

acorn electron



PLUS 3

User Guide



acorn electron plus 3 expansion unit

The Electron Plus 3 User Guide

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Note: Within this publication the term 'BBC' is used as an abbreviation for 'British Broadcasting Corporation'.

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1 Introduction

This User Guide describes the Acorn Plus 3 Disc Expansion Unit for the Electron. The Plus 3 allows the Electron to use 31/2 inch microfloppy (and 51/4 inch minifloppy) discs instead of cassette tape as an external storage medium. The discs are controlled by the Acorn Advanced Disc Filing System — ADFS for short. The Guide is divided into two parts, the first describing the installation of the Plus 3 and the facilities it provides, and the second giving detailed reference information for more advanced users.

The Plus 3 may be used with a basic Electron, or one that is already fitted with the Plus 1 interface. If your Electron has a Plus 1, this has to be removed temporarily while the Plus 3 is fitted, but may be replaced afterwards. All of the Plus 1's facilities may still be used after a Plus 3 is added.

The discs used with the Plus 3 are standard 31/2 inch microflops. Discs are used in a similar way to the cassette tapes that you are probably used to, but have several advantages: they are much quicker when saving and loading programs, hold more information, and provide added features such as 'random access' and directories. Discs can store up to 320K bytes of data (or 640K bytes using double-sided discs). In terms of text, this enables you to store about 120 sides of A4 text on a disc.

Chapter 2 is essential reading. It describes how to add a Plus 3 on to an Electron (which may already have a Plus 1 attached). Discs, a central part of the system, are discussed. An introduction to the ADFS describes how to 'get started' with discs. Finally, notes are given about the Welcome disc that is supplied with the system, and about using the ADFS in screen modes 0 to 3.

Chapter 3 describes the ADFS commands in detail. You are advised to read the first four sections to understand the basic concepts of the *filing system*. The rest of the chapter may then be read in the order in which it is presented, or may be consulted from time to time, when a detailed description of a particular command is required.

Chapter 4 describes how the utility programs of the Welcome disc are used, and how to obtain information on the utilities. All of the utilities are documented on disc and this information may be printed out using the *UTILS program described in chapter 4.

Chapter 5 gives information about using the ADFS facilities from BASIC. The statements used are the same as those available when *using tape*; however the ADFS provides more versatility in the way in which they can be used. The

section on sequential files only need be read if you are going to use BASIC data files (as opposed to program files).

Chapter 6 is the first chapter in the reference section. All chapters in this part of the book are designed to be consulted only when a particular item, eg the syntax of a * command, has to be looked up. Chapter 6 gives a list of the ADFS commands in alphabetical order.

Chapter 7 describes the ADFS machine code entry points and will be of interest only to programmers using assembly language, or very advanced BASIC programmers. In addition to the six filing system calls, details are given on OSCLI, OSBYTE and OSWORD in connection with filing systems.

Chapter 8 lists the ADFS error messages in alphabetical and numerical order. An explanation of possible causes of each error is given.

Chapter 9 gives technical information about the way in which data is stored on the disc. It is provided mainly for interest's sake, but will also be of use to people trying to fix discs that have become corrupted in some way.

Appendix A contains trouble-shooting information: what to do when either the hardware or software of the Plus 3 does not appear to work.

Appendix B describes the various ways in which the ADFS may be called up.

Text conventions used in this manual

You will notice that the style of printing used to present the text in this manual varies. This is to help you tell the difference between explanatory text, words which appear on your monitor screen (including BASIC keywords) and certain keys on the computer keyboard.

- Ordinary text appears like this, or *like this* for emphasis.
- Text displayed on the screen (including BASIC keywords) appears like this.
- Words like **RETURN** mean that you should press the key marked RETURN rather than actually type the letters R E T U R N.

2 Getting started

This chapter describes how to add the Plus 3 to your existing Acorn Electron system, and how to start using it. More detailed explanations of the extra commands that the Plus 3 provides are given in chapter 3.

Installation

As mentioned in chapter 1, the way in which the Plus 3 is fitted depends on the presence or absence of a Plus 1. The two circumstances are described separately.

Before you start to fit the new peripheral, check that it is complete. Remove the contents from the Plus 3 packaging. There should be a large L-shaped box (the Plus 3 itself), a new mains adapter and cable which will replace the existing Electron mains adapter, and a 3 1/2 inch disc. This is the Welcome disc and acts in a similar way to the Welcome tape that you got with your Electron, but contains many useful additional utility programs. If any of the parts mentioned above are missing, contact your Acorn dealer.

Adding a Plus 3 to the basic Electron

Switch off the Electron at the mains. Disconnect the mains adapter, *then unplug the power cable from the side of the Electron*. Also unplug any other cables that are connected, eg the lead from the Electron to the monitor or TV. You should now have a free-standing Electron.

Turn the machine over so that the keyboard is facing down. There will probably be a plastic strip protecting the expansion connector at the rear of the Electron. If there is, remove it. This will expose a row of gold coloured 'fingers' with a notch in it: the expansion connector. It is into this that the Plus 3 will plug. The notch is for orientation purposes, but the design of the Plus 3 is such that it is impossible to plug it in upside down.

On either side of the expansion connector are two brass bushes embedded into the plastic case of the Electron. When the Plus 3 is fitted, bolts screw into these to hold it in place.

Take the Plus 3 and turn it upside down like the Electron. There are two metal bolts protruding from the Plus 3. Ensure that the threaded ends that screw in are flush with the plastic of the case. Line up the long edge connector socket of the Plus 3 with the expansion connector of the Electron and push them together firmly. The bolts should now be aligned with the threads in the Electron's case. Push them in slightly, then tighten them to finger tightness

using a small coin or screwdriver. *Do not overtighten the bolts.* It may be necessary to 'wiggle' the Plus 3 very slightly in order to make both bolts align. Figure 1 illustrates how to fit the Plus 3.

The Electron and Plus 3 are now firmly attached. Turn the combined unit over so that the Electron keyboard is facing up. Re-connect the cables that you removed to fit the Plus 3. **USE THE NEW (BLACK) MAINS ADAPTER, NOT THE OLD (CREAM) ELECTRON ONE.** If you do use the old mains adapter, it will be unable to supply the power required by the combined unit and the thermal fuse in the mains adapter will probably blow irretrievably.

The adapter plugs into the power socket on the Plus 3, not the Electron. The old Electron mains adapter may be used with other units in the Electron range (eg an external disc drive). Keep it in a safe place, preferably in a suitable box.

Note that if you want to use a 5¼ minifloppy external disc drive with the Plus 3, it should have a standard Shugart connector and interface, and must have its own power supply. To use an Acorn BBC Microcomputer disc drive, a conversion kit may be purchased from Acorn Customer Services.

Do not switch the system back on at this stage; go to section called 'Discs' below.

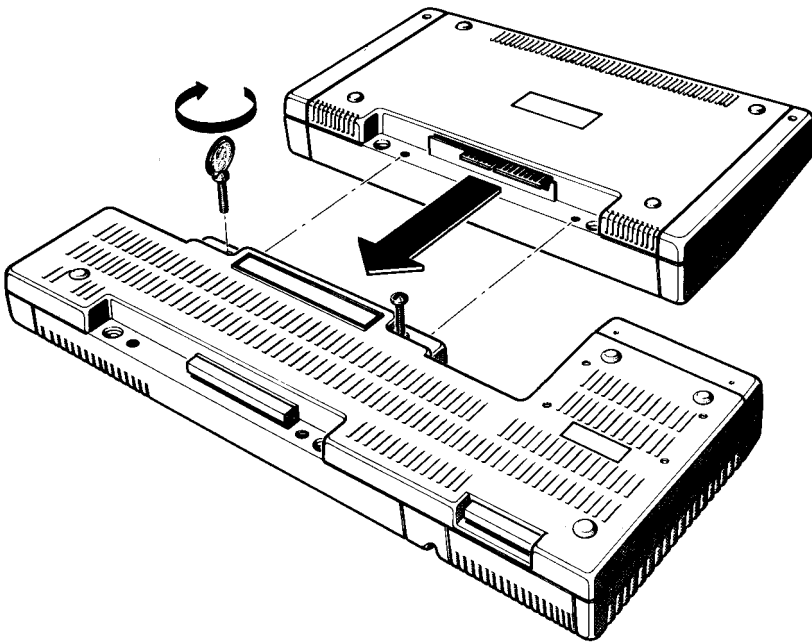


Figure 1 Fitting the Plus 3 to the Electron

Adding a Plus 3 to an Electron/Plus 1 combination

If you have already added a Plus 1 expansion unit to your Electron, it has to be removed before the Plus 3 may be fitted. Remove the power and other leads from the Electron, turn the combination upside down and remove the Plus 1. This is accomplished by reversing the instructions given for fitting it in chapter 2 of the Plus 1 User Guide.

After removing the Plus 1, put it aside safely. Then follow the instructions given in the previous section of this User Guide for adding the Plus 3 to the basic Electron. When this has been done, the Plus 1 may be added to the back of the Plus 3 by following the instructions given in chapter 2 of the Plus 1 User Guide, treating the Plus 3 as the back of the basic Electron.

Reconnect any cables you removed before you started, remembering to use the new mains adapter with the Plus 3, and keep the old one for possible later use.

Discs

Once the Plus 3 has been added to your system, it may be used as described in section below, 'Introducing the ADFS'. However, you are advised to read this section first as it will give you an appreciation of how to handle the microfloppy discs that play such an important role in the use of the Plus 3.

The discs used by the Plus 3 are ½ inch microfloppies. The size refers to the diameter of the disc itself, which is hidden by a stiff protective sleeve. The diagram below shows top and bottom views of the disc.

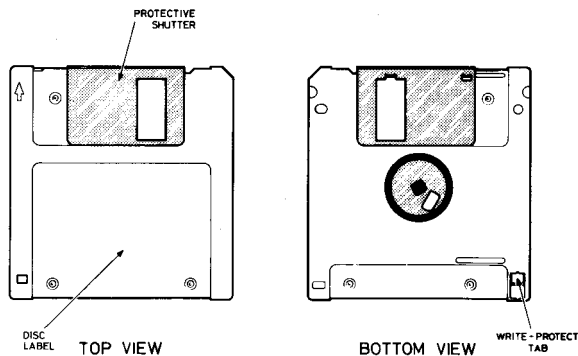


Figure 2 Top and bottom of a disc

When you insert the disc into the drive, the side shown in the top view will be uppermost and the disc is inserted into the slot in the direction shown by the arrow on its top surface.

There are two varieties of the Plus 3, single-sided and double-sided, which refers to the type of the built-in drive. The former uses only one side (the bottom surface) of the disc, and stores 320K bytes. The latter uses both sides, and consequently holds up to 640K bytes of data. The only time that you need to know about this difference is when formatting a disc using the *EFORM utility (see chapter 4). You do not, for example, need to tell the Plus 3 to use the second side of a dual-sided disc; it knows automatically when to do it.

We recommend these discs for use in conjunction with the Plus 3. The serial numbers are:

Sony OM-D3440 for single-sided discs and
Sony OM-D4440 for double-sided discs

Maxell MF1-DD for single-sided discs and
Maxell MF2-DD for double-sided discs

These are obtainable through Acorn dealers and other computer equipment suppliers.

The Plus 3 is supplied with a Welcome disc which, although it contains many useful programs, has enough space on it for you to experiment with the disc filing system. We recommend, however, that you obtain at least two blank discs, one for a backup (copy) of the Welcome disc and another for your own use.

Formatting discs

When a disc is supplied, it is in a blank state known as 'unformatted'. The disc cannot be used for storing information and programs until it has been through a process called formatting. An unformatted disc may be likened to a sheet of blank paper on which you can't write until lines have been drawn on it. The formatting process is equivalent to drawing the lines and margin.

Formatting divides the disc into concentric circles known as tracks, and divides each track into a number of partitions known as sectors. The disc does not change visibly after formatting; the tracks and sectors are simply magnetic signals recorded on the surface of the disc that enable the drive mechanism to find any section of the disc quickly.

The program to format discs is provided on the Welcome disc as a utility called EFORM. Chapter 4 describes how to use and obtain documentation on the utilities supplied. In addition formatting and copying the Welcome disc is described below, as this is such an important part of using the Plus 3.

When formatted, the discs used by the Plus 3 have 80 tracks, and there are 16 sectors on each track. Each sector contains 256 bytes (or characters) of information. On a single-sided disc this gives:

$80 \text{ tracks} \times 16 \text{ sectors} \times 256 \text{ bytes} = 327,680 \text{ bytes} = 320 \times 1024 \text{ bytes}$

In computing the number 1024 is written K, so the Plus 3's discs are said to have a capacity of 320K (or 640K) bytes. When a disc is formatted most of this is available to the user. The file ZYSYSHELP is required by the system and should not be deleted or altered in any way.

Care of discs

A disc will give best results if it is formatted, written and read at about the same temperature. Do not expose to direct sunlight.

1. Keep the disc away from strong magnetic fields, such as TV sets/monitors, loudspeakers and the power supply unit. As the disc is a magnetic device, it may be erased by exposure to other powerful magnetic devices.

2. Always store discs away from dust, cigarette smoke etc. Although the disc is protected by the stiff sleeve, dust may get into the envelope when the disc is in the drive, or through the two small holes in the centre of the underside of the disc. Even the tiniest of dust particles can cause a fatal scratch on the surface of the disc when it is spinning in the drive.

3. Avoid exposing discs to extremes of temperature and humidity. The recommended ranges of temperatures are: Storage: 4 degrees C to 51.5 degrees C

Transportation : —40 degrees C to 51.5 degrees C

4. Do not insert or remove discs when the red drive light is on. When the drive is active, information may be written to the disc. Trying to remove it when this is happening will cause the information to be written as 'garbage' and the disc may be 'corrupted' so that it may not be used again without being reformatted. Think of the damage you could do to a record by removing it from the deck without lifting off the arm first. Equivalent damage could befall a disc removed from an active drive.

5. Do not physically knock the disc drive while the disc is being accessed, particularly if the disc is being written to. This may cause errors which don't become apparent until later, usually in the form of 'Disc error' messages.

6. Do not rest objects, such as User Guides, on the top of the drive, or cover the ventilation slots.

Preventing accidental erasure

When valuable data is stored on a disc it is obviously important to keep it safe from accidental erasure. There exist commands to delete information from a disc, and these can be made 'safe' using other commands which protect individual files. However, there are two 'dangerous' utility commands which although very useful can cause a lot of, heartache if used incorrectly. These are *EFORM, which formats a disc, overwriting any information already stored on it, and *BACKUP, which copies all of the information from one disc to another, destroying the contents of the second disc.

To prevent these potentially disastrous operations from being performed, each disc is fitted with a write protection tab. This is pointed out in the illustration of the underside of a disc given earlier. As shown, the tab is in the 'write protected' position (furthest from the metal shutter). In this state, the disc may not be written to in any way, ie it is impossible to save programs or format the disc or backup another disc on to it.

By sliding the tab to the other extreme, you can make the disc unprotected. Any program may now write information on to the disc, so you can save programs, format and backup on to the disc.

Making backup copies

Although discs are very reliable, it is important to keep backups, or security copies, of important programs and data. This safeguards against files being lost through accidental erasure, or through a disc becoming 'corrupt' and unreadable, for example if there is a power failure while information is being written to the disc.

The simplest method is to copy the whole of a disc, or selected important files, on to another formatted disc at regular intervals. The size of the interval depends on the frequency with which information on the disc is changed. If, for example, only minor changes are made to a single file each day, backups could be made at the end of the week. If, however, several completely new files are created every day, daily backups would be more sensible.

A more rigorous backup technique is the so-called 'grandfather, father, son' method. This involves the use of a master disc and three backups. Copies are made at intervals, as follows:

Stage 1, MASTER copied to GRANDFATHER

Stage 2, MASTER copied to FATHER

Stage 3, MASTER copied to SON

After the third stage the cycle repeats (ie MASTER copied to GRANDFATHER after the fourth interval and so on). Again, the time between backups depends on the amount of information that changes on the disc. This technique is important if you are using discs in a business where the loss of information can be very expensive.

There are two programs which will perform the actual copying. One of them, invoked by the command *BACKUP, copies the whole of one disc on to another one. This is very thorough, but involves a lot of swapping of discs on a single drive system. The other, *DIRCOPY, is more selective as you tell it exactly which files are to be copied.

More information can be obtained on these commands by using the *UTILS command described in chapter 4.

Introduction to the ADFS

After the Plus 3 has been fitted as described earlier, it should be ready for use. If you have a Plus 1 as well, remove any cartridges before proceeding. The Plus 3 is fully compatible with the Plus 1 and the Acornsoft 'language' cartridges that are available for it. In the descriptions below, however, we will assume that BASIC is the language in use, hence the need to remove the cartridges from the Plus 1.

Plug in the new mains adapter and switch on the mains. Insert the power jack plug into the socket on the Plus 3. The Electron will start up as usual with a beep. The start-up message will look slightly different from normal:

```
Acorn Electron
Acorn ADFS
BASIC
>_
```

If you don't get the messages printed above, there may be something wrong with your Plus 3. See Appendix A for possible problems.

The 'Acorn ADFS' message tells you that the disc system is functioning correctly. ADFS stands for 'Advanced Disc Filing System'. The major part of this guide is concerned with the use of the ADFS.

The Plus 3 is almost ready for use: all you have to do now is insert a disc and inform the filing system that you have done so. Insert the Welcome disc that comes with the Plus 3. The disc should be oriented so that the metal shutter is away from you and the side of the disc with the label is uppermost. (Actually it is impossible to insert the disc incorrectly, so you will soon find out if you're

doing it wrong.) Push the disc into the slot firmly but carefully, so that it locks' into position.

When you want to remove a disc, press the button to the right of the drive slot. Never, however, eject a disc when the red drive light is on.

To tell the ADFS that it now has a disc that it can use, the command `*MOUNT` must be given. You may have used `*` commands before, for example when obtaining a list of files on a tape using `*CAT`. When you type

```
*MOUNT
```

the red light on the left of the drive will glow, indicating that the drive is in use. We assume throughout this manual that you remember to press **RETURN** after each command. After a sort period the BASIC prompt will reappear. When the drive was activated, the ADFS loaded some important information from the disc into the Electron's memory. This included a list of the files (programs and data) on the disc.

Whenever you insert a disc into the drive, you should type `*MOUNT`. If you don't the ADFS Will not be aware that you have changed the disc and operations such as loading and saving files will not work properly. See chapter 3 for more information on this command.

Next, type the command

```
*LIB LIBRARY
```

This command tells the ADFS how to find utility programs on the disc. It is not important that you understand the command at this stage; it is simply required so that the formatting and backup utility programs may be used in the next section.

Note: You can tell the ADFS to perform the action of the `*MOUNT` and `*LIB` commands automatically simply by holding the A key down when you switch the machine on, or by holding **CTRL A** down, then pressing and releasing **BREAK**. The disc drive will come on while the ADFS performs the `*MOUNT` and `*LIB` actions. The usual 'bleep' which accompanies a hard reset will have an intermittent sound; this is nothing to worry about.

Backing up the Welcome disc

As mentioned in the last section, we strongly advise you to make a backup of the Welcome disc, so the method for doing this will be described now.

You have to format a blank disc before a backup can be made, so with the Welcome disc still in the drive type the command:

```
*EFORM
```

This runs the program that formats a disc. You will be asked for two pieces of

information before the disc can be formatted. First, the drive number of the disc is required. If you have a single drive (ie you haven't added an external drive) type the digit 0 (there is no need to press **RETURN**). If you have an external drive and wish to use it, press 1 instead.

Next the program asks for the size of the disc. The options are L, M and S. Type M if you are using a single-sided Plus 3, L for a double-sided drive.

You will then be asked to place the disc to be formatted in the drive indicated. If this was 0, take out the Welcome disc by pressing the eject button on the right side of the drive, and insert the blank one. If you specified drive 1, simply insert the new disc into the external drive.

To start the formatting process, type GO. Formatting a single-sided disc takes just over one minute, including the automatic verification of the disc which EFORM performs. At the end of the process you are given the option of formatting another disc by typing Y, or terminating the program by typing anything else.

When you have formatted a disc, you may copy the Welcome disc on to it. To do this, the utility `*DIRCOPY` is used. Reinsert the Welcome disc and type:

```
*DIRCOPY
```

This is a BASIC program which will prompt you for the required information. The prompts and the answers you must give are as follows:

Prompt Response

Source drive ?	0
Destination drive ?	0
Source root ?	\$.LIBRARY
Destination root ?	\$.LIBRARY
Prompt to change disc (Y/N) ?	Y
Overwrite locked files (Y/N) ?	Y

These responses tell the program to copy all of the utility programs on the Welcome disc to the newly formatted one. When you are more familiar with the ADFS, you are advised to read the documentation about `*DIRCOPY` which is held on the Welcome disc. See chapter 4 for details on obtaining the documentation.

After typing the last response, you will repeatedly be asked to insert the source disc (the original Welcome disc) and the destination disc (the newly formatted one).

When the copy has finished you should put the backup of the Welcome disc in a safe place. The remainder of this section introduces a few of the ADFS commands and assumes that the Welcome disc is in the internal drive.

Starting to use the ADFS

While using cassettes, you have probably used the *CAT or * . command to find out what files are on the tape. Exactly the same command may be issued to see what is on the disc, so type:

```
*CAT
```

The screen will show a list of filenames in two columns down the screen. Typically, the catalogue listing will look like this:

```
Welcome                ( 13 )
Drive:0                 Option 03   (EXEC)
Dir. $                  Lib. "LIBRARY"

!BOOT                  LWR(10)  HELP                DLR(05)
LIBRARY                DLR(12)  WELCOME                DLR(13)
```

In addition to the filenames on the bottom two lines, various other pieces of information are printed, for example what the name of the disc is (Welcome in this case). All of this information is explained in detail later on. For now, only the filenames concern us.

