TOS 2.06
USER MANUAL

You can use 12/24 Hour Time to set the Control Panel clock to 12 or 24 hour time. This does not affect the way files are dated, only the way the time is displayed in the Control Panel window.
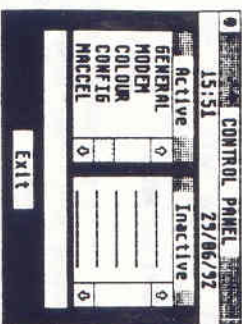
2.2.2 CPX Mover and Reload CPXs.

Only active CPXs are loaded during startup. All active CPXs appear in the main Control Panel Window. If you need to use an inactive CPX, you can use the CPX Mover to change the status of the CPX from inactive to active. Then when you select Reload CPXs, the newly active CPX will display in the main Control Panel window.

You can also remove a CPX from the main Control Panel Window by changing the status of the CPX from active to inactive.

To change the status of a CPX, follow these steps:
1. Open the Control Panel. Select Setup from the Options menu.
2. Select the CPX Mover. The CPX Mover window displays.

Move Box

3. Select the desired CPX by positioning your pointer over the name of the CPX and clicking. The CPX highlights, and the appropriate operation appears in the Move box.

Note: You can select multiple CPXs for the Move operation. Use the shift-clicking or rubber banding to highlight more than one CPX. If you use rubber banding, the rubber band box will not actually appear, but it still works the same way.

4. Select the operation by clicking in the Move box.

If you have transferred a CPX from inactive to active status, you must reload before you can use the CPX. To Reload CPXs, follow the steps:
1. Open the Control Panel. Select Setup from the Options menu.
2. Select Reload CPX. When the confirmation dialogue box appears, select OK.

2.2.3 Advanced Setup Options.

Setting the Minimum Number of Slots and the CPX Directory Path are advanced features of the Setup dialogue box. You will probably use these options infrequently.

CPXs are stored on an external memory device (hard disk or floppy disk). During startup or reloading, only basic information about each active CPX (such as the CPX's name and icon) is loaded into RAM. When you actually open an active CPX, the bulk of the file is then loaded into RAM so you can use the CPX. When you close the CPX, the file is erased from RAM until the next time you open it.

Note: CPXs with Resident status do not follow the above pattern, but are copied into RAM at startup time.

When you set the Minimum Number of slots (5 to 99), you are reserving enough RAM to be able to store basic information for that number of CPXs. If the number of active CPXs at startup time exceeds the Minimum Number of slots, enough RAM for that number of CPXs is reserved.

2.2.4 CPX Directory Path

The CPX Directory Path tells the Control Panel where to look for CPX files. You will probably want to store all of your CPX files in one folder, and set the directory path to that folder. But if you store CPX files in more than one place, the CPX Directory Path must be set to the directory that contains the CPX files you wish to use.

Note: If the CPX Directory Path is too long to display in the box, use the left and right scroll arrows to display the hidden sections of the path.

To change the CPX Directory Path, open the Control Panel and select Setup from the Options menu. Click anywhere on the CPX Directory Path box and the File Selector displays. Use the File Selector to select a new path. When you open a directory, the directory name is added to the File Selector's Directory line. When the desired directory path is displayed, select OK. The new path will appear in the CPX Directory Path box.

2.2.5 Open CPXs

You can open a CPX by first highlighting the CPX on the Control Panel main window, and then selecting Open CPXs from the Control Panel Options menu. You can also open a CPX by double clicking on its box in the Control Panel main window.

2.2.6 CPX Info

When you highlight a CPX and then select CPX Info from the Control Panel Options menu, the CPX Info window displays. The window contains the selected CPX's filename, version number, ID number, and Resident/Non Resident status.

Filename is the CPX's actual filename as it appears on the disk. Version and ID are assigned by the CPX's programmer. Two versions of

TOS 2.06
USER MANUAL

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This manual was produced using That's Write on an Atari Mega ST and printed on a DeskJet 500.

TOS 2.06 Manual Rev 1 August 1992.

Table of contents

1 Introduction

This manual is a supplement to the manual for your existing TOS and gives details of new features in TOS 2.06. It is not a definitive guide to TOS but should be read in conjunction with your original manual.

1.1 Desk Menu

The desk menu is divided into two sections. The top section usually contains a single entry which, when selected, displays information about the application you are working with.

The lower section lists your active desk accessories. To be active, a desk accessory file must have the extension .ACC and must be on the root directory of drive C (or on a floppy startup disk in drive A) when you switch on the computer.

Switching on the computer without active desk accessories frees some RAM and displays the desktop faster.

When you display the Desk menu from the desktop, the top section of the menu lists the Desktop Info option. If you select Desktop Info, a window listing GEM and TOS copyright data displays.

1.2 File Menu

The File menu contains options for opening and closing directory windows, selecting all displayed files and folders for an operation, deleting a file or folder, creating a folder, formatting disks, and more.

1.2.1 Open

The open command can be performed on a disk or cartridge icon, folder, or file, printer icon, or trash can icon.

NOTE: An alternative to using the Open menu command is to position the pointer over the icon you wish to open and double-click the left mouse button.

1.2.2 Show Information

When you highlight a floppy disk, logical drive, folder, or file icon and select the Show Info option, the screen displays information about the highlighted item.

In the Disk information dialogue box, the number of bytes used plus the number of bytes available for a floppy disk or logical drive does not always equal the exact total storage capacity. This is because the computer allocates space for each file in fixed-size blocks, even if the file does not completely fill the last block. The Bytes Available information is an indicator of available unused storage space.

Page 4

When you select Show Info for a file or folder, the dialogue box displays the following information:

Path
The top line lists the complete path of the file or folder. If the path is too long to display on the line, you can use the scroll arrows to reveal the hidden part of the path-name.

Name
The name of the folder or file. The text insertion cursor appears to the right of the name. To change the name of a file or folder, press [Esc] to clear the name line. Type in the new name, using eight characters or less. Type a period, then the three character file extension (usually not used in folder names).

Size
Size, in bytes of the file or folder. Folder size is the total number of bytes used by all the files within the folder.

Date
The date the file or folder was last modified.

Time
The time the file or folder was last modified. This only applies to folders.

No of Folders
The number of folders within the folder.

No of files
The total number of files within the folder, including files within other folders. This only applies to folders.

Attribute
The choice for files is Read Only or Read/Write.

1.2.3 Search

The search command performs a file search on a floppy disk, logical drive, or folder. You must set the parameters of the search by typing in the name of the file for which you are searching. You can also type in part of a filename and Search will match the typed characters. For example, if you wish to search for all files with the extension .DOC, type a full stop, then type DOC. Search opens the window containing the first .DOC file it finds and ask you if it should continue the search. If you select OK, Search will use the same window to show the next .DOC file, and so on. When Search can find no more .DOC files, an alert box displays to let you know that no more files are to be found.

Before selecting Search, you should highlight the floppy disk, logical drive, or folder upon which you wish the search performed. If no item is highlighted, Search will perform the command upon the active window. If there is no open window on the desktop and no highlighted item, you cannot select Search from the menu.

NOTE: The Search dialogue box may cover highlighted icons.

Page 5

1.2.4 Delete

The Delete command deletes all highlighted files and folders.

1.2.5 Create Folder

The Create Folder command creates a new folder in the active window.

NOTE: Certain characters cannot be used within a folder name or extension.

1.2.6 Close Directory

The Close Directory command closes the top level of the active window.

NOTE: you can also close a directory by selecting the close box in the window's upper left corner.

1.2.7 Close Top Window

The Close Top Window command completely closes the active window, including all levels of folder windows and the main directory window.

1.2.8 Bottom to Top

When you select this command, Bottom to Top brings the bottom window to the top of the stack and displays it as the active window. The current active window is sent to the bottom of the stack.

1.2.9 Select All Items

The Select All Items command highlights all files and folders in the active window. The files and folders that are hidden, but would be shown by scrolling, are also selected. However, files that are in the directory but do not match the file mask parameters are not selected. (See "Set File Mask").

NOTE: If the file Mask is *.*, then all items, including all folders, are selected. If the File Mask is set to show a selected filename or file extension or both, folders will not be selected.

