

DUPLICATION OF MASTER DISKETTE PROCEDURE SUMMARY

Your first disk operation should be to write-protect and duplicate your Master Diskette. The following steps describe the necessary procedure for duplicating the diskette.

1. Turn on disk drive. Wait for BUSY light to go out.
2. Remove Master Diskette from white, protective envelope.
3. Place write-protect tab over notch on Master Diskette.
4. Insert Master Diskette into Disk Drive #1 and close drive door.
5. Turn on computer console. DOS will "boot" into RAM.
6. Type DOS [RETURN], if cartridge is inserted.
7. Remove Master Diskette and insert a blank diskette or one you wish to erase.
8. After the DOS Menu and SELECT ITEM prompt appear, Type I [RETURN] to format diskette.
9. Type 1 [RETURN] in response to WHICH DRIVE TO FORMAT? prompt message.
10. Type Y [RETURN] in response to TYPE "Y" TO FORMAT DRIVE 1 prompt message.
11. When SELECT ITEM prompt message appears, type H [RETURN] .
12. Type Y [RETURN] in response to TYPE "Y" TO WRITE NEW DOS FILE? prompt message.
13. Prompt message WRITING NEW DOS.SYS FILE displays on the screen.
14. When SELECT ITEM prompt message appears, the duplication of the diskette is complete.



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PREFACE

This ATARI(R) Disk Operating System (DOS) Reference Manual assumes that the user is familiar with ATARI BASIC. It explains the commands and statements used by the Disk Operating System (initial release-9/24/79) to move data to and from the ATARI 810[TM] Disk Drive(s).

The first section explains the procedure for powering-up the console and powering up and initializing the Disk Drive(s). It also defines the notations and conventions used throughout the manual.

The second section describes the ATARI 810[TM] Disk Drive and a little about its operation. From this, the manual proceeds to describe the diskettes and how they are organized to accept data. Section 3 also contains a "trouble-shooting" section on BOOT ERRORS and possible reasons for their occurrence.

Section 4 describes the interaction that takes place within the Disk Operating System itself when it is in operation. The two main files within the DOS are described in terms of their relationship to the DOS Menu. This section also explains the parameters and "wild cards" recognized by DOS.

Sections 5 and 6 contain descriptions of the DOS Menu selections and the BASIC commands used with disk operations. Each of these provides an example of its use.

The appendices give useful information including the memory map, a glossary, error codes, and hints on how to obtain more useable RAM.

SECTION 1. GENERAL INFORMATION

This section reviews the procedure for powering-up and initializing an ATARI Personal Computer System with at least one ATARI Disk Drive attached. It also defines the notation conventions and general information that is used throughout this manual. It does not contain information regarding the attachment of disk drive(s) to the computer console. That information is contained in the ATARI Disk Drive Operator's Manual.

DISK DRIVE POWER-UP AND INITIALIZATION

After you have checked the connections and placement of your disk drive(s), use the following procedure to power-up your system and to initialize the disk drive(s). This initialization procedure is also called a "bootstrap" operation or "autoboot."

1. Turn on television set.
2. Turn on Disk Drive unit(s). The BUSY light(s) will come on and will stay on until each drive unit is initialized.
3. Turn on any other peripheral devices; e.g., printer.
4. Insert DOS diskette in Disk Drive #1 and close disk drive door.

NOTE: The Master Diskette DOS should always be placed in Disk Drive #1 (see Drive Code Settings, Section 2).

5. Turn on computer console.
6. If you get a BOOT ERROR, turn off computer console for approximately 5 seconds, then turn it on again. If the BOOT ERROR message persists, check all connections and make sure the the drive door is closed. If everything seems to be alright, check the section entitled BOOT ERRORS on page 21.

DEVICE IDENTIFICATION

Each ATARI device, including the disk drives, has an identification letter that allows you to access it. These identification codes are given below with a short description of each device:

- C: ATARI 410[TM] Program Recorder. This is both an input and output device. If you want to save a program on tape in its tokenized form, use either the CSAVE or SAVE "C:" command.

- D {1}: ATARI 810[™] Disk Drives. The disk drives are both input
 {2} and output devices. To save a program on diskette, select the
 {3} drive you want to use; e.g., Disk Drive #2, and use the command
 {4} SAVE "D2:PROG1.BAS." Device Identification D: is equivalent to
 D1:.
- E: Screen Editor. This input/output device uses the keyboard and
 display (see K: and S:) to simulate a screen editing terminal.
 Writing (output) to this device causes the data to appear on
 the display starting at the current cursor position. Reading
 (input) from this device activates the screen editing process
 and allows you to enter and edit data.
- K: Keyboard. This input only device allows you to read the
 converted (ATASCII) keyboard data as you press each key.
- P: Line Printer. This output only device prints ATASCII
 characters, usually a line at a time. This device
 identification is used for the ATARI 820[™] Printer, the ATARI
 822[™] Thermal Printer, and the ATARI 825[™] 80-column
 Printer.
- R {1}: ATARI 850[™] Interface Module. This device handles both input
 {2} from and output to RS232C-compatible peripheral devices (and
 {3} output only to a printer requiring an 8-bit parallel port
 {4} accessed through P:).
- S: TV Monitor. This input/output device allows the user to read
 characters from and write characters to the display using the
 cursor as the screen addressing mechanism.

Throughout this manual, you will see these device identifications
 used in both the DOS Menu options and BASIC commands used with DOS.

FILE SPECIFICATIONS

Information is stored on a diskette in files. Files are classified
 into two types: program files and data files. Data files usually
 contain data used by a program file. A program file contains the
 instructions to perform a certain task.

When referring to a file on a diskette, use a file specification (or
 filespec). A filespec consists of up to six elements. Figure 1-1
 illustrates the six possible elements of a filespec. In BASIC,
 quotation marks are required when accessing a file.