

This is the original User Guide for Disk Mate 5. I have not made any changes to the original text. Please note that my new address is

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Please feel free to distribute this User Guide together with Disk Mate 5. The DM5 software is now put into freeware. This does not include Jochen Merz' Menu Extensions.

Pål Monstad 28.01.2005  
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USER GUIDE  
FOR  
DISK MATE 5

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In January 2020, Disk Mate 5 was decompiled back into SuperBASIC by Martin Head.  
A SMSQ/E compatibility problem was fixed, and an update of date checking was fixed.  
This manual was also converted into Open Document Format.

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User Guide:    6th edition, February 2020  
                  5th edition, July 1996  
                  4th edition, July 1995  
                  3rd edition, February 1995  
                  2nd edition, October 1994  
                  1st edition, January 1994

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If you would like to see us develop more software for the QL and compatible, you should please respect the copyright. If you don't, we must stop supporting this great computer. There are very few QL software developers left, so please support those few still existing.

Neither the program author nor PM data will in any circumstances be liable for any direct or indirect loss of data arising from the use of DM5 or its documentation. DM5 is sold as is, and is not covered by any warranty. If problems occur, please let us know. We will do what we can to correct bugs (faults in the program). Please tell us what is wrong, when the error occurs and what machine and equipment (Gold Card/Trumpcard versions, version of ROM, Toolkit II version etc) you are using. This is one of the main reasons why you should fill in the registration card supplied with this User Guide. When we have your name and address, we can send you information about new versions and updates.

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The complete Pointer Environment: Ptr\_gen, Wman, Hot\_rext and Config are copyright Qjump Ltd.  
The Qmenu extensions: Menu\_rext is copyright Jochen Merz Software.

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## **1.0 INTRODUCTION**

Thank you for buying Disk Mate 5, henceforward referred to as DM5. DM5 is a powerful and user friendly program made to cover most of your needs concerning disk and file management. You will find DM5 extremely easy to use, mainly because it runs under the Pointer Environment.

DM5 is a completely rewritten version of the program previously called Disk Mate which did not run under the Pointer Environment. We have done a lot of work to make DM5 as powerful and user friendly as possible, and we are still improving the program. Even if you have bought Disk Mate from us previously you will have to read this manual carefully, because there are very few similarities between the two programs. DM5 is in fact a completely new program that has very little in common with Disk Mate. What the two programs have most in common, is the name...

## **1.1 SYSTEM REQUIREMENTS**

In order to run DM5, you will need a QL or compatible machine with at least 1 MB memory. The more memory your machine has, the better. Minimum one disk station is required, but other storage devices, e.g. a hard disk or ram disk are supported as well. DM5 was developed on an Atari Mega STE/Atari TT with QDOS emulator (QVME, level E.xx/SMSQ/E), but it should work with QLs too, as long as they have a Gold Card/Super Gold Card fitted. DM5 will also run on Atari or QXL. DM5 needs lot of memory and processor speed, so a standard QL without Gold Card is not recommended! DM5 can easily be controlled either by mouse or by keyboard. A mouse is preferred, but not essential. If you have decided to buy a mouse, you should buy either the QIMI mouse interface (from Quanta) or the Serial mouse drivers by Albin Hessler Software. The Smiling mouse and the ICE mouse are not compatible with the Pointer Environment!

## 1.2 WHAT IS ON THE DM5 MASTER DISK

If you make a directory of the program disk, you will see that the disk contains the following files:

Ptr_Gen	Pointer generator
Wman	The Window manager
Hot_Rext	The hotkey system II
Hot_Rext_German	German version of the Hotkey System II
Menu_Rext	The Menu extensions
Menu_Rext_German	German version of Menu_Rext
Config	The configuration program
Config_German	German version of the Config program
Boot	The DM5 boot program
Boot_German	Boot file for German users
Dm5_Obj	The main program, Disk Mate 5
Dm5_Int_Obj	Dm5_obj, but without the runtime code linked
Updates_Txt	Updates note, document in ASCII format
Backup_Bas	Program to make backup copies of the DM5 disk
Backup_German_Bas	German version of the backup program
Extensions_Cde	Several toolkit commands needed by DM5
Example_Bas	Basic program which shows how to make macros
Example_German_Bas	German version of the example program
Manual_Txt	German translation of this User Guide in ASCII format
Manual_T91	German translation of this User Guide in Text87 format

You should load the Updates\_txt file into QD, Quill, Text87 or any other program which can read ascii files (you can also use DM5, refer to section 3.7), to read if there are any changes made to the version of DM5 you have got. The program may be more up to date than this manual. Changes are described in the Updates\_txt file.

You are free to alter the boot file. This may be necessary if you already have loaded the Pointer Environment, or if you want to load the «internal» version of DM5. The «internal» version has not got the Qliberator runtime system linked. You will save about 10 KB of memory if this version is loaded instead of DM5\_obj. In order to use the «internal» version, you will need the file Qlib\_run to be loaded first. The file is a part of the Qliberator package (copyright by Liberation Software).

For German users, we have made a translation of this User Guide in the files Manual\_T91 and Manual\_Txt. You can load them into Text87 (T91) or any editor which can handle plain ascii text. I am sorry for not making a hard copy of the German User Guide, but that would cause very much trouble for me as I do not master the German language. Thanks to Wolfgang Uhlig for the translation.

### 1.3 MAKING A BACKUP COPY OF DM5

Before you make any attempt to start DM5, you should have made at least one backup copy of the program disk. To make backup copies, you can start the Backup\_Bas program. Enter the following short line from SuperBASIC:

```
LRUN flp1_Backup_Bas
```

The backup program will load and the backup process starts. The copying process takes a couple of minutes. Make as many backup copies you want, and store the original program disk in a safe place. Do not use it for other purposes than making new backup copies. Please read the Copyright notice on page 2 if not already done! The backup program will copy files from flp1\_ to flp2\_. This can be altered in the program. Just find the line and alter the settings. The backup program takes full advantage of Hotkey System II. You are free to alter the backup program as you feel to! As you see, it is very easy to make macros from within SuperBASIC. I have made macros to make a backup copy of DM5. You can make macros to do other things! The Hotkey System II is not described in this manual. Refer to the QPAC II manual!

It is also possible to copy the DM5 disk from SuperBASIC. Use the copy or wcopy commands. Take a closer look at the file Example\_Bas if you find Backup\_Bas interesting! You must load the Pointer Environment before you can use the backup program. The following files have to be loaded: Ptr\_gen, Wman, Hot\_rext, Menu\_rext and Extensions\_cde. If you don't know how to load them, start DM5 as described in the next paragraph, and then Quit. (See section 4.8.)

### 1.4 HOW TO START DM5

Starting DM5 can be done in several different ways. You have to choose the one that best suits your needs. You can auto start DM5 by inserting the disk (remember to use a backup copy) in flp1\_. Then press F1 or F2 after a system reset. The program will load automatically. After a while you will see the DM5 screen.