1.2.10 Set File Mask

The Set File Mask command allows you to choose the file type to be displayed in the active window. When you select this command, the Set File Mask dialogue box appears. You must fill in the file type parameters, both file name and file extension.

For example, if you want only those files beginning with the letters "DESK" to appear in the directory list, you would press escape to clear the Name line. Then you would type DESK *.* and select OK. The first asterisk after the word DESK means that any file with characters in the filename following the letters DESK should be displayed. The asterisk is known as a wild card character.

The default file mask parameter is an asterisk for the filename and an

asterisk for the extension. This means all files are displayed.

NOTE: Folders are not affected by Set File Mask.

The parameters selected for the open window remain in effect as long the window remains open. Once you close the window, the parameter you chose are cleared.

1.2.11 Format Floppy Disk

All disks formatted with TOS 2.06 can be read by IBM PCs and compatible computers using MS-DOS 3.2 or later.

1.3 View Menu

The View menu lets you choose the way your computer displays files and folders.

NOTE: When you save your desktop, TOS saves all the View menu choices you made to the NEWDESK.INF file on your startup disk (See "Save Desktop").

NOTE: A triangle symbol appearing next to a file name indicates a read-only file.

1.3.1 Sort by Name/Date/Size/Type

It is sometimes necessary for you to have a list of your files and folder presented in a certain order. Folders as a group are always listed first, followed by files.

1.3.2 Size to Fit

When you select Size to Fit, all icons are displayed in horizontal rows starting at the top of the window. Each row is only as wide as the window and will automatically resize whenever the window is resized.

1.3.3 Set Colour and Style

Set Colour and Style allows you to create a unique desktop environment. You can use Set Colour and Style to choose a colour and fill pattern for both your desktop and for opened windows. When you select Set Colour and Style, the following dialogue box appears:

In the example the Desktop box is highlighted. This allows you to modify your desktop display. To modify the window display, the Window box must first be highlighted.

1.4 Options Menu

The Options menu includes commands that allow you to save your desktop configuration, install icons, applications, and devices, print and set your screen resolution.

NOTE: When you save your desktop, TOS saves all the Options menu choices you made to the NEWDESK.INF file on your startup disk. Use Save Desktop to save changes made with Options menu commands (See "Save Desktop").

1.4.1 Install Icon

Install Icon allows you to choose the shape of your window and desktop icons. The DESKICON.RSC file on your C drive or floppy startup disk contains a collection of detailed icon shapes. You access this file through Install Icon. Choose from a variety of icons to create an interesting and entertaining desktop.

You can also use Install Icon to change a floppy disk's or logical drive's icon identifier and icon label.

When you select Install Icon from the Options menu, the select icon type dialogue box displays. You can select either Desktop or Window.

SET COLOR AND STYLE

Set: Desktop Window
Style:
Color:

OK   Cancel

Colour/style dialogue box
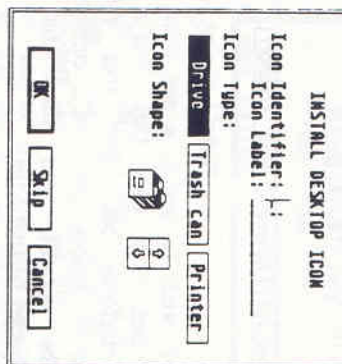

Please select icon type.

Desktop   Window   Cancel

Icon selection dialogue box

Desktop icons are device icons (printer, floppy disk drive, logical drive, and cartridge), and the trash can icon. Window icons are folder and file icons.

1.4.1.1 Desktop Icon

When you select Desktop (icon), the following dialogue box displays:

INSTALL DESKTOP ICON

Icon Identifier:
Icon Label:
Icon Type:
Icon Shape: Drive   Trash can   Printer

OK   Skip   Cancel

Install desktop icon dialogue box

To install a single desktop icon, follow these steps:

1. If you are installing a floppy disk or logical drive icon, type the drive letter. Press [Tab]

2. Type in the name of the floppy or logical drive. You can use up to 12 characters. This step is optional; you do not have to assign labels (names) to your desktop icons.

3. Position your pointer over the type of icon you wish to install: Drive, Trash Can, or printer (See "Using an Installed Printer Icon"). Click the mouse button once.

4. Use the scroll arrows to scroll through your icon choices. When the desired icon displays, select OK to install. The icon appears on your desktop.

You can also assign an icon shape to a group of desktop items.

NOTE: If you do not wish to assign a new icon shape to an item in the selected group, select Skip when that item displays in the dialogue box. That item will retain its current icon shape.

1.4.1.2 WINDOW ICON

There are two ways in which window items can be displayed in a window: text and icons. You can assign icon shapes to window items that are currently displayed as text, but the assigned icon shapes will not display until Show as Icons (under the View menu) is selected.

You can assign icon shapes to: a single window item (file or folder),

a group of window items, or a specific file type.

```
┌─────────────────────────────────┐
│      INSTALL WINDOW ICONS        │
│                                  │
│  Name: [_____]                │
│                                  │
│  Icon Shape:  [◇]  [◇]           │
│               [ ]  [◇]           │
│                                  │
│  File Type: [FOLDER] [FILE]      │
│                                  │
│  [Install] [Remove] [Skip] [Cancel] │
└─────────────────────────────────┘
```

Install window icon dialogue box
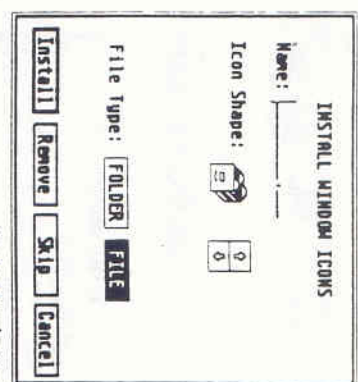
Note: If you do not wish to assign a new icon shape to an item in the selected group, select skip when that item's name and current icon displays in the dialogue box. That item retains its current icon shape. If you wish to remove the item's currently assigned icon shape, select Remove. The default icon shape for that item type will automatically be assigned to that item.

You can also assign an icon shape to a file type. After setting the parameter to define the file type, all the files that match the selected parameter will be assigned the specified icon shape.

Select the parameter the same way you would set a file icon shape, typing in the parameters on the Name line of the Install Window Icons dialogue box. To assign an icon shape to a specific file type, type *, followed by the extension (for example, *.FMT).

1.4.1.3 Changing the Icon Identifier and Label

To enter a new icon identifier and label for an icon, follow these steps:

1. Highlight the icon you wish to change. Select Install Icon from the Options menu. The Install Icon dialogue box displays.

2. Type the new Icon Identifier letter and press [Tab]. If you wish to retain the current drive identifier, press [Tab] to move the text insertion cursor to the Icon Label line.

NOTE: the letters A and B are reserved for floppy disks, and the lower-case letter c is reserved for the cartridge slot. Upper-case letters C through P represent logical drives.

3. Press [Esc] to clear the Icon Label line. Type in the new icon label. You can use up to 12 characters. Select OK.

1.4.1.4 Using an Installed Printer Icon

An installed printer icon can help you print files in the same way as the Print command of the Show/Print dialogue box. Drag and position the desired files over the printer icon. If you have a printer properly connected to your system, the information from the file will be sent to the printer. Some files may print only coded or incomplete information.

After installing a printer icon, use Save Desktop to save the installation. The next time you switch on your system, the printer icon will appear on your desktop.

1.4.2 Install Application

Using Install Application, you can:

Link an application to data files with a specified extension. You can then process those data files (documents) directly from a window instead of having to open the application first.

Select an autoboot status for any application, so whenever you switch on your computer the application opens automatically.

Assign a function key to open an application.

Specify what default directory to use for a specific application. The assigned default directory takes precedence over the defaults assigned by Desktop Configurations.

Specify full path or filename to an application. The specification takes precedence over the defaults assigned by Desktop Configurations.

Assign arguments to programs.

1.4.2.1 Arguments

When you open a program file, you are telling the computer to follow the instructions in that file. The instructions within the program file then take over and run the show until you exit from the program. Sometimes you need to give the program additional information, such as what to do with a data file. This additional information is called an argument.

