DISK ID      !                   !
!                        !                   !
-----------------------------------------------
```

TRACING A FILE:

Option number one (1) on the DIR Function Menu allows you to trace the tracks and sectors used by a particular file. This is most useful to determine the length of a file if it is destroyed or to test if two files share the same track and sector. To use this option press (1) (no return). You will be prompted to input a file name. Input the exact file name (no wild cards[*]) and press RETURN. In a few moments, the tracks and sectors used by the file will be displayed on the screen.

SOFTWARE WRITE PROTECTION:

Menu option number two (2) will SOFTWARE write protect a disk. This means that you will not be able to save data on the disk even if the write protect notch of the disk is clear. This is useful if you are allowing someone else to use your disks but do not want them to save data to it. To use this option, press (2) (no return). If you wish to write protect the disk, then press [Y]; if not, press [N] and you will be returned to the DIR FUNCTION Menu.

CAUTION: WRITE PROTECTION IS PERMANENT. IF YOU WRITE PROTECT A DISK, THE ONLY WAY TO BE ABLE TO SAVE DATA TO THAT DISK AGAIN IS TO RE-FORMAT THE DISK

CLOSING AN UNCLOSED FILE:

Option number three (3) is very useful if you have left a file unclosed and wish to access it again. To use this feature press (3) (no return). The disk drive will start whirring as the directory is scanned for unclosed files. If a file is found, the name will be displayed on the screen and you will be asked if you would like to re-close that file. If you wish to re-close it, then press [Y] and the file will be re-closed. If you do not wish to close it, press [N] and the next unclosed file will be displayed.

NOTE: DELETED FILES WILL ALSO APPEAR AS UNCLOSED; YOU MAY RE-CLOSE THESE ALSO. AFTER UNDELETING OR RE-CLOSING A SET OF FILES, BE SURE TO USE THE VALIDATE OPTION OF THE DOS SUPPORT MAIN MENU OR THE FILE MAY NOT BE CORRECT.

UNDELETING A FILE:

Option number four (4) may save a file that you have accidentally deleted (scratched). To use this option press (4) (no return). Now a list of deleted files will be displayed on the screen. After each is displayed, you will be asked if you wish to undelete that file. If yes, press [Y] and then you will be asked to input a file type (PRG,USR,SEQ,REL,DEL) and press RETURN. If you do not wish to validate the file, press [N] and the file will remain deleted. Undeleting files can be dangerous so be very careful.

NOTE: ALWAYS VALIDATE A DISK FROM WHICH YOU HAVE UNDELETED A FILE IN ORDER TO RESTORE THAT FILE. IT IS SAFER TO MAKE A BACKUP OF THE DISK BEFORE YOU TRY TO UNDELETE A FILE TO AVOID DISASTER.

VIEWING FILES:

Option five (5) allows you to view a file in HEX/ASCII, ASSEMBLY language or BASIC. To use this option press (5) (no return). You will now be prompted to input a file name. Enter the file name (wild cards are accepted here) and press RETURN. You will be prompted with:

VIEW FILE IN:

1. HEX/ASCII

2. ASSEMBLY

3. BASIC

If you do not want to view the file, then press any key other than (1) or (2). If you wish to view the file in HEX/ASCII format then press (1) (no return). Twenty (20) lines of data will be displayed on the screen. If you wish to continue viewing, press [Y]. If you press any other key, you will be returned to the MAIN MENU. If you wish to view the file in assembly language, then press (2) (no return). Twenty (20) lines of code will be displayed. Press [Y] to continue or [N] to return to the MAIN MENU. To view the file in BASIC press (3) (no return). Proceed as in (2) above to continue or to return to the MAIN MENU. This option is most useful in order to see how certain programs work i.e., Autobooting files.

DISPLAYING TRACKS AND SECTORS:

Option number six (6) will display the tracks and sectors used on the disk. To use this option press (6) (no return). The BAM (block availability map) will be read in, analyzed and then displayed on the screen. The numbers (0-20) on the left edge of the screen are the sector numbers. A filled in area indicates an allocated (used) sector. When you are finished viewing the map, press any key to return to the MAIN MENU.

CHANGING THE DISK ID NUMBER:

Option number seven (7) will allow you to change the two letter ID displayed next to the disk name in the directory. To use this option press (7) (no return). The current ID will be displayed and you will be asked whether or not you wish to change it. If you wish to change it, press [Y] and enter the new ID code (two characters). If you do not wish to change it, then press [N] and you will be returned to the MAIN MENU. It is wise to have a separate ID for each disk so that you can identify it.

VERIFYING A FILE:

Option number eight (8) will verify that a file exists on the disk. Select option (8) from the menu. Now enter the file name and press RETURN. If the file exists on the disk you will see the prompt: FILE EXISTS . If the file does not exist, then you will see the prompt: FILE DOES NOT EXIST. This is very useful for determining quickly if a file is on the disk with which you are working.

COMPARING TWO FILES:

Option number nine (9) allows you to compare two files to see if they are the same. To use this feature select menu option number nine (9). Now enter the first file name and press RETURN. Enter the second file name and press RETURN again. The files will now be compared. When a byte does not match, you will be prompted with: DIFFERENCE IN BYTE # (byte). You may stop the display by pressing the left arrow key located in the upper left part of your key board and you will be returned to the MAIN MENU.

REWRITING BAM:

Option A will rewrite a blank BAM to a disk. This is a quick way to make the 1541 drive think that a disk is blank. Be careful with this command because it would take hours and hours of your time to reconstruct the BAM. To use this feature select option [A]. Now enter a name for the disk and press RETURN; the BAM will now be rewritten.

CHANGING THE DEVICE NUMBER:

Option B lets you change the device number of the disk drive that is now turned on. To use this option, select option B. Now enter the current drive number or press RETURN to accept the default. Next enter the new device number for the drive, or once again press RETURN to accept the default.

ERROR STATUS OF DRIVE:

Option C will display the error status of the disk drive. To use this option, press [C] and the status will be displayed on the screen.

RETURN TO MAIN DOS MENU:

Option D will return you to the MAIN DOS MENU.