It is also possible to start DM5 from SuperBASIC. Enter the following command from SuperBASIC and DM5 will start:

```
LRUN flp1_Boot
```

If you have an Atari with QDOS emulator and level E-drivers/SMSQ/E or a QL with Gold Card/Super Gold card or QXL with SMSQ/E, you should alter the boot file. Delete the lines which load the Pointer Environment (Ptr\_Gen, Wman and Hot\_Rext) as these files are an integrated part of the E-drivers (or the SMSQ/E drivers). If you normally start the Qliberator system from your boot disk, you can save about 10 KB by loading Dm5\_Int\_Obj instead of Dm5\_Obj.

The following files have to be loaded before DM5\_obj can be executed: Ptr\_gen, Wman, Hot\_rext, Menu\_rext and Extensions\_cde. They can all be loaded with the LRESPR command. DM5 can then be started with EX or EXEC, and NOT with EW or EXEC\_W. The latter two commands prevent multitasking, and should not be used!

## 2.0 THE POINTER ENVIRONMENT

If you are already familiar with the Pointer Environment, you can skip this section and go directly to section 3.0.

DM5 is supporting the Pointer Environment by Tony Tebby/Qjump. All programs that take advantage of this system, which can be compared to Microsoft Windows for the PCs, have several features in common. We have also used the Menu extensions by Jochen Merz Software to simplify the use of DM5.

The main advantage of the Pointer Environment is the way you can multitask the programs running under it and control them by the use of a mouse. Pointer Environment is a graphic user interface which is build up by several elements (buttons, menus etc.) on the screen. These elements (e.g. a command button or a menu structure) can be executed either by a mouse HIT or by a key stroke. Every command can be HIT by a direct key stroke in addition to the normal mouse HIT. Commands that can be executed from the keyboard are marked by an underscore somewhere in the name. E.g. OK-buttons can be HIT by pressing «O» on your keyboard. This is why the «O» has got an underscore. Some commands have got the HIT key written to the left of them. E.g. the All button. As you can see, there is written F5 to the left of it. This means that the F5 key can be used to HIT it.

As you already have noticed, a black border will surround the button when you move the mouse pointer to an available command. This indicates that the command is available, and that it is a command at all. From now on, I will use both «button» and «command» when referring to a button. A button is normally a command. You see?

Before we can continue, you must know the difference between a HIT and a DO. To HIT an element, press the left mouse button. The SPACE bar on your keyboard does exactly the same. To DO an element, press the right mouse button. This can also be done by pressing the ENTER key on your keyboard. You will in most circumstances only use the left mouse button in DM5. Unless other is stated, use the left mouse button or SPACE. Read section 7.0 for more information about this topic.

Some commands are written in black and some in green. The black commands (buttons) are available, i.e. they can be HIT. The green commands can not be HIT at the moment, they are unavailable. These can be selected at a later stage. As an example: The All button is unavailable (green) until a directory has been loaded via the Disk menu. When a directory has been loaded, the All button will become available (provided there is at least one file on the disk). Some buttons get a green stripe when selected. This means they are on. If off, the green stripe is turned into white, invisible.

Some elements are common in most Pointer Environment programs, other are specific to DM5. In the following paragraphs they will be explained (take a look at the figure on next page to see where on the main screen the different elements are located). But first you should load DM5 as already explained. To become familiar with DM5 you should experiment with all the different buttons on the screen. The best way to learn is to find out things yourself. But use this User Guide if you are not sure what to do. Please keep clear of the menu line (take a look at the figure) for now. You can HIT the Disk menu in the menu line, and then HIT the Directory button. You will then get the directory of flp1\_ displayed on screen.



### **3.0 THE DIFFERENT ELEMENTS**

I will now explain in detail the different elements on the DM5 display. An element can be a menu, a button etc.

#### **3.1 THE MOVE WINDOW BUTTON**

This is a standard PE button, used to move a window around the screen. Some of the menu windows in DM5 have got a move button. If you want to move e.g. a menu to another part of the screen, HIT the button which is located in the upper left corner of some menu windows. The mouse pointer will change into a move symbol. Move the symbol where you want the menu to be, and HIT again. It is useful to move e.g. a menu if you want to read the text behind it.

If you have a QVME or Extended 4 emulator card fitted in your Atari ST, Mega STE or TT or you have a QXL card with SMSQ/E, you can have problems moving the main screen of DM5 if the outline is not set big enough. Read the emulator/SMSQ/E manual to find out how to set the outline. You can press CTRL F4 to move a window instead of using the mouse to HIT the button.

It is not possible to move the main DM5 window unless you have got a QVME card or similar with extended screen resolution. Read also the next paragraph for more information.

#### **3.2 THE CHANGE SIZE BUTTON**

The Change size button is used to change size of the DM5 main window. This function is only available if you have a larger display than 512x256 pixels. You will in other words need a QVME card, an Extended 4 emulator or a QXL card. You can choose between three different screen sizes: small, medium and large. If nothing happens if you HIT the button, the screen resolution is not big enough. The default size can be configured. Refer to section 5.0.

This command can be activated by pressing CTRL F3.

#### **3.3 THE ALL BUTTON**

The purpose is to select every file in a directory. If there are files selected already, these will become deselected. Selected files are identified by a green stripe over the whole file information. A selected file and a marked file is the same. They both have a green stripe over the file information. If not, the green stripe will be invisible (black). To select/deselect files HIT F5. If you DO the button, the selected files will become deselected and vice versa. Try it to see the effect.

If a directory contains sub-directories, those will not be selected by the All button. They have to be selected manually or via the Select all sub-dir in the Options menu. Refer to section 4.3.6.

You can press F5 to select/deselect all the file names.

#### **3.4 THE DISK MATE 5 BUTTON**

HIT this button if you want to read about DM5. The DM5 version number is shown, together with the serial number etc.

Pressing F9 (SHIFT F4) from the keyboard brings up the same information window.

### 3.5 THE GOTO NEXT BUTTON

This button will bring the first selected file to top of the main window. The file is not really moved, but the directory is scrolled. This is useful if you have some selected files somewhere down the directory. HIT this button to find them quickly. If you DO the button instead the directory is scrolled one page to the next selected file.

Nothing happens unless a directory has been loaded, and more than one page of files exists. The directory is scrolled from the current position and downwards.

This button can be HIT by pressing F4.

### 3.6 THE SLEEP BUTTON

This is a standard PE button, found in most PE programs. If HIT, DM5 will be put on a button. DM5 will go into a sleeping mode and you will automatically jump back to SuperBASIC. To start DM5 again, you have to wake it up. Move the mouse pointer to the button and DO it. The sleep button does only work if the Qpac II program is present. Qpac II is not a part of DM5, and you won't miss it unless you want to put DM5 to sleep. I guess that many of you don't see the point in putting a program to sleep. It can be useful if you want to leave DM5 for a while, e.g. to do something in SuperBASIC or in other programs.

The sleep button can be HIT from the keyboard instead of using the mouse. Press CTRL F1. DM5 will then sleep. To wake it, press CTRL F2.