Unlike the cassette filing system, the ADFS knows exactly what files a disc contains (because this information was loaded when the disc was *MOUNTed). It does not have to search laboriously through the disc, printing the names of files as it encounters them. This makes the operation of *CAT much quicker than using tape, and you don't have to press **ESCAPE** to 'get out' of the command: the ADFS knows when it has printed all the filenames.

The catalogue example above shows four files: 'MOOT', 'HELP', 'LIBRARY' and 'WELCOME'. Of these, one is a normal file, and the other three, 'HELP', 'LIBRARY' and 'WELCOME' are special files called 'directories'. A directory file contains information about other files on the disc, eg their names and lengths. Directories are a very important part of the ADFS and we shall have a lot more to say about them later. For now though, we will experiment with the disc, treating it as a much faster version of a cassette.

To see the effect of saving a file on the disc, try saving a small BASIC program. If you are stuck for inspiration, type the following:

```
NEW
10 FOR I%=32 TO 126
20   VDU %
30 NEXT
40 PRINT "
```

Save the program in the usual way:

```
SAVE "TEST"
```

The red light on the disc drive will come on, indicating that some action is taking place on the disc. A couple of seconds later the BASIC prompt will reappear and the drive light will go out. Even from saving this very short program you should be able to tell that discs are much faster than tape.

To make sure that the file was saved properly, type another *CAT command. This time, a new name will be listed: TEST'. The file should be easy to find as entries are printed in alphabetical order (going across the screen, then down). Next to the name are the letters WR. These tell us what operations are allowed on the file: 'W' means it is possible to write to it and 'R' means the file can be read (eg loaded into memory). The number in brackets after WR is called the file's sequence number, and relates to the age of the file (ie how long ago it was saved).

A file may also be loaded, of course. To illustrate this, type in the commands:

```
NEW  
LOAD "TEST"
```

Again, the red drive light will indicate that the drive is being accessed. After a few seconds the file will be loaded and it may be listed or executed as normal.

When using cassettes, you could delete a program that you no longer wanted simply by recording something else over it (sometimes without meaning to!) With discs, you can employ a similar technique. By saving another program under the same name as one that is already on the disc, the original will be overwritten and lost forever. For example, with 'TEST' loaded in, add the line:

```
1 REM This is a new version of 'TEST'
```

Then save it, again using the name 'TEST':

```
SAVE "TEST"
```

The previous version of the program is now lost and only the new version is on the disc. Obviously in this example there is nothing tragic about losing the first version of the program as it was very similar to the current one. However, you should be careful not to save completely different programs under the same filename unless you are absolutely sure the first one isn't required any more.

To get rid of a program altogether so that it no longer exists on the disc, you have to type a special command. This the *DELETE command. To delete `TEST', type in

```
*DELETE TEST
```

Notice that * commands don't require quotation marks around filenames, though you can put them there if you like. This command will erase 'TEST' so that if you now do a *CAT, 'TEST' will not be listed. There is no equivalent to BASIC's OLD command in the ADFS, so if you delete a program on the disc it is gone for good – be warned!

There are plenty of other * commands provided by the ADFS. These perform such diverse functions as running machine code programs, printing information about files and telling you how much free space there is on the disc. These are all described in chapters 3 and 4. Chapter 5 describes what you can do with the ADFS when using BASIC.

The Welcome disc

We have mentioned the Welcome disc several times. Its contents may be divided into three sections:

1. The Welcome programs themselves. These are BASIC programs which introduce some of the facilities of the Electron. They are described in the Electron User Guide (the programs are also on the Welcome cassette which comes with every Acorn Electron). To see a menu of the Welcome programs, insert the disc into the drive, hold down **SHIFT**, press and release **BREAK**, and finally release **SHIFT**.
2. The utility programs. We have already used two utilities, EFORM and *DIRCOPY. There are several more on the disc. To see a complete list, follow the instructions given in chapter 4.
3. The utility documentation. The instructions for using the utility programs are also stored on the Welcome disc. They are accessible through the utilities menu described in chapter 4. It is envisaged that the instructions will only need to be consulted once or twice for each utility, as the programs themselves provide quite a lot of 'help' to users.

Using the ADFS in MODEs 0 to 3

When a command that accesses the disc drive is issued, and one of MODEs 0 to 3 is in use, the screen will go blank (or flicker) for the duration of the access. More precisely, the screen will clear to the current background colour. As soon as the access is completed, and the drive light goes out, the screen will be restored to its former state.

The reason for this blanking is the very high speed at which data is transferred between the disc and the computer. In order to 'keep up' with the disc, the Electron has to 'forget' temporarily about keeping the picture on the screen. This only happens in MODEs 0 to 3 (the so-called 16MHz modes) because these require more processing time than the others.

Another side-effect of using the disc (in any mode) is that interrupts are disabled. The implication of this is that the cursor stops flashing, and the Electron's timers (eg the one accessed by BASIC's `TIME` pseudo-variable) are not updated. If you are using discs a lot, you should not rely on `TIME` being accurate over long periods. Also, sound processing stops, colours stop flashing and the keyboard (including the **ESCAPE** key but excluding the **BREAK** key) is disabled.

Disabling the ADFS

Occasionally you will want to disable the ADFS and Plus 3. An example is when you want to run a game from tape which does not work with the Plus 3 fitted. One way to disable the Plus 3 is to remove it from the Electron. However, repeated fitting and removing is not recommended, so a 'software solution' provided on the Welcome disc.

Start up the ADFS by inserting the Welcome disc, holding down **CTRL A** and pressing and releasing **BREAK**. Then type the command:

```
*NOADFS
```

When the red drive light goes out, press and release **BREAK**. The 'Acorn ADFS' message will not appear, and for all practical purposes the Plus 3 is no longer active. The Electron can now be used exactly as it was before the Plus 3 was installed.

To re-enable the Plus 3, simply switch the computer off for a second, then switch it on again. The ADFS will reappear.

3 The ADFS commands

We have already met one ADFS command, *CAT , which may be abbreviated to * .. This is just one of many commands that are provided to help you manage your files on discs. Some of the commands will be familiar to most users as they are also available when using the cassette filing system (CFS). These are: *CAT (*.) , *EXEC, *HELP, *LOAD, *SAVE, *RUN (*/) and *SPOOL, and are all discussed with respect to the ADFS in this chapter.

This chapter is organised in two parts. The first four sections give general information which is required in order to understand what the commands do. These sections should be read by everyone using the ADFS for the first time.

The last three sections of this chapter describe the commands themselves. The three sections cover directory oriented commands, normal file commands and commands affecting the whole disc respectively. Between them, the sections cover all of the * commands which the ADFS responds to (and even some non-ADFS commands).

The contents list at the front of this User Guide is arranged so that all of the command names appear indented and highlighted. Thus to find the detailed description of a given command, turn to the contents, decide which category the command belongs to.

The sections on the * commands are rather 'dense' in their information content. In order to provide a gentler first introduction to the ADFS command, brief descriptions of each command are given below.

To call the ADFS up from another filing system, say tape, either *ADFS or *FADFS may be used. The latter has the same effect as pressing **BREAK** when the ADFS is the highest-priority filing system, and the former is similar to *FADFS followed by a *MOUNT command.

Before a disc may be used with the ADFS, it must be mounted. This is done automatically when the filing system is entered by **CTRL A BREAK** or **SHIFT BREAK**, but not by *FADFS or **F BREAK**. Mounting a disc simply means reading some important information from it, so the ADFS knows where to put files etc. The command *MOUNT is used to perform the operation. Similarly, before a disc is removed, it should be dismounted (using *DISMOUNT) so that the ADFS can perform various 'house-keeping' operations on the disc.

Areas of memory may be saved using *SAVE. This is useful for storing machine code programs or screen images on the disc. If a second processor is

fitted, memory from this or the IO processor may be saved by specifying the 'high-order' address. Programs and data may be loaded into memory (at a given location, if required) using *LOAD. A machine code program may be executed using *RUN .

Files may be deleted using *DELETE or *REMOVE to delete a single file, or *DESTROY to delete several files in one go. Directories may also be deleted, but only if they are empty (contain no references to other files).

To copy a file on to another part of the disc (or on to a different disc), the *COPY command may be used. This may also copy several files at once. A file's name may be changed using the *RENAME command. This may also be used to move the file into a different directory.

The commands *SPOOL and *EXEC are actually Operating System commands and are described in the Acorn Electron User Guide. The *CLOSE command closes all open files, and has exactly the same effect as CLOSE#0 in BASIC.

Directories play a very important role when using the ADFS, so there are several commands to support them. A new directory may be created using *CDIR, and the current directory may be selected using *DIR. *BACK reverts back to the directory before the current one. The library directory (where the ADFS looks for commands held on disc) may be set using *LIB.

The contents of a directory may be printed in summary using *CAT , and greater information is given by *LCAT and *EX. The commands *LCAT and *LEX provide a shorthand way of obtaining information about the library directory. A directory may be given a long, meaningful name by using the *TITLE command.

File access permissions are controlled by the *ACCESS command. Permissions are 'R' for read, 'W' for write, 'L' for locked and 'E' for execute-only.

Various commands deal with the disc as a whole. *FREE and *MAP print information about the amount of disc space that has been used and how many areas of free space there are, and *COMPACT is used to reclaim areas of free space (which were occupied by deleted files, for example).

The *OPT command is used to control two aspects of the ADFS: what happens when **SHIFT BREAK** is pressed when selecting the ADFS (the so-called auto-boot option controlled by *OPT4), and whether messages are printed every time a file is accessed (*OPT1).

Finally *HELP ADFS (actually a MOS command) may be used to print a summary of the ADFS commands' syntax.

Selecting filing systems

One of the most important facilities that the * commands provide is the ability to switch between filing systems. In the description given in the last chapter, the ADFS was selected automatically when the machine was switched on or **BREAK** pressed. However, it is sometimes desirable to be able to select a filing system without having to reset the whole machine. To this end, several commands are provided to call filing systems:

- *ADFS Start up the ADFS and reset it to previous state
- *FADFS Start up, the ADFS 'quietly', without accessing the drive
- *NET Start up the network filing system
- *TAPE Start up the cassette filing system at 1200 baud
- *ROM Start up the ROM filing system

All of these commands except *NET may be used on an Electron/Plus 3 - combination. *NET requires the Econet expansion unit.

The action of *ADFS is to select the ADFS and restore the CSD and CSL to the same as the last time ADFS was selected. If the ADFS has not been selected since the last **CTRL BREAK** or power on, both directories will be 'Unset' and the drive will not be accessed. Otherwise, the drive will be accessed in order to load the previous directory.

The action of *FADFS is to select the ADFS without accessing the drive. As a consequence CSD and CSL will be 'Unset'.

There are many ways in which the ADFS may be selected. The exact action taken depends on which of **SHIFT**, **CTRL**, **A** and **F** are pressed in combination with **BREAK**, and whether the ADFS has been used since the last hard reset. Appendix B describes the effect of all possible combinations. The most useful ways of starting the ADFS are:

- Power on or **CTRL BREAK** to ensure that the ADFS is in its initial state.
- CTRL A BREAK** to reset the ADFS completely and set the CSD and library directories correctly. If there is a file on the disc with pathname \$.LIB* this will be used as the library, otherwise '\$' will be selected.
- SHIFT BREAK** to execute the disc's auto-boot file.
- Just **BREAK** to escape from a crashed program and restore the ADFS to its previous state if possible.

When you first start using your Plus 3 you will probably want to transfer some programs from tape on to disc. To do this you will have to switch between filing

systems. For example, to copy the BASIC program 'bigchars' to disc, this sequence of commands will be required:

```
>*TAPE RETURN  
>LOAD "bigchars" RETURN  
>*ADFS RETURN  
>SAVE "bigchars" RETURN
```

Of course, you could save the program using a different name from that used when it was loaded.

Files and directories

Before we get into the detailed descriptions of ADFS * commands, it is necessary to describe some of the important concepts. This section describes general files and directories, the special files mentioned in the last chapter.

A file is just a sequence of bytes (characters) that happens to be stored on a file medium (in the present case, a disc) instead of in the computer's memory. The advantages of using an external medium to store information are clear even from using cassettes: the data isn't lost when the computer is switched off, and you can store more information in a file than the computer's memory can hold at once.

The length of a file may be from zero bytes, an 'empty' file, to a limit set by the filing system in use. For the ADFS this is about 328,000 (or 656,000 for double-sided discs) bytes, which should be long enough for most purposes. In order to distinguish between files you must name them. We have already seen an example of this, saving a BASIC program with a command such as:

```
SAVE "MyProg"
```

A filename may contain between one and ten characters. Characters that may be used include all of the upper and lower case letters and the digits (though the ADFS treats 'a' and 'A' as the same letter when searching for files). Certain punctuation symbols may also be used in filenames, but because many of these have a special meaning to the ADFS it is best to avoid them for now.

What the file contains, ie the meaning of the bytes that comprise it, is of no interest to the ADFS. When you get a catalogue of a disc using *CAT, you can't tell if a file contains machine code, a BASIC program, pure text, or some other type of data. The ADFS will let you load a text file as BASIC if you want to, but BASIC will object and give a 'Bad program' error. One use of directories is to avoid this sort of confusion by grouping files of similar types together.

You may be familiar with the ability to use a null filename when loading a file under the cassette filing system. For example

```
CHAIN ""
```

will load and run the next program on the tape. Under the ADFS you are not allowed to use null filenames like this, but in some circumstances you can use a * instead:

```
CHAIN "*"
```

will load and run the first file in the current directory. The current directory is listed using the *CAT command, and as the entries are held in alphabetical order it is fairly easy to work out which file will be accessed. This is a use of the ADFS's 'wildcard' facility which is described below.

The term 'directory' has been used a couple of times now. A directory is simply a file which contains information about other files. Usually, the files in a given directory are related in some way, eg all the files might be utility programs, or VIEW word processor files. When a disc is formatted (which needn't concern us here as the Welcome disc comes ready formatted), a single directory is created. This is called the root directory. Since directories are simply files, they are given names. The root directory is called '\$'.

Directories are useful in several ways. Creating a new directory effectively gives you a 'disc within a disc'. For example, say five members in a group (perhaps in a class at school) were sharing a disc. Directories could be created on the disc for each of the five members of the group (using commands such as *CDIR Jim, *CDIR Jane) and then each person could save his or her programs in the appropriate directory. This would prevent Jim accidentally deleting one of Jane's files, because files in different directories are totally separate, even if they have the same name.

Another use for directories, as mentioned above, is grouping related files together. A disc might contain a directory for holding BASIC programs, another for machine code source programs, and yet another for machine code object programs, or utilities. In fact the Welcome disc does just that: all of the BASIC welcome programs are in a directory called 'WELCOME' and the utility programs are all grouped together in 'LIBRARY'. Using directories in this way makes it much easier to keep track of what programs are on the disc.

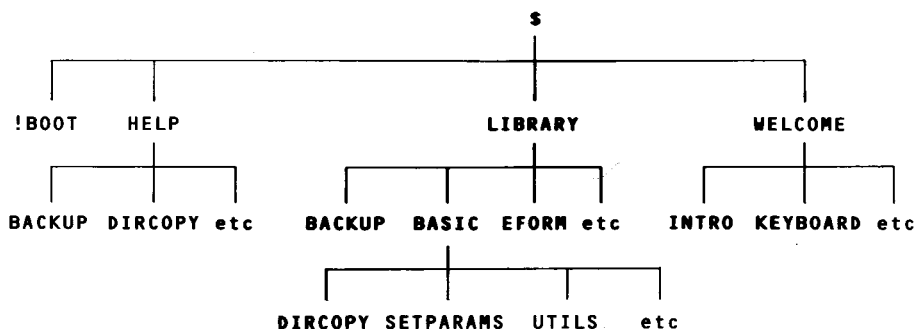
You can distinguish directories in catalogue listings by the letter 'D' after the directory's name. This is the only thing that distinguishes a directory from normal files from the user's point of view. However, certain commands which may be applied to normal files, such as *RUN, may not be used on directories, and the ADFS will produce an error message.

Directory files are always the same length (1280 bytes) and contain information about other files (sometimes known as the directory's 'children'). The information stored for each file includes its name (one to ten characters); its 'access' permissions, eg can the file be deleted? is it a directory?; its length; its disc 'address' (so that the ADFS can locate it easily when trying to LOAD it, for example), and the load and execution addresses. The last two items are used by certain ADFS commands such as *LOAD and *RUN.

File hierarchies and pathnames

We have seen that a directory is in many respects a normal file that contains information about other files (up to 47 of them). This implies that directories may 'contain' other directories, and so a hierarchy or tree-structure of files may be built-up. To illustrate this, we will look at the structure of the Welcome disc.

The contents of the 'WELCOME' disc are shown diagrammatically below:



At the top of the 'tree' is the root directory '\$'. This is the directory that is always selected when a *MOUNT command is executed. The four files in '\$' are the ones listed when *CAT was performed in chapter 2. The normal file '!BOOT' has no children.

The three directories 'HELP', 'LIBRARY' and 'WELCOME' have other files beneath them. The contents of these directories may also be listed using *CAT, but an extended form must be used whereby the name of the directory to be catalogued is given after the command. The directory 'LIBRARY' has another directory within it called 'BASIC'. Examples of *CAT commands which may be used on these directories are:

```
*CAT LIBRARY
*CAT HELP
*CAT WELCOME
*CAT LIBRARY.BASIC
```

So far, files have been referenced by their simple names, eg 'MyProg' and 'TEST'. When such a filename is given in a command the ADFS assumes you

mean the file of that name which is located in the currently selected directory (CSD). Since the CSD is '\$' by default, the ADFS takes 'TEST' to mean the file called 'TEST' in the directory. This is written \$.TEST. A filename of this kind is called a pathname as it tells the ADFS the path it should take through the tree structure to access the desired file.

Pathnames may be extended to take in as many directories as necessary. Here are some examples of pathnames for files shown in the diagram above:

\$	'\$', the root directory
\$.!BOOT	The file '!BOOT' in directory '\$'
\$.WELCOME	The directory file 'WELCOME' in directory '\$'
\$.LIBRARY.EFORM	The file 'EFORM' in directory 'LIBRARY' in directory '\$'

Since the CSD's name is assumed to prefix all filenames that do not start with a '\$', the last three examples could be given as '!BOOT', 'WELCOME' and 'LIBRARY.EFORM' respectively (assuming the CSD is '\$'). The first example would in theory be " but since it is hard to detect zero characters in commands the CSD is written '@' instead when its name is required explicitly.

Wildcard characters in filenames

There is a facility in the ADFS for using 'wildcards' in filenames. These are special characters that stand for a single arbitrary character or a sequence of up to ten arbitrary characters. The single wildcard is '#' and the multiple match character is '*'. Examples of filenames incorporating wildcards are:

chl#	(eg 'chl1a', 'chl1b' etc)
data##	(eg 'data01', 'dataAB' etc)
\$.games.*	(any file in \$.games)
let	(any filename with 'let' in it)

How filenames incorporating wildcards are interpreted depends on the command. Most commands will act on the first file that matches the wildcard pattern. The search is done in alphabetical order. The *LOAD command works like this, so:

```
*LOAD b*
```

will load the first file in the current directory that begins with 'b' (or 'B' as upper and lower case are not distinguished when searching for files).

Other commands act on all files which match the filename. Such a command is *INFO, which gives information about files. The command:

```
*INFO book.ch*
```

will print information about all the files in directory 'book' beginning with 'ch'.

The third set of commands doesn't allow wildcards at all. The commands are usually 'dangerous' ones where use of a filename with wildcards might result in disaster, for example:

```
*DELETE *
```

if allowed, would delete all the files in the current directory.

Commands dealing with directories

We have now seen what is meant by the terms 'directory' and 'hierarchy'. Because directories are so important, there is a whole group of commands that affects them. The commands perform such operations as obtaining information about the files in a directory (*CAT and *INFO), changing the CSD, creating new directories, and dealing with the library directory.

Changing directories

There are three commands which are used to change between the various directories which the ADFS keeps track of.

*DIR

The *DIR command is used to change the CSD. Suppose you are using the Welcome disc, and want to access the files in the directory called 'WELCOME'. Instead of having to type long filenames such as:

```
LOAD "WELCOME.INTRO"  
*CAT WELCOME  
SAVE "WELCOME.TEMP"
```

you can select 'WELCOME' as the CSD so that the ADFS takes all files to be in that directory unless you tell it otherwise. The *DIR command is used to change directory, and -it is followed by the pathname of the new directory, eg:

```
*DIR WELCOME
```

The command *DIR without a pathname will set the CSD to '\$'.

If you have the Welcome disc in the drive, you can try some *DIRs for yourself. There are three directories on the disc, '\$', 'LIBRARY' and 'WELCOME' and any of these may be selected using *DIR. To get to the root directory, any of these may be used:

```
*DIR  
*DIR $  
*DIR &
```

The name '&' is simply an alternative to '\$'. Once you are in '\$', either of the other directories may be selected thus:

```
*DIR W*
```

or

```
*DIR L*
```

Note the use of the multiple wildcard to find the first directory beginning with 'W' and 'L' respectively. If you are in '\$.LIBRARY' (ie you issued the second command above), then to set '\$.WELCOME' as the CSD, its full pathname must be specified, ie you must type

```
*DIR $.W*
```

rather than

```
*DIR W*
```

This is because the second form of the command will look for a directory beginning with 'W' in the CSD ('LIBRARY'). Since there is no such directory, a 'Not found' error will be given.