Most programs provide ways for the user to input arguments, such as an Open file command in a word processing program. In fact, if you input the name of an existing data file in the Arguments line, and you have your input parameters set in such a way that the program can find the file, the data file will open automatically when you open the word processing program. But unless you work on one data file almost exclusively, other options such as linking an application to a data file type make arguments of this kind clumsy and unnecessary. Arguments are used most often with utility programs. These programs

often need complex additional instructions such as a code sequence to determine which part of RAM will be used to contain the program instructions. Detailed explanations of the arguments needed, and the correct syntax for those arguments will be included in the program's documentation.

When you open the Install Application dialogue box, the text insertion cursor is already on the Arguments line. Simply type the arguments and press [RETURN]. Remember to use Save Desktop to save the argument, otherwise it will be erased when you switch off the computer.

1.4.2.2 Linking Document Type to an Application

You can use Install Application to link a data file type to an application. Choose the file type most commonly used by the application. After linking the application with the document type, the linked application automatically opens when you open the document from the desktop.

NOTE: you must pay particular attention to assigning correct default directories and parameters to an application when linking a document type to an application. This is especially true when you open the application from its icon on the desktop. Refer to the application's documentation for detailed information on correct default directories and parameters.

To use Install Application to link an application to a data file type, display the window containing the application you wish to link to a document type. Highlight the desired application. Select Install Application and the name of the selected application appears in the Install Application dialogue box.

NOTE: You can select more than one application at once for this operation. Highlight all the applications you wish to install, then open the Install Application dialogue box. After completing the operation on the first selected application, the name of the second selected application appears in the Install Application dialogue box.

NOTE: When installing multiple applications, selecting Skip will cause Install Application to skip over the application whose name is displayed on the Application name line. All current settings will be retained.

1.4.2.3 Selecting a Default Directory

Every program that works with supporting files (such as resource files or help files) has to have, as part of the program, a way to look for those files. Desktop Configurations tells your computer which directory should be the default. This is where the program will access files if the program assumes that it is not installed. Using Install

Page 12

Application to assign a default directory to a specific application overrides the Desktop Configuration's assignment for that application.

You can set the default directory to Top (active) Window, or Application (the directory in which the program resides).

Some programs do not look for files in any location other than the default directory. For these programs, select Top Window, and make sure that the program file and all supporting files are in the active window.

1.4.2.4 Selecting Parameter

Before an open application can use a data file, it must first find and open the file. Most programs enable you to search through all existing directories to locate and open a desired file. These programs have no preconceived ideas about the location of files. For these programs you would choose Full Path, so the entire pathname of the file is used when a file is opened.

Other programs already have pre-existing partial paths. This means that the program contains a partial pathname that it uses every time the program searches for a file. A partial pathname consists of the drive identifier, and all applicable directories. Only the file name and extension is input for the search. All files must be in the specified directory, or they cannot be located. Check your program's documentation to determine the program's default path, and make sure all of your data files reside in the correct directory.

Always try Full Path first. Then if necessary, experiment with other combinations until you find one that works with your application.

1.4.2.5 Installing an Application on an F Key

Any executable file (program) can be installed to open from a function key ([F1] through [F10] at the top of the keyboard). You can install up to 20 programs to open this way. Use [F1] through [F10] for the first ten programs, and [Shift] [F1] through [Shift][F10] for F11 through F20.

To assign a function key to open an application, highlight the application and select Install Application from the Options Menu. Press [Tab] twice to move the text insertion cursor to the Install line and type the number of the function key you wish to assign to the application. Then select Install.

1.4.2.6 Autoboot or Normal Boot Status

If you mainly use your computer for a single purpose using one specific application (such as a database, a word processor, or graphics program), it will save time if you install that application

Page 13

to autoboot. An application installed to autoboot status will open automatically whenever you switch on your computer.

Follow these instructions to install an application to autoboot or return an application to normal status:

1. Highlight the icon or name of the application you wish to install to autoboot. Select Install Application from the Options menu. The Install Application dialogue box displays.

2. Select the Boot Status: Auto box. (To restore normal boot status to an application installed to autoboot, select the Boot Status: Normal box.)

3. Select the appropriate Application type box and Select Install

Remember to use Save Desktop to save the selected boot status,

1.4.3 Install Devices

The Install Devices command installs desktop icons for all hard disk partitions on all properly configured devices. It also installs a cartridge icon if a cartridge is in the cartridge slot during startup.

To saves your desktop configuration in a file see Save Desktop.
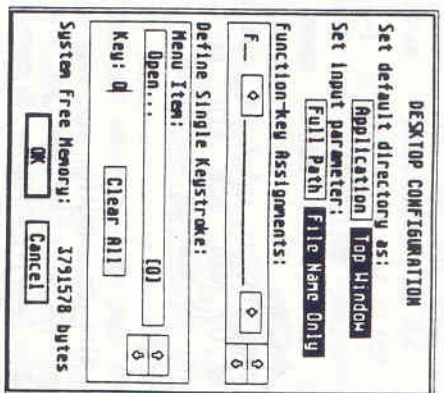
1.4.6 Read .INF File

You can have more than one desktop information file on your hard disk, each containing different information (such as installed desktop icons and their placement, and all View and Options menu options). The Read .INF File command allows you to change to a different desktop enviroment without having to transfer files or reboot.

The default NEWDESK.INF file is in the root directory of your C drive. You can name the alternate desktop information files anything you like, but the three character extension must be .INF.

NOTE: If you wish to save the current NEWDESK.INF file before using the READ.INF command, simply change the name of the current file NEWDESK.INF file. This allows you to save your desktop without losing your current setup.

1.4.7 Desktop Configuration

With the Desktop Configuration dialogue box you can set the default directory and input parameters for all applications, scroll through assigned function keys, and assign a single keystroke to various menu commands. The Desktop Configuration dialogue box also displays the amount of RAM still available.

```
DESKTOP CONFIGURATION

Set default directory as:    [Application] [Top Window]
Set input parameter:         [Full Path] [File Name Only]

Function-Key Assignments:
  F_                    [◊]

Define Single Keystroke:
  Menu Item:  Open...        [◊]    [Clear All]
  Key:  q          [Q]

System Free Memory:  3791578 bytes

              [OK]    [Cancel]
```

Desktop configuration dialogue box

Most applications use the default directory and input parameters displayed in the Desktop Configuration dialogue box. The exceptions are applications that have been assigned their own specific default directory and input parameters through the Install Applications dialogue box. You can find detailed information regarding setting the default directory and input parameters under "Install Applications".

You can use the Function-keys Assignment to display the full path-name of each program that has an assigned function key. Use the right and left scroll arrows to display hidden parts of the path-name, and the up and down arrow keys to scroll through the assigned function keys.

All menu commands can be assigned a keystroke. This enables you to bypass the menu bar and initiate the command by pressing a single key. Use Define Single Keystroke up and down arrows to scroll through the menu commands and their keystroke assignments. To change the keystroke of a displayed menu command, type in the desired keystroke. To clear all menu command keystroke assignments, select Clear All.

System Free Memory displays the number of bytes of RAM still available.

After making changes to the Desktop Configuration dialogue box, select OK to confirm your choices. Use Save Desktop to save your selections, or they will be erased the next time you switch off your computer.

1.4.8 Save Desktop

Use save desktop to save the current arrangement of Windows and Icons as well as Option and View menu selections. The saved configurations and menu selections are stored in a file called NEWDESK.INF on your

startup disk or hard disk drive root directory.

How you arrange your desktop will depend on your needs, but it's usually a good idea to place the trash can icon away from the disk drive icons to protect against unintentionally dragging files to the trash can instead of to a disk or logical drive icon.

Arrange directory windows on the desktop by opening, moving, and sizing selected windows. You can have up to seven directory windows open at once on the desktop. Select options from the View menu to determine how windows items (folders and files) will be shown (as text or as icons) and sorted (by name, date, size, or type). If you show the items as text, you may want to narrow the windows to show only the item's name and extension.

If you leave the windows open when you save the desktop, those windows will open to the same size and position the next time you switch on the computer. The window that is active when you save the desktop will be the active window the next time you switch on the computer.

The size and position of closed windows is also saved when you select Save Desktop. The next time you open the window, it will open to the size and position it occupied on the desktop the last time was opened.