### 3.7 THE MENU LINE

This is where you execute the different commands. Almost every main command will bring up a sub menu, containing more commands. The menu line have the following commands: Disk, File, Options, Custom, Groups, Tree and Quit. Some of these commands are not available all the time. Please refer to the individual command.

### 3.8 THE QUESTION MARK

The question mark is of no use unless a directory has been loaded. This is not really a command. When you HIT this button, the mouse cursor changes from an arrow into a question mark. When you have got the question mark, you are free to select a file, but not a sub-directory. When you HIT a file with the question mark, several different actions occur. It depends on where on the file line you did the HIT:

- On the file name: You are free to rename a file name. An input window will appear together with the file name to alter. A file name can not exceed 36 characters. You will get a warning if the file name already exists. HIT OK to rename the file, or ESC to cancel. If you leave the input line empty and press ENTER, you will cancel the input.

- On the data space, if the file is executable. An executable file is a file which has a file header with information about the files' data space. Every file you can execute with the exec, exec\_w, ex or ew command has got data space. There are also several toolkit files with data space, even if they are not executable. In DM5 executable files are recognised by an «E» to the left of the file name. If you can't find this «E», the file is not executable, i.e. it has not got any data space. Data space means how much memory a program reserves for internal use when loaded. You should not alter the data space in a file unless you know exactly what you are doing. Under normal circumstances it is not necessary either, because the program author has carefully figured out how much data space the actual program needs in order to run properly. The data space must be a whole number between 0 and 819.200 bytes. Try to avoid more than

524.288 bytes in Qliberated programs. In any case, try first on a backup file, not on an original.

· Every other place on the file line: Enables you to view the contents of the file. As default, the file is viewed with wrap turned off, i.e. if the file contains lines wider than the window, they will be cut off. To view the whole line, turn wrap on, and HIT the lightning which will redraw the screen. To scroll in the window, press either the left or the right mouse button (HIT or DO). HIT will scroll by one line, and DO will scroll one page. It is only possible to scroll downwards!

To turn the question mark off, HIT the Question mark button and the pointer will turn into the normal arrow again. It is also possible to press «?» on your keyboard to toggle this function on and off.

### **3.9 THE ARROW BUTTONS**

You can see four different arrows at the right side of the screen. These arrows are used to scroll in the list of files. The two first arrows will move up or down one page, the other two will move to top or bottom of the list. The four arrow buttons do only work if a directory has been loaded with the Directory command via the Disk menu. Nothing happens unless there are more than one page of files in the directory. (One page contains 15 files if the main screen size is set to small size).

If you prefer to use key strokes instead of the mouse, the same can be done with the up and down arrow keys, together with either the SHIFT or the CTRL key. Hold down the CTRL key and press either the up or down arrow key. The scroll bar will move to top or bottom. If you press down the SHIFT key instead of the CTRL key, the scroll bar is moved up or down one page.

### **3.10 THE CHANGE DEV BUTTON**

By default, source device (where files are supposed to be) is set to win1\_. Destination device (where you want files etc. to be copied to) is set to flp1\_. If you want to swap the source and the destination devices, HIT this button. The result is that the source device is set to the destination device, and the destination device is set to the source device. You must avoid doing this without making a new directory. DM5 will get confused if you try to execute commands without reloading the directory. If you DO the button instead, a directory is loaded automatically, without warning! (If Tree (see section 4.6) is on, you have to confirm with Yes).

This command can be HIT by the F3 key.

### **3.11 DEVICES**

DM5 needs to know two devices: Source and destination. Source device is where DM5 expect to find files to read. The destination device is where DM5 will try to copy files etc. As default, source device is set to win1\_, and destination is set to flp1\_. DM5 can use the DATA\_USE and the DEST\_USE settings or your own. This can be configured. Refer to section 5.0 for more information. You can set source and destination devices to be sub-directories.

To alter the devices, HIT either Source or Destination. If you do, a file selector appears where you can choose a new device. If you are unfamiliar with the Menu Extensions, read section 12.0.

The source device can be HIT by the «s» key, and the destination device by the «e» key. If you DO the source device, a new directory is loaded automatically. If Tree (see section 4.6) is on, you have to confirm with Yes if you DO the source device.

### 3.12 DIRECTORY MOVEMENTS

The two arrows to the right of the devices are used to move one step backward in the directory structure. These arrows are only available if the current directory is at least one step above the directory root. Flp1\_ is a directory root while flp1\_text87\_doc\_ is a sub-directory. To move one step backwards from flp1\_text87\_doc\_, HIT the arrow, and the result will be flp1\_text87\_, one more time and the result is flp1\_. If you alter the source device this way, a new directory is loaded automatically without warning. If Tree (see section 4.6) is on, you have to confirm with Yes. The command will check whether the sub-directory is a hard sub-directory or not. Only hard sub-directories are moved backwards. Direct key strokes are «<» and «->».

### 3.13 INFO LINES

This information is not an element, only plain information to you. It tells you how many bytes the selected files contain. The line under this tell you how many files/sub-directories are selected, how many files/sub-directories there are in the directory and how many files that are grouped. This information will change as you select/deselect files, and it displays 0 if no directory has been loaded or no files are selected.

### 3.14 THE FILE NAME WINDOW

This is the main window of DM5. A directory is displayed here when you have used the Directory command via the Disk menu. If you have HIT the Directory button, you will see the directory of flp1\_ (default) displayed here. If there are more than 15 files (if the main window size is set to small) in a directory there will be a line containing arrows on top and bottom of the window. These arrows will, when HIT, move up or down the directory. Try it and see what happens. To the right there will be a scroll bar. The scroll bar is used to move up or down in the directory. The scroll bar has a small white block inside. This block shows you where in the directory you are. The block moves when you HIT the arrows in the top or in the bottom. Instead of HITting the arrows, you can move the mouse pointer to the scroll bar. Move up or down while pressing the left mouse button. As you can see, the directory will scroll up or down. It is also possible to HIT in the scroll bar outside the block. The block will then move to the point where you made the HIT. Try this until you get familiar with it.

Before you can do anything with a file, e.g. copy or rename, you will have to select the files you want to work with. This can be done via the this file name window. As you have seen, the file names are displayed together with information about file length, data space (only executable files, an «E» is shown in front of them), file version and the file date. To select a file, HIT it. The file name will then get a green stripe. To deselect a file, HIT it again, and the green stripe will disappear. You can select or deselect more than one file by holding down the left mouse button (the HIT button) at the same time as you move the mouse (or press the arrow keys). If the directory that was loaded contained sub-directories, these will be shown with an arrow («>») in front of the file name. Sub-directories will show information about file length only. If you DO a sub-directory, a new directory will be loaded, displaying only files from that sub-directory.