It is quite important when using the ADFS to keep track of the current 'context', that is what the current directory and drive are, and what the library directory is (we come to libraries and drive numbers a little later). Many unexpected errors occur because the user is in a different directory from that which he thought. The quickest way to find a summary of the current context is to perform a *CAT (or *.) command. The first three lines printed give the important information.

Sometimes you might want to move to the directory which is the parent of the current one, without giving its complete pathname. However, the tree structure on the disc can be nested as deep as you like, with directories containing directories containing directories and so on. Suppose the CSD has the pathname \$.book.chapter1.section3.diagrams.If you wanted to move up a level, the command:

```
*DIR $.book.chapter1.section3
```

would have to be given. Luckily there is a convenient shorthand way of expressing this:

```
*DIR ^
```

Whenever circumflex '^' appears in a pathname it is taken to mean 'the parent of the directory so far'. The directory so far at the start of a pathname is the CSD, so just '^' means the parent of the CSD. Multiple '^'s can be used to move up more than one level, and '^' may be followed by the rest of the pathname to

go back down the tree. For example, to set the CSD to `$.book.chapter2.section1` (assuming the CSD is now `$.book.chapter1.section3`) either of these commands could be used:

```
*DIR ^.^chapter2.section1
*DIR $.book.chapter2.section1
```

The first example moves up to `*book` using two consecutive `^`'s and the second example selects `$.book` explicitly. Both versions move down to `'section1'` in the normal manner.

Using `*DIR` to select the drive

We mentioned in chapter 2 that an extra drive may be fitted to the Plus 3. When this is installed, we need some way of differentiating between files on the internal drive and on the external one. This is done by starting pathnames with `: <drv>` where `<drv>` is the drive identifier. The built-in drive is usually referred to as 0 and the external one as 1. However, various synonyms may be used: the built-in drive is 0, 4, A or E and the external one is 1, 5, B or F.

Examples of pathnames with drive specifications are:

```
*CAT :0.S.LIB
LOAD ":1.$MYPROG"
```

Alternatively, a given drive may be selected permanently by specifying its number in the `*DIR` command:

```
*DIR :0
*DIR :LS-GAMES
```

In fact, `' : <drv>.'` really means `' : <drv>.$.'`, so the first example would select the CSD as on drive 0 and second example could have been written:

```
*DIR :1.GAMES
```

***BACK**

In addition to remembering the CSD, the ADFS also keeps track of the previously selected directory (PSD), that is the directory that was the CSD when the last `*DIR` command was issued. To access the PSD, the `*BACK` command is used. This is the same as typing `*DIR <PSD>` where `<PSD>` is the pathname of the previous directory. In addition, `*BACK` sets the PSD to the CSD, so typing it again will get you back to the directory before the first `*BACK`. An example will make it clearer. Suppose you wanted to do a lot of loading and saving of programs in both `'$.WELCOME'` and `'$.LIBRARY'`, swapping between the two directories from time to time. The sequence of commands to do this might be:

```
*DIR $.WELCOME
```

Commands using WELCOME

```
*DIR ^.LIBRARY
```

Commands using LIBRARY

```
*BACK
```

Commands using WELCOME

```
*BACK
```

Commands using LIBRARY

and so on . . .

***LIB**

The third directory that the ADFS keeps track of is the library directory (CSL). This is only used by certain specialised commands connected with running machine code programs.

There are three ways of executing a machine code program on the disc:

```
*RUN <file>
```

```
*/ <file>
```

```
*<file>
```

Examples are `*RUN roms`, `*/dump` and `*print`. Note that the third form may only be used if the command's name is not the same as one of the built-in `*` commands, which are listed in chapter 6. All three variations will load the file specified and execute it. First, the ADFS prefixes the pathname given in the command with the CSD's path and searches for a file with that composite pathname. If it can't find one, it uses the CSL pathname and tries again. If the file still can't be found, an error (Bad command) is given. To specify the directory to be searched after the CSD, the `*LIB` command is used:

```
*LIB $.assem.utils
```

will set the CSL to `$.assem.utils`. A quick way of setting the library directory to be the same as the CSD is:

```
*LIB @
```

which uses the special-character form of CSD.

When the ADFS is entered using `*FADFS` or an equivalent, CSD and CSL are both 'unset'. Typing `*MOUNT` sets the CSD but CSL remains 'unset' and must be set by `*LIB`. When the ADFS is entered using **CTRL A BREAK** (see

the table in appendix B), CSD is set to '\$' and CSL is either set to '\$' or the first directory in '\$' whose name begins with the characters 'LIB', if one exists.

The *LIB command is described in detail under *RUN.

Obtaining file information

There are several useful commands for obtaining information from the current directory, the library, or an arbitrary named directory.

*CAT

We have already used the *CAT command to list the contents of the CSD, which has been '\$' so far. If you follow the command with the pathname of a directory, that directory's contents will be listed. Examples are:

```
*CAT $                List the root directory
*CAT &                '&' is a pseudonym for '$'
*CAT $ . LIBRARY     List the directory $.LIBRARY'
*CAT @                An alternative to *CAT
*CAT WELCOME         List WELCOME, assuming CSD is '$'
```

We will now look in detail at the information printed by *CAT . Suppose the following was obtained:

```
Misc disc                (13)
Drive:0                 Option 00 (Off)
Dir. $                  Lib. $

GAMES                   DLR(10)   OP           WR (13)
TEMP                    WR (11)   UTILS        DLR(09)
VIEW                     DLR(08)
```

The first three lines give general information about the directory and ADFS, and subsequent lines give information about the individual files within the directory that was catalogued.

The first line gives the title and 'master sequence number' (MSN) of the directory. The directory title is a string of up to 19 characters that gives an indication of what the directory contains. You can set the title of the current directory using *TITLE, though by default it is set to the filename of the directory. In this example, the title is 'Misc disc'.

The master sequence number starts at zero when the directory is created. Whenever a file is saved into the directory, the MSN is increased by one. This number is stored in the file's own sequence number entry, enabling the age of a

file to be guessed by comparing its sequence number to the MSN. Sequence numbers go back to 00 after reaching 99.

Line two of the listing gives information about the current drive. The drive number is usually 0 or 1 as described above. The 'Option' tells the ADFS what to do with a file called 3 . !BOOT' if **SHIFT** is pressed at the same time as **BREAK**. Doing this causes the ADFS to 'auto-boot', so that the file 'MOOT' may be loaded, executed or treated as keyboard input. See *OPT4 for more details on auto-booting. By default, no attempt is made to use '!BOOT' when **SHIFT BREAK** is pressed, hence the term 'Off in line two.

Line three of a directory listing gives the names of the currently selected directory and library directory.

The remainder of the directory listing gives the names of the files in the directory, their access permissions and their sequence numbers. Access permissions are described under the *ACCESS command at the end of this section and sequence numbers were described above.

***LCAT**

A separate command is provided to do a *CAT on whatever directory is currently the library. Typing

```
*LCAT
```

will give the same effect as

```
*CAT $.LIBRARY
```

assuming that '\$.LIBRARY' is the CSL directory.

***INFO**

The ADFS holds more information about each file than just its name, sequence number and access permissions. The *INFO command prints this extra information. The command is followed by a pathname which may contain wildcards. If it does, information for all of the files matching the pathname is printed. Type:

```
*INFO $.*
```

If the Welcome disc is in the drive, the output might look something like this:

```
!BOOT    LWR(10) 00000000 FFFFFFFF 0000001A 00003A
HELP     DLR(05) 000045
LIBRARY  DLR(12) 000007
WELCOME  DLR(11) 00002C
```

The first part of each line is the same as that produced by *CAT: the file's name, access permissions and sequence number. The rest of the line has one of two formats, depending on whether the file is a directory or not.

Non-directory files have four items of information on the line. These are: load address, execution address, length and disc address respectively. All of the addresses are in hexadecimal. The load address tells the disc filing system where in the Electron's memory to put the file in response to a *LOAD command. The execution address is where the program will be executed from if it is *RUN. The length is simply the number of bytes that the file occupies. To obtain this in decimal, it may be printed in BASIC preceded by a le. For example, the length of '!BOOT' may be found using the BASIC statement:

```
PRINT &1A
```

The disc address of the file tells the ADFS where to look for it, for example after the user has typed a *LOAD command. It is the sector number of the first sector of the file. The disc address is not usually of interest to users.

The information printed for directories only consists of the disc address, as the other attributes have no meaning. (It is illegal to load or execute a directory and its length is always 1280 bytes.)

It is possible to obtain information about only one file by giving the filename after the *INFO command:

```
*INFO !BOOT
```

You can also print information about some of the contents of a directory by following the command with a suitable wildcard pathname. For example, to print information about all files beginning with 'B' in the directory '.\$ WELCOME' when the CSD is '\$. LIBRARY', either of these might be used:

```
*INFO $.WELCOME.B*
```

```
*INFO ^.WELCOME.B*
```

It is possible to protect machine code files by making them 'execute-only'. To do this, a command such as

```
*ACCESS myprog E
```

is used. Once this is done, 'myprog' can only be *RUN, not loaded or opened (it may however be deleted). If a file is protected in this way, *INFO will only print its *CAT information.

***EX and *LEX**

A particularly common form of *INFO is *INFO * which prints information about all the files in the CSD. Another command is provided to obtain this effect in fewer keystrokes:

```
*EX
```

In fact, *EX prints information about all files in any directory, which defaults to CSD if absent. Thus

```
*EX book
```

l prints information about all files in the directory 'book', and is equivalent to *INFO book.*.

A similar command is provided to act on the CSL instead of a specified directory. This is *LEX so on the Welcome disc, these two commands have the same effects:

```
*LEX  
*INFO $.LIBRARY.*
```

Making new directories

***CDIR**

Before any files can be saved in a directory, it must be created. To do this, the command *CDIR is used. It is followed by the pathname of the new directory, eg:

```
*CDIR $.GAMES.ADVENTURES
```

will create a directory called 'ADVENTURES' in the directory '\$. GAMES'. If \$. GAMES' was the CSD, the command could be shortened to:

```
*CDIR ADVENTURES
```

You can experiment with *CDIR on the WELCOME disc. Get into the WELCOME directory using:

```
*DIR $.WELCOME
```

If you catalogue the directory, you will see that all of its files are 'normal' ones; none of them have the letter 'D' next to their names. We will now create a directory called 'MyDir'. Since the CSD is '\$ WELCOME', the new directory's full pathname will be '\$. WELCOME.MyDir'. Type the command:

```
*CDIR MyDir
```

The disc will be accessed, and after a moment the prompt will re-appear. List the directory again using *CAT (wherever *CAT is mentioned you may, of course, use the abbreviation *.). This time an extra entry will be listed. It will have the form:

```
MyDir    DLR(56)
```

The sequence number will probably be different but the name and attributes should be the same. Once a directory has been created, it may be selected. Type the command:

```
*DIR MyDir
```

If you then catalogue it, the three 'general' lines will be printed but no filenames. This is because a directory is empty until a file is saved in it. You can now start to save and load files in 'MyDir' without fear of accidentally overwriting one of the important files in 'WELCOME' or 'LIBRARY'.

***TITLE**

A directory may be given a long, meaningful name describing the sort of files it contains. If you followed the example of creating 'MyDir' above, you might have noticed that the directory's title is also 'MyDir'. When a directory is created its title is set to the same string as its filename. This may be changed to any string of up to 19 characters using the *TITLE command. For example, to change 'MyDir's title to 'Work directory', use the command

```
*TITLE Work directory
```

Other examples are:

```
*TITLE Chapter One
```

```
*TITLE My.Utils.Disc
```

```
*TITLE
```

```
*TITLE A very long title indeed
```

The third example sets the title to nothing and the fourth one will in fact make the title 'A very long title i' as this is 19 characters long. By naming the root directory you can effectively give a name to the whole disc:

```
*DIR
```

```
*TITLE Using BBC BASIC
```

File access permissions

*CAT, *INFO and their associated commands print letters describing files' access permissions. These letters appear between the filename and the sequence number. There may be up to three letters for each file. The letters are also called 'flags' because their presence flags the ability to perform certain operations on the file. Possible letters are:

D – Directory The presence of this letter means that the file is a directory. It is set when the directory is created and can't be changed.

E – Execute If this flag is set, the (non-directory) file may not be loaded or read in any way. The only commands that may operate on an execute-only file are

*RUN, */ , *DELETE, *REMOVE, *DESTROY and *ACCESS. The last may only be used to change the 'L' flag (see below): once the 'E' flag has been set it may not be removed. The *INFO of an execute-only file prints only its name, permissions and sequence number.

L– Locked Locked files cannot be deleted using *DELETE, *DESTROY or *REMOVE, neither may *RENAME or *SAVE (or SAVE) be executed on a locked file. It is also illegal to *SPOOL to a locked file. An attempt to do so will result in the message 'Locked' being given. Directories are locked when they are created, normal files are not. The command *ACCESS may be used to lock and unlock a file.

R – Read If a file has this access character it may be read. This allows operations such as *LOAD, *COPY, *EXEC and OPENIN (see chapter 5) to be performed on the file. The 'R' access can only be removed from non-directory files; a directory is always readable (by OPENIN for example). The command *ACCESS may be used to alter the state of the 'R' flag.

W – Write This flag determines whether a file may be opened for output. This affects the command *SPOOL, the utility *BUILD and BASIC's OPENOUT and OPENUP. If the 'W' flag isn't set, the file may not be opened for output. See chapter 5 on using the ADFS from BASIC for details of opening files. Directories may not have a 'W' flag. The command *ACCESS may be used to alter the state of the 'W' flag.

The default state of the flags for directories is 'DLR' and for non-directories is 'WR'.

***ACCESS**

Most of the flags described above may be changed using the command *ACCESS. It has two strings following it: a wildcard pathname and the new access flags. All files that match the pathname will have their flags changed as specified. Examples of the command are:

*ACCESS game RL	Lock 'game' and enable it to be read
*ACCESS * E	Make all of the non-directory files in CSD execute-only
*ACCESS chl	Remove all flags except 'D' and 'E' from 'chi'
ACCESS lib. WR	Make all files in 'lib' readable and writable

Typical uses of *ACCESS are:

- Setting the 'L' flag to prevent accidental deletion.
- Removing the 'L' flag to allow deletion of a directory.
- Setting the 'E' flag to 'protect' a machine-code program from being copied.
- Removing the 'W' flag to prevent writing to the file.

Non-directory commands

We now move on to more general-purpose commands, ie those which act on files that aren't necessarily directories. Indeed, some of the commands described below are not legal on directories.

Saving, loading and executing files

Files may be regarded as copies of the computer's memory that lie on the disc. They may contain BASIC programs, text, machine code programs, images of the screen memory or simply data. Languages such as BASIC provide built-in commands to save and load programs, but when other sections of the computer's memory have to be saved or loaded the filing system * commands are used.

*SAVE

The command to save a section of memory is called *SAVE and has several forms. The two simplest versions just take the start address and end address (or length) of the area to be saved, and the name of the file into which the memory must be saved. Examples are:

```
*SAVE RAM 0 8000
*SAVE temp 1228 + 321
```

The first command saves all of the computer's memory between addresses &0000 and &7FFF. Addresses given to filing system commands are always taken to be in hexadecimal. The first number is the address of the first byte to be saved; the second number is the address of the byte after the last one to be saved. It is a common practice in Acorn products to state upper limits in 'byte after' form (eg HIMEM in BASIC). This tends to make lengthy calculations easier.

The second command saves the memory between &1228 and &1548 inclusive in the file called 'temp'. This form of the command (where the start address is followed by '+') has the length of the memory segment instead of the end address as the second number.

In BASIC, the OSCLI statement may be used to incorporate BASIC variables into the *SAVE command. For example, suppose some machine code is assembled at address 'code'. To save the code automatically after assembly, the program might contain the lines:

```
2200 REM Save the object file
2210 OSCLI "SAVE OBJ "+STR$~code+" "+STR$~P%
```

This saves you having to go through a sequence like:

```
>PRINT ~code, ~P%
    1254  1745
>*SAVE OBJ 1254 1745
```

to save the object file.

Having issued a `*SAVE` command, it is informative to look at the file's various 'attributes'. For example, type in these two commands from BASIC:

```
>*SAVE afile 4321+1234
>*INFO afile
AFILE WR(69)    00004321    00004321    00001234    0015E4
```

Name	Access	Load	Execute	Length	Disc address
------	--------	------	---------	--------	--------------

The entries labelled 'Load', 'Execute' and 'Length' are the ones of interest. 'Load' is the address in memory at which the file will be loaded using the `*LOAD` command. Notice that this is the same as the start address of the block of saved memory, so the file will be 'put back' where it was taken from. The next figure is the execution address. This is the address that will be called if the file is executed using `*RUN` or one of its equivalents. By default it is the same as the load address, but may be set differently if required.

The next number (00001234) is the length of the file. This is the same as the number given in the `*SAVE` command. If the first form of the command had been used (where the end address is specified instead of the length), the length would be calculated automatically. The last figure is the disc address, and doesn't concern us here.

Sometimes, we want a file's execution address to be different from the start address. This might occur, for example, where a machine code program starts with data rather than code. The execution address should be set to the 'entry point' address after the data. As an example in BASIC, suppose a program was assembled at the address held in 'code' and the start of the program proper was at the label 'entry'. To save the program, the required command is:

```
OSCLI "SAVE OBJ "+STR$~code+" "+STR$~P%+" "+STR$~entry
```

The difference between this and the previous `OSCLI` example is the addition of the extra `STR$` part. The third address is the execution address: where the program must be executed after a `*RUN`. The value overrides the default value, which is the same as the load address.

The final embellishment to the `*SAVE` command is the ability to specify the reload address. That is, if you want the load address (as printed by `*INFO`) to be different from the start address of the file it may be specified after the execution address on a `*SAVE` command. Examples of `*SAVEs` with all possible values present are:


```
*SAVE image 3000+1000 8023 8000
*SAVE $.lib.type 2434 2523 C1D C00
```

The first line saves the region of memory between addresses &3000 and &3FFF under the name 'image' and sets the load address to &8000 and the execution address to &8023. The second example saves the program between addresses &2434 and &2522 under the name . lib . type' with a load address of &C00 and an execution address of &C1D. Note that the reload address may only be given if the execution address is present.

***LOAD**

The opposite action of saving a file is, of course, loading it. The *LOAD command has fewer variations than *SAVE. Examples are:

```
*LOAD image
*LOAD type 2300
```

The first example loads the file called 'image'. The address at which the file will be loaded is its load address as printed by *INFO. The second example loads the file 'type' at address &2300. The file's own load address is overridden.

***RUN, */ and *<file>**

Executing a machine code program can be done in three ways. The forms are:

```
*RUN <file>
*/<file>
*<file>
```

where <file> is a pathname which may contain wildcards (which are interpreted in 'first found' mode). *RUN and */ are exactly equivalent. They look in the CSD and CSL for a file of the name specified in the command and load and execute it (using its load and execution addresses respectively) if found. If the file doesn't exist, a 'Bad command' error is given. If the name after the * in the third form does not correspond to a built-in command, the ADFS treats it as if prefixed by *RUN, ie tries to execute the file of the same name.

If the filename to be executed begins with a special character, '\$', '&' or ':', the CSD and CSL are not searched for the file. Instead the actual file specified is sought. Suppose that the CSD is '\$.UTILS' and CSL is '\$.LIB'. The actions of various commands are:

```
*RUN f red
```

Looks for \$.UTILS.fred, then \$.LIB.fred

*RUN file.type

Looks for \$.UTILS.file.type, then \$.LIB.file.type

*RUN \$.cset

Looks for \$.cset

*RUN @.help

Looks for \$.UTILS.help, then \$.LIB.help

*RUN ^.print

Looks for \$.print, then \$.print again

*RUN :1.stars

Looks for :1.\$.stars

The Welcome di sc contains several useful programs in the directory '\$. LIBRARY' that may be executed using *RUN, */ or simply *command. These are discussed in detail in chapter 4.

If a file has an execution address of -1 (&FFFFFFF), it will not be loaded and executed in response to *RUN. Instead, it will be *EXECed. This process is described in detail later, but basically it involves reading the contents of the file as if they had been typed at the keyboard, enabling commands to be put into file for later execution.

Deleting, renaming and copying files

If a file is no longer required, it should be deleted. This reduces the number of 'Disc full' and 'Directory full' errors given. Sometimes, a file is still required but under a different name (to remove a clash of command names, for example). Yet another possibility is the requirement for a copy of a file or files in another directory. This section describes the commands that perform these operations.

***DELETE and *REMOVE**

The command *DELETE removes a single named file from a directory. The filename should not contain wildcards. Examples are:

*DELETE temp

*DELETE ^.^.file1

If the file that you are trying to delete does not already exist an error will be generated (Not found'). Sometimes, especially from within programs, it is desirable to ensure that a file does not exist, but without producing an error if the file has been deleted already. The command *REMOVE acts as *DELETE

but does not complain if the file does not exist. Again, the filename or pathname after the command should not contain wildcards. Examples are:

```
*REMOVE dataFile
*REMOVE $.spoolOut
```

You may not delete a file that is 'locked'. To lock a file, the command

```
*ACCESS file L
```

should be issued. A locked file may not be *REMOVED, *DELETED, *DESTROYed or *RENAMED. You can tell if a file is locked by the letter L appearing next to its sequence number when it is listed by *CAT or *INFO. To unlock a file (and enable the above operations on it), the command:

```
*ACCESS file
```

may be used.

