

CoCoSDC User Manual

This will get you started.

Coco 1,2 and 3

To load the root of the sd card type Dir"

If you would like to see other directories then type Dir"A/B

Where A is the directory you have on your sd card i.e "Coco" and B is the second directory you would like to see i.e "games".

There are 2 drives 0 and 1

To see what is mounted on the drives type DRIVE

To mount a disk type DRIVE0,"GAMES.DSK" this will mount the GAMES disk onto drive 0

To see what is on the mounted drive type DIR

To load a program from the mounted Disk type LOAD"*.BAS" for BAS files and to load a machine code program type LOADM"*.BIN"

Then type RUN for basic files and EXEC for machine code files.

For more info on the CoCoSDC download the Instructions on the CoCoSDC. This is mostly for the CoCo.

The Pin setup for the CoCo is no jumpers and all switches are to the bottom, basicly all off.

Instructions For the Dragon 32/64

This will get you started.

Dragon 32/64

To load the root of the sd card type SDir"

If you would like to see other directories then type SDir"A/B

Where A is the directory you have on your sd card i.e "Dragon" and B is the second directory you would like to see i.e "games".

There are 2 drives 1 and 2

To see what is mounted on the drives type DRIVE

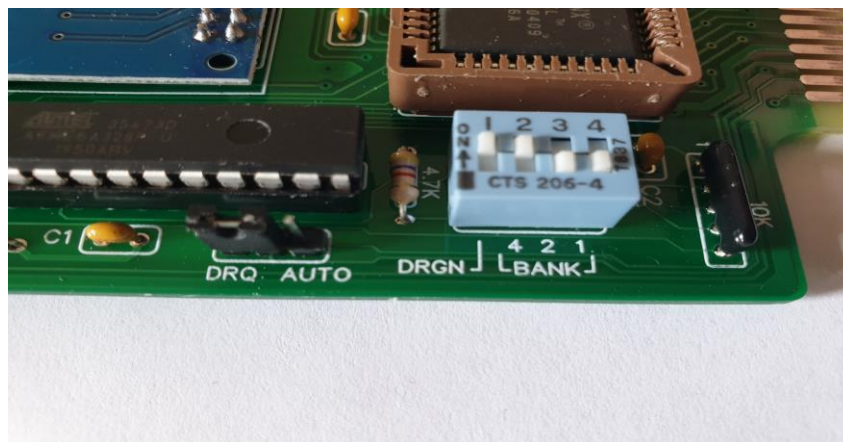
To mount a disk type SDRIVE1,"A/B/GAMES.VDK" this will mount the GAMES disk onto drive 1

To see what is on the mounted drive type DIR

To load a program from the mounted Disk type LOAD"*.BAS" for BAS files and to load a machine code program type LOADM"*.BIN"

Then type RUN for basic files and EXEC for machine code files.

For more info on the CoCoSDC for the Dragon download the Instructions on the CocoSDC. This is mostly for the CoCo.



Setup for the Dragon. Dplus5.0 is on bank 4

New commands added to the DosPlus5.0:

DWLOAD "Filename" allows the use of any dweeb even if you don't have the modified Basic ROM.

Accepts DWLOADN "FileName" to load it but without running/executing it.

MOUNT unit, "Filename" asks DW4 to mount that VDK file on a free slot. This slot number is then

linked to the unit (unit ranges 1 to 4)

LINK unit, slotNumber links the requested DW4 slot number to any unit

Slot number can be 0 or 5-255. Numbers 1 to 4 are reserved for physical drives

LLINK lists the assignments to the four units. If unit 4 is a virtual HD, it shows the disc index in use.

HDIDX number selects (only on unit 4) a disk inside a virtual HD made by adding together 180k discs,

maximum quantity being 90, index ranging from 1 to 90

DOS is used to boot OS-9 or NitrOS-9 from slot 0 of DW4

LROM helps the user to load/exec any ROM file via DW4

In case we just want to load it, we write LROMN and it is loaded from \$3000 on

BANK number switches to the CoCo-SDC slot in the MPI and starts the requested bank in map0

BANK number,R the same but switching to MAP1

SLOT number switches to the requested MPI slot and starts it. If **SLOTN** is used, it will not change to

MAP0 so the slot will change but if the ROM is in MAP1 it keeps controlling the program flow.

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New commands to deal with the SDC:

SDRIVE shows the files linked to both drives and their state (drives 1-2)

SDRIVEN,[ON || OFF] turns a SDC drive on or off. When off, the corresponding FDC drive is on

SDRIVEN,"FileName" links the requested file from the current dir to that drive

SDRIVEN,"Filename",[NEW || DEF] [,180 ||,360 ||,720] creates a DDOS type DSK or the

special SDF, by default will create 180k, with requested name on current dir and

will link it to the requested drive number. The disk is formatted too.

SDRIVEN,UNLOAD unlinks the linked file to be able to use it at another place.

SDRIVEN,GET shows data about the linked file to that drive

SDRIVEN,DIM shows the number of sectors that this file has

SDIR shows the contents of current dir folder (paging)

SDIR GET shows the current directory name only (last leaf)

SDIR? shows the full pathname of the current directory

SDIR- shows the contents of root directory (paging)

SDIR="PathName" does the same as **SCHD"PathName"** ... is here for CoCo compatibility

SDIR"PathName" shows the contents of requested folder. Careful, if no wildcards, should end with a /

SCHD"PathName" changes the current dir to the requested path

SCHD/ sets the root directory as current dir

SCHD.. sets the parent directory as current dir

SMKDIR"Foldername" creates a directory with the requested name on current dir

SKILL"FileName" deletes the requested file or empty folder on current dir

SREN"OldName""NewName" renames a file or a folder ... Careful, no comma between strings

WRITE MEM @bank,source,destination,length This one will flash a bank in the SDC using

the memory from source to source + length and put it on destination. An

example:

WRITE MEM @7,&H4000,&HC000,&H3A00

or simply: **WRITE MEM @7** will use these addresses:

&H3000,&HC000,&H3F00

SCOPY MEM @bank || SLOTnum,source,destination,length This one will copy to RAM a

bank of the SDC or the ROM from a ROMPACK in any MPI slot

or simply: **SCOPY MEM [@n || SLOTn]** will use these addresses:

&HC000,&H3000,&H3F00