Users without a mouse will have to use the arrow keys in order to move the mouse pointer. Use all four arrow keys to move the pointer. It is possible to use two arrow keys at the same time. When the pointer is over a button, you will see the usual border (as long as the button is available). Use the SPACE bar to HIT a file name. To move the scroll bar, move the pointer to the white block inside the scroll bar, press the SPACE bar and move with either up or down arrow key.

### **3.15 THE ESCAPE BUTTON**

Almost every command window in DM5 has got an ESC button. The button can be HIT either by the ESC key on your keyboard, or by HITting it using the mouse. The ESC function is used if you want to escape from a menu or window.

### **4.0 THE MENU LINE**

In the following paragraphs all the different menus that are accessed from the menu line will be explained. I will no longer tell you which key strike that can be used instead of the mouse HIT. Find out yourself by looking at underscores. The character with an underscore is the magic key!

### **4.1 THE DISK MENU**

The Disk menu is the first menu you should HIT when you start DM5. Almost every command in DM5 requires one or more files to work with. To get some files to work with, you need to load a directory. This is done by HITting the Directory button. When a directory has been loaded, the file names are displayed in the file name window (see section 3.14 and 4.1.1). Then you have to select the files you want to work with. Remember this, as DM5 is build around this philosophy.

#### **4.1.1 DIRECTORY**

Use this command to load a directory from the source device (see section 3.11).

If your disk contains more than 250 files, you will see a bar in the «please wait» window. This is to indicate how far in the loading process DM5 has come. If you try to load a directory which does not contain any files, DM5 returns without any warning. It is also possible to load a directory if you DO the Source device (see section 3.10 and 3.11), or when you move backward the directory (see section 3.12). If Tree (see section 4.6) is on, you have to confirm with Yes.

#### **4.1.2 FORMAT**

This command must be used with care. It will format a disk, which erases all data on that disk! Please note: As default, it will format the destination disk. You are free to give the disk a name. The default is the same name as the name of the source disk. This can be altered by HITting the Disk name button. A disk name can not exceed 10 characters. Keep the input line empty if you don't want to give the disk a name. HIT the OK button to start the formatting process, or the ESC button to cancel the command.

You must confirm with Yes before the formatting process will start. No will cancel the command. It is possible to select a new device to format instead of the default device. This is done by HITting the Device button. You will get the usual device menu.

If you want to format the disk with a minimum number of tracks (lower capacity), HIT the Minimum button. The minimum number of tracks are calculated according to the number of total bytes in the selected files. In other words, if you have selected files that contain no more than 50.000 bytes, the disk is not formatted to more than 50.000 bytes. The disk will always be formatted to a couple of tracks more than necessary, to prevent problems. When the formatting process has finished, you are told how many free sectors the disk has been formatted to. If you don't find the value satisfactory, try once more, or throw the disk into the waste bin! When using the Minimum button, you should select the correct disk format, DD, HD or ED.

It is possible to format a ram disk, but not a hard disk. If you are going to format a ram disk, enter a value where a disk name normally is expected to be entered. A value of e.g. 1000 will format the ram disk to 500 Kbytes (1000/2).

### 4.1.3 DISK INFO

This command will give you information about the disk in the source device. From this menu, you may alter the Disk name and the disk Random number. HIT one of the two possibilities, or HIT ESC to leave the menu. This menu is only available when the source device is a floppy disk (flp).

#### Disk name

If the disk has a name already, the name is shown. If the button is empty, it means the disk is without any name. HIT the button and give the disk a new name. The name can not exceed 10 characters. OK to rename the disk, or ESC to cancel.

#### Random number

When a disk is formatted, it is given a random identification number. This number can be used e.g. as a copy protection. If you want to change the number, do it with this command. To alter the number, HIT the button and enter an integer number between -32.768 and 32.767. OK to save the new number, or ESC to cancel.

The other information displayed are:

Format ID:	Normally QL5A (for DD disks).
Count of updates:	How many times a disk has been written to.
Free sectors:	How many free sectors the disk has left.
Good sectors:	This should be equal to the total number of sectors. If not, something has
happened to the disk.	Make a backup, and throw it in the waste bin!
Total sectors:	How many sectors the disk has been formatted to. On a DD disk this should be 1440, a HD should have 2880 and on an ED there should be 6400. If this is not true, one of two things have happened: The disk is either corrupted, or it is formatted to fewer sectors than usual.
Number of files:	How many files there are on the disk. Files inside sub-directories are not counted!
Number of sub-dirs:	How many sub-directories there are on the disk (on the root).
Files all in all:	How many files and sub-directories the disk contains (only on the root).

The rest of the information is for the technically minded, and will not be explained any further!  
Some of the information is left empty if no directory has been loaded! The same is true if Tree is selected.

#### **4.1.4 SECTOR COPY**

This is a command made to copy a disk track by track. It is possible to copy other disk formats than QDOS, e.g. Atari and IBM. You have to choose which disk format you are going to copy: DD, HD or ED. If you turn the Error check button on, only QDOS disks are allowed to be copied. Elsewhere other formats may be copied too. If Error check is off, the internal error trapping is turned off. In other words, do only turn this option off if you are going to copy alien disk formats. The command is only available if both source and destination devices are set to floppy disks (flp).

#### **4.1.5 PRINT DIRECTORY**

If you have a printer connected, you can get DM5 to print out the directory. Any Epson compatible printer should work. You can, from within the Custom menu (see section 4.4), send control codes to your printer before and after printing. In this way, you can set margins, paper length etc. If you have troubles getting DM5 to print, check the baud rate setting and whether the printer port is correctly set. This can be done via the Custom menu (see section 4.4 for further details).

### **4.2 THE FILE MENU**

#### **4.2.1 COPY**

This command will copy files from the source device to the destination device. You can change Destination device if you don't want to copy to the default device.

The Multiple button should be HIT if you want to make more than one copy of the selected files in the same operation. You will save time if this button is HIT, as it is not necessary to read the source disk each time. After the files are written to the destination disk, you are asked if you want to make further copies. Confirm with Yes, or No to exit.

The Overwrite button can be selected if you are sure you want to overwrite files on the destination device. Do it only if you are really sure you want to overwrite files. Files that are overwritten can not be retrieved!

Make sub should be selected if you want to make a sub-directory on the destination device. The sub-directory which is made is identical to the sub-directory you are inside on the source device. This is only possible if you are in a sub-directory on the source device.

The Move button can be selected if you want to move the selected files from the source device to the destination device, i.e. the files will be deleted from the source device.

The Header button is selected if you want to use the same date stamp on the new files as on the old files. If you don't copy files with Header selected, the files will get the current time and date in its header. It is possible to copy files using one disk station. E.g. copy from flp1\_ to flp1\_! You have to set both source and destination device to be equal. When every selected file is read, you are told to insert the destination disk. HIT OK when ready, and the files will be copied.

See section 6.0 for information about the Overwrite window.  
Most buttons in this menu are unavailable if sub-directories are selected!

#### **4.2.2 MAKE SUB-DIRECTORY**

This command brings up a small window where you have to enter the name of the new sub-directory. Make the input line empty to cancel the command. The sub-directory is made on the source device.