***DESTROY**

It is possible to delete a group of files with one command: *DESTROY. This takes a filename that allows wildcards. Any file found that matches the pathname will be deleted. Before carrying out this potentially catastrophic operation, the ADFS prints the *INFO data for the files that will be affected and prompts you with:

```
Destroy ? _
```

In order to carry out the command you must type YES **RETURN**. Any other sequence of characters (except lower case yes) will cause the command to be aborted. To delete all chapters of a book, for example, this command might be used:

```
*DESTROY Chapter*
```

Note that wildcards only act in 'multiple' mode on normal files, not directories. Thus only wildcards in the last part of a pathname will match more than one file. So:

```
*INFO *.*
```

will not print information about all files in all directories in the current directory, but information about all files in the first directory found in CSD. Similarly:

```
*DESTROY #.ch*
```

will (potentially) delete all files beginning with 'ch' in the first one-character directory in CSD.

When trying to delete a directory, you must first ensure that several conditions are met. First, the directory to be deleted must be empty, ie it may not contain any files, including other directories. An attempt to delete a directory containing files will yield a 'Dir not empty' error. A directory must also be unlocked before it can be deleted (directories created by *CDIR are automatically locked), and must not be the CSD or CSL. This set of rules prevents directories being deleted in such a way as to leave the structure of the disc in a corrupt state.

***RENAME**

To give a file a new name, perhaps in a different directory, the *RENAME command is used. For example:

```
*RENAME edit $.utils.edit
```

would move the file in the CSD called 'edit' into the directory '\$.utils'. The final name does not have to be the same:

```
*RENAME invaders games.galaxians
```

This changes '@.invaders' to '@.games.galaxians'. You don't have to change the directory of the file:

```
*RENAME CH1 CH2
```

will keep the file in the same directory but make its name 'CH2' instead of 'CH1'. In all cases, the first file of a *RENAME command 'disappears'. Neither of the files may contain wildcards.

***COPY**

The *COPY command makes a copy of a file (or several files) in a different directory and retains the original(s). The command is followed by two names: the pathname (optionally containing wildcards) of the file(s) to be copied, then the non-wildcard name of the directory into which the files are to be copied. A typical *COPY command is:

```
*COPY $.* $.safe
```

This will copy all non-directory files in the root directory into the directory called '\$.safe'. There will thus be two versions of all of these files on the disc. Another example is:

```
*COPY LIB.# @
```

which copies all files with one-character names from '@.LIB' to the CSD. *COPY can also transfer files to another disc, if there is more than one fitted. For example, to copy all of the files in root on drive 0 to root on drive 1:

```
*COPY :0.* :1
```

You can't use *COPY to copy files on to another disc on a single-drive system as it does not give you a chance to swap discs. The utility 'DIRCOPY' may be used for this purpose. If you want to copy the whole of a disc on to another, maintaining exactly the same directory structure, use the *BACKUP utility mentioned in chapter 4.

Warning: The *COPY command uses the workspace from OSHWM to HIMEM when copying files. Since this area is also used by languages (such as BASIC) and word processors (such as VIEW), it is important that any program or text file be saved before *COPY is used. This is not necessary if a second processor is attached.

The *SPOOL and *EXEC commands

These commands enable you to send all screen output to a file, and to treat a file's contents as keyboard input. Strictly speaking these are operating system commands (as opposed to ADFS commands) so you may have come across them already when using tape.

*SPOOL

After the command

```
*SPOOL file
```

has been executed (where 'file' is any non-wildcard pathname), all characters that are printed on to the screen (including invisible control characters) will also be sent to the named file. This will continue until the command

```
*SPOOL
```

without a filename is executed. One application of *SPOOL is to keep a permanent record of what has been shown on the screen. The *SPOOL file may later be edited using a word processor such as VIEW, or displayed directly on to the screen using one of the utilities described in chapter 4.

As an example, suppose we wish to include a multiplication table from 1 to 12 in a document being prepared using VIEW. The first step is to write a simple BASIC program that prints the table onto the screen in the desired format. Since the text printed will later be read into VIEW in exactly the same way as it was printed, the program should print the table a line at a time starting from the top. One way of doing this is presented below:

```
1000 REM Program to print a 1..12 times table
1010 width=5
1020 PRINT TAB(30)"Times table"
1030 @%=width
1040 PRINT "Times"TAB(2*width);
1050 FOR i%=1 TO 12
1060 PRINT i%;
1070 NEXT
```

```

1080 PRINT '
1090 FOR j%=1 TO 12
1100   PRINT j%:"TAB(2*width);
1110   FOR i%=1 TO 12
1120     PRINT i%*j%;
1130   NEXT
1140   PRINT
1150 NEXT
1160 PRINT

```

If you run this program in MODE 3 or MODE 0, you will see that it produces a fairly simple-looking table. The next step is to get the table into a form that may be read by VIEW. This is accomplished by adding just two lines to the program. Add the lines:

```

10 *SPOOL timesText
1170 *SPOOL

```

The first line starts spooling, sometimes called 'opening the spool file' so that the text printed on the screen will also go into timesText'. The second line stops spooling, or 'closes the spool file' so that output goes only to the screen and not the file. Before running the program again, save it with a command such as:

```
SAVE "TimesTable"
```

Run the program. This time the disc drive will be activated and the screen will go blank from time to time (because the disc system is being used in one of the 'large' screen modes). When the program has finished, type the command:

```
*INFO timesText
```

This will reveal the presence of a new file which is &3D9 bytes long. This file consists of exactly the same characters that were printed on the screen by the program. If you have been using the Welcome disc, you can see the contents of the file by typing:

```
*LIB $.LIBRARY
*TYPE timesText
```

This uses one of the utility programs in the directory . LIBRARY', described in chapter 4.

If you have a Plus 1 fitted with the VIEW cartridge, the following sequence of commands will let you read timesText' into the word processor:

```
*WORD
=>READ timesText
```

Pressing **ESCAPE** as usual to see the text will reveal that it was read in properly. Note that you cannot LOAD spooled files in VIEW as it objects to the presence of line-feed characters that are generated whenever BASIC prints a new line.

Another use of *SPOOL, merging BASIC programs, is described in chapter 5 on using the ADFS with BASIC.

*EXEC

In some ways this may be regarded as the opposite to *SPOOL. After the command

```
*EXEC file
```

has been executed, the Electron will stop using the keyboard as its source of input. Instead it will obtain characters from the file named after the command, This continues until the file is exhausted, whereupon input reverts back to the keyboard.

A typical application of *EXEC is to execute a list of commands that would otherwise be tiresome to type over and over again. An example is programming the Electron's function keys. Many users who use these keys like to set them to certain fixed strings at the start of a session with the computer. If all ten keys are used, this could be a time-consuming task. The short-cut is to put the commands to define the keys into a text file, and just *EXEC this whenever the keys have to be defined (eg at power-up or after a **CTRL BREAK**).

The first step is to create the file with the commands in. This can be done using any word processor that marks the end of lines using a carriage-return character (VIEW does this), or using the *BUILD utility which is described in chapter 4. For now we will use BASIC to create a command file. Type in:

```
NEW
10 *SPOOL myKeys
20 PRINT "*KEY0BASIC|M"
30 PRINT "*KEY1OLD|MLIST|M"
40 PRINT "*KEY2AUT01000,10|M"
50 *SPOOL
RUN
```

When the program is run it will create a textfile called 'myKeys' which contains the commands printed by the PRINT statements. To subsequently execute the commands as if they had been typed in at the keyboard, simply type:

```
*EXEC myKeys
```

The commands will appear on the screen exactly as if you had typed them, albeit much faster. To check that the commands were obeyed, try pressing **FUNC 0**, **FUNC 1** and **FUNC 2**.

The commands that appear in a *EXEC file may be of any type, for example BASIC commands, as above, VIEW commands, or even other * commands. The language you are using cannot distinguish between what is typed and

what is taken from a *EXEC file, so the general rule is 'if it can be done from the keyboard, it can be done from an exec file'.

Closing all open files

Sometimes the error 'Already open' is encountered. This occurs when an attempt is made to delete, overwrite or open for output a file which is already open. From BASIC it is a simple matter to delete all open files by typing

```
CLOSE#0.
```

***CLOSE and *BYE**

In languages other than BASIC, eg VIEW, there is no built-in CLOSE command, so if an 'Already open' error is preventing you from saving some text you would have to save the text under a different name, call BASIC, close all files, re-enter VIEW, reload the file and finally save it under the correct name.

To avoid this long sequence of commands, the ADFS command *CLOSE is provided. This closes all files, as CLOSE#0 in BASIC, but has the advantage that it may be typed anywhere that * commands are allowed, eg from VIEW.

*BYE has the same effect as *CLOSE but is quicker to type. The main difference is that when the ADFS is used with Winchester discs on the BBC Microcomputer, *BYE automatically moves the disc 'head' to a safe area on the disc. Because Winchesters are not used with the Electron, the commands are effectively the same.

Commands affecting the whole disc

We move now on to more general commands which affect the whole of the filing system, or the current drive, rather than just files or directories.

Obtaining help about the ADFS

The operating system provides a command *HELP. On a basic Electron with no expansion units this will just print the version number of the operating system. However, as components are added to the system, more information is printed out. For example, when the Plus 1 is added, *HELP tells you that the Electron has printer and analogue to digital conversion capabilities.

***HELP ADFS**

Typing *HELP with a Plus 3 connected tells you that the ADFS is available, with text of the form:

```
Advanced DFS 1.00  
ADFS
```


This says that the ADFS has a version number of 1.00 and that a 'subheading' ADFS may be used. Thus typing:

*HELP ADFS or

*H . . for short

will give a summary of the ADFS commands' syntax. Note that only the purely ADFS commands are listed, not the operating system ones such as *CAT and *SPOOL.

Auto-boot files

In the discussion of the output produced by *CAT earlier we mentioned the 'Option' line, and the file '!BOOT'. This section explains what the 'option' facility does.

If the ADFS is entered in *ADFS mode (eg by pressing **A BREAK**), the disc drive will start up and the information about the previous CSD is loaded. (If there is no previous CSD, then '\$' will be used.) Also at this stage, the CSL is set to the first directory whose name begins with '\$.LIB'. When this process has finished, control returns to the current language as usual.

If, however, the user holds down **SHIFT** before pressing **BREAK**, and keeps it pressed for a couple of seconds after releasing **BREAK**, the ADFS will attempt what is known as an 'auto-boot'. First the filing system will find out what the disc's boot option is. It can have one of four possible values:

00 - Off, do nothing

01 - *LOAD the file called !BOOT or 'Not found' error

02 - *RUN the file called !BOOT or 'Bad command' error

03 - *EXEC the file called !BOOT or 'File not found' error

When a disc is formatted (using the *EFORM utility) its boot option is set to 'Off'. However, by setting it to one of the other three values, the ADFS will look for a file called '\$.!BOOT' and perform one of the actions given above on it. If no such file is on the disc, the error message indicated above is printed and you have to press **BREAK** or **A BREAK** without **SHIFT** to enter the ADFS normally.

*OPT4

The command to set the boot option is *OPT4 followed by the option number (separated by , or a space). Examples are:

*OPT4,1

*OPT4 3

*OPT4

The last example is the same as *OPT4 , 0 . An obvious use of the 'MOOT' file is to make it a command file that is *EXECed. The Welcome disc, for example, has its boot option set to 03 (EXEC) and the '!BOOT' file contains the simple text:

```
CHAIN "!B"
```

where '!B' is the name of another (BASIC) file in the root directory. The *OPT4 command always acts on the current drive, so to set the boot option on drive 1, two commands are needed:

```
*DIR :1  
*OPT4,2
```

It is also possible to make the '!BOOT' file be accessed when **BREAK** is pressed without **SHIFT**. To do this, the start-up options must be set: see the disc documentation on the 'SETPARAMS' utility for details.

Enabling ADFS messages

A facility exists whereby the ADFS will print *INFO information whenever files are accessed.

*OPT1

This command controls whether ADFS messages are printed or not. By default, no messages are given. The command

```
*OPT 1,1
```

switches messages on and

```
*OPT1,0 or  
*OPT1
```

switches them off again. The messages are useful for checking that the correct files are being accessed during the execution of a program. The command *OPT0 has the same effect as *OPT1, 0.

Obtaining disc storage information

Two commands are available that give information about the currently selected disc.

*FREE

This tells you how much space on the disc is in use, and how much is left. The output of the command typically looks like this:

```
00015C Sectors =      89,088 Bytes Free  
0003A4 Sectors =     238,592 Bytes Used
```

The first figure is in hexadecimal, the second in decimal. The total number of sectors and bytes is constant for a given size disc. For a single-sided 80 track disc it is: &500 (1280) sectors and 327,680 bytes. A sector is simply a small area of the disc that the ADFS finds it convenient to deal with. There are 256 bytes in each sector. Every time a directory is created, five sectors of the disc are used. A normal file occupies ((len+255) DIV 256) sectors, where 'len' is the length of the file, as given by *INFO.

***MAP**

The other command that obtains information about the whole disc is *MAP . Typing this will yield a table similar to this:

Address	:	Length
000013	:	000004
00048B	:	000075

The list may be shorter or longer than the example shown. The entries are the areas of free space on the disc and their lengths. In this example, there are two such areas. Both the address (which is the disc sector address of the first free sector) and the length (which is the number of sectors in the free area) are given in hexadecimal.

The ADFS maintains a list of free space (which is created when files are deleted) so that when a new file is created it can re-use the free space. There may be up to 80 entries in the free space list (or 'map'). If the list starts to become full, the disc is becoming fragmented; that is, there are many fairly small areas of free space on the disc. Sometimes, when trying to save a long file you will get a 'Compaction required' error. This means that there is enough total room on the disc to hold the file, but the space is scattered all over the disc. To solve the problem, the disc must be compacted. This operation goes through the disc, shifting used and free areas of the disc around so that the free space list has fewer entries, but of larger size.

***COMPACT**

The command to compact the disc is *COMPACT. Like *COPY it needs workspace to perform its operation. By default, it uses the screen memory, so that when a disc is being compacted garbage will appear on the screen (but your program will stay intact). Because compaction is more efficient if a large memory area is available you should compact in MODE 0, 1, 2 or 3.

If you would rather corrupt your program than the screen, you may specify what area of memory *COMPACT is allowed to use. The command is followed by the start address of the area to be used and the length of the area. Both numbers are in pages rather than bytes, and should be given in hexadecimal.

For example

```
*COMPACT 20 10
```

will use the area between addresses &2000 inclusive and (&2000+&1000 or &3000) exclusive. As another example, to use the memory between PAGE and the screen (HIMEM in BASIC), the following OSCLI statement may be used

```
OSCLI "COMPACT "+STR$(PAGE/&100)+" "+STR$(HIMEM-PAGE)/&100)
```

Alternatively, both the program and screen memory may be used:

```
OSCLI "COMPACT "+STR$(PAGE/&100)+" "+STR$( (&8000-PAGE)/&100)
```

Note that several *COMPACTs may be required before enough free space is collected to avoid 'Compaction required' errors.

Changing discs

*MOUNT and *DISMOUNT

Having finished using a particular disc, you may want to access information on another one. To prevent information being lost during the swap, a couple of commands have to be issued before removing the old disc and after inserting the new one. Assuming that a single drive is in use, here is the sequence required to change discs:

```
*DISMOUNT
```

(Take out old disc and insert new one)

```
*MOUNT
```

The *DISMOUNT command (which may optionally be followed by a drive number) closes all sequential files and makes CSD and CSL 'unset'. Sequential files are those which are dealt with a byte at a time, as used by *SPOOL and *EXEC, and BASIC's OPENIN, OPENUP and OPENOUT functions. They are discussed with respect to BASIC in chapter 5. By closing all sequential files, *DISMOUNT ensures that the information on the disc is up to date. After a disc has been *DISMOUNTed, there is no directory or library selected, so most commands will yield a 'No directory' error.

If there are no sequential files open, *DISMOUNT may be omitted.

The *MOUNT command, which may also be followed by a drive number, causes the system to acknowledge the existence of the new disc. It loads the disc's free space map (so that it knows where to put new files) and sets CSD to CSL is unchanged (so will be 'unset' if *MOUNT follows a *DISMOUNT) and must be assigned explicitly by a *LIB command. *MOUNT is very similar in effect to *DIR :0, the difference being that the latter leaves the CSL as it was and the former 'unsets' it.

The *DISMOUNT and *MOUNT commands may also be used to switch between drives in a multi-drive system. To change from drive 0 to drive 1, for example:

```
*DISMOUNT 0
```

```
*MOUNT 1
```

Alternatively the single command *DIR :1 could be used.

4 The ADFS utility programs

The Welcome disc contains several programs for use in conjunction with the ADFS. These perform a wide range of tasks, including formatting discs, making backups and examining the contents of files. Among the utilities are:

- * EFORM Formats a disc so that it may be used with the ADFS
- * VERIFY Checks that a disc's contents are not corrupt
- * BACKUP Copies the entire contents of one disc to another
- DIRCOPY Copies selected files from one disc to another
- * LIST Displays a text file with line numbers
- * TYPE Displays a text file without line numbers
- * BUILD Creates a text file from the keyboard
- * DUMP Displays a file in hex and ASCII
- SETPARAMS Sets up various ADFS options
- UTILS Produces the menu of utility programs

Commands marked with a '*' are written in machine code, the others are BASIC programs. Before using a utility, the current library should be set to 1. 'LIBRARY'. This may be done manually using the command

```
*LIB $.LIBRARY
```

or automatically by starting the ADFS with **CTRL A BREAK**.

Running utilities individually

All of the utilities on the Welcome disc can be run using * commands. Where the utility is a machine code program, it is executed immediately and the command name may be followed by parameters, for example:

```
*TYPE myFile  
*EFORM M 0
```

When the utility is in BASIC, the * command calls a *EXEC file which enters BASIC and chains the program. The program itself is in the directory '\$.UTIL'. For example, the command *SETPARAMS will *EXEC a file called '\$.LIBRARY.SETPARAMS' which contains the following:

```
*BASIC
CHAIN "$ .LIBRARY.BASIC.SETPARAMS"
```

Utilities written in BASIC do not have parameters following the * command; they are all 'prompt driven'.

The utilities menu

Typing the command

```
*UTILS
```

will cause a list of the current utility programs to be displayed. There may be up to 47 utilities on a disc, and their names are displayed in up to three columns of 16 lines. Each name has a digit, letter or other character next to it. To run a given program, type the character corresponding to the name. For example, if the first few entries on the list were

```
0 * BACKUP
1 * BUILD
2   DIRCOPY
3 * DUMP
4 * EFORM
5 * LIST
```

then typing 3 would cause the *DUMP utility to be executed. The * indicates a machine code program. If the program is in BASIC, it will be chained, and therefore you will be left in BASIC when it terminates. If the program is a machine code one, you will be given a chance to type the parameters. The command name is given as a prompt. For example, if you type 1 for BUILD, a prompt

```
*BUILD _
```

would appear at the bottom of the screen. Type the parameters, followed by **RETURN**. The command will then be called using the parameters supplied.

Machine code utilities always return to the calling program, so after running one of these you will see the menu again.

To escape from the menu, press ESCAPE.

Obtaining documentation on utilities

All of the Welcome disc utilities have instructions on the disc. To read these, call the menu program using *UTILS. Press the space bar. This will call up the help menu. This is very similar to the utils menu, but because utilities added by users might not have any documentation the list may be shorter. To see the information for a given command, press the key corresponding to its name.

This will cause the appropriate file to be printed in paged mode. Press **SHIFT** to continue when output stops. At the end of the instructions, you will be asked to Press **SPACE** to continue.

To recall the utils menu, press the space bar again.

Adding your own utilities

More experienced users might want to add their own utilities to the disc. If these are added correctly, they will automatically be included in the menus printed by ***UT I L S**. The exact method depends on whether the program is in **BASIC** or machine code.

Adding BASIC utilities

If you have a **BASIC** program 'SCRNDUMP' which you would like included in the library, follow the instructions:

1. Save the **BASIC** program as '\$.LIBRARY.BASIC.SCRNDUMP'.
2. ***BUILD \$.LIBRARY SCRNDUMP**. This should contain the two lines:

```
*BASIC  
CHAIN "$.LIBRARY.BASIC.SCRNDUMP"
```

It is very important that there are no characters after the **RETURN** of the second line. If there are, the ***EXEC** file will not be closed properly before the **BASIC** program is called, and the extra characters will be read by any **INPUT** statements in the program.

3. You should document the utility. If you have **VIEW**, the file can be prepared using **MODE 6** (as this is the mode in which the file will be displayed). Because **VIEW** uses control codes to right justify the text, these have to be removed. This may be done as follows:

- Edit the file using **VIEW**.
- Save it as 't' (just in case).
- Type ***SPOOL temp**.
- Type **SCREEN**.
- Type ***SPOOL**.
- Type **NEW** followed by **READ temp**.
- Remove the last line of the text which will say ***SPOOL**.
- Save the file under '\$.HELP.SCRNDUMP'.
- Delete 't' and 'temp'.

Alternatively, short files may be prepared using, for example, ***BUILD \$.HELP.SCRNDUMP**.

Adding machine code utilities

The technique for adding machine code programs to the library is very similar to that described above. To add a utility called 'MCDUMP', for example:

1. Save the object code with a command of the form:

```
*SAVE $.LIBRARY.MCDUMP <start> <end> <exec> <reload>
```

2. Prepare the documentation file as described under 3 above.

5 Using the ADFS from BASIC

Electron BASIC provides commands, statements and functions which access the filing system directly. Because of the uniform specification of Acorn filing systems, the same program can normally work with ADFS, Econet and tape. The only differences in operation are those forced by the restrictions of the medium used, eg cassette files are 'serial' and cannot support random access, and by the fact that PAGE is higher. This means that many of your programs that work from tape will work when the Plus 3 is fitted.

PAGE under the ADFS

There is one major difference between using BASIC under the tape filing system and under the ADFS: the default value of the pseudo-variable PAGE is much higher under the ADFS. The reason is that discs need much more 'workspace' to operate than tape; for example, the ADFS always keeps the current directory in RAM to avoid having to access the disc for simple operations such as *CAT and *INFO.

