

The Author
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SC_HD LOADER v2 around JUNE 1996.

This is a modified MDOS2.3 floppy boot file with use with S.D.Softwares Hard drive unit.

It came apparent to me that some users were having problems with loading very large files that take much of the Sam's Ram especially music files, but the Hard drive Dos took a large area which could clash with code files that were loaded in.

I wrote some code that helped solve the problem by fitting it into the existing Master Dos.

Initially this only worked with the early version 1 Hard drive files, but later the information about files was changed, so the next day I modified to it to work for one of my customers who alerted me to the problem with the file structure of version 2 of S.D.Softwares Dos.

The instructions for version 1.0 below work in exactly the same way as version 2.

SJ Nutting

STEVES SOFTWARE April 1990 - January 1996

SC_HD LOADER v1.0 03 MAR 96 STVES SOFTWARE

SC_HD LOADER is a modified MasterDos MDOS23 file which will allow one to **load code files** from S.D.Softwares **Hard Drives**, using the same floppy disc syntax.

In order for this to work more room was needed to place the extra code within the 16K Masterdos file, as there is no more room available, certain parts of masterdos had to be removed, as below.

1. Formatting a floppy disc drive has been removed, e.g FORMAT or FORMAT "d1" will just do nothing, however you can still Format Ram drives e.g FORMAT "d3",4,160.
2. BACKUP & COPY & MOVE will just give syntax errors as these routines have also been removed.

The file on disc that will enable you to access the Hard drive is called **"MDOS23HD" CODE 65536,15750**, just place this file at the start of a floppy disc file position like you would normally with the MDOS23 file.

BOOT up as normal although make sure an **"auto" file exists**, and don't use **BOOT1**.

Once loaded the default setting is to use the floppy disc **LOAD** syntax, in order to make the **Hard drive LOAD syntax work type CALL 501136**,

(Note other syntax like floppy disc **SAVE** works as normal).

To load in a file either within Basic or as a Direct command use:-

LOAD "filename" CODE,

(do not use **LOAD "filename" CODE Start** or **LOAD "d1:filename" CODE**)

If loading a **SCREEN\$** file use **LOAD "filename" CODE (Not SCREEN\$)**.

NOTE "filename" must be in lower case.

The default Subdirectory that files are loaded from is the **ROOT** directory, if a file you wish to load is in a sub directory then **POKE 501181,"subdirname"**, note must be in lower case, if the sub directory filename is less than 10 characters in length, pad the rest out with spaces, e.g if you want to load from the sub directory "word" we **POKE 501181,"word "**.

Any **LOAD "filename" CODE** will load from the sub-directory you poked at 501181, if you want to load from the Root directory again just **POKE 501181,32**. If the Sub-directory or filename could not be found, then the basic error message **107 File not found**, will come up.

To **revert back** to normal floppy disc **LOAD** syntax **CALL 501142**.

Or you could **CALL 501139** this has the effect of turning OFF the Hard drive (make it go to sleep), as well as reverting back to normal floppy disc **LOAD** syntax..

NOTE if you used **CALL 501139** and **CALL 501136** so hard drive syntax takes hold and you start to type in **LOAD "filename" CODE**, and **RETURN**, that file may take upto 15 seconds to start to load while the hard drive is powered up again and initialized.