#### **4.2.3 DELETE FILES**

The delete command must be used with care. If you confirm with Yes, every selected file will be deleted from the source disk. Remember it is very hard, not to say impossible, to rescue deleted files. ESC will cancel the command. Sub-directories are not affected by this command.

#### **4.2.4 DELETE SUB-DIR**

This command acts like the above, but only on sub-directories. PS! Every file and sub-directory inside a selected sub-directory are deleted!

#### **4.2.5 RENAME REPLACE**

A powerful command which enables you to replace any occurrence of a string in a file name with another string. You have to enter a string to search for, and a string to replace the search string. You can tell DM5 how many replacements you want to allow in each file name. The default is 1. This is very useful. Let us say that you want to replace any occurrence of «a» with «test» in the file name «Alabama». If Maximum is set to 1, «Alabama» will change to «testlabama». If maximum is set to 4, all four occurrences of «a» in «Alabama» are replaced. The result will then be «testtest- btestmtest».

Possible error messages are: File name too short, or File name too long. This is checked before the rename process starts, and file names are not modified if these errors are detected.

HIT OK to rename files, or ESC to cancel.

#### **4.2.6 RENAME ERASE**

The Erase command acts in the same way as the Replace command. It differs from the Replace command by erasing a string from a file name instead of replacing it with something else. You can set the maximum limit of how many times an occurrence of a string is going to be erased. The default is 1.

HIT OK to rename files, or ESC to cancel.

You can get the following error messages: File already exists and File name too short.

#### **4.2.7 RENAME ADD**

As the command tells you, this command is used to add a string to file names. You can either add a prefix or an extension.

You have to enter a string and then select Prefix or Extension. Remember to enter the underscore!

An example will illustrate the use: If you have two files, file1 and file2 and you enter \_DOC and select Extension, the files will be renamed to file1\_DOC and file2\_DOC. If you selected Prefix (and entered DOC\_) the files would change to DOC\_file1 and DOC\_file2. Be careful to put the underscore at the correct position.

You can get the same error messages as Rename erase.



#### 4.2.8 CONVERT

The Convert command is especially useful for micro drive users who have just moved over to floppy disks. Then you will have a lot of files requesting the mdv device when you more likely want to use the flp device. It is possible to alter SuperBASIC programs, but it is very time consuming. With machine code programs or data files it is even more difficult. The solution to your problem is the Convert command.

You must tell DM5 which device you want to search for, and what you want to replace with. Your input must not be more than five characters in length, and «old» and «new» must be equal in length. It is possible to convert more than devices. You can convert any string.

Before you start the converting process, you can tell DM5 to either search with case match or not. If you search with case match, only strings that match 100% with your suggestion are replaced. E.g. Old device is set to Mdv1\_, then mdv1\_ and MDV1\_ is not replaced! Start the converting process by HITting OK, or cancel with ESC.

You can configure the default setting in this command. Refer to section 5.0 for more information.

#### 4.3 THE OPTIONS MENU

This menu is only available when a directory has been loaded. Many commands in this menu deal with file selecting. One of the most powerful aspects of DM5 is the way the user can select files. You can select files manually, or according to different kinds of criteria.

##### 4.3.1 SORT FILES

When a directory has been loaded, the file names are displayed in the same order as they are stored on the disk (unless you have told DM5 to sort files automatically after loading a directory, see section 4.4). Sorting them makes it much easier to find the file(s) you are looking for. It is possible to sort by Name, Length, Type, Space and Update date, either in Ascending or Descending order. You can also choose Unsorted, i.e. the directory will remain as when you first loaded it. HIT the wanted sorting criteria, and HIT OK. If you DO a button, the OK button is automatically HIT. The Groups option is used to sort groups. You have to group files first, see section 4.5.

This command differs from all other menu windows in DM5. If you select one of the sorting orders, they do not appear as selected, but unavailable. In the bottom of the window they are inserted. You can select up to six orders, in the order you want to have the files sorted. Files can then be sorted in up to six levels. The Reset button is used to clear the sorting order. This enables you to select criteria from scratch again. An example to illustrate the use: Suppose you want to sort file names by type and name. Select Type and then Name. This will put sub-directories first, then ordinary files, relocateable files and at last executable files (if this is the priority. See below). Each of these are then sorted by name.

Each file type can be given priority, according to the Priority input. The default setting is «> Er». This will set the priority to: Sub-directories first, then ordinary files, executable files and at last relocateable files. Please note the space between «>» and «E». Space is used to identify ordinary files.

It is possible to sort files automatically after loading a new directory. Please refer to section 4.4 for details. The default sorting order and priority can be configured. Please refer to section 5.0 for more information.

### 4.3.2 CHANGE CASE

The file names can be changed into either Lower case, Upper case or Mixed case. Further explanation is regarded unnecessary. From inside the Custom menu you can tell DM5 to change case automatically after loading a directory. Refer to section 4.4 for more information.

If you DO a button, an OK is HIT automatically.

You can configure which type you want to be the default. Refer to section 5.0 for more information.

### 4.3.3 SELECT BY NAME

DM5 has got a very powerful wild card system for file selecting. If you want to select files with parts in the file name in common, use this command. Let us say you want to select all Quill doc files. They all ends in \_doc, and \_doc is then common to all of them. Use the wild card system, and enter «\*\_doc» at the input line. Every file ending in \_doc will then be selected. «\*» replaces a string, while «?» replaces a single character. If you are familiar with the wild card system on the PC, then you already know how this works. If you want to select every file starting with «a», enter «a\*». «\*test\*\_doc» will select test1\_doc, test\_example\_doc etc. «T???» will select all four letter file names beginning with «T». «???\*» will select all file names longer than three characters.

ESC will cancel the input line and return to the main menu, while ENTER will start searching for your wild cards.

### 4.3.4 SELECT BY DATE

This command acts in the same manner as Select by name. The difference is that while Select by name searches for matches in the file name, Select by date searches for files with the wanted update date.

This command is very useful if you want to copy only files created a special date, e.g. to backup old files etc. This command is almost useless unless you start setting the internal clock in the QL every time you start your machine (you do not need to do this if you have a Gold Card/Super Gold Card/Hermes MKII, an Atari Mega/Mega STE/TT computer or a QXL card, as these machines have Battery Backed clock). Those of you who have a QL without a Battery Backed clock should buy the QIMI mouse interface with battery clock, or the Minerva MKII.

The command brings up a window with the current date and time shown. Adjust this and press ENTER. Then HIT OK. It is possible to limit the search by HITting the small buttons underneath. The Only date button has to be selected if you want to search by date only, and omit the time. It makes it easier to select files created one particular day. The other buttons need no further explanation. Experiment, and see what happens!

### 4.3.5 SELECT BY NUMBER

This command enables you to select files by File length, Data space, File version or Length of file names. To select every file with longer file name than 10 characters, enter 10 and «>» and Name length.

### 4.3.6 SELECT ALL SUB-DIRECTORIES

This command is used to select every sub-directory in the directory.