If you print the value of PAGE using a statement such as

```
PRINT ~PAGE
```

you will see that its value has increased from &E00 to &1D00 (or &1F00 if you are using Econet too).

Since PAGE is where BASIC programs start, there are 3840 fewer bytes available to BASIC under the ADFS than the cassette filing system. This disadvantage is offset to a degree by the speed of discs: large programs that can no longer be loaded under the ADFS can be split into several smaller sections which are chained in as necessary. A method of 'copying down' programs so that they reside at the old value of PAGE is given later in this chapter.

Methods of accessing the ADFS

Interaction with the filing system from BASIC can take several forms: commands such as LOAD and SAVE deal with the current BASIC program directly, 'star' commands like *LOAD, *SPOOL and *CDIR are passed to the ADFS, and finally BASIC statements such as OPENIN and CLOSE deal with filing system sequential files. In this section only the first and last uses of the filing system are relevant. Some of the more common ADFS commands such as

*LOAD are mentioned briefly, but for detailed information you are referred to chapter 3.

Whole-file operations

This section covers the operations that act on whole files, whether they are BASIC programs or machine code files.

The SAVE command

The BASIC command SAVE is similar to *SAVE but acts on the current program instead of a general block of memory. An example is:

```
>SAVE "stats"
```

which will save the current program under the name 'stats'. The start address is set to PAGE; the end address (ie the location after the last byte to be saved) is set to TOP. The *INFO of a BASIC program called 'prog1' might look like this:

```
prog1 WR (34) FFFF1D00 FFFF8023 00000777 000023
```

This implies that 'prog1' was saved with PAGE set to &1D00. The execution address (&FFF8023) is meaningless for BASIC programs, and the length &777 is the same as TOP-PAGE in hex when the program is in memory.

The ADFS does not distinguish between types of files, apart from stating that directories have a certain format. This implies that BASIC files can be treated as any other: they may be opened for reading or writing (see 'Sequential files' below), or *LOADED to an arbitrary address. This latter property is very useful, as illustrated below under 'Merging BASIC programs'.

The LOAD command

LOAD in BASIC is similar to *LOAD, but makes the file load at PAGE, regardless of its own load address. An example is:

```
>LOAD "stats"
```

which will load the program called 'stats' at PAGE. After the program has loaded, BASIC checks that it is valid (as it does when END is executed), and if it finds an error, 'Bad program' is reported. Note that it is often possible to RUN a 'bad' program, even if it can't be LISTed.

BASIC does not check the length of a program before loading it (as this cannot be done on the cassette filing system) so a bad program may be caused by its being too large to fit in memory, and thus corrupted upon loading. An example is when loading a program that was written using a 'small' screen mode, say MODE 6, when a 'greedy' mode, say MODE 3, was in use.

LOAD is like NEW in that it removes all the current program's variables, apart

from the system integer variables, A%-Z% and @%. If the LOAD was unsuccessful (ie the program could not be found), the old program and its variables remain intact.

The CHAIN statement

The CHAIN statement (which may be used from within a program) acts exactly as LOAD followed by RUN. If the program is 'bad', however, BASIC will not attempt to run it. Both LOAD and CHAIN allow 'wildcards' in the filename, for example:

```
>CHAIN "BM*"
```

will load and run the first program in the current directory that begins with the letters 'BM'. As entries are always stored alphabetically in the directory, it is easy to predict which file will be loaded.

SAVE, LOAD and CHAIN all allow general string expressions as their arguments. This is convenient for ensuring that a program is always stored using the same name. If the program contains a line such as:

```
10000 DEF FNNM="sort1"
```

the command:

```
>SA. FNNM
```

saves the file in a conveniently small number of keystrokes.

Downloading a BASIC program

Sometimes a program that worked OK using tape will give a 'No room' error message after being RUN under the ADFS. If the program does not use the disc at all after it has loaded, it is possible to copy the program down to the old PAGE &E00 and run it there. Because the program will now lie in disc workspace, any attempt to use the ADFS will cause the program to be corrupted.

For a program to download itself, the first few lines should be:

```
1000 REM' Down-loader program header
1010 IF PAGE<=&E00 THEN 1060
1020 VDU 21
1030 *KEY 0 *TAPE|MPFOR I%=0 TO TOP-PAGE STEP 4: I%!
&E00=I%!PAGE:NEXT|MPAGE=&E00|MOLD|MRUN|F|M
1040 *FX138,0,128
1050 END
1060 REM The rest of the program
```

Line 1010 checks to see that the program isn't at page &E00 already. If it is, a jump is made to the main program at line 1060

Line 1020 turns off the VDU drivers so that the commands used to copy the program down don't appear on the screen.

Line 1030 programs key 0. When executed, the commands select the cassette filing system, move the program down to page &E00, set PAGE to &E00, issue an OLD to reset BASIC's pointers, then RUN the program. The | F is a VDU 6 to re-enable the VDU drivers just before the program is run.

Line 1040 enters the internal code for function key 0 into the keyboard buffer. This will cause the string programmed in the previous line to be executed.

Line 1050 stops the program, re-entering BASIC's command mode so that the function key string may be executed.

The *TAPE command ensures that no ADFS commands are issued when the program is run. This would cause the ADFS to report an error such as 'Bad FS map'. Worse, the program itself might be corrupted by the ADFS attempting to access its workspace (which is where the program now resides).

After a program has copied itself down, pressing **BREAK** to re-enter the ADFS will fail. This is because the ADFS realises that its workspace has been corrupted and prevents itself from being selected. It does this by a process known as frugalising, which effectively makes the ADFS disappear from the machine. To re-establish the ADFS, the whole of the computer's memory has to be cleared out. To do this, type

```
*FX200,2
```

and press **CTRL BREAK**. The ADFS will select itself exactly as if the machine had just been turned on. Sometimes the error 'Bad FS map' will be given after exiting from a downloaded program. This may also be cured by the *FX200,2 technique.

Merging BASIC programs

As one of the strengths of Electron BASIC is the way it enables procedure libraries to be built up, it is obviously desirable to merge programs together, that is joining a 'library' routine to a main program. There are two ways of doing this. The first method involves *LOADing the second file directly at the end of the first one. This is a pure 'append', as the second program is literally attached to the end of the first one. The second method is a 'merge', as the second program is entered as if typed at the keyboard with the first program already loaded.

Suppose it is required to append a file called 'shellSort' to the current program. The following sequence of commands will do it:

```
>PRINT ~TOP-2
      2393
>*LOAD shellSort 2393
>END
```

The PRINT obtains the address of the end of the last line of the current program. This is where the new file has to be placed. The *LOAD gets the procedure file and puts it at the end of the current program (ie at the address printed by the previous statement). The END ensures that BASIC updates its version of TOP to the end of the merged program. LIST will also do this.

It is possible to define a softkey string to perform the above actions:

```
>*KEY0 INPUT"File name: "f$:OSCLI"LOAD "+f$+" "+STR$(TOP-2);END|M
```

This also works when there is no program in the machine already, so can be used to load as well as append.

One small problem with the merge technique described above is that if the appended file has line numbers that are lower than the original one, you get programs looking like this:

```
2100 REPEAT
2110 UNTIL INKEY-99
800 DEF PROCshellSort(first,last)
810 REM....
```

If there are no GOTOS or other line-referencing statements in the program, the simple solution is RENUMBER it. If there are GOTOS, RENUMBER will probably get confused and the best solution is to make sure that your library files have very high line numbers (remembering that the upper limit is 32767).

An alternative technique, which is a true merge rather than the 'append' of the first method, is to use *SPOOL and *EXEC. The method is as follows: first load the library file, called 'quickSort' for example. Then type:

```
>*SPOOL qsText
>LIST
>*SPOOL
```

The first line opens a *SPOOL file; any characters sent to the screen will also be put into the text file called 'qsText'. The LIST acts as usual, the listing being sent to 'qsText' in addition to the screen. The *SPOOL closes 'qsText' and makes the output go only to the screen as usual. There is now a file called 'qsText' on the disc which is a text version of the quicksort program.

Next, load the 'main' program with which the sort routine must be merged, eg LOAD "dBase". To merge in the sort file, type:

```
>*EXEC qsText
```

The screen will now display the contents of qsText as they are read in. *EXEC takes the contents of the file specified and reads it in exactly as though it were typed at the keyboard. Thus BASIC thinks it is getting lines from the user, and inserts them into the BASIC program as usual. At the end of qsText, *EXEC will stop and input will revert to the keyboard.

The *EXECed file will appear to be double spaced because of the line feeds put in when the program was LISTed. There will also be a couple of error messages caused by the *SPOOL commands at the start and end of the file. These do not affect the operation of the merge command at all. If you type LIST after the merge operation you will see the new lines. Note that if the main program has line numbers the same as the 'library' routine, the latter will take precedence over the former.

Machine code files

When a BASIC program needs to call a machine code routine, it is desirable to have only the object file in memory, rather than the source program. The usual way of doing this is to assemble the file using the 'assemble at P% for 0%' assembly option (see the chapter on assembly language in the Electron User Guide), and save the object program with the appropriate execution and reload addresses. When it has to be called, the object file is loaded at the appropriate place.

Suppose there is a machine code routine which is about two pages (512 bytes) long. A convenient place to put it is at the top of RAM, below the screen memory. Assuming MODE 4 is in use, HIMEM (and hence the screen memory) will be at &5800. A convenient place to put the program would be at &5600. HIMEM should be moved down to accommodate the code. The body of the source program will look like this:

```
1000 DIM code &200 : object=&5600
1010 FOR pass=4 TO 6 STEP 2
1020 P%=object : 0%=code
1030 C OPT pass
1040 \The source program
1050 .entry
1055 \The rest of the source
1060 7
1070 NEXT pass
1080 OSCLI"SAVE objProg "+STR$~code+" "+STR$~0%+" "+STR$~entry+" "
+STR$~object
```

This uses the long form of the *SAVE command:

```
*SAVE <name> <start addr> <end addr> <execution addr>
<reload addr>
```

To use the code in another program, this sequence of instructions would be used:

```
300 HIMEM=&5600
310 *LOAD objProg 5600
320 CALL &5600,param1%
330 REM and so on
```

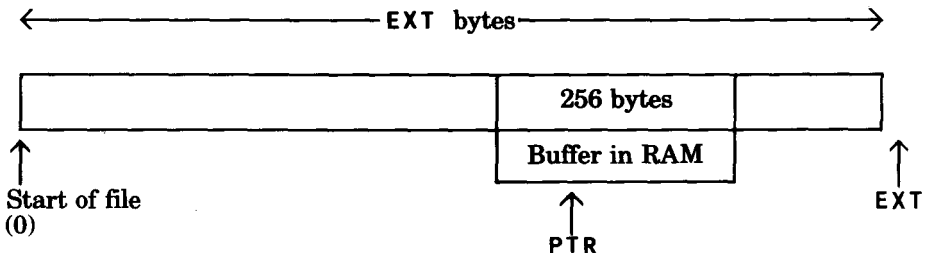
The load address doesn't have to be specified as it was set to &5600 by the assembly program, but it is safer to make it explicit. If the object had to be called only once, and with no parameters, the two lines:

```
300 HIMEM=&5600
310 *objProg
```

would suffice. When the program returns, HIMEM may be reset to &5800.

Sequential files

Data used in BASIC programs is obviously lost when the machine is turned off. In order to provide a permanent record of variables, the filing systems have 'sequential files'. A sequential file may be regarded as an array of bytes, similar to the arrays dimensioned by the special byte form of the DIM statement. The difference is that files lie on a medium such as disc or tape, and arrays are in the computer's main memory. Only a section of an open sequential file (the buffer) is loaded in at once. This provides rapid access to, usually, 256 bytes of the file. An open sequential file may be pictured as below:



PTR is the sequential pointer which marks the 'current location' in the file. It is set to 0 on opening a file, so read and write operations start at the beginning of the file. PTR is discussed in detail later. EXT means 'extent' — the length of the file. There is a BASIC function to return this value for an open file. It is also possible to alter the length of the file using machine code.

BASIC supports sequential files with various statements and functions. Before a file may be used, it must be 'opened'. Once this is done, the user may read characters from the file, write characters to the file, or update existing parts of the file. There are three functions in BASIC used to open files:

OPENIN - Open a file for input only. The file must exist already.

OPENUP - Open a file for input and output. The file must exist already.

OPENOUT - Open a file for output. The file may be created by OPENOUT.

All three take a filename as an argument and return a 'channel number'. This is used in all subsequent dealings with the file. The value of the channel number depends on how many files are open already, but is always in the range 1-255. If an open function returns a value of 0, the file could not be opened because, for example, an OPENIN file does not exist already. Here are some examples of files being opened:

```
c%=OPENIN("data1")
outChan%=OPENOUT("$.dat.newData")
file=OPENUPdata$ : IF file=0 THEN PRINT "Can't find ";data$:END
```

The result of an open function is always assigned to a variable for later use. Note that OPENOUT overwrites any file of the name specified in its argument, so it should be used with care.

If a new file is created by OPENOUT, 65536 (64K) bytes will be reserved for it on the disc. If a file of the same name exists already, the space allocated is the same as the length of the file.

Single-byte file operations

Once a file has been opened, it is possible to access single bytes in it using the BPUT statement and the BGET function. For example, to print the contents of a text file, the following program will suffice:

```
100 REPEAT
110     INPUT "File name: "file$
120     file=OPENIN(file$)
130 UNTIL file<>0
140 REPEAT
150     char=BGET#file
160     IF char=&0D THEN PRINT ELSE IF char<&20 THEN PRINT ".";
ELSE PRINT CHR$(char);
170 UNTIL FALSE
```

The program emulates the *TYPE utility mentioned in chapter 4. The first repeat loop asks for a filename from the user, until the name given actually exists. The second loop repeatedly gets characters from the file and prints them out. Control characters are printed as "." except for carriage return (&0D) which does a newline. Other characters are printed as themselves.

The BGET function acts in a similar way to the GET function. It returns a character code between 0 and 255, but instead of using the keyboard, it uses the file whose channel number is given in its argument. In common with the other filing system keywords which take a channel number, BGET is always followed by a hash, #.

There is a problem with the program above: when the end of the file is reached, ie all of the characters in it have been read and printed, an attempt to read more characters will generate the error 'EOF' (end of file). To overcome this, a function EOF is provided. This will return TRUE if the last character of the file has been read; and FALSE otherwise. Thus to make the program above terminate correctly, line 170 should be:

```
170 UNTIL EOF#file
```

In addition, after an open file is no longer required, it should be closed. This frees the area of memory set aside for its buffer, so that another file may be opened. (The AD FS only allows 10 files to be opened at once.) The last line of the program above should read:

```
180 CLOSE#file
```

Closing files after use is especially important if they have been updated (written to) or opened for output, as it ensures that the buffer is copied on to the disc so that the file is kept up to date.

The BPUT statement writes a single byte to a file. The file must have been opened for update or output. For example, the program below emulates the *BUILD utility mentioned in chapter 4:

```
1000 REPEAT
1010     INPUT "File name: "file$
1020     file=OPENOUTfile$
1030 UNTIL file<>0
1040 ON ERROR CLOSE#file: PRINT""Terminated": END
1050 line=1
1060 REPEAT
1070     PRINT RIGHT$("000"+STR$(line),4) " ";
1080     INPUT LINE ""in$
1090     in$=in$+CHR$(&0D)
1100     FOR i%=1 TO LEN(in$)
1110     BPUT#file,ASC(MID$(in$,i%)>
1120     NEXT i%
1130     line=line+1
1140 UNTIL FALSE
```

The first four lines open the file for output. As mentioned above, this will delete any file of the same name already present.

Line 1040 sets the ON ERROR action for when the user presses **ESCAPE** to exit the program.

Line 1050 initialises the line number printed at the start of each input line. The second REPEAT loop prints the line number, gets a line of text, adds a carriage return to the end, and writes the lines one character at a time to the file. This continues until **ESCAPE** is pressed.

It is clear that BPUT takes two arguments: the channel number followed by the code of the character to be written to the file.

BPUT, in common with the other sequential file statements and functions, has two errors associated with it. 'Missing #' means that the # character after the keyword was omitted, and 'Channel on channel <nn>' means a channel number has been specified that does not correspond to an open file.

Writing and reading BASIC variables

BGET and BPUT are useful when processing textfiles, but not so good for dealing with the quantities available in BASIC, ie variables and constants. The PRINT and INPUT commands have special forms for use with files. Using them, it is possible to store values in files and retrieve them later on. Variables of any type may be written to and read from files. The example program below takes a list of ten names and ages from the user and places them in a file called `ages`:

```
1000 chan=OPENOUT("ages")
1010 FOR i%=1 TO 10
1020 PRINT "Name, age number ";i%: ";
1030 INPUT "name$, age%"
1040 PRINT#chan, name$, age%
1050 NEXT i%
1060 CLOSE#chan
```

It is clear that the special form of PRINT simply involves adding <channel>,' after the statement. When this is done, expressions that would normally be printed on the screen are sent to the file (BASIC actually uses BPUT to do this). This special form of PRINT may only be followed by a list of expressions, not print formatters such as TAB etc.

After ten names and ages have been saved, the program above closes the file as usual. The program to get the information back from the file is as might be expected:

```
2000 chan=OPENIN("ages")
2010 FOR i%=1 TO 10
2020 INPUT#chan, name$, age%
2030 PRINT "Name: "name$;TAB(20)"Age: ";age%
2040 NEXT i%
2050 CLOSE#chan
```

Again, putting `# <channel>,' after the INPUT statement causes the variables to be read from the file specified rather than the keyboard. BASIC uses BGET internally to do this. The usual INPUT prompts and print formatters are not allowed in the special file form. Although the examples above use the same variables in the PRINT and INPUT statements, there is no requirement for this. Indeed, as the PRINTed information may use arbitrary expressions it would be impossible. BASIC will automatically convert reals to integers and vice versa, so data written with the line:
may be read back using:

```
INPUT#file,a%,real,fred%,int%
```

The relevant type conversions are performed automatically. It is, however, illegal to read back a string into a numeric variable, or vice versa, so:

```
PRINT#file,"A string followed by ",anumber%
```

may not be subsequently read back in with:

```
INPUT#file,anumber%,astring$
```

This would fail on two counts and yield a 'Type mismatch' error.

Variable formats in files

When BASIC puts data into a file using PRINT#, it does not simply write the characters that would appear on the screen normally. (This may be done by preceding a normal PRINT statement by a *SPOOL command, though.) Instead, a compact internal format is used. Integers, reals and strings are written as a type byte, followed by the data proper. The three formats are:

Integer. Type byte of &40 (64) followed by the four bytes of the integer, most significant byte first.

Real. Type byte of &FF (255) followed by the four bytes of the mantissa (least significant byte first) followed by the exponent.

String. Type byte of &00 followed by the length of the string (one byte) followed by the characters of the string in reverse order.

The lengths of the items are therefore 5 for integers, 6 for reals and LEN(a\$)+2 for a string a\$. This information is important when direct access files are used.

The program below goes through a file that has been created using PRINT# called 'printFile' and prints the types of the data it finds and the values.

```
1000 file=OPENIN"printFile"  
1010 REPEAT  
1020     type=BGET#file : PTR#file=PTR#file-1  
1030     IF type=0 THEN PROCstr ELSE IF type=&40 THEN  
PROCint ELSE PROCreal  
1040 UNTIL EOF#file
```

```

1050 CLOSE#file
1060 END
1070
1080 DEF PROCstr
1090 INPUT#file, str$
1100 PRINT "String"TAB(20)str$
1110 ENDPROC
1120
1130 DEF PROCint
1140 INPUT#file, int%
1150 PRINT "Integer"TAB(20);int%
1160 ENDPROC
1170
1180 DEF PROCreal
1190 INPUT#file, real
1200 PRINT "Real"TAB(20);real
1210 ENDPROC

```

Line 1020 first reads the type byte of the next entry from the file, then 'goes back' a byte in the file so that the same byte will be read again by the INPUT# statement. PTR# stands for 'sequential pointer', which is a mechanism provided by the ADFS for moving to particular sections of the file. It is described in the next section.

The sequential pointer

Most of the file handling shown in examples so far has been entirely 'serial' in nature: the *TYPE-type program reads characters from the start of the file and continues until it reaches the end, and the *BUILD -type program creates a new file and adds characters to it until the user presses **ESCAPE**. The last program in the previous section, however, illustrates a very important property of sequential files: the sequential pointer. This is used in 'direct' or 'random' access file handling.

If a file is regarded as the array of bytes mentioned above, then the sequential pointer is the subscript of the current element. It is accessed in BASIC through the PTR pseudo-variable. When a file is first opened, its pointer is set to zero, and the lines:

```

file=OPENOUT"FILE"
PRINT PTR#file

```

will print 0. Every time a byte is written to or read from a file, PTR for the file is increased by one. Thus after:

```

FOR i%=1 TO 10 : BPUT#file,i% : NEXT i%

```

the value of PTR#file will be 10, which implies that the next byte to be written is the eleventh one in the file. It is also possible to assign a value to PTR, so that reading or writing occurs at a particular position.

The sequential pointer is most useful with PRINT# and INPUT# ~type file

accesses. It is often convenient to treat the file as a sequence of records, where a record is a collection of fields. A field is just a value such as a string or number.

Consider a very simple stock control situation. The stock file would be made from records. Each record might consist of a part number, a description, a quantity and a price. To access any record quickly by its part number, we specify a fixed length for each record, and multiply the record number (which is the same as the part number) by the record length. This gives the position in the file (ie the PTR value) of the desired record.