1.4.9 Print Screen

The Print Screen command lets you print the current screen display. Everything showing on the screen prints. To use this command, you must have a graphics printer connected to the computer which has been installed from the Control Panel. If you are using an Atari SLM Laser Printer, the program SDUMP.PRG must be in the Auto folder on your startup disk.

1.4.10 Blitter

The Blitter co-processor chip in some ST computers greatly improves the speed of text and graphics displays. This chip can be turned or off by selecting the Blitter option from the Options menu. When there is a tick next to this option, the Blitter is turned on. When there is no tick, the Blitter is disabled. In most cases, you will want to have the Blitter on.

2 The new Control Panel and the CPXs.

The Control Panel co-ordinates many smaller programs called control panel extensions (CPXs). The initial Control Panel screen displays the names of all currently loaded CPXs. You can open a CPX by positioning the pointer over the desired CPX and double clicking.

The Control Panel also contains a pull down Options menu. When no CPX is highlighted, the Options menu displays two menu choices: About and Setup. Two additional Options menu choices display when a CPX name in the main Control Panel window is highlighted. The three additional options are Open CPX, CPX Info, and Unload CPX.

To select an option, position the pointer over the Option menu. Then click the mouse button. The Option menu displays. Move the pointer until the desired option highlights. Click the mouse button to select the highlighted option.

2.1 About...

Gives information on the control panel software.

2.2 Setup...

You can use the Setup dialogue box to change a CPX's status (active/inactive), reload CPXs without restarting the ST/STE, set the amount of memory reserved for basic CPX information, and designate a CPX directory path. You can also use the calendar and clock to set the time and date.
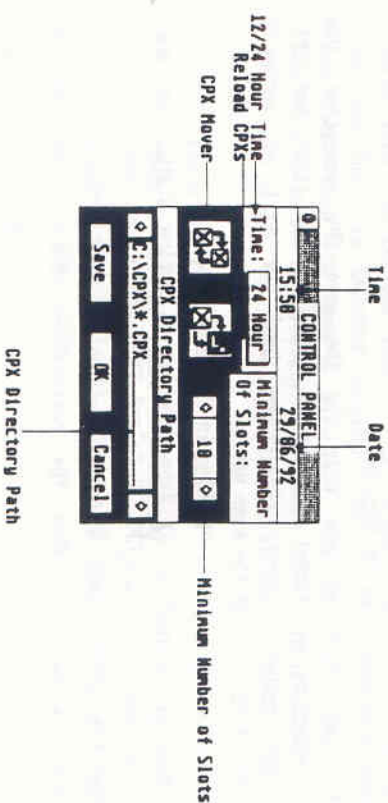
2.2.1 Date and Time

The computer uses the date and time to mark individual files with the date and time they were created or revised. This feature is useful when you want to determine which file was most recently changed or created.

12/24 Hour Time
Reload CPXs
CPX Mover

Time   Date

CONTROL PANEL
Time: 15:58   24 Hour   25/06/92   Minimum Number Of Slots: 10
E:\CPX*.CPX
CPX Directory Path
Save   OK   Cancel

Minimum Number of Slots

CPX Directory Path

You can use 12/24 Hour Time to set the Control Panel clock to 12 or 24 hour time. This does not affect the way files are dated, only the way the time is displayed in the Control Panel window.
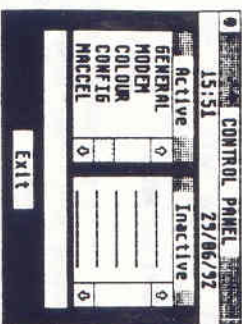
2.2.2 CPX Mover and Reload CPXs.

Only active CPXs are loaded during startup. All active CPXs appear in the main Control Panel Window. If you need to use an inactive CPX, you can use the CPX Mover to change the status of the CPX from inactive to active. Then when you select Reload CPXs, the newly active CPX will display in the main Control Panel window.

You can also remove a CPX from the main Control Panel Window by changing the status of the CPX from active to inactive.

To change the status of a CPX, follow these steps:

1. Open the Control Panel. Select Setup from the Options menu.
2. Select the CPX Mover. The CPX Mover window displays.

Move Box

3. Select the desired CPX by positioning your pointer over the name of the CPX and clicking. The CPX highlights, and the appropriate operation appears in the Move box.

Note: You can select multiple CPXs for the Move operation. Use the shift-clicking or rubber banding to highlight more than one CPX. If you use rubber banding, the rubber band box will not actually appear, but it still works the same way.

4. Select the operation by clicking in the Move box.

If you have transferred a CPX from inactive to active status, you must reload before you can use the CPX. To Reload CPXs, follow the steps:

1. Open the Control Panel. Select Setup from the Options menu.
2. Select Reload CPX. When the confirmation dialogue box appears, select OK.

2.2.3 Advanced Setup Options.

Setting the Minimum Number of Slots and the CPX Directory Path are advanced features of the Setup dialogue box. You will probably use these options infrequently.

CPXs are stored on an external memory device (hard disk or floppy disk). During startup or reloading, only basic information about each active CPX (such as the CPX's name and icon) is loaded into RAM. When you actually open an active CPX, the bulk of the file is then loaded into RAM so you can use the CPX. When you close the CPX, the file is erased from RAM until the next time you open it.

Note: CPXs with Resident status do not follow the above pattern, but are copied into RAM at startup time.

When you set the Minimum Number of slots (5 to 99), you are reserving enough RAM to be able to store basic information for that number of CPXs. If the number of active CPXs at startup time exceeds the Minimum Number of slots, enough RAM for that number of CPXs is reserved.

2.2.4 CPX Directory Path

The CPX Directory Path tells the Control Panel where to look for CPX files. You will probably want to store all of your CPX files in one folder, and set the directory path to that folder. But if you store CPX files in more than one place, the CPX Directory Path must be set to the directory that contains the CPX files you wish to use.

Note: If the CPX Directory Path is too long to display in the box, use the left and right scroll arrows to display the hidden sections of the path.

To change the CPX Directory Path, open the Control Panel and select Setup from the Options menu. Click anywhere on the CPX Directory Path box and the file Selector displays. Use the File Selector to select a new path. When you open a directory, the directory name is added to the File Selector's Directory line. When the desired directory path is displayed, select OK. The new path will appear in the CPX Directory Path box.

2.2.5 Open CPXs

You can open a CPX by first highlighting the CPX on the Control Panel main window, and then selecting Open CPXs from the Control Panel Options menu. You can also open a CPX by double clicking on its box in the Control Panel main window.

2.2.6 CPX Info

When you highlight a CPX and then select CPX Info from the Control Panel Options menu, the CPX Info window displays. The window contains the selected CPX's filename, version number, ID number, and Resident/Non Resident status.

Filename is the CPX's actual filename as it appears on the disk. Version and ID are assigned by the CPX's programmer. Two versions of

the same CPX can have the same ID number. In this case, only the most recent version will be loaded. If you have several versions of the same CPX, you can look at the version number to determine which is the most recent version.

You can use Configure CPXs (See Configure CPXs) to change the resident status of a CPX. You will probably want most of your CPXs to have Resident: No status. This means that the bulk of the program is stored in external memory (hard or floppy disk) and only read into RAM when you open the CPX. But if you have a CPX that you use frequently, you may want to give it Resident: Yes status.

Resident CPXs run more quickly, but may take up a great deal of RAM.

Note: When you change a CPX's status you must reset your computer for the change to take effect.
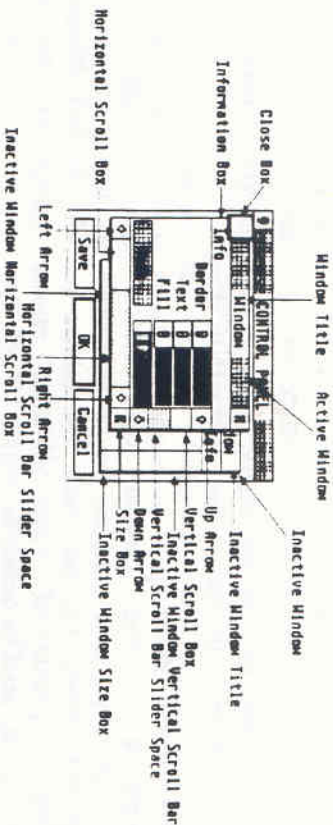
2.2.7 *Unload CPX*

Unload CPX simply removes a disk resident CPX from the CPX list on the Control Panel main window. You can use Reload CPX to place the CPX back on the list.