#### **4.3.7 SEARCH FOR**

This command is used to scan for a string inside selected files. As an example: Let us say you have used Quill to write an article about the Second World War II. You have saved your work, but you have forgotten the file name. Select all DOC files (via the Select by name command, refer to section 4.3.3.), and use this command. Enter a string to search for, e.g. World War, and DM5 will find every file which contains this string. A correction. It will not select these files, but it will deselect every file which does not contain the string. This is the only command in DM5 which deselects files if the searching criteria is not found. The reason is clear: Searching inside files are very time consuming, and you should already have selected files which you think can contain the string you search for. In the example above, you knew it was in a DOC file, and then you selected only DOC files. Searching in other files would have been waste of time.

The Max length is used to limit the search length. If Max length is set to 0, the whole file is scanned. If you enter e.g. 1000, only the first 1000 bytes of the files are scanned, resulting in a faster process.

#### **4.3.8 DESELECT FILES**

This command does exactly the opposite of the select commands. If you have already selected files, this command will deselect them. Another way to deselect files, is to HIT the All button twice. Sub-directories are not deselected.

#### **4.3.9 DESELECT SUB**

This command does exactly the same as Deselect files, but affects only sub-directories.

#### **4.4 CUSTOM**

This command will tell you what you need to know about your machine. You are told which version of QDOS/SMSQ/E your machine has, which processor type is fitted, how much memory there is, both in bytes and in kilo bytes. The QDOS Top of RAM tells you the total memory (not SMSQ/E). How many jobs there are running, if there is an EPROM cartridge connected, and if you selected TV or monitor mode when you started. From this menu you are allowed to alter the Printer port and set the time and date. The time and date is set as explained in section 4.3.4.

The Sort directory can be on or off. If on, directories are automatically sorted according to the settings in the Sort menu (refer to section 4.3.1) after loading. The Change case can be on or off. If on, directories will automatically change case according to the setting in the Change Case menu (refer to section 4.3.2) after loading. The Warn before action button tells you whether you will be warned before Quit, etc. Only turn to no if you are very familiar with DM5! It is possible to configure Printer port, Sort directory, Change case and Warn before action. Refer to section 5.0.

If you HIT the Printer port button, you will get a menu window. From this menu you are allowed to enter Preamble and Postamble printer control codes. It is also possible to adjust Number of lines per page, together with Printer port, Only selected files and Header and Form feed.

Preamble codes are codes sent to the printer before printing, while postamble codes are codes sent to the printer after printing. The codes entered must be standard Epson compatible codes. Every code must be entered in decimal format in pair of three. Code 1 is entered as 001, 27 as 027 and so on. Several codes can be linked without spaces. 27 and 45 and 1 and 230: 027045001230.

Refer to your Printer User Guide for information about printer control codes.

Some examples:

Preamble	015 will select Condensed print Mode
	027069 will select Emphasized print Mode
Postamble	027064 will Reset Printer

Lines per page will need no further explanation.

It is possible to configure printer codes and number of lines. Refer to section 5.0 for more information.

Only selected will print only selected files. If Header is off it will skip the info line on top of each page.

Form feed turned off will send no FF code after each page.

## **4.5 GROUPS**

This command is only available if a directory has been loaded, and at least one file has been selected. The group command is used to put several files into groups. E.g. you can put all Quill files into one group, while all the Easel files are put into another. You can make up to 256 different groups in one directory. To illustrate the use of the group command, I will use an example:

Assume you have a disk with 60 files. All these files belong to four different programs, e.g. Quill, Easel, Abacus and Archive. Even if you sort the directory by file names, it is hard to find files and corresponding programs. It is very difficult to find out if you have programs that do not use logical file endings like \_doc, \_aba etc. To group these files, you have to select the different files, e.g. via the Select by name command. Select all the \_doc files. When they are selected, go to the Groups menu. HIT Group files, and you will get a new menu.

### **4.5.1 GROUP FILES**

This menu shows 256 different characters. You have to decide which character you want to use for the different groups. Let us say you want to use A for Quill, B for Easel, C for Archive and D for Abacus. HIT «A» and HIT OK, or DO the wanted character. Your Quill files will now get an «A» to the right of the file update date. This means that those files belong to group A. Do the same for the other wanted groups. Please note that you have to deselect files before you make a new group, otherwise the old group will be grouped together with the new one.

Then you should sort the directory. HIT the Groups button from inside the Sort menu (see section 4.3.1), and choose either Ascending or Descending order. When you have grouped and sorted your files this way, it is very simple to copy the files to another disk, and the files are in the order you grouped them.

### **4.5.2 DESELECT GROUPS**

The Deselect groups button will make files group independent. You have to select the wanted files first.

#### 4.6 TREE

This command can either be on or off (selected/deselected). If selected, a directory tree is loaded next time you load a directory. A tree contains every file on a device. You will not see any difference if the directory does not contain any sub-directories. But if it does, the different sub-directories are shown as file names. A tree can be rather big compared to ordinary directories, and it will take long time to process.

If you DO the Tree button, a directory is loaded automatically without warning!

#### 4.7 QUIT

If you confirm with Yes you will quit DM5 and return to SuperBASIC. If you DO the button, DM5 is quit without warning!

#### 5.0 CONFIGURATION

On your DM5 master disk there is a program called Config. This program enables you to configure DM5. Enter the following line from SuperBASIC to start the config program:

EX flp1\_Config

You have to enter the name of the DM5 program file: DM5\_obj or DM5\_int\_obj. Answer the questions. Some does not expect an input. Instead, use the arrow keys to scroll in the list. When you see the wanted suggestion, press ENTER. After the list of options, you are allowed to save the configured version of DM5. Next time you start DM5, you will see that it now gives you suggestions in accordance with your configuration. The following can be configured (upper case is default):

Convert with case match	yes, NO
Old convert string	mdv
New convert string	flp
Sort file names by	NAME, length, type, data space, update date, unsorted
Sorting order	ASCENDING, descending
File type priority	> Er
Case of file names	upper, lower, MIXED
Warn before action	YES, no
Sort directory	yes, NO
Change case	yes, NO
Screen size	SMALL, medium, large
Printer port	ser1
Source device	win1_ (X will use the DATA_USE)
Destination device	flp1_ (X will use DEST_USE)
Preamble code	027064
Postamble code	027080
Lines per page	60

## 6.0 THE OVERWRITE WINDOW

If you are going to copy files (see section 4.2.1), you are allowed to select Overwrite on or off. If you choose on, files are automatically overwritten, and you are not warned if a file has been overwritten or not. If the Overwrite button is not selected, you will be informed if a file exists, and you have to tell DM5 what to do. A small window containing three buttons will appear. The three choices you have got are: All, Skip and Overwrite. The All button can be turned on or off, while the other two buttons will execute immediately. If you want to overwrite a single file, HIT Overwrite, if you don't, HIT Skip. If you want to overwrite every file that exists, HIT first All and then Overwrite. If you want to skip every file that exists HIT All and then Skip.