If we have a maximum description length of 15 characters, the record length will be $(15+2) + 5 + 6$, remembering that strings take (2 plus length) bytes, integers (the quantity) take 5 bytes and reals (the price) take 6. The record length is therefore 28 bytes, and to access record (or part number) n , PTR must be set to $28*n$. The program below uses these figures to give a very simple stock control database:

```
1000 REM "Stock Control"
1010 recLen=28 : maxRec=100
1020 MODE 7
1030 file=OPENUP("stock")
1040 IF file=0 THEN PROCcreate("stock",maxRec*recLen):file=OPENUP("stock")
1060 REPEAT
1070     CLS
1080     PRINT'"1. Enter a record"'2. Examine a record"'3. Quit"
1090     PRINT'"Which one (1-3) "'
1100     REPEAT
1110         INPUT TAB(16,10),choice
1120         UNTIL choice>=1 AND choice<=3
1130         IF choice=1 THEN PROCenter ELSE IF choice=2 THEN PROCexamine
1140     UNTIL choice=3
1150 CLOSE#file
1160 END
1170
1180 DEF PROCenter
1190 REPEAT
1200     CLS
1210     REPEAT
1220         INPUT TAB(0,3)"Product number",pn%
1230         UNTIL pn%>=0 AND pn%<=maxRec
1240         IF pn%=0 THEN 1310
1250         INPUT TAB(0,5)"Description",ds$
1260         ds$=LEFT$(ds$,15)
1270         INPUT TAB(0,7)"Quantity",qn%
1280         INPUT TAB(0,9)"Price",pr
1290         PTR#file=pn%*recLen
1300         PRINT#file,qn%,ds$,pr
1310     UNTIL pn%=0
1320 ENDPROC
1330
1340 DEF PROCexamine
1350 REPEAT
```

```

1360 CLS
1370 REPEAT
1380 INPUT TAB(0,3) "Product number",pr%
1390 UNTIL pn%>=0 AND pn%<=maxRec
1400 IF pn%=0 THEN 1500
1410 PTR#file=pn%*recLen
1420 type=BGET#file
1430 IF type<>&40 THEN ds$="Undefined":qn%=0:pr=0:GOTO 1460
1440 PTR#file=pn%*recLen
1450 INPUT#file,qn%,ds$,pr
1460 PRINTTAB(0,5) "Description:"TAB(20)ds$
1470 PRINT'"Quantity:"TAB(20);qn%
1480 PRINT'"Price:"TA8(20);pr
1490 IF GE
1500 UNTIL pn%=0
1510 ENDPROC 1520
1530 DEF PROCcreate(file$,length)
1540 file=OPENOUT(file$)
1550 PTR#file=length
1560 CLOSE#file
1570 ENDPROC

```

The call to PROCcreate is only made if a file called 'stock' does not exist already. If it does, it is simply opened for update. The program's main loop prints a menu and performs one of the tasks: enter a record, examine a record or quit. The examine procedure has to detect if a valid item is at the record specified. It does this by testing if the first byte of the record is &40 (the integer type byte). If it is, the record is valid and its contents are printed, otherwise a dummy value is assigned and that is printed. PROCcreate simply opens the filename given in file\$ for output, sets the pointer to length (which will fill the file from position 0 to length-1 with zeros), and closes it again.

The extent of a file

The last property that may be associated with a sequential file is its extent. This is another name for 'length' and is accessed in BASIC by the function EXT#. When a file is opened for output its extent is set to zero, and is increased as information is added to the file. Files opened for update or input must already exist, and the extent is set to the length of the file.

When a file is closed, the current value of EXT# is stored as the file's length, and this value will be printed out when a *INFO command is performed in the file. A frequent use of EXT# is to check that a file to be *LOADed will fit into memory:

```

1000 REM Example of using EXT#
1010 bufferLength=2000
1020 DIM buffer bufferLength
1030 REPEAT
1040 REPEAT

```

```

1050     INPUT "Filename to load ",f i le$
1060     chan=OPENIN(f i le$)
1070     UNTIL chan<>0
1080     ok= EXT#chan <= bufferLength
1090     CLOSE#chan
1100     IF NOT ok THEN PRINT "Too large, sorry"
1110     UNTIL ok
1120     OSCLI "LOAD "+f i le$+" "+STR$~buf fer

```

Note that when a file opened for update is appended so that its sequential pointer becomes greater than its extent, the ADFS will reserve more space on the disc for the file. In particular enough space will be allocated to allow the file's length to grow to the next multiple of 64K bytes. If there are fewer than 64K bytes free on the disc, a 'Disc full' error will be given. If there is enough space, but not in one contiguous area, a 'Compaction required' error will be given. These errors can also occur when opening a file for output.

6 Summary of ADFS commands

This chapter describes concisely all of the ADFS * commands covered in the first part of this guide. Each command is described by its syntax (ie the form that it should take) and by its action. The minimum abbreviation is also given for each command. Several abbreviations are used in the syntax descriptions, as follows:

<obspec>	This is the pathname of a single object (no wildcards)
<*obspec*>	This is the pathname of a single object (wildcards allowed)
<listspec>	This is the pathname of several objects (wildcards allowed)
<drv>	This is a drive number (usually 0 or 1)
<address>	This is a save, load, reload or execution address

Other command-specific terms are used in some cases. All other text in command descriptions should be taken literally, except round brackets which enclose items that are optional. For example:

```
*LOAD <*obspec*> (<address>)
```

This means that *LOAD is followed by a pathname that may contain wildcards (although only a single file is acted upon) and may optionally be followed by an address.

Pathnames may contain the following components:

: <drv> .	Any drive number given must be at the start of the pathname
\$	This signifies the root directory
&	This is another name for '\$'
@	This means CSD and should occur at the start of the pathname
^	This means 'the parent directory'
#	This is a wildcard standing for a single character
*	This is a wildcard standing for up to ten characters
.	This separates parts of the pathname

Examples are:

```
:0.fred  
:1.$.*.ch#  
^.^fred.jim*  
@.dir1
```

***ACCESS <listspec> (E)(LXW)(R) (*A.)**

Changes the access permissions on all <listspec> files to the letters given.

Example: *ACCESS book* LR

***ADFS (*A.)**

Selects the ADFS and tries to reinstate the previous state of the ADFS. Also obtained by pressing **BREAK** and the **A** key together.

Example: *ADFS

***BACK (*BAC.)**

Sets the CSD to the previous directory, and vice versa. Used for frequent swapping between two directories.

Example: *BACK

***BYE (*BY.)**

Has exactly the same effect as *CLOSE, but is quicker to type.

Example: *BYE

***CAT (<*obspec*>) (*.)**

Lists all of the files in the first directory found conforming to <*obspec*>. Default directory is CSD or '\$' if there is no CSD. The command may be written as *.

Example: *CAT \$.lib*

***CDIR <obspec> (*CD.)**

Creates a new directory called <obspec>.

Example: *CDIR \$.book.ch1

***CLOSE (*CL.)**

Closes all open sequential files, including *SPOOL, *EXEC and BASIC OPENIN, OPENUP and OPENOUT files. This ensures that the files are up to date on the disc.

Example: *CLOSE

***COMPACT (<start page> <number of pages>) (*CO.)**

Compacts the disc, converting several areas of free space into fewer, larger areas. If present, <start page> is the page address that the ADFS should use as workspace and <number of pages> gives the size of the workspace it may use. The workspace area defaults to the current screen memory.

Example: *COMPACT 1D 10

***COPY <listspec> <*obspec*> (*COP.)**

Copies the files conforming to <listspec> into the directory given by <*obspec*>.

Example: *COPY * :1

***DELETE <obspec> (*DE.)**

Deletes the single file <obspec>. Gives an error if the file is locked, or if it does not exist already.

Example: *DELETE junk

***DESTROY <listspec> (*DES.)**

Deletes all of the (unlocked) files conforming to <listspec>. It asks for confirmation before performing the deletion.

Example: *DESTROY temp..*

***DIR (<*obspec*>) (*DIR)**

Changes the current directory to <*obspec*>. Default is '\$'.

Example: *DIR ^.games

***DISMOUNT (<drv>) (*DIS.)**

Closes all sequential files on the drive specified. If CSD or CSL are on that drive, the ADFS changes them to 'unset', and they must be reset using *DIR and *LIB respectively. The default <drv> is the drive of the CSD (as printed by *CAT).

Example: *DISMOUNT

***EX (<*obspec*>) (*EX)**

Prints the *INFO data for all files in the directory <*obspec*>. Equivalent to *INFO <*obspec*>. *. Default for <*obspec*> is CSD.

Example: *EX \$

***EXEC (<*obspec*>) (*E.)**

If <*obspec*> is present, it opens this file and treats its contents as keyboard

input until the file is exhausted. If <*>obspec*> is absent, the current *EXEC file is closed and input reverts to the keyboard.

Example: *EXEC !BOOT

***FADFS (*FA.)**

Selects the ADFS as the current filing system but does not attempt to access the disc, so CSD and CSL are set to 'unset'. Also obtained by pressing **F BREAK**.

Example: *FADFS

***FREE (*FR.)**

Gives the number of used sectors on the disc and the number of free sectors. Also gives the number of used bytes and number of free bytes.

Example: *FREE

***HELP (*H.)**

Prints information about the ROMs in the system. The command

*HELP ADFS (or *HELP .)

will print a synopsis of the syntax of ADFS commands.

Example: *HELP

***INFO <listspec> (*I.)**

Prints file information about all files conforming to <listspec>

Example: *INFO ^.*

***LCAT (*LC.)**

Performs a catalogue function on the library directory.

Example: *LCAT

***LEX (*LE.)**

Performs a *EX function on the library directory.

Example: *LEX

***LIB (<*>obspec*>) (*LIB)**

Sets the library directory to <*>obspec*> or to '\$' if no directory is given.

Example: *LIB @

***LOAD <*>obspec*> (<address>) (*L.)**

Loads the file given at <address> if this is present, or at the file's own load address if not.

Example: *LOAD data 1F00

***MAP (*MA.)**

Displays a list of addresses of free areas on the disc and their lengths. If there are a lot of these, a *COMPACT should be executed.

Example: *MAP

***MOUNT (<drv>) (*MOU.)**

Selects the drive given. Makes the CSD '\$' and CSL 'unset'. Very similar to *DIR \$, except that this doesn't affect CSL.

Example: *MOUNT A

***OPT 1 (<n>) (*O.1)**

Enables or disables the printing of files' *INFO when they are accessed. If <n> is 0 or absent, messages are disabled. If <n> is 1 they are enabled.

Example: *OPT 1 1

***OPT 4(<n>) (*O.4)**

This sets the auto-boot option for the current drive. <n> determines what will be done with the file '\$. !BOOT' after a **SHIFT BREAK** (or **BREAK** alone if the auto-boot action has been reversed):

<n> Action

0 Nothing

1 *LOAD !BOOT

2 *RUN !BOOT

3 *EXEC !BOOT

Example: *OPT 4, 2

***REMOVE <obspec> (*RE.)**

Deletes the single file <obspec> but does not display an error message if the file cannot be found.

Example: *REMOVE oldfile

***RENAME <obspec> <obspec> (*REN.)**

Changes the file with the name of the first <obspec> to the name given in the second <obspec>. The names may be in different directories if desired. '\$' may not be renamed, nor may a directory be renamed to refer to itself.

Example: *RENAME temp newfile

***RUN <*obspec*> (<parameters>) (*R.)**

Loads and executes the file given by <*obspec*>. The <parameters> may be read by the program (see OSARGS in chapter 7). *RUN may be abbreviated to

* / and if the filename does not correspond to a built-in command, it may be executed with the command `*<obspec*>`.

Example: `*RUN EFORM 1 L`

***SAVE <obspec> <start> <finish> (<exec> (<reload>)) (*S.)**

Saves a file with name <obspec>. The file lies between addresses <start> and <finish>-1 inclusive. If present <exec> sets the execution address of the file, otherwise this is set to the load <start> address. <exec> may be followed by a <reload> address which sets the load address of the file (this defaults to the <start> address).

Example: `*SAVE data 1D00 1F00`

***SAVE <obspec> <start> + <length> (<exec> (<reload>)) (*S.)**

Similar to the previous command, but the area of memory saved starts at <start> and is <length> bytes long.

Example: `*SAVE obj 3200+100 8000 8100`

***SPOOL (<obspec>) (*SP.)**

If <obspec> is present, this opens the file for output and all subsequent screen output is written to the file too. This continues until `*SPOOL` is executed without a filename, whereupon the file is closed.

Example: `*SPOOL output`

***TITLE (<string>) (*TI.)**

Sets the title of the CSD to <string> which may be up to 19 characters long.

Example: `*TITLE Elk+3 User Guide`

7 The filing system entry points

So far, we have only talked about dealing with the ADFS through * commands or BASIC statements. However, assembly language programmers also need some way of dealing with the ADFS and to this end six filing system calls are provided to perform most of the operations described so far (and more). These routines may also be used from BASIC (using CALL or USR) to provide facilities that aren't directly supported by the language.

Through necessity we assume that you are already familiar with 6502 assembly language, as used on the Acorn Electron, and with BASIC's built-in assembler. The descriptions of the filing system routines given later in this chapter concentrate on the entry and exit conditions, so that you will know how to set up the 6502 registers before the routine is called, and how to interpret the results it passes back. The way in which BASIC uses each call is also mentioned.

The six routines are given names by which they are usually referred. The names have no meaning to BASIC or the assembler, and so must be defined explicitly in the program. This chapter includes several examples of calling the filing system routines from BASIC and assembly language.

Below is a table showing the filing system routines, their addresses and brief descriptions of their function.

Name	Address	Vector	Function
OSFIND	&FFCE	&21C	Open or close a file
OSGBPB	&FFD1	&21A	Read or write a group of bytes or directory information
OSBPUT	&FFD4	&218	Write a single byte to a file
OSBGET	&FFD7	&216	Read a single byte from a file
OSARGS	&FFDA	&214	Read or write file information
OSFILE	&FFDD	&212	Load or save a complete file

In addition there are three more, general purpose calls that are sometimes used with the ADFS. These are:

OSWORD	&FFF1	&20C	Perform low-level ADFS operations
OSBYTE	&FFF4	&20A	Perform miscellaneous ADFS operations
OSCLI	&FFF7	&208	Issue a * command from machine code

The column headed 'Address' above gives the location of the subroutine. This address is constant for all filing systems, so performing an OSBGET uses exactly the same routine whether the cassette filing system, ADFS or network filing system is selected.

The 'Vector' column gives the address of the location in RAM that holds the address of the actual routine. This part varies between filing systems. By altering the contents of a vector, the user may intercept any routine to change the way it performs. This is a very advanced technique, and won't be described further in this guide.

Information may be passed to routines either through the 6502 registers (A, X and Y), or through a parameter block, which is simply a block of memory locations whose address is held in X and Y. The general way of using the filing system routines may be outlined as follows:

Initialise the registers (and parameter block).

JSR osroutine

Use the results in registers (and parameter block)

An example would be opening a file for input (like OPENIN):

```
LDX #name MOD &100           YX points to the filename
LDY #name DIV &100
LDA #&40                     For openin
JSR osfind                   ('osfind' set to &FFCE)
STA channel                  Save the channel number
- - -
.name
EQU $".MYFILE"+CHR$(&0D)    Filename string used by osfind
```

The first three lines set up the entry conditions, the fourth line performs the routine and the fifth line saves the result for later use.

The rest of this chapter is taken up by the detailed de-scriptions of the filing system calls. The abbreviations A, X and Y are used for the registers of the 6502, and C, N, V and Z refer to the status flags. Sometimes X and Y are used to form a pointer (eg to a parameter block). This is written YX and the low byte of the address is always in X.

OSFIND

Call address &FFCE (indirects through &021C).

OSFIND is used to open and close sequential files. See chapter 5 for a description of sequential files from the point of view of BASIC. Opening a file obtains a channel number (or 'handle') that is used in all subsequent processing of the file.

Closing a file tells the ADFS that it is no longer required for processing, and the area of memory used for its buffer can be deallocated.

On entry the value of A tells the ADFS what to do with the file:

A=&00 Causes a file (or files) to be closed (cf CLOSE)

A=&40 Causes a file to be opened for input only (cf OPENIN)

A= &80 Causes a file to be opened for output only (cf OPENOUT)

A= &C0 Causes a file to be opened for input and output (cf OPENUP)

For the close function, the Y register must contain the channel number of the file to be closed (as returned by a previous call to OSFIND). If the channel number is zero, all currently open files will be closed. (The command *CLOSE simply calls OSFIND with A=0 and Y=0.)

For the open functions, YX must contain the address of the string holding the name of the file to be opened. The string should be a pathname terminated by a carriage return character. When A=&40 or A= &C0, the file must exist already and the name may contain wildcards. When A=&80, the file will be created if necessary, and the name must not contain wildcards.

When a file is opened for output only, a certain amount of space is reserved for it on the disc. This is 64K bytes if the file is a new one. If the file exists already, it will be overwritten but the space it previously occupied on the disc will be used for the new file.

On exit from OSFIND, X and Y are preserved, C, N, V and Z are undefined and D=0. The interrupt state is preserved, but interrupts may be enabled during the operation.

For a close operation, A is preserved. For an open operation, A contains the channel number, or zero if the file could not be opened.

BASIC uses OSFIND to perform OPENIN, OPENOUT, OPENUP and CLOSE.

Example: The program below obtains a filename from the user, opens the file for output and sends the 256 characters with ASCII codes 0-255 to it. Finally it closes the file.

```
1000 REM Example of OSFIND from machine code 1010
1020 DIM code 100
1030 osfind=&FFCE
```

```

1040 osbput=&FFD4
1050 oswrch=&FFEE
1060 osword=&FFF1
1070 len=10 :REM maximum length of filename
1080 FOR pass=0 TO 2 STEP 2
1090 P%=code
1100 [ opt pass
1110 osfindExample
1120 lda #ASC"?" Print the prompt
1130 jsr oswrch
1140 lda #0 Input is OSWORD 0
1150 ldx #inBlk MOD &100 YX points to parameter block
1160 ldy #inBlk DIV &100
1170 jsr osword
1180 bcc noEscape
1190 brk He pressed ESCAPE
1200 EQUB 17
1210 EQUB "Escape"
1220 EQUB 0
1230
1240 noEscape
1250 lda #&80 Open for output
1260 ldx #inBuff MOD &100 YX points to the filename
1270 ldy #inBuff DIV &100
1280 jsr osfind
1290 tay Put channel number in Y
1300 ldx #0 FOR X=0 TO 255 1310 .writeLoop
1320 txa A=X
1330 jsr osbput BPUT#Y,A
1340 inx NEXT X
1350 bne writeLoop
1360 lda #0 Close the file
1370 jmp osfind (Channel still in Y) 1390
1400 inBlk \ Parameter block for input
1410 EQUW inBuff Pointer to input buffer
1420 EQUB len max length of filename
1430 EQUB ASC" " min ASCII
1440 EQUB 255 max ASCII
1450
1460 inBuff
1470 EQUB STRINGS(len," ") Buffer for filename
1480 ]
1490 NEXT
1500 CALL osfindExample

```

OSGBPB

Call address &FFD1 (indirects through &021A.)

This routine will transfer a number of bytes to or from an open file, and can also be used to obtain filing system information.

For data transfers, OSGBPB acts like a series of calls to OSBGET or OSBPUT (which only transfer a single byte at a time), but is much faster. It also removes

the necessity to set the file's sequential pointer, as this may be set explicitly in the OSGBP parameter block.

On entry YX points to a parameter block in memory. The contents of A define the operation to be performed:

- A=&01 Write bytes to disc, using new sequential pointer value
- A=&02 Write bytes to disc, ignoring sequential pointer
- A=&03 Read bytes from disc, using new sequential pointer value
- A=&04 Read bytes from disc, ignoring sequential pointer
- A=&05 Read the CSD's title, boot up option and drive number
- A=&06 Read the CSD's drive and filename
- A=&07 Read the CSL's drive and filename
- A=&08 Read filenames from the CSD

The two groups use the parameter block in different ways, and so they will be described separately.

The parameter block for A=&01 to A=&04 is shown below (the left hand column shows addresses relative to the base address given by YX).

00	Channel number	
01	Pointer to memory area used to transfer data from/to	LSB
02		
03		
04		MSB
05	Number of bytes to transfer	LSB
06		
07		
08		
09	Sequential pointer value to be used for transfer (if used)	LSB
0A		
0B		
0C		MSB

The sequential pointer value given in bytes &09 to &0C replaces the old sequential pointer value if the calls with A=&01 or A= &03 are used, as if the appropriate OSARGS had been performed just before the call.

On exit A, X and Y are preserved. Z, N and V are undefined, D=0. The parameter block is updated to show how much of the transfer actually took place. For example, if an attempt was made to read in more bytes than were left in the file, the transfer would be incomplete.

If C=0 on exit, the transfer completed successfully and all bytes were moved. If C =1, the transfer ended before all the bytes were transferred. The state of the parameter block, in all cases, is as follows:

- The channel number is unaltered.
- The memory pointer contains the address of the byte after the last one to be transferred.
- The byte count is decremented to hold the number of bytes that weren't transferred. If C=0, this will also be zero, if C<>0, it will be non-zero.
- The sequential pointer will hold the current pointer of the file, even if it was not used by the call.

For calls with A=&05 to A=&08, the parameter block is:

00	CSD master sequence number returned here	
01	Pointer to memory area used to transfer data to	LSB
02		
03		
04		MSB
05	Number of filenames to read For A=&08 only	LSB
06		
07		
08		MSB
09	File counter (search begins with first file if this is zero) For A=&08 only	LSB
0A		
0B		
0C		MSB

On entry, the data pointer should hold the address of the area of memory in which the data must be stored. For A= &08, bytes &05-&08 hold the number of filenames to read (remember that a directory contains at most 47 entries), and bytes &09-&0C hold a pointer into the directory of the next filename to be read. This should be used by setting it to zero for the first call to OSGBP and letting the ADFS update it. This is necessary as different filing systems interpret the directory pointer in different ways.