3 CPXs

3.1 **Windows Colours**

Window Colours allows you to assign different colours (depending on the selected resolution) to different elements of the desktop windows. You can assign colours to each of 15 elements of the active window and 5 elements of inactive windows.

Even though the ST/STE colour palette contains 4.096 colours in most resolutions, the colours available depend on the selected resolution (from 2 to 16 colours on the screen at any one time). You can use the Colour Setup CPX if you wish to create a custom set of available colours. (See "Colour Setup"). You can also use the factory assigned default colour set, or use function keys 1 through 10 to select one of Window Colour's pre-assigned colour sets.

Window Title   Active Window
Inactive Window

Inactive Window Title
Inactive Window

Up Arrow
Vertical Scroll Box
Inactive Window Vertical Scroll Bar
Vertical Scroll Bar Slider Space
Down Arrow
Size Box
Inactive Window Size Box

Close Box
Information Box

Left Arrow
Right Arrow

Inactive Window Horizontal Scroll Bar Slider Space

Horizontal Scroll Box

Horizontal Scroll Bar Slider Space

You can choose four options for each window element. Border allows you to choose the colour of the narrow border that surrounds each window element. Use Text to choose the colour of any text or icon (as in the case of the Full box) that appears within the selected window element. Fill is the background colour of the selected element, and you can also choose one of the eight fill patterns appearing directly under the Fill scroll bar. The fill colour will appear in the selected pattern.

The Mode box allows you to toggle between having text appear directly on the fill pattern, and having text appear within a solid background over the fill pattern.

When you assign active window element colours and then select Save or OK, the new colours will display the next time you open a window. Any window that was opened before will not reflect the new active window element colours.

Before you assign window element colours, choose the colour set you wish to use. You can: use the factory assigned default colour set, press a function key (1 through 10) to use a Window Colours pre-assigned colour set, or use Colour Setup to create a custom colour set.

Follow these steps to assign active and inactive window element colours:

1. Select a window element for colour assignment. A box outlines the selected element.

2. Click and drag the appropriate scroll box to assign Border, Text and Fill colours to the highlighted window element. Click on the desired Fill Pattern.

3. Select the desired Mode. Repeat steps 1 through 3 until all the desired colours have been selected.

4. Choose Save to save the selected window element colours or OK to

select and use the current colours until you reset. Cancel will return to the Control Panel menu with no changes.

3.2 Colour Setup

Depending on your computer type, monitor type and the screen resolution you have selected, up to 16 colours can display at one time on your screen. You can choose the colours you wish to have displayed from a palette of 4,096 available colours (except in ST High resolution, which is monochrome only).

Colour Setup allows you to choose which colours from the colour palette you wish to have available for use when you assign window colours (See "Window Colours").

Pen Number Scroll Bar
Pen Number
Bank Display Box
RGB Colour Tuning Scroll Bars
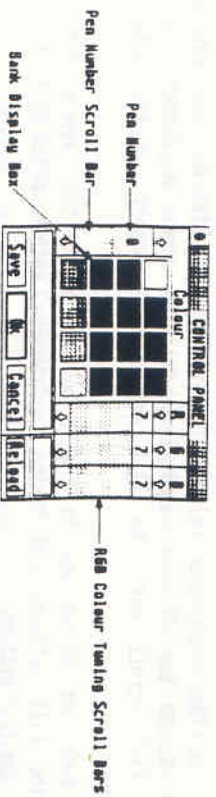
Think of the 4,096 available colours as a collection of pens. The Pen Display Box can display up to 16 pens at one time. The number of pens displayed will be the same as the number of colours your resolution is able to display on the screen at one time. The number of pens that can display in your resolution at one time is your colour palette of pens. Different inks will display in the Pen Display Box as you use the Pen Number Scroll bar to scroll through the different combinations of pens. Each display will contain 2, 4, or 16 pens, depending on the number of colours your chosen resolution is able to display on the screen.

Follow these steps to modify the pens in the displayed bank:

1. Use the Pen Number Scroll bar to scroll through the available pen collection (if applicable to the selected resolution). Display the collection that contains the pens that most nearly matches the pen colours you desire.

2. Select the pen you wish to modify by moving the pointer over the desired pen and clicking the mouse button, or using the Pen Number Scroll Box to display the number of the desired pen. A black box outlines the pen selected for modification.

3. Now use the RGB Colour Tuning Scroll Bars to change the colour of the highlighted pen.

4. After you modify the displayed bank as desired, select Save to

permanently save the palette, OK to select and use the bank until you switch off the ST/STE. Reload to display the most recently saved defaults. If you wish to return the banks to the factory set defaults, press [Clr Home].

Note: You can restore the currently displayed collection of pens to the condition it was in before you opened it. Simply press [Undo]. Use Reload to restore all pens.

3.3 Configure CPXs

Configure CPXs allows you to change the name, choose the displayed text and icon colour, and change the RAM resident status of CPXs.

Name Line
RAM Resident Box
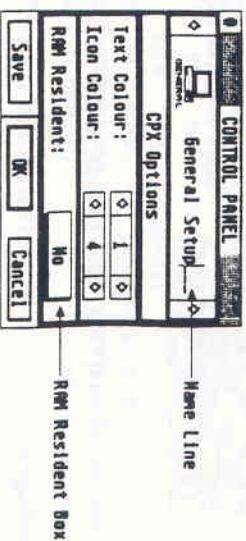
To configure a CPX, you must first display the name of the desired CPX in the name line. Use the left and right scroll arrows to scroll through the Configure CPX list.

When the Configure CPXs windows displays, the text insertion cursor is already positioned at the end of the displayed CPX Name Line. To change the name of the displayed CPX, press [Backspace] to erase the entire Name Line, or press [Esc] to clear the entire character at a time. Then type in the new CPX name.

To select Text and icon colours, use the appropriate scroll arrows to display the 16 different available colours. The name and icon displayed on the Name Line will display the selected colours.

You can also set the RAM resident status of the selected CPX. Position the pointer over the shaded RAM resident box and click the mouse button. Move the pointer to highlight the desired status. Click the mouse button to save the highlighted selection.
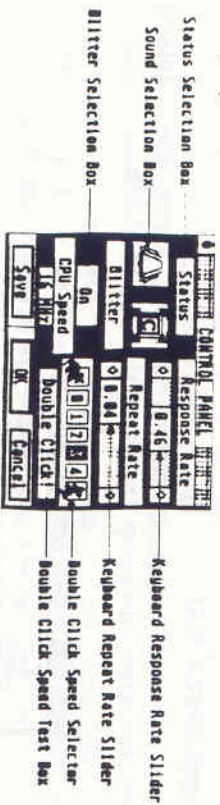
When the desired text/icon colour selection displays, and the desired RAM resident status is selected, click on OK or Save.

Note: RAM resident status takes effect only at start up time and when you change resolutions.

3.4 General Setup

The General Setup CPX allows you to set the keyboard response and

repeat rate, the mouse double click response rate, and the audio feedback. It also allows you to toggle on and off the CPU Cache option and display system statistics such as TOS version number and amount of available RAM.

Status Selection Box
Sound Selection Box
Blitter Selection Box

Keyboard Response Rate Slider
Keyboard Repeat Rate Slider
Double Click Speed Selector
Double Click Speed Test Box

3.4.1 Status

Select the Status box to display the TOS version number and date, and the number of total bytes available.

3.4.2 Audio Feedback

The computer has two kinds of audio feedback, a click signalling each keystroke and a bell signalling keyboard or mouse errors.

To control audio feedback, select the keytop button or the bell button. A gray image means that sound has been turned off. A clear image means that sound is turned on.

3.4.3 Sound

If you want all sound turned off, position the pointer over the Sound box. Click the mouse button. Move the pointer until the word Off highlights, and click the mouse button again.

3.4.4 Keyboard Response

Every key on the computer keyboard responds when pressed, and every key (except [Shift], [Control], [ESC], [CapsLock] and [Alternate]) repeats its character if held down. The keyboard repeat controls how much time it takes for the keys to repeat when they are pressed, and how quickly they repeat after the repeat process begins.

