

WS DOS 4.1

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WS DOS 4.1 is the latest version of the program WS DOS which I originally made in 1992. Its purpose is to give you the opportunity to use the faster burst-mode capability of 128-mode when loading 64 programs, and to be there waiting for you when you are ready to use it again. After the program is loaded from disk, it is copied into the bank 1 of the 128, where under normal circumstances, it can't be disturbed. If you spend most of your computing time in 64-mode, you will be glad to know that you won't have to re-load WS DOS again to load another program. Simply hit the reset button and it's there again, in 40 or 80 columns.

When I originally made the first version, I had quite an interest in CP/M. I decided that I would mimic this sort of atmosphere in WS DOS. Also, I had just purchased a RamLink, and was kind of used to the DOS commands there too. This is the reason for the name WS DOS (turn the W upside down), and the DOSWEDGE-style commands. I hope you enjoy using it as much as I did making it. Anyway, on to the documentation.

The following is a list of command characters used by WS DOS, followed by a short description of each.

Command characters are:

CHARACTER	FUNCTION
@	Disk commands and error-fetching
↑	LOAD and RUN a 64 program
/	LOAD/LIST a file
\$	Show directory
?	Find the address-mark of a file
*	Copy a file to the opposite drive (8 or 9)
#	Device toggle
%	Edit/display autoboot filenames
!	Retrieve autoboot data from disk
←	Save current autoboot data to disk
HELP	Display a short help screen

Function Description:

(@) If entered alone, this command will attempt to check the error status of the disk drive currently being used. If you follow this character with a normal disk command (like "@s:test"), that works too. I have made WS DOS to check what kind of disk-command you are entering. If you try to enter a SCRATCH or NEW command ("s:?" or "n:?"), the program will react with "are you sure", to give you time to be certain about what you want to do.

(↑) This command, followed by the name of the file you wish to RUN, will load your file in fast C128 "burst" mode (if you are using a 1571,1581,CMD HD, or CMD FD 2000/4000 disk-drive. If you have a Ramlink, you wont need WS DOS anyway). After the program is loaded, the faster 2MHZ is turned on and the screen blanks while the program is transferred to \$0801 (2049 decimal), the default basic area of the 64. Then the RUN routine is executed, starting the program immediately.

(/) This character functions exactly the same as the BOOT (arrow UP) function, but does not RUN the program. If you keep your finger on the CONTROL key during the load, you can LIST the program after the loading is done, and C64 mode has activated itself.

(\$) Will display the directory of the current disk drive. Pattern-matching is fully supported, all you need to do is enter the pattern-string right after the command character.

(#) Switches WS DOS to read from either device 8 or 9. Simply enter the device number after the character. Example- "#9" to switch to device 9.

(*) Followed by a filename of a file (which must be present on the current drive), this function will copy a file to the opposite disk drive.

(%) If you don't like to enter DOS commands all the time, and like things a little more automatic, you can use this character to match 10 keys of the 128 (keys 0-9) with a filename on the disk. Every time WS DOS is activated (or reactivated) it will look onto drive 8 for a filename of "%". If it is present, your

file-data for that disk is loaded into memory. At this time the keyboard is checked. If you are pressing a number key (0 to 9), the program immediately jumps to the BOOT routine, which in turn loads the file, goes to 64-mode and starts the program.

If you enter the "%" character alone, all the program does is LIST the edited filenames you have edited. If no data is in memory to be displayed, NO DATA appears to inform you of that. To use the autobooter, you must first edit a "%" file onto your disk. To edit a key, follow the character with the key to be edited (0-9), a colon (:), and the filename.

Example: To edit key 1 enter **%1:yourfilename** and press return. The next command will save your edited autoboot-key data.

Note You only need 2 blocks of space to save the "%" file to disk.

(←) This will save the "%" file to disk, which is described above. For some reason I am not aware of, you must enter the command "@i" before saving with this command, else you will (often) get a "FILE EXISTS" error from the drive.

(!) Enter this character alone to load autoboot data (file "%") from the disk.

(?) Many files on any given disk are often data files, character sets, sub-routines for another program, etc. It's not a good idea to use the BOOT function on these. But what if you are not sure? By entering this command (followed by a filename), the opportunity is given to you to examine the load-address of a file, which consists of the first two bytes. On a C64, this address is normally 2049 (\$0801). Most C64 programs which load and run have 2049 as an address-mark, since this is the normal starting point of BASIC. However (as Jim Butterfield pointed out to me), a BASIC program can also be from a VIC-20, a PLUS-4 or whatever. This address-mark can give you a good clue as to whether your BOOT will be a successful one.

If you get the message: **\$0801 2049 ok** you can pretty safely say that the program will load and run on a C64. Otherwise, it's left up to you to know the BASIC start of another machine, in case you have a favorite file from one of those. All of the necessary preparations are taken before the program is started in C64-mode, like the re-linking of the basic lines, so if you are booting an old PET program, go ahead (it should work).

Function Keys:

The following keys are pre-defined in WS DOS:

F1 key: displays the directory from the current disk drive.

F3 key: displays the error status of the current disk drive.

F5 key: toggles to device number 8

F7 key: toggles to device number 9

HELP key: displays a short HELP screen for reference purposes. You can also read the HELP screen by entering "help" at the DOS prompt.