On exit A, X and Y are preserved. V, Z and N are undefined, D=0. The information required is read into the data area. The data pointer is updated to point to the last byte of data transferred.

For A= &08 the file counter is decremented by one for each filename read (so will be zero if they were all read), and the directory pointer is updated to point to the next filename to be read. If C=1, not all of the names could be read and the file counter will be non-zero. If C=0, all of the names were read and the file counter will also be zero.

The format of the data is:

For A=&05

Length of title (one byte)

Title in ASCII (len bytes)

Start-up option (one byte)

Drive number (one byte)

For A=&06

Length of drive number (one byte, always &01)

Drive number in ASCII (one byte)

Length of CSD pathname (one byte)

CSD pathname in ASCII (len bytes)

For A=&07

As for A=&06 but refers to CSL

For A=&08

Length of first name (one byte)

First name (len bytes)

Length of second name (one byte)

Second name (len bytes)

.....

.....

None of the BASIC filing system commands use OSGBPB.

Example: Below is a listing of a BASIC program to print out the files in the currently selected directory using OSGBPB:

```
1000 REM Example using OSGBPB to read the directory
1010
1020 osgbpb=&FFD1
1030 DIM parBlk 80C           :REM Parameter block for OSGBPB
1040 DIM filename 10         :REM Buffer for filename
1050 A%=8                     :REM OSGBPB 8 reads filenames
1060 X%=parBlk MOD &100      :REM YX points to the parameter block
1070 Y%=parBlk DIV &100
1080
1090 parBlk!9=0              :REM Start from first file in the dir
1100 REPEAT
1110   parBlk!1=filename     :REM Point to filename buffer
1120   parBlk!5=1           :REM Read one filename
1130   CALL osgbpb
1140   IF parBlk!5<>1 THEN PROCprint :REM Print it if read
1150 UNTIL parBlk!5=1       :REM Carry on until last one read
1160 END
1170
1180 DEF PROCprint           :REM Print the filename
1190 FOR i%=1 TO ?filename
1200   VDU filename?i%
1210 NEXT
1220 PRINT
1230 ENDPROC
```

Example: The program segment below reads 128 bytes from the file whose channel number is in 'chan' to the area of memory whose address is 'buffer'.

The file must be opened (eg using `chan=OPENIN"my F i l e"`) before the routine is used.

```
2000 DIM block &0C, buffer &100
2010 osgbpb=&FFD1
2020 ?block=chan
2030 block!1=buffer
2040 block!5=128
2050 A%=4
2060 X%=block : Y%=block DIV &100
2070 CALL osgbpb
2080 IF block!5 THEN PRINT "Incomplete transfer"
```

OSBPUT

Call address &FFD4 (indirects through &0218).

This routine writes a single byte to an open file.

On entry A contains the byte to be written; Y contains the channel number, as returned by a previous OSFIND. The byte is written to the point in the file determined by the sequential pointer.

On exit X, Y and A are preserved, C, N, V and Z are undefined. The interrupt state is preserved, but may be enabled during the call. The file's sequential pointer is incremented. If an attempt is made to write past the end of the file (its extent), more space will be allocated if possible, so that the file may grow. The new extent will be written into the file's catalogue information when it is closed.

The BASIC statements BPUT# and PRINT# use the OSBPUT call.

Example: See the example for OSFIND for a typical use of OSBPUT.

OSBGET

Call address &FFD7 (indirects through &0216).

This routine reads a single byte from an open file.

On entry Y contains the file's channel number, allocated by a previous OSFIND. The byte is read from the point in the file determined by the sequential pointer.

On exit X and Y are preserved, A contains the byte read, N, V and Z are undefined.

If C=1 on exit, the last byte in the file has already been read (by a previous OSBGET or OSGBPB) and the character in A is invalid. If a further attempt is made to read from the file, the error 'EOF' will be generated. C=0 implies that the end of file hasn't been reached and the character is valid. The interrupt

state is preserved, but may be enabled during the call. The sequential pointer is incremented.

BASIC uses OSEGET in its INPUT# statement and BGET# function.

Example: The program below reads bytes from a file whose channel number is stored in location 'chart' and sends them to the screen. It acts as a much simplified version of the *TYPE utility.

```
1000 REM      OSBGET Example
1010 DIM code 100
1020 osbget=&FFD7
1030 osfind=&FFCE
1040 osasci=&FFE3
1050 chan=&70
1060 FOR pass=0 TO 2 STEP 2
1070 P%=code
1080 C opt pass
1090 .osbgetExample
1100   ldy chan           Get the channel number
1110 .osbgetLoop
1120   jsr osbget        Read a character
1130   bcs endOfFile    Passed the EOF
1140   jsr osasci       Print the character
1150   jmp osbgetLoop   Do it again
1160 .endOfFile
1170   lda #0           Close the file after use (chan in Y
already)
1180   jmp osfind
1190 ]
1200 NEXT
1210 INPUT "Filename to type",f$
1220 ?chan=OPENINf$
1230 CALL code
```

OSARGS

Call address &FFDA (indirects through &0214).

This is a dual-purpose routine: it reads and writes an open file's sequential pointer and extent, and obtains general filing system information.

On entry the type of function is determined by the value of Y. If this is non-zero, it is taken to be a channel number, and A determines the operation to be performed on the file. If Y=0, a general filing system operation is carried out. In both cases, X must contain the address of a block of four zero-page locations which will be used when reading or writing data.

The case when Y is non-zero is described first. The operations allowed are:

A= &00 Read file's sequential pointer (cf var=PTR#)
A= &01 Write file's sequential pointer (cf PTR#=var)
A= &02 Read file's length (cf var=EXT#)
A= &03 Write file's length (not available from BASIC)
A=&FF 'Ensure' the file on to the disc (write its buffer)

For A=&00 to A=&03 the four zero-page locations pointed to by X hold the data to be read/written, least significant byte first.

If Y is zero then the following operations are carried out according to the value in A:

A= &00 returns the type of filing system in A:
A=0 – No filing system currently selected
A=1 – 1200 baud cassette
A=2 – 300 baud cassette
A=3 – ROM pack filing system
A=4 – Floppy disc filing system (DFS)
A=5 – Econet filing system
A=6 – Teletext/Pestel Telesoftware filing system
A=7 – IEEE filing system
A=8 – ADFS

A=&01 returns the address of the rest of the command line in the zero page addresses pointed to by X (see example below).

A=&FF ensures all open files onto the disc.

On exit X and Y are preserved. A is preserved except for when A= &00 and Y=&00 on entry. C, N, V and Z are undefined, and D=0. The interrupt state is preserved, but interrupts may be enabled during the operation.

BASIC uses OSARGS in PTR# and EXT#. Note that whereas PTR# is a pseudo-variable and may be used to read or write the pointer, EXT# is a function and may only be used to read the extent.

Example: The program below, when *SAVED and then *RUN, will read the rest of the command line and print it on the screen. For example, after running the program you could save the machine code with the line:

```
OSCLI "SAVE PRINT "+STR$~code+" "+STR$~P%
```

If you then issue the command

```
*PRINT HELLO THERE
```

the string HELLO THERE will be printed on the screen.


```

1000 REM OSARGS Example
1010
1020 DIM code 1000
1030 osargs=&FFDA
1040 osasci=&FFE3
1050 osword=&FFF1
1060 cr=&0D
1070 workSpace=&A8
1080 FOR pass=0 TO 2 STEP 2
1090 P%=code
1100 C opt pass
1110 .osargsExample
1120   lda #1           Get the address of the command line
1130   ldx #workSpace   at workspace - workSpace+4
1140   ldy #0
1150   jsr osargs
1160 .printLoop
1170   lda #5           Read a byte from the line
1180   ldx #workSpace
1190   ldy #0
1200   jsr osword
1210   lda workSpace+4
1220   jsr osasci       Print the byte
1230   inc workSpace   Increment to next character
1240   bne noCarry
1250   inc workSpace+1
1260 .noCarry
1270   cmp #cr         Was it the last char?
1280   bne printLoop   No, do it again
1290   its
1300 ]
1310 NEXT
1320 OSCLI "SAVE PRINT "+STR$~code+" "+STR$~P%
1330 *PRINT HELLO THERE

```

OSFILE

Call address &FFDD (indirects through &212).

This routine performs actions on whole files. These are loading a file into memory, saving a file from memory, and loading and altering a file's catalogue information.

On entry YX points to an 18-byte parameter block. The format of this parameter block is shown below:

00	Address of filename, which must end with a carriage return	LSB
01		MSB
02	Load address of file	LSB
03		
04		
05		MSB
06	Execution address of file	LSB
07		

08 09		MSB
0A 0B 0C 0D	Start address of data for save operations or length of file otherwise	LSB
0E 0F 10 11	End address of data to be written (ie byte after last byte) for save operations, or file attributes otherwise	MSB

On entry A indicates the function to be performed. Possible values are:

- A=&00 Save a block of memory as a file using the information provided in the parameter block. The file's catalogue information (see A=5) will be written into the parameter block.
- A=&01 Write the named files's catalogue information from the parameter block to the file's entry in the directory.
- A = &02 Write the named file's load address from the parameter block to the file's entry in the directory.
- A=&03 Write the named file's execution address from the parameter block to the file's entry in the directory.
- A=&04 Write the named file's attributes (see below) from the parameter block to the file's entry in the directory.
- A=&05 Read a named file's catalogue information (ie load address, execution address, length, type) from the file's entry in the directory. The object type (see below) is returned in A, the other information being written to the parameter block. (If the object is a directory, default values are returned for the catalogue information.)
- A=&06 Delete the named file (the file's catalogue information will be put into the parameter block).
- A=&07 Create an object. This is the same as 'Save' (A=0) except that no data is transferred. This facility can be used to create very large objects for opening for output only, overriding the default length allocation of 64K and avoiding extension delays and possible 'Compaction required' errors.

A= &FF Load the named file. The address to which it is loaded is determined by the least significant byte of the execution address given in the parameter block. If this is zero, the address given in the parameter block is used, otherwise the file's own load address is used.

Object attributes are stored in the last four bytes of the parameter block. The most significant three bytes are undefined; the least significant byte's bits, when set, have the following meanings:

Bit	Meaning
0	The file is readable by you
1	The file is writable by you
2	Undefined
3	The object is locked for you
4	The file is readable by others
5	The file is writable by others
6	Undefined
7	The object is locked for others

In ADFS, bits 4-7 are always identical to bits 0-3. In calls which write the attributes of an object, all bits except 0, 1 and 3 are ignored. If the object is a directory, bits 0 and 1 are also ignored. Note that 'others' in the above context means other users of, say, the Econet filing system.

Object types returned in the accumulator are:

0	Nothing found
1	File found
2	Directory found

On exit X and Y are preserved, A contains the object type, C, N, V and Z are undefined. Interrupt status is preserved, but may be enabled during a call.

BASIC uses OSFILE in its SAVE, LOAD and CHAIN statements.

Example: The program below saves all of the computer's RAM from PAGE to HIMEM (or more strictly speaking from OSHWM to the bottom of screen memory) under the filename 'RAM'.

```
1000 REM OSFILE Example
1010
1020 osfile=&FFDD
1030 osbyte=&FFF4
1040 DIM code 100
1050 FOR pass=0 TO 2 STEP 2
1060 P%=code
1070 Copt pass
1080 .osfileExample
1090     lda #&82                    Read high-order address
1100     jsr osbyte
```

```

1110 stx loadAddr+2          and store it in all four addresses
1120 stx execAddr+2
1130 stx startAddr+2
1140 stx endAddr+2
1150 sty loadAddr+3
1160 sty execAddr+3
1170 sty startAddr+3
1180 sty endAddr+3
1190
1200 clc : adc #1           Read OSHWM
1210 jsr osbyte
1220 stx loadAddr          Save it in load, exec and start addr.
1230 stx execAddr
1240 stx startAddr
1250 sty loadAddr+1
1260 sty execAddr+1
1270 sty startAddr+1
1280
1290 clc : adc #1           Read top of user RAM
1300 jsr osbyte
1310 stx endAddr          and put in in end addr.
1320 sty endAddr+1
1330
1340 lda #0                SAVE operation
1350 ldx #fileBlock MOD &100
1360 ldy #fileBlock DIV &100
1370 jmp osfile
1380
1390 .fileBlock
1400 EQUW filename        OSFILE parameter block
1410 .loadAddr
1420 EQUW 0
1430 .execAddr
1440 EQUW 0
1450 .startAddr
1460 EQUW 0
1470 .endAddr
1480 EQUW 0
1490
1500 .filename
1510 EQUW "RAM"+CH$&0D
1520 ]
1530 NEXT
1540 CALL code

```

OSWORD

Call address &FFF1 (indirects through &020C).

There are four OSWORD calls recognised by the ADFS. They all require YX to point to a parameter block.

OSWORD with A=&70 — Read the master sequence number and the status byte

The master sequence number of the currently selected directory is placed in the location pointed to by YX. It is in binary coded decimal form in the range 0-99 inclusive. YX +1 contains a status byte, structured as shown below:

Bit number	Meaning if set
0	reserved
1	Bad free space map
2	*OPT 1 ,x flag – set if messages on
3	Undefined
4	Undefined
5	Winchester controller present
6	The Tube is currently in use by ADFS
7	THE Tube is present

OSWORD with A=&71 – Read the free space (see *FREE)

The number of bytes of free space on the current drive is written to the parameter block pointed to by X and Y. The value given is a four-byte binary quantity, LSB first. The number is the same as the first figure printed by *FREE.

OSWORD with A=&72 – Access the disc controller (reads or writes blocks of bytes to or from the disc)

The parameter block is shown below:

&00	Always zero	
&01 &02 &03 &04	Start address in memory of data source or destination	LSB MSB
&05 &06 &07 &08 &09 &0A	Command block to disc controller (see below)	
&0B &0C &0D &0E	Data length in bytes	LSB MSB

As well as the parameter block shown above, various status bytes in the ADFS workspace are used (eg a byte for the current drive number), and so this

OSWORD call will only work if ADFS is the currently selected filing system (the call should not be made otherwise). If an error of any kind occurs during the execution of the command, the error number will be returned in byte 00 of the parameter block (0 will be returned otherwise). Error codes are detailed later in this description.

The command block is structured as shown below:

Bit

Byte	7	6	5	4	3	2	1	0
&05	0	0	0	Function code				
&06	X	X	X	Disc address (MSB)				
&07	Disc address (LSB)							
&08								
&09	Sector count							
&0A	Unused (set to 0)							

The three bits marked X X X in byte &05 are ORed with the current drive number to give the drive number to use. So if the current drive is 0, then any drive may be used by putting its number in these three bits. Alternatively, if the three bits are set to zero, the current drive will be used.

The function code field has these possible values:

Value	Meaning
&08	Read the sectors
&0A	Write the sector
&0B	Seek — move the head to the correct track

If byte &09 is non-zero it is used as a sector count, and the data length parameter (bytes &0B—&0E of the main parameter block) is ignored.

For example: to read &1234 bytes starting from sector number &000567 of the current drive, loading into memory at location &FFFF3000 (high bytes FFFF indicating the host machine), the parameter block would be set up as shown below.

Byte	Value	Meaning
&00	&00	Controller number
&01	&00	Load address (LS byte)
&02	&30	
&03		
&FF		

&04	&FF	Load address (MS byte)
&05	&08	Read command
&06	&00	Disc address (MS byte)
&07	&05	
&08	&67	Disc address (LS byte)
&09	&00	
&0A	&00	
&0B	&34	Data length (LS byte)
&0C	&12	
&0D	&00	
&0E	&00	Data length (MS byte)

This call, if made immediately after a disc error of some kind (including a data error in sequential filing) returns error information (in the parameter block) as follows:

Byte

&00	Disc address where error occurred, including drive number in three MS bits of byte 02	(LSB)
&01		
&02		(MSB)
&03	Disc error number, top bit set = valid address	
&04	Channel number of file where error occurred	

Thus if the value of byte &03 has its top bit set, the lower seven bits contain the error number and the first three bytes contain the disc address where the error was detected. If byte three has its top bit unset, byte &04 contains the channel number on which the error occurred and the disc address is invalid.

OSBYTE

Call address &FFF4 (indirects through &020A).

There are several OSBYTE calls that can be used with the ADFS. These are described in this section.

OSBYTE with A=&77 — Close the *SPOOL and *EXEC files

The command *CLOSE will close all files, including the *SPOOL and *EXEC ones. However, it is sometimes desirable to ensure that there is no *SPOOL or *EXEC file active without affecting other open files. This OSBYTE may be used, either as an *FX command or as an OSBYTE from machine code. Examples are

*FX119

as a command and

```
1100    lda #&77
1110    jsr osbyte
```

from assembly language.

OSBYTE with A= &7F – Check for end of file

This call is only used from assembly language as it returns a result in the X register. (It could be used from BASIC using the USR function, but EOF# provides a more convenient way of detecting the end of a file.) On entry, A should contain &7F and X (not Y as normal) should contain the file's channel number. On exit, X will be non-zero if the end of the file has been reached, or zero if not.

Since OSBGET and OSGBPBP indicate the end of file when they are called, this OSBYTE is not needed very often. It is provided so that languages such as BASIC can provide an end of file function (EOF#). Below is an example of the routine being called from assembly language:

```
2010    lda #&7F
2020    ldx chan
2030    j sr osbyte
2040    t x a
2050    bne eof
2060    \ rest of code
2070    . . . .
2300    .eof
2310    \ end of file code
```

OSBYTE with A= &8B – Perform a *OPT command

This call provides the equivalent function to *OPT from machine code. For the command *OPT <x>, <y>

the X register would contain <x>, Y would contain <y> and A would contain &8B. For example, to enable file information to be printed when files are accessed (with *OPT 1, 1), this would be executed:

```
3230    lda #&8B
3240    ldx #1
3250    ldy #1
3260    jsr osbyte
```

OSBYTE with A= &8F and X=&12 – Start up a filing system

This call may be used from assembly language or as a *FX command to select a particular filing system. As a command it has the form:

```
*FX143,18,<filing system>
```

where <filing system> is the number given in the description of OSARGS. For example, to select the Econet filing system, the command:

```
*FX143,18,5
```

could be used instead of the much more convenient *NET . However, from assembly language, it is often easier to use the OSBYTE rather than a * command to select a filing system. For example, to select the ADFS:

```
2130   lda  #&8F
2140   ldx  #18
2150   ldy  #8
2160   jsr  osbyte
```

Note that only filing system numbers 4 and above may be selected using this method.

OSBYTE with A= &FF – Set **BREAK**/ADFS options

This call is used to read and write the **BREAK**/ADFS options byte. This byte is used when **BREAK** is pressed and when the ADFS is entered. It controls: the display mode used after **BREAK**, whether an auto-boot requires **SHIFT** to be pressed or not, what 'stepping speed' the disc drives use, and whether write precompensation is applied when storing data on discs.

The eight bits of the byte have the following meanings:

- Bits 0-2 The display mode to use after **BREAK**. This is a three-bit number between 0 and 7. The default is 7 (which is the same as MODE 6 on the Electron).
- Bit 3 Auto-boot. If this bit is 1, pressing **SHIFT BREAK** will cause the filing system (eg the ADFS) to auto-boot (do something with the file '!BOOT') and pressing **BREAK** alone will not cause an auto-boot. If the bit is zero, the action is reversed and pressing just **BREAK** will cause the auto-boot action. The default is **SHIFT BREAK** to cause an auto-boot.

Bits 4-5 These select the speed at which the read/write head of the disc steps between tracks. The possible values are:

Bit 5	Bit 4	Speed (mS)
1	1	6
1	0	12
0	1	20
0	0	30

The default is 6mS, suitable for the fast built-in drive.

Bit 6 This selects whether write precompensation is required when writing data to the disc. A value of 1 means it is required and 0 means it isn't. The built-in drive does require write precompensation, and the default value of the bit is 1.

Bit 7 This is unused by the current Electron operating system and the ADFS.

When **CTRL BREAK** is pressed, the byte is set to &FF, so all of the options are reset to their default values.

To set the value of the byte, a *FX255 command may be used. For example, suppose it is required to set the start-up mode to 3 and the disc speed to 12mS with write precompensation. The values of the bits are:

Bit	7	6	5	4	3	2	1	0
Value	0	1	1	0	1	0	1	1

This is &6B in hexadecimal or 107 in decimal. Thus the required command is:

```
*FX255,107
```

These options will be remembered until the machine is switched off, or **CTRL BREAK** is pressed. From assembly language, the required code is:

```
LDA #&FF
LDX #&6B
LDY #0
JSR OSBYTE
```

To read the current option from BASIC, the USR function must be used as follows:

```
1000 A%=&FF
1010 X%=0
1020 Y%=&FF
1030 X%=(USR &FFF4 AND &FF00)/&100
```

X% will contain the value of the options byte. From machine code the equivalent is:

```
LDA #&F F
LDX #0
TAY
JSR OSBYTE
```

Upon exit, the X register will contain the options byte. It is also possible to set the options using one of the utility programs (*SETPARAMS) mentioned in chapter 4. The program performs the *FX call automatically in response to answers given by the user. It also creates a file called 'BootParams' which will set the options byte when executed. A call to this file may be included in a '!BOOT' *EXEC file.

OSCLI

Call address &FFF7 (indirects through &0208)

This routine has only one entry condition: YX points to a command string terminated by a carriage return. The string will be passed to the operating system and thence to the ADFS if necessary, exactly as if it had been typed as a * command in BASIC. On exit, all registers are undefined.