The upper slider controls how soon a key starts to repeat.

The lower slider controls the speed at which the keys repeat once they start repeating.

Test the new settings by turning the sound on, if required, and pressing [Space Bar]. You will hear a click each time you press the space bar. Listen to the clicks to judge the repetition speed of the keyboard.

3.4.5 Double-Click Response

You can adjust the computer's response to double clicking. After setting the double-click response, you can test the setting by double-clicking on the Double-Click Response Test box. When you double-click at the set rate or faster, the box will briefly highlight.

3.5 Modem Setup

The ports labelled Modem on the back of the computer are RS232 serial ports. By connecting a modem to the computer, you can communicate with other computers. You can also connect a serial printer or any other RS232 device to the modem ports.

The Modem Setup CPX lets you configure the computer's modem ports to work with your modem or other serial device. Refer to the manual supplied with your modem or peripheral for specific information on which parameters to choose. The parameters needed by the computer with which you are communicating (the remote device) is known as the communications protocol.

3.5.1 Serial Port Selector

The Serial Port Selector allows you to tell the computer which of the available serial ports to recognise as active. Select the port you are using for the connected modem.

3.5.2 Baud Rate

Baud rate is the speed at which data is transmitted. Baud, the standard unit measure of transmission speed, is the number of signal elements per second.

3.5.3 Parity

Whenever computers transmit data through telephone lines, there is a chance that some of the information will become garbled due to imperfections and noise within the lines. Parity is an error checking procedure that computers use to examine information and determine whether data was cleanly transmitted.

The parity bit is added to a group of bits to make the total number of bits transmitted odd or even. Transmission errors can be identified when the number of bits in a group does not match the parity chosen (odd or even). Depending on the modem and the remote device, you will choose either None, Odd or Even parity. (Refer to the manual supplied with your modem for specific information.)

3.5.4 Bits/Char

Each character is stored in memory as one byte. Usually a byte is made

up of eight bits. Depending on bits per character used by the remote device, you may need to change the number of bits per character when transmitting through the RS232 port.

3.5.5 Stop Bits
You can normally use 1 stop bit, but you may need to use 1.5 or 2.

3.5.6 Flow Control
You can choose between two flow-control protocols: Xon/Xoff, and Rts/Cts. Flow control protocols are procedures that allow your computer and the remote device to signal one another when to start or stop sending information. Choose the flow control supported by the remote modem.

3.6 Printer Setup
Any program may access the printer configurations set by the Printer Setup CPX. For example, the Print Screen option under the Options Menu uses the printer setup information. Other utilities or applications may not. Check the manuals supplied with your programs to see if a program can use the printer setup information.

Note: You cannot configure an Atari SLM laser printer with the Install Printer dialogue box. Instead, refer to the Atari SLM Printer Emulator User's Manual (supplied with the SLM laser printer) for instructions on changing printer settings. If you have both an SLM and dot-matrix or daisy wheel printer connected to your computer you may be able to select the printer type within your application. If not, you must turn off one of the printer driver programs.

To configure your printer, display the Printer Setup CPX window. Position your pointer over the shaded box representing the setting you wish to change. Click the mouse button. Move the pointer over the desired setting. When the setting highlights, click the mouse button to select the highlighted setting.

3.6.1 Printer Type
The choices are Dot (dot matrix printers) and Daisy (daisy wheel printers). Select the appropriate box for your printer.

3.6.2 Colour
The choices are B/W (black and white, or monochrome) and Colour. Select the appropriate box for your printer.

3.6.3 Pixels/Line
Only dot matrix graphics printers use the Pixels/Line option. Pixel means picture element. On dot matrix printers, a pixel is a dot. Dot matrix printers print a certain number of pixels per line when

printing in graphics mode. If you have an Atari dot matrix graphics printer, select 1280. If you have an Epson, or Epson-compatible dot matrix graphics printer, select 960. Both values assume an eight-inch printed line.

3.6.4 Quality
Only dot matrix printers use the Quality option. Select Draft for draft-quality printing. Select Final for letter or near-letter quality printing.

In Draft mode, the printer may make only one pass of the print head when printing. For darker printing, select Final. Keep in mind that in Final draft mode the printer will generally make two passes of the print head, thus taking twice as long to print the page.

Note: Do not select Final if your printer does not support near-letter quality printing.

3.6.5 Paper
If your printer feeds paper automatically by means of a tractor or single-sheet feeder, select Feed. If your printer accepts only a sheet at a time which you must insert manually, select Single. The Single option prevents the printer from printing beyond the end of a page on documents longer than a single sheet.

3.6.6 Port
If you have a parallel printer, select Printer. Parallel printers connect to the port marked Printer on the back of the computer. If you use a serial printer, select Modem. Serial printers connect to the port marked Modem (the RS-232 port) on the back of the computer.

Note: For most serial printers, Xon/Xoff flow is set to On. This setting enables the printer to signal the computer to temporarily stop sending data so it can print data it has already received. (See RS-232 Configuration earlier in this chapter.)

3.7 Sound Setup
The Sound Setup CPX allows you to adjust the balance, volume, bass, and treble stereo sound output. To generate a tone to test the current sound settings, position the pointer over the face icon and click the mouse button.

All Sound Setup settings can be adjusted in two ways. You can use the scroll arrows to scroll through every possible setting, or you can click on and drag the scroll box from one setting to another.
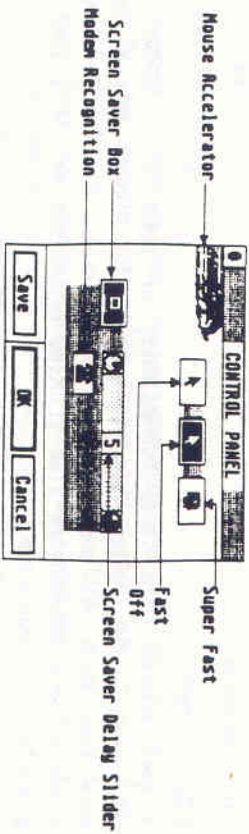
The Balance setting determines the strength of the audio signal sent through both the right and left speakers. You can adjust for an even balance, or send a stronger signal through the right or left speaker.

You can use the Bass and Treble settings to adjust the strength of low and high register tones, respectively. The Volume settings adjusts the volume of sound.

When the setting highlights, click the mouse button to select the highlighted setting.

3.8 Accelerator

The Accelerator CPX allows you to adjust the speed at which the on-screen cursor responds to the movement of your mouse. The Accelerator also contains a screen saver.

Mouse Accelerator — Super Fast — Fast — Off
Screen Saver Box
Modem Recognition
Screen Saver Delay Slider
CONTROL PANEL
Save   OK   Cancel

There are three Mouse Accelerator setting: Off, Fast, and Super Fast. Choose the Off setting if you do not wish to increase the response speed of the cursor. Select Fast or Super Fast to increase the cursor response speed.

To select a new cursor response speed, position the pointer over the desired setting and click the mouse button.

When the Screen Saver is active, it will automatically darken the screen after a period of mouse and keyboard inactivity. You can set the number of minutes of inactivity in two ways. You can use the clock icons on either side of the Screen Saver Delay slider as scroll arrows, or you can drag the scroll bar. Release the mouse button when the desired number displays in the scroll bar.

Modem Recognition allows you to choose whether or not you want the Screen Saver to recognise modem activity. If the Modem Recognition is on, the Screen Saver will recognise any modem activity and will not activate. If the Modem Recognition is off, the Screen Saver will ignore modem activity and will activate after the set delay period of keyboard and mouse activity has passed.

4 Advanced Hard Disk Utilities

This appendix contains information about the Atari Advanced Hard Disk Utilities disk. This disk contains programs and files that allow you to:

Park and Un-park the read/write heads
Install or remove the hard disk driver file
Format and partition the hard disk
Erase the contents of a logical drive
Extend the system-wide folder limit
Mark bad sectors
Create an Extended Partition Scheme

You will not use these programs as part of the hard disk's daily operation. Instead, the programs allow you to start the drive for the first time, perform functions that are required from time to time, or maximise your use of the hard disk drive. This chapter will help you choose the programs and utilities you need.