## 7.0 MORE ABOUT MENU WINDOWS

Some menu windows, e.g. the Sort menu, contain an OK button in the upper left corner. Most menus which have an OK button can be executed without HITting the OK button. The sort menu or the change case menu have got several buttons. Executing an option can be done in two ways:

1. HIT the wanted option, e.g. File name in the Sort menu and then HIT the OK button.
2. Instead of HITting the wanted option, DO it. It is then not necessary to HIT the OK button, as this is HIT automatically.

The second method can be used in most menus containing an OK button. If nothing happens if you try to DO an option, you will have to HIT it and then HIT the OK button.

## 8.0 ACCESS DM5 FROM HOTKEYS

DM5 can be used under the Hotkey System without problems. If you are unfamiliar with the PE I can recommend QPAC II from Qjump. QPAC II introduces some very powerful utilities to QDOS. I can not tell you all about PE in this User Guide, so please read the QPAC II documentation.

DM5 can be put on a button if QPAC II is already loaded. Include these lines in your boot file if you want to put DM5 on a button:

```
ERT HOT_RES1 (d,flp1_dm5_obj)
BT_WAKE "dm5","Disk Mate 5"
```

The BT\_WAKE command is a part of the QPAC II system, so it will not work unless QPAC II is loaded. This will load DM5 as a resident program, and every time you HIT the «Disk Mate 5» button, DM5 will start. You can also press ALT «d».

If you take a look at the backup program or the file Example\_bas on the DM5 disk, you will see how easy it is to make full use of the Hotkey II system.

## 9.0 ERROR MESSAGES

We have made DM5 almost crash proof, and if an error occurs, an error message is reported. If an error occurs, you can either Retry or Abort. Some commands do not let you Retry. Not all error messages are really an error, but more correctly a warning. The following ERROR and WARNING messages can be returned:

3 out of memory	25 illegal device name
7 not found	26 can not format a hard disk
8 file already exists	28 invalid input
9 file or device in use	29 file name too long
11 drive full	30 file name too short
14 format failed	31 file too big for memory
16 read/write failed	38 incorrect date
18 overflow	
20 read only	
23 underflow	

The messages up to number 22 are standard QDOS errors. The others are special DM5 messages. Sometimes an unrecognised error occur, and you will just see a number and no message. If this happens, please let us know. Write to us and tell us the number, when it happens etc. For further information about errors and bugs, refer to the next section.

## 10.0 PROBLEMS

If you find anything in DM5 that looks like a bug, things you miss or things that could have been better, please write to us and tell what you think of DM5. We do a lot of work ourselves, but the users can tell us things we didn't think of. To assist us in this work, please fill in the registration form enclosed. When we know who the DM5 users are, we can inform about new versions etc.

If you find something strange in DM5, please read the following paragraph before you send us a letter, perhaps it is something you have forgotten:

If a command is unavailable, it is in most circumstances because a directory is not loaded, or you have not selected files.

It is not possible to copy sector by sector unless both source and destination device is flp.

It is not possible to format a hard disk.

Disk info can only be shown if source device is flp.

Disk info is not complete if the tree button is selected.

Disk info may display strange results on alien disk formats..

It is not possible to make a sub-directory from within the copy menu unless the source device is a sub-directory.

## 11.0 CREDITS

Without the people mentioned below, DM5 would not have been what it is now (in alphabetical order):

Albin Hessler Software for writing the EASYPTR  
Arvid Børretzen for beta testing and many good suggestions  
Frits Hofsteenge for the Configuration system  
Jochen Merz Software for the Menu extension, technical information etc.  
Liberation Software for Qliberator  
Phil Borman for writing some very fast machine code for me  
Roar Hove for beta testing and many good suggestions  
Roy Wood for many good suggestions and bug reporting  
Simon N. Goodwin for DIY toolkits, beta testing and some technical information  
Tony Tebby for writing QDOS, PE, the Level E drivers and SMSQ/E  
Users who have given me feedback  
Wolfgang Uhlig for translating this User Guide into German

## 12.0 THE MENU EXTENSIONS

Written by Jochen Merz

The DIRECTORY SELECT window

This window allows the selection of different drives resp. sub-directories.

The user can pre-set the eight most used sub-directories; they can be selected in the left sub-window. Use the CONFIG program to pre-set the sub-directories on the MENU\_rext file. If one of the preset directories is hit, it moves to the suggestion at the top of the window. If it is Done, this selection is returned to the calling program.

The currently installed drive systems (MDV, RAM, FLP or WIN, for example) are selectable immediately, together with the eight different possible drive numbers. If selected, the suggestion changes and the list of sub-directories is read in again.

The right sub-window displays the sub-directories which exist in the current directory level. This window behaves exactly in the same way as the sub-directory window in FILE-SELECT does. F2 allows you to edit the current suggestion. Data Default sets the suggestion to the current setting of the system's data default directory, which is usually set using the DATA\_USE command, or QPAC II's SYSDEF, for example.

If the Menu Extension itself is not built into ROM or EPROM, but loaded into RAM, you will see an «Edit» item being available. If you select this item you can edit all of the eight pre-defined directories and save a new configured version of the Menu Extension directly afterwards. Press ESC here if you do not want to save it, or give the file name. If you modify the suggested file name for the Menu Extension, this modification is also saved together with the new preset directories.



## VERSION HISTORY

09.03.95 v5.01

The shadow of the DM5 outline window has been increased to avoid trouble with the pointer if the DM5 window is placed near the bottom of the outline.

To make DM5 a little more Qpac 2 (files) compatible, F2 has been replaced with F5. Use F5 to select/deselect files!

16.03.95 v5.02

If you DO the Quit button, you will not be warned before quitting.

19.03.95 v5.02

The Sort command:

The sort command have been completely rewritten. The new command is much more flexible, as it is possible to sort in several levels.

First a little about the menu window itself. This window differs from all other menu window in DM5. The buttons Name, Length, Type, Space, Update date, Groups and Unsorted can not be turned on and off. If you select one, it will become unavailable. The selected sorting criteria will the appear in the bottom of the window. You can select up to 6 sorting criteria. The order you select them is identical to the sorting order.

An example will illustrate this: Suppose you want to sort file names by file type, by name and by length. Select type, then name and at last length. This will put every ordinary file first, then executable files and relocatable files and then sub-directories. Each of these are then sorted alphabetically with the smallest files first.

The Reset button is used to clear the sorting criteria. This enables you to select criteria from scratch again.

The Custom menu:

The option Sort directory can now be either on or off. If on, the directory is sorted according to the sorting criteria (set in the sort menu) after a directory has been loaded.

The Zzz button:

A bug which was introduced in version 5.01 has been fixed.

The size of the main window:

The shadow of window size 1 has been adjusted to prevent problems when the screen is moved to the bottom of the outline. If the outline was not large enough, the scroll bar was not moved correctly. This has now been fixed.