The program below prints a * prompt, accepts a line of input from the keyboard and sends this to OSCLI, until **ESCAPE** is pressed, or **RETURN** at the start of the line. Note that commands sent to OSCLI do not require a * at the front: this is just a marker used to let BASIC know that an operating system command has been entered.

```
1000 REM Example using OSCLI
1010 buffLen=40 :REM Length of input buffer
1020 DIM code 100 :REM Space for the machine code
1030 DIM buffer buffLen :REM The space for the input buffer
1040 osnewl=&FFE7 :REM MOS entry points
1050 oswrch=&FFEE
1060 osword=&FFF1
1070 osbyte=&FFF4
1080 oscli =&FFF7
1090 FOR pass=0 TO 2 STEP 2
1100 P%=code
1110 C opt pass
1120 .oscliExample
1130 lda #ASC"*" Prompt with *
1140 jsr oswrch
1150 ldx #inBlock MOD &100 Get a line of input using OSWORD 0
1160 ldy #inBlock DIV &100
1170 lda #0
1180 jsr osword
1190 bcs escape ESCAPE was pressed
1200 tya
1210 beq exit Null line, so exit
```

1220	ldx #buffer MOD &100	Point YX at the command string
1230	ldy #buffer DIV &100	
1240	jsr oscli	Execute the command
1250	jmp oscliExample	Do it again
1260		
1270	.escape	
1280	lda	Acknowledge the ESCAPE
1290	jsr osbyte	
1300	jsr osnewl	Print a newline 1310 .exit
1320	rts	Return to the language
1330		
1340	.inBlock	
1350	EQUW buffer	OSWORD 0 parameter block
1360	EQUB buffLen	
1370	EQUB &20	Min ascii
1380	EQUB &FF	Max ascii
1390]	
1400	NEXT	
1410	CALL code	

Note that any * command may be executed and if an error occurs (eg you try to load a file that doesn't exist), the program will return to BASIC which will print the error message.

8 Error messages

In this chapter all of the ADFS error messages are explained. The error codes associated with the errors are also given. These may be used to trap certain classes of fault in a BASIC ON ERROR routine. For example, to trap a 'Bad command' error, a program might contain the lines:

```
10 ON ERROR GOSUB 2300
2300 IF ERR=&FE THEN PRINT "Illegal command, try again" ELSE VDU 7
2310 RETURN
```

This causes the prompt which asks the user to try again to be printed if the error number is &FE (Bad command'), or the bell to be sounded otherwise (indicating that the user has pressed **ESCAPE**, for example).

Errors in alphabetical order

Aborted (Error &92)

Something other than YES (or Yes , or yes , etc) **RETURN** has been typed in in response to a confirmation prompt, eg

```
Destroy?
```

Access violation (Error &BD)

An attempt has been made to read (or load) a file with the 'R' attribute not set, or to write to a file with the 'W' attribute not set. An associated error is 'Locked', which is caused by an attempt to overwrite a file with its 'L' attribute set.

Already open (Error &C2)

An attempt has been made to delete (or save a new version of) a file which is open for sequential access. It also occurs if an attempt is made to open a file which is already open (unless both 'opens' are for input only). Use *CLOSE (or CLOSE#0 from BASIC) to ensure that all files are closed.

Already exists (Error &C4)

An attempt has been made to create a new object with the same name as an already existing object. This includes *CDIR and *RENAME but not *SAVE or BASIC's SAVE, which will overwrite the existing file (as long as it isn't locked).

Bad command (Error &FE)

The command given was not recognised by the ADFS, nor was it found as a utility in the CSD or the current library. This can occur after *RUN, */ or just *<*obspec*>.

Bad FS map (Error &A9)

Either the ADFS's workspace in RAM has been corrupted, or disc sectors 0 or 1 are corrupt. If you get this, try **CTRL A BREAK**. If the error still occurs, the disc has become corrupt and you should discard it and start using the backup. You did keep a backup, didn't you?

Bad name (Error &CC)

An illegal filename was used, ie one including \$ (dollar) or : (colon) outside the context of a root specification, or with a zero length component of a pathname, or other special characters in the wrong context, eg

```
*EX $$
*DIR FILE:ONE
*DIR DIR..XDIR1
*EX A@B
*EX A B
```

Bad opt (Error &CB)

An invalid argument has been assigned to a *OPT command. The only valid numbers that may follow a *OPT are 0, 1 and 4.

Bad parms (Error &94)

Invalid parameters were given with a *COMPACT command to specify the RAM area to be used. The start page specified should not be below BASIC's PAGE pseudo variable, and the length should not cause the upper limit of the area to be greater than &8000.

Bad rename (Error &BO)

An attempt has been made to rename a directory in such a way as to produce an illegal directory structure, eg

```
*RENAME A A.B
```

so that directory A contains a reference to itself. This is illegal.

Bad sum (Error &AA)

Some of the information which the ADFS keeps in RAM has been corrupted,

which prevents the ADFS from being able to close a file or read or write to it. The system must be restarted by a hard break.

Broken directory (Error &A8)

An attempt has been made to access a directory which is in some way corrupt and as such should not be accessed. It may be possible to recover from this error by pressing **CTRL A BREAK**, but if the error is given repeatedly the disc is in an inconsistent state and should be reformatted if possible.

Can't delete CSD (Error &96)

An attempt has been made to delete the currently selected directory, which is illegal.

Can't delete library (Error &97)

An attempt has been made to delete the current library, which is illegal.

Channel on channel <nn> (Error &DE)

A sequential file operation has been attempted with an unassigned file handle. <nn> is the illegal channel number in decimal. All sequential file operations should begin with the file being opened (using one of the BASIC functions or the call OSFIND) and end with the file being closed (with CLOSE or OSFIND with A=0).

Compaction required (Error &98)

A creation operation (eg SAVE, *CDIR, *COPY) has been attempted on a disc where the free space has become too fragmented. If you *COMPACT the disc, many small areas of free space will be combined into fewer larger ones, one of which should be large enough to hold the new file. You might have to issue more than one *COMPACT command before a large enough area becomes available.

Data lost on channel <nn> (Error &CA)

This is given when a hardware or RAM problem occurs when the ADFS is accessing a sequential file. <nn> is the channel number of the affected file in decimal. You should issue a *CLOSE command and reset the system.

Dir full (Error &B3)

An attempt has been made to create a new object in a directory already containing 47 entries, which is the maximum number it can hold. This limit should not be a problem because of the way directories may contain other directories which may also contain up to 47 entries.

Dir not empty (Error &B4)

An attempt has been made to delete a directory which still contains objects. You can't do this as it would leave files on the disc which can't be accessed by a pathname.

Disc changed (Error &C8)

A disc has been accessed without being *MOUNTed or selected using *DIR. Before a disc is removed from a drive, it should be *DISMOUNTed. Then when another disc is inserted, it should be *MOUNTed to ensure that the ADFS knows that the disc has been changed.

Disc error <nn> at :<drv>/<sector number> (Error &C7)

A fault on the disc was detected by the disc controller during the last operation. <nn> is the error code, <drv> is the drive number, <sector number> is the start sector number (all in hexadecimal) of the file in which the error was discovered (if appropriate). Some error codes are:

48 — Cyclic redundancy check error

50 — Sector not found

61 — Bad address

63 — Volume error

65 — Bad drive

67 — Bad command

(the error codes are hexadecimal values, the same as would be returned by an OSWORD &73 call). Errors 48 and 50 are not recoverable — the bad area of the disc should be made inaccessible by renaming the file being accessed to, for example, 'badfile'. Alternatively, As many files as possible should be copied on to a good disc and the old disc reformatted.

The other errors are all traceable to errors in the command block of an OSWORD &72 call — in particular, errors 61 and 63 indicate that an attempt was made to read off the end of the disc.

Disc full (Error &C6)

There is not enough free space on the drive to carry out the requested operation. This includes *CDIR, *SAVE (and BASIC's SAVE), and opening new files or extending existing files. When this happens you should format a new disc and move some of the files from the full disc on to it. They can then be deleted to obtain more free space.

Note that a new file opened for output requires at least 64K bytes to be free on the disc. Also, when a file opened for update is extended (by setting its pointer past its extent) extra space is allocated to the file making its length a multiple of 64K bytes. If there is no room for this, 'Disc full' will be given.

Disc protected (Error &C9)

An attempt has been made to write to, or to delete a file on, a disc with the write protect tab in the 'protected' position. It may be set to 'unprotected' by sliding it to the opposite side with, for example, a ball-point pen.

EOF on channel <nn> (Error &DF)

This occurs when an attempt is made to read a byte (using BASIC's BGET or OSBGET or OSGBPB from machine code) from a file whose end has already been reached. The end of file condition is indicated by the C flag being set on return from OSBGET or OSGBPB. You can check for the end of a given file using OSBYTE &7F (or EOF# in BASIC). The channel number <nn> is in decimal.

Locked (Error &C3)

An attempt has been made to remove, rename or overwrite an object which is locked. Use *ACCESS to unlock a file. Note that directories are locked when they are created; normal files aren't.

Map full (Error &99)

The free space map is full, ie there are 80 address/length entries in it. The disc should be *COMPACTed to reduce the number of entries, otherwise it may not be possible to save further information to it.

Not found (Error &D6)

The object referred to was not found. This could be given in response to a *DELETE (but not *REMOVE) or *LOAD. It may also be given when no filenames are found to match a wildcard specification in a command such as *INFO.

Not open for update on channel <nn> (Error &C1)

An attempt has been made to write to a random access file which is only open for reading. <nn> is the channel number in decimal. If you want to update an existing file, OPENUP (OSFIND with A=&C0) should be used. If you want to write to a new file, OPENOUT (OSFIND with A=&80) should be used.

Outside file on channel <nn> (Error &B7)

An attempt has been made to set the pointer of a file which is only open for reading to a value beyond the end of the file. <nn> is the channel number in decimal. Use OPENUP (OSFIND with A=&C0) if you want to extend a file by setting its pointer past its extent.

Too many open files (Error &C0)

An attempt has been made to open an eleventh file. Only ten files may be open at once. Always remember to `CLOSE` (`OSFIND` with `A=&00`) a file after use.

Wild cards (Error &FD)

A wildcard character (``*'` or ``#'`) was found where a unique object specification is required, eg in `*DELETE`, `*SAVE`, `*CDIR`.

Won't (Error &93)

An attempt has been made to `*RUN` a file whose load address is `&FFFFFFF`. You are prevented from doing this as the chances are that the address will 'wrap round' and some of the file will be written over the start of the important workspace stored at location `&0000` onwards.

Errors in numerical order

Hex	Decimal	
&92	146	Aborted
&93	147	Won't
&94	148	Bad parms
&96	150	Can't delete CSD
&97	151	Can't delete library
&98	152	Compaction required
&99	153	Map full
&A8	168	Broken directory
&A9	169	Bad FS map
&AA	170	Bad checksum
&BO	176	Bad rename
&B3	179	Dir full
&B4	180	Dir not empty
&B7	183	Outside file
&BD	189	Access violation
&CO	192	Too many open files
&C1	193	Not open for update
&C2	194	Already open
&C3	195	Locked
&C4	196	Already exists
&C6	198	Disc full
&C7	199	Disc error
&C8	200	Disc changed
&C9	201	Disc protected
&CA	202	Data lost, channel
&CB	203	Bad opt

&CC	204	Bad name
&D6	214	Not found
&DE	222	Channel
&DF	223	EOF
&FD	253	Wild cards
&FE	254	Bad command

9 Technical information

General

Sectors 0 and 1 on a drive contain the total number of sectors on the drive, the boot option number, and the free sector gap list. Sectors 2 to 6 inclusive are the root directory.

The free space map

The free space map (FSM) is stored in sectors 0 and 1 on each drive. The format is:

Sector 0

0	Disc address of first free space (LS byte)
1	Disc address of first free space
2	Disc address of first free space (MS byte)
3	Disc address of second free space (LS byte)
4	Disc address of second free space
5	Disc address of second free space (MS byte)
6	Disc address of third free space (LS byte)
	:
	:
	:
	etc for all other free space up to 82 entries
	:
	:
246	Reserved
247	Reserved
248	Reserved
249	Reserved
250	Reserved
251	Reserved
252	Total number of sectors on disc (LS byte)
253	Total number of sectors on disc
254	Total number of sectors on disc (MS byte)
255	Checksum on free space map, sector 0

Sector 1

0	Length of first free space (LS byte)
1	Length of first free space
2	Length of first free space (MS byte)
3	Length of second free space (LS byte)
4	Length of second free space

5	Length of second free space (MS byte)
6	Length of third free space (LS byte)
	:
	:
	:
	etc for all other free space up to 82 entries
	:
	:
246	Reserved
247	Reserved
248	Reserved
249	Reserved
250	Reserved
251	Disc identifier
252	Disc identifier
253	Boot option number as set by *OPT4, <n>
254	Pointer to end of free space list
255	Checksum on free space map, sector 1

The disc addresses and lengths are in sectors. The free space map is stored in RAM from &0E00 to &OFFF when ADFS is selected, so the first free space pair is held at &0E00, the second at &0E03, and so on.

Directory information

A directory consists of five contiguous sectors on the disc drive (1280 bytes). The first byte of the first sector contains the master sequence number for the directory. The next four bytes contain the text 'Hugo' to uniquely identify the sector as the start of a directory.

The directory entry for the first file starts at the sixth byte of the first sector. There may be up to 47 entries, each entry consisting of 26 bytes as follows:

Name and access string	10 bytes
Load address	4 bytes
Execution address	4 bytes
Length in bytes	4 bytes
Start sector on drive	3 bytes
Sequencenumber (in BCD)	1 byte
Total	26 bytes

The top bits of the first four characters of the name contain the access flags in the order 'R', 'W', 'L', 'D'. Thus if you are reading filenames straight from the directory instead of using OSGBP, each character in the name should be ANDed with &7F.

The last 58 bytes of the directory are: one zero byte, a copy of the master sequence number, 19 bytes of directory title, three bytes for disc address of the directory's parent (^), the filename of the directory, and another copy of the four bytes 'Hugo'.

The master sequence number is incremented every time the directory is rewritten. When an entry is made or changed in the directory the entry's sequence number is set to the directory master sequence number (which is then incremented).

The currently selected directory is stored in RAM from &1200 to &16FF when ADFS is selected. The end of the list of entries is denoted by a 0 in the first character position of the first unused entry, hence the 0 after entry 47. A store map of locations &1200 to &16FF is shown below.

1200	Master sequence number (in BCD)
1201 1204	Text to identify the directory
1205 121E	First directory entry
121F	Second directory entry
	End of last directory entry
	0 Last entry marker ('garbage')

16CB	0 Last entry marker (dummy)
16CC 16D5	Directory name
16D6 16D8	Parent pointer (LSB) (MSB)
16D9 16EC	Directory title
16ED 16F9	Reserved
16FA	Master sequence number (in BCD)
16FB 16FE	Text to identify the directory
16FF	Reserved

Location &1200 in the above example contains byte 0 of the first sector of the directory (sector 2 for directory \$). Location &16CB contains byte &CB of the fifth sector of the directory (sector 6 for directory \$).

Appendix A

Fault finding

This appendix describes some of the problems that may be encountered when installing and using the Plus 3.

Failure of the hardware

When the Plus 3 is added to the Electron as described in chapter 2, the start-up message should be:

```
Acorn Electron
```

```
Acorn ADFS
```

```
BASIC
```

```
>_
```

If the 'Acorn ADFS' part is missing, something is preventing the Electron from detecting the presence of the Plus 3. This may be due to a bad contact in the edge connector. After disconnecting the power and other leads, remove the Plus 3. Clean the edge connector fingers at the rear of the Electron using a non-abrasive pencil eraser and a soft cloth. Reconnect the Plus 3 and power up again. If the ADFS message still doesn't appear, take the Plus 3 to your dealer.

If, when powering up, nothing at all is displayed on the screen (after giving the TV or monitor enough time to warm up), check that the TV or monitor lead has been reconnected after the Plus 3 was fitted. If it has, try cleaning the edge connector as described in the previous paragraph and try again. Also, check that the Electron starts OK without the Plus 3 connected. If the Electron appears to be functioning, and a blank screen is still obtained when the Plus 3 is fitted, take the Plus 3 to your dealer. If you get a blank screen without the Plus 3, take both it and your Electron to your dealer.

Never attempt to service the Plus 3 or Electron yourself. There are no user-serviceable parts inside, and you run the risk of damage to the device and injury to yourself by opening the case.

Problems when using the ADFS

The ADFS is a very complex piece of software that can only be understood fully after much use. Sometimes you will encounter a problem, usually in the form of

an error message, which you don't understand. This section describes common examples of these problems.

1. 'Bad program' after CHAIN or LOAD

This is caused by the file you are trying to CHAIN or LOAD not being a BASIC program. For example, trying to CHAIN the machine code utility EFORM will cause this error.

2. *RUN causes the machine to 'crash'

This is the opposite to the last problem: the file you are attempting to *RUN (or */ or *< file >) is not a proper machine code program. The exact effect of *RUNning, say, a BASIC program is indeterminate and you should press **CTRL BREAK** to ensure that the system is reinitialised properly.

3. 'No directory' error

This occurs when the ADFS has been started without accessing the disc (eg by *FADFS) and has no current directory. Typing a *DIR or *MOUNT command will cause a directory to be read in and the CSD to be set. Alternatively, typing *. will cause the root directory '\$' to be read in, and this may then be used even though the CSD is still 'unset'.

4. Repeated 'Disc error's

When using the 31/2 inch built-in drive, this error occurs either when the disc has not been formatted, or when the disc has been physically damaged. If you are sure that the disc is formatted, then there may be a scratch or fingerprint on the surface of the disc. In this case you should format a new disc, copy as many files as possible on to it and then discard the damaged disc.

If a 'Disc error' is given while you are using an external 51/4 inch drive, there are two other possibilities: the disc has been inserted the wrong way (this cannot be done with 31/2 inch discs), or you may be trying to read or write to a disc that was formatted on a BBC Microcomputer, using its DFS. This is not compatible with the ADFS.

5. 'Not found' and 'Bad command'

These are often caused by the user's not keeping track of the current 'environment', ie the CSD and CSL and drive. For example, you may think that CSD is '\$' and wish to go into '\$. book' using:

```
*DIR book
```

However, if CSD is already 'book', this will cause a 'Not found' error, as there is probably not a directory . book' which is also called 'book'. Similarly, 'Bad command' can be given because the library directory is not what you think it is.

The best way to check on the current environment is to type *. or *CAT, and **CTRL A BREAK** will ensure that CSD is '\$' and CSL is either '\$' or a file that starts with '\$.LIB' if one is present.

6. 'Not found' on SHIFT BREAK

This occurs when an auto-boot is attempted on a disc which has its boot option set to 1 when there is no file called '\$.!BOOT' on the disc. Similarly, if the option is 2 a 'Bad command' error may be given, and if the option is 3 a 'File not found' error may be given. To prevent this, disable the boot action of the disc by typing *OPT4, 0.

Note that when one of the above mentioned errors is given, the Electron will thang-up', and you must press **BREAK** to start again.

7. Non-appearance of the 'Acorn ADFS' message.

This can happen after running a program which corrupts the ADFS workspace from location &E00 up. Examples are BASIC programs copied down to this address (see chapter 5) and certain Acornsoft cartridge programs. When **BREAK** is pressed after such a program is run, the ADFS recognises that it is no longer in a valid state and automatically prevents itself from being selected. To re-enable the ADFS, type *FX200, 2 **RETURN** and then press **CTRL BREAK**, or turn the machine off then on.

Sometimes, the message 'Bad FS map' will be given instead, and you should press **CTRL BREAK** to start the ADFS again.

Note that you can deliberately disable the ADFS, for example if you want to run a tape-based game which is incompatible with the ADFS. See 'Disabling the ADFS' in chapter 2 for details.

Appendix B

Methods of calling the ADFS

As noted in chapter 3, there are many ways in which the ADFS may be called. When it is entered by pressing **BREAK**, the setting of CSD, CSL and whether the disc is accessed depends on the other keys that are also pressed, and also whether the ADFS has already been used since the last hard reset. Possible keys are **A** for *ADFS, **F** for *FADFS, **SHIFT** for auto-boot, and **CTRL** for hard reset (as if the machine had just been turned on). Note that pressing **CTRL** and **SHIFT** is equivalent to pressing only **CTRL**.

The table below gives the action for every possible combination of keys.

		After hard reset			After a previous ADFS		
		CSD	CSL	Disc?	CSD	CSL	Disc?
	BREAK	Unset	Unset	No	Prev	Prev	Yes
SHIFT	BREAK	\$	Unset	Yes	\$	Prev	Yes
CTRL	BREAK	Unset	Unset	No	Unset	Unset	No
	A BREAK	Unset	Unset	No	Prev	Prev	Yes
SHIFT	A BREAK	\$	Unset	Yes	\$	Prev	Yes
CTRL	A BREAK	\$	\$ or LIB	*Yes	\$	\$ or LIB *	Yes
	F BREAK	Unset	Unset	No	Unset	Unset	No
SHIFT	F BREAK	Unset	Unset	No	Unset	Unset	No
CTRL	F BREAK	Unset	Unset	No	Unset	Unset	No
*ADFS		Unset	Unset	No	Prev	Prev	Yes
*FADS		Unset	Unset	No	Unset	Unset	No

where CSD means 'currently selected directory', CSL means 'currently selected library' and Prev means 'same as last time the ADFS was selected'.

Although there are 22 different combinations, many of the possibilities are duplicated. The important things to note are:

Anything involving *FADFS or the **F** key will leave CSD and CSL unset and will not access the disc.

Anything involving **CTRL BREAK** is the same as switching the machine on.

Actions involving *ADFS or the **A** key have the same effect as *FADFS after a hard reset, or will restore the ADFS to its previous state if it has been used since the last hard reset.

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