4.1 Parking and Unparking the Read/Write Heads

Whenever you move your computer, you should park the hard drive heads to prevent damage to the hard disk and the data it contains. Parking the hard disk drive moves the read/write heads of the drive away from the disk media. Parked heads cannot damage the disk media during moving or shipping. The Atari Advanced Hard Disk Utilities include two types of head parking programs. One type parks the disk heads of all hard drives connected to your system. The other parks the disk heads of individual units.

Warning: If you fail to close all hard disk windows before parking the drive heads you may damage data on your hard disk.

4.1.1 Parking Drive Heads on all Units

To park the hard disk drive heads on all hard disks connected to your system, run SHIP.PRG. You must run this program from a floppy disk in drive A or B.

Note: SHIP.PRG will not park the heads of a Megafile 44 Removable Hard Disk Drive.

With a directory of the Atari Advanced Hard Disk Utilities disk displaying, follow these instructions to run SHIP.PRG.

1. Open the HDX folder.
2. Close all other open windows.
2. Run SHIP.PRG.

4. Switch off your hard disk units as soon as the desktop appears.

4.1.2 Parking Drive Heads on Selected Units

To park a specific hard drive, you must select a physical unit to be parked. With your hard disk utilities disk in drive A or B, follow these instructions to park the heads on individual physical units:

1. Run the HDX program.

2. Close all other open windows.

3. Select the Ship option on the Disk menu.

4. When the Select physical unit(s) dialogue box appears, select the physical units that are to have their heads parked. Select OK.

Note: You can select any physical unit connected to your system (formatted or not). The unit number boxes of connected devices appear shadowed.

5. An alert box message appears on screen offering you a last chance to cancel the head parking procedure. Select OK to park the heads.

6. A final alert box appears, instructing you to turn off your hard disk.

Select OK and switch off the power to your disk drive(s).

Note: If you are preparing to move your entire system, switch off your computer at this time.

4.1.3 Unparking the Drive Heads

The next time you start your system the drive heads are automatically un-parked.

4.1.4 Installing and Removing Hard Disk Driver

The HINSTALL.PRG program installs or removes the hard disk driver file. The hard disk driver allows you to start your system from your hard drive.

To install the Hard Disk Driver follow these steps:

1. Run HINSTALL.PRG

2. Select Install from the File menu.

3. Select a logical drive for the operation. You can only select logical drives that are highlighted in shadowed boxes. Select OK.

4. From the displayed dialogue box, select OK to install the driver, or Cancel to abort the operation.

To remove the Hard Disk Driver display the directory of the HINSTALL folder and follow these steps:

1. Run HINSTALL.PRG

2. Select Remove from the File menu.

3. Select a logical drive for the operation. You can only select logical drives that are highlighted in shadowed boxes. Select OK.

4. From the displayed dialogue box, select OK to install the driver, or Cancel to abort the operation.

4.1.7 By-passing the Hard Disk Driver

As an alternative to removing the hard disk driver, you can simply by-pass the driver. To do so, switch off your computer (or perform a keyboard cold-boot) and make sure there is a floppy in drive A that does not contain a hard disk driver file. Switch on the system. The drive light comes on, and then goes off. Immediately hold down [Alternate]. Release [Alternate] when the floppy drive's busy light goes back on.

4.2 Formatting the Hard Disk

Warning: The HDX Format and Partition options described in this chapter completely erase all data on your hard disk. Back up all of your valuable files before proceeding.

You will probably never have to re-format your hard disk. The hard disk has already been formatted at the factory. Formatting the hard disk creates magnetic patterns called tracks and sectors. The process also marks and logs bad sectors, areas on the disk with surface damage or other imperfections. Data stored in these areas could be corrupted or lost. During hard disk operations, the computer avoids sectors marked and logged as bad. The formatting process also automatically divides the hard disk into storage areas called partitions or logical drives. You may need to format the hard disk if the factory format becomes erased due to mishandling or if the hard disk develops bad sectors.

Display the directory of the HDX folder. Follow these instructions to format a hard disk:

1. Select HDX.PRG. Then select the Format option from the Disk menu.

2. Read the alert message that appears on screen. If necessary, back up all your data before proceeding. Select OK to continue.

3. Select a physical unit (hard disk drive) for formatting. If you are formatting only the internal hard disk, select UNIT 0. If

you are formatting an additional hard disk, select a unit that corresponds to the hard disk's DIP switch settings. (See your hard disk drive owner's manual for information about DIP switch settings.) Units in shadowed boxes are the units that are connected to your system.

```
⚠ Select The Physical Unit ⚠

UNIT 0  UNIT 1  UNIT 2  UNIT 3
UNIT 4  UNIT 5  UNIT 6  UNIT 7

        OK        CANCEL
```

Select OK to continue. A dialogue box may appear, displaying a list of hard disk unit types.

4. Select the hard disk type showing your drive's model name. Select OK to continue.

5. Read the alert message that appears on screen. Select OK to format the unit. A message appears informing you that formatting is in progress.

Note: When the partitioning operation is complete.

When formatting is complete, the Format option automatically initiates the Markbad and Partitioning options. To find out more about these functions, refer to the sections on Marking Bad Sectors and Partitioning.

4.3 Partitioning the Hard Disk

Partitioning a hard disk is a process that divides the disk into data storage areas called logical drives. Setting a partition size tells the hard drive how much storage capacity to assign to each partition. You can use the factory-set partition capacities or change the storage capacity of each partition to suit your file organisation needs.

Partitioning divides your physical hard disk into data storage areas called logical drives. Each logical drive is pre-installed and will automatically appear on your desktop unless you re-partition the disk. Partitioning allows you to store and access your data efficiently by allowing you to group files and folders in different logical drives.

Use the Partition option to create partitions in sizes best suited to your disk storage needs. The Partition option lets you use an editing menu to set the size of each partition or select a suggested

partitioning scheme without having to reformat your disk.

Note: When you re-partition your hard disk, you must use the Install Devices command to install desktop icons for the logical drives.

4.3.1 Selecting a Unit to Partition

Display a directory of the HDX folder. Follow these instructions to partition a hard disk:

1. Select HDX.PRG from the HDX folder. Then select the Partition option from the Disk menu.

2. Select a physical unit for partitioning. To partition you hard disk, select the unit number of the device you want to partition. Only units in shadowed boxes can be selected. Select OK to continue.

3. Select a partitioning scheme.

There are two ways to select a partitioning scheme. You can use the Choose a Partition Scheme dialogue box to choose from preset partitioning schemes or you can use the Edit Partition Scheme dialogue box to create a customised partitioning scheme. Minimum partition size is 1 megabyte. Maximum partition size is determined by the capacity of your hard disk.

The Expert option is shaded and cannot be selected unless you have more than four partitions. You need to use the Expert option only if you plan to use more than one operating system.

4.3.2 Erasing the Contents of a Logical Drive

You can erase all data from a selected logical drive with the zero option of the HDX program. Erasing (or zeroing) a logical drive is useful if you want to clear the drive to make room for new data or if you want to erase damaged data from a logical drive without reformatting (and thus erasing) then entire hard disk.

4.4 Extending the System Wide Folder Limit

You can run FOLDR100.PRG to extend the number of folders your system recognises. Though most users will be able to create as many folders as they wish without problems, you can still use FOLDR100.PRG to extend the folder limit even further.

To use this program, display the AUTO folder directory on drive C containing the FOLDR100.PRG file. Then change the 100 in the filename to any value between 001 and 999 using the Show Info option from the File menu. The value you enter is the number of folders beyond 40 you can now access. For example, to extend the limit to 240 folders, you would change the filename to FOLDR240.PRG.

The FOLDR program must be stored in the AUTO folder of the startup

disk (partition C on the hard disk if physical unit 0 is the startup disk).

The new folder limit takes effect when you reboot your system. During the boot procedure, a message appears that show how many extra folders you have designated and how many bytes of RAM are allocated to the extra folders. Each folder uses 132 bytes of RAM.