25.03.95 v5.02:

The Format command:

If you changed the device to format to other than suggested, number of formatted sectors was incorrect. This has now been fixed.

The way DM5 handles DATA\_USE and DEST\_USE:

Many customers have complained about the way DM5 handles devices. I agree, and have now rewritten quite a lot of new code. DM5 uses now it's own devices, and do not rely on DATA\_USE and DEST\_USE. As a result of this change, DM5 is now better suited for a multi tasking environment as QDOS/SMSQE is.

26.03.95 v5.02:

The Disk info command:

Total number of files is now correct.

The Tree command:

You have to confirm with Yes if you want to make a sub-directory tree.

The Sort command:

It is now possible to set the priority of the file type when sorting. Enter e.g. > rE to set the priority in the following order: Sub-directories first, then ordinary files, relocatable files and at last executable files. An error will occur if you enter illegal characters. PS: Space is ordinary files.

The Config program:

It is now possible to configure which device is source and which is destination. You can also configure the priority of file type when sorting files.

01.04.95 v5.02:

The Group command:

Deselect groups has now got the correct shortcut. Pressing D will DO the command.

02.04.95 v5.02:

The Copy command:

The file type 'r' will remain on copied files if it was the type on the original files.

The Custom menu:

It is now possible to set Change case to On or Off. If On, the case of file names are changed according to the default in the Options Case menu when a directory has been loaded. The default option can be configured.

21.04.95 v5.03:

The Config program:

Configuring destination device is now possible again. If you configured the default sorting order to other than Name, DM5 crashed when sorting automatically after a directory had been loaded. This bug has been fixed now.

F4:

Users who have not got the latest manual have asked me what to use the F4 button for. If you have selected files somewhere down a directory, HIT or DO F4 to move to the next selected file. Especially useful if you have Selected by name or used the Search for command.

19.05.95 v5.04:

The Rename commands:

A bug has been fixed in the Rename command.

Big files:

Files bigger than 1 MB are now accepted. Files up to 99 MB are now handled correctly.

17.06.95 v5.05:

The Custom menu:

The Printer port command has been improved. It is now possible to enter preamble and postamble printer control codes. It is also possible to adjust number of lines per page.

Preamble codes are codes sent to the printer before printing, while postamble codes are codes sent to the printer after printing. The codes entered must be standard EPSON compatible codes. Every code is entered in decimal format in pair of three. Code 1 is entered 001, 27 as 027 and so on. Several codes can be linked together without spaces. 27 and 45 and 1: 027045001.

Refer to your Printer User Guide for details about which codes to use for different effects. Some examples:

Preamble 015 will select Condensed Print Mode  
027069 will select Emphasized Print Mode

Postamble 027064 will Reset Printer

Lines per page will need no further explanation.

It is possible to configure both Preamble code, Postamble code and Lines per page. Refer to your DM5 User Guide.

18.06.95 v5.05:

The Custom menu:

Further improvements to the Printer port command. It is now possible to choose whether you want to print Only selected files, no Header or no Form feed.

Bug fixes:

Several small bugs introduced since version 5.00 have been fixed.

Bug introduced in version 5.02:

The Search for command will now work correctly from inside sub-directories.

04.07.95 v5.05:

The Search for command:

Files with length 0 is handled correctly.

09.07.95 v5.05:

Problem with TT-RAM:

If you have a TT without TT-RAM (fastram) you will most likely get problems with DM5. Several input fields will crash when you hit ENTER. This is NOT a bug in DM5, but a problem in EASYPTR and/or QDOS/SMSQ. To cure the problem, buy TT-RAM!

09.07.95 v5.05:

Grouping files:

A bug was introduced in version 5.02 which did not allow you to Group files correctly. This has been fixed now.

13.07.95 v5.05:

Copying sub-directories:

Error trapping has been improved when copying sub-directories.

Error trapping in Make dir from inside the Copy menu:

Error trapping has been improved.

Directory movements:

Directory movements will only affect hard sub-directories. Sub-directories with underscores are handled correctly.

14.07.95 v5.05:

The Custom menu:

Configuring Change case (Yes/No) made a result opposite what you configured it to be.

17.07.95 v5.05:

New command: Select by number:

A new command has been implemented. From the Options menu you will find a command called Select by number. This command enables you to select files by file length, data space, file version and length of file names.

To select every file longer than 10 characters, enter 10 and select > and name length.

17.07.95 v5.05:

July is displayed as December:

A bug in an extension code resulted in wrong month for files with date stamp July. This bug was not in DM5, but in the file extensions\_cde.

17.07.95 v5.05:

Crash when loading a directory containing more than 2000 files:

A bug in EasyPTR/SMSQ/E resulted in crash when you loaded directories containing several 1000+ files.

19.07.95 v5.05:

New User Guide:

A new and updated User Guide is now available. All new features are described, and some sections have been rewritten. The layout has changed too. No more figures, sorry! It is too time consuming to scan pictures, and I do not have a laser printer which QDOS/SMSQ/E can write to. All in all, I think you will find the new layout better, as it is much easier for me to update the User Guide.

The new User Guide can be ordered for NOK 15,-. Payment by VISA or Eurocheque.

07.08.95 v5.05B:

Files longer than 640Kb:

Files longer than 640Kb are now handled correctly, i.e. file length is correct.

Due to a bug in the Motorola 68000 chip, files longer than 640 KB was not correct. Thanks to Phil Borman for fixing this bug.

02.09.95 v5.06:

Support for FileInfo2:

DM5 now supports FileInfo2 (FI2), an extension by Wolfgang Lenerz. When FI2 is installed, you can HIT all kind of files. Without FI2 installed, you are only allowed to HIT executable files as you already know from current versions of DM5.

For those of you who don't know about FI2, FI2 enables you to HIT e.g. a DOC file. Quill will then be started, and the file name you HITted will be loaded into Quill.

FI2 can be downloaded from almost every QL BBS, or you can send us a disk together with 1 IRC. We will then send you the full package which is PD.

03.09.95 v5.06:

Changes in the Custom menu:

The Custom menu has got a new message, if FileInfo2 is loaded or not. If loaded, FileInfo2 is supported as described above.

08.10.95 v5.07:

Bug when changing data space in file:

The data space information screen was not correct. Now fixed.

08.10.95 v5.07:

Copy sector by sector bug:

Problems in this command have been fixed.

v5.08:

This version was never released.

08.12.96 v5.09:

Not much.

02.07.97 v5.10:

It has been a long time since the last update of DM5 now. Version 5.10 cures a couple of bugs in the Disk Information dialog.

12.01.20 v5.11:

In January v5.10 was decompiled back into a SuperBASIC program.

Changed references to FEX, which caused a problem with QLiberators Q\_ERR\_ON command in SMSQ/E. To FI2\_CALL. DM5 now need FileInfo 2 version 3.50, or above.

The date check at the start of the program has been increased to around the middle of January 2029. There exists a problem that in January 2029 the QL DATE function will start returning negative numbers.

Please note our new address and our new telephone number:

PM data

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