4.5 Marking Bad Sectors

Error messages stating that the data on your disk may be damaged might indicate the presence of bad sectors on your disk. If such error messages frequently appear, you should check your hard disk for bad sectors. This process identifies and flags defective areas on the hard disk. Hard disks may develop defective spots after the drive has been in use. Once these spots have been logged with Markbad, they will not be used for your hard disk operations.

The Atari Advanced Hard Disk Utilities disk includes two versions of Markbad. One version is run automatically during the HDX Format option. This version operates on the entire selected physical unit and erases all data on the disk during formatting. The other version operates on the selected logical drive when you run the HDX Markbad option. This version helps you preserve data by letting you decide whether or not to erase data containing bad sectors.

Both versions of Markbad display a log of any bad sectors found. The cumulative tally of bad sectors in the log appears during subsequent Markbad operations.
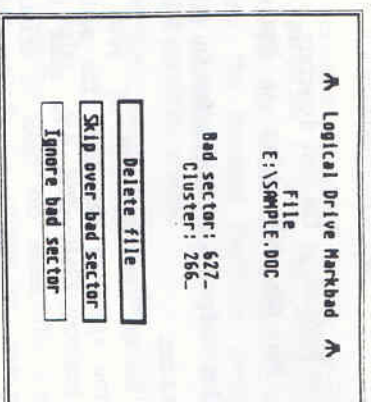
Note: You can use the HDX Markbad option on hard disks formatted with a previous version of HDX.

Display the directory of the HDX folder. Follow these steps to mark bad sectors on selected logical drives:

1. Select HDX.PRG. Then select the Markbad option from the Disk menu.

2. Select a logical drive from the Select the Logical Drive dialogue box. Select OK to continue.

3. While Markbad scans the logical drive for bad sectors, a message appears telling you that the program is marking bad sectors. If bad sectors are found in a file, select a course of action for the file from the Logical Drive Markbad dialogue box. This box displays the name of the file, the address location of the bad sector and cluster in the logical drive, and your choices for a course of action.

Note: The Logical Drive Markbad dialogue appears only when Markbad flags bad sectors in allocated clusters. An allocated cluster is a

Page 34

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cluster that has been assigned to a file.

```
⋀  Logical Drive Markbad  ⋀

      File
  E:\SAMPLE.DOC

Bad sector: 627_
Cluster: 266.

[   Delete file      ]
[ Skip over bad sector ]
[ Ignore bad sector  ]
```

4. Select Delete File to erase the file or Skip Over Bad Sector to preserve the undamaged portions of the file. Select Ignore Bad Sector to leave the file unchanged. (Select Ignore Bad Sector if you want to examine the file before taking action.)

If bad sectors are found in a sub directory file, select a course of action for the sub directory from the Logical Drive Markbad box. This box displays the name of the sub directory, its address location, and your choices for a course of action.

Select Delete Directory Only to delete the directory structure and save the deleted directory files to the root directory. All files saved to the root directory will be named "TWPnnn" where "nnn" stands for the starting hexadecimal cluster address of the file. Select Delete Directory And Files to delete the directory structure and all of its files. Select Ignore Bad Sector if you don't want to take any action at all.

Note: If a bad sector is found in a lost cluster, an alert box appears giving you the option of marking the cluster. A lost cluster is a segment of data that is unaccounted for and inaccessible to the system.

5. When Markbad finishes scanning the disk, a Logical Drive Markbad tally box with the total count of newly found bad sectors and the count of all previously found bad sectors appears.

4.6 Organising and Maintaining your Hard Disk

The larger storage capacity of a hard disk means that careful folder and file organisation is more important than ever. When planning and using your folder structure, keep the following tips in mind.

Use folder names that describe the types of files in the folders. Keep files organised in folders so you can easily find

them.

Keep as few files as possible in the root directory.

Keep the files you use most often in the first level of directories.

Delete unneeded files to free up disk space for new files.

4.7 Optimizer Programs

An optimizer program checks the structure of your hard disk and rearranges files and free space on the disk. The multiple sectors of each file are grouped together. Contiguous free space is placed either at the top of the disk (to increase the speed of writing new files to the disk) or at the bottom of the disk (to increase the speed of accessing existing files). Back up your data, then use a file optimizer program regularly to increase the speed and efficiency of your hard disk drive and to reduce the possibility of data corruption and loss.

Use one of the many hard disk optimizer programs available through your Atari dealer or Atari user groups.

4.8 Extended Partition Schemes

Creating an extended partition scheme is an option for advanced users. You will probably never need to use this option in the normal operation of your computer.

There are four slots on your hard disk that keep track of partition information. You can fill each slot with a standard partition, and have each partition represented on your desktop by a logical drive. Or you can fill one of the four slots with an extended partition to obtain more than four logical drives.

An extended partition is subdivided into more than one partition. This allows you to have more than one logical drive representing that slot.

Note: To store system startup data the first partition must be a standard partition. This partition is always assigned to the first slot. You cannot select the first slot to contain the extended partition. You must use one of the three remaining slots to contain your extended partition.
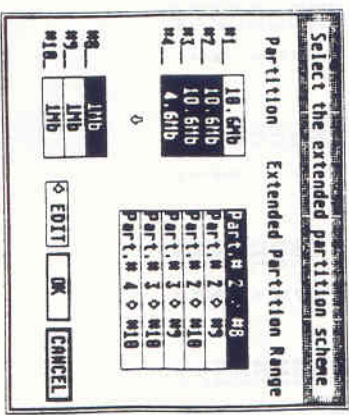
Supporting TOS as your primary operating system, HDX.PRG will automatically choose slot number two to contain your extended partition. However, if you plan to use more than one operating system, it may be useful to choose the specifics of the partition assignments. Some operating systems will not recognise an extended partition scheme. The partitions you use with these operating systems must be standard partitions.

The Expert option of the Edit Partition Scheme dialogue box allows you to choose which slot will contain the extended partition, and which of four slots will contain standard partitions.

The Select the Extended Partition Scheme dialogue box displays the current extended partition scheme. The Partition section on the left side of the dialogue box shows the partition number, size, and range of each partition. The Extended Partition Range dialogue box on the right side of the dialogue box allows you to choose which slot will contain the extended partition scheme.

The Extended Partition Range dialogue box displays each slot's range of partitions.

In the example below, all four slots contain partition information. The first slot contains partition one. The second slot contains the extended partition, which is subdivided as partitions two through eight. The partitions included in the extended partition are always highlighted. The third slot includes partition nine, and the fourth slot contains partition ten. Slots one, three and four contain standard partitions.

```
Select the extended partition scheme

Partition          Extended Partition Range

#1_  10.6Mb        Part.# 2 : #8
#2_  10.6Mb        Part.# 2 ◇ #3
#3_  10.6Mb        Part.# 2 ◇ #10
#4_  4.6Mb

                   Part.# 3 ◇ #10
#8_  1Mb           Part.# 4 ◇ #10
#9_  1Mb
#10_ 1Mb

        ◇ EDIT   OK   CANCEL
```

4.9 Other Advanced Hard Disk Utilities Disk Files

HDX.RSC is a GEM resource file used by HDX.PRG

WINCAP.RSC is a text file that includes information used by HDX.PRG

HINSTALL.RSC is a GEM resource file used by HINSTALL.PRG

SHDRIVER.RAW is used with HINSTALL.PRG to create SHDRIVER.SYS, the hard disk driver file that directs your system to start from a hard disk.

Appendix A

TOS 2.06 gives you the possibility to use special characters as ü, á, à, ì and so on. You can get these special characters in the following way:

1.   Press [Alternate]

2.   Type on the numeric keyboard (the keys with the numbers on the right side of the keyboard) the ASCII-code of the character you want.

3.   Release the alternate button.

128	129	130	131	132	133	134
135	136	137	138	139	140	141
142	143	144	145	146	147	148
149	150	151	152	153	154	155
156	157	158	159	160	161	162
163	164	165	166	167	168	169
170	171	172	173	174	175	176
177	178	179	180	181	182	183
184	185	186	187	188	189	190
191	192	193	194	195	196	197
198	199	200	201	202	203	204
205	206	207	208	209	210	211
212	213	214	215	216	217	218
219	220	221	222	223	224	225
226	227	228	229	230	231	232
233	234	235	236	237	238	239
240	241	242	243	244	245	246
247	248	249	250	251	252	253
254	255					