

@N:NAME, ID " formats disc
@N:NAME, ID+ " formats with 40 tracks (749 blocks)

ETP 5/8

NOTE: Dolphin DOS will only recognize it's own 40 track format and discs that have 40 tracks used can only be used by a Dolphin DOS equipped drive when tracks beyond 35 are accessed. Fast scratch and validate will not work if there are errors on the disc; use @XR- and try again.

The @ command can also be used in your own programs, even with variables, you just have to use the " (quotation mark) behind the @ command. eg.

10 @"\$ (where 10 is the line number and a directory display is needed)

NEW DISC COMMANDS

All new disc commands include X (as with status commands)

@XL:FILENAME

This will scratchprotect (LOCK) a file.

@XU:FILENAME

This will perform the opposite of scratchprotect (UNLOCK).

@X9",8 (same as @X9",8,0)

This will change the device address to 9. The secondary address must be used.

@XT-

This fixes the tracks to be used to 35. Can be used to test if a disc has files on tracks 36-40 by typing @V after setting. If you get correct validation no files exist, if you get "Illegal track or sector" error then files do exist.

@XT+

This fixes the tracks to be used to 40. This can be used to read tracks 36-40 of another system. use a file copy program to transfer from a non-Dolphin DOS disc to a Dolphin DOS disc. Don't use this to write to a non-Dolphin DOS disc as you don't know where the BAM of the extra tracks is.

@XT

This reverts to the autoselection of the number of tracks.

NOTE: when tracks are fixed this is designated with an on the status report

CHANGING DEFAULT DRIVE ADDRESS

Normally the computer LOADs, SAVEs and sends commands to the drive 8. If you have two drives you can change the default using the command @9 (RETURN). Once you have done this all operations will default to device number 9 unless you specify device 8. eg. @"\$8

PLEASE NOTE: It may seem that @X9 and @9 do the same thing but the first alters the drive from device 8 to 9, whereas the latter does nothing to the drive but alters the device which the computer addresses.

THE FUNCTION KEYS

The function keys are programmed to respond as follows-

F1	LIST(RETURN)
F2	SY\$0 (JUMP TO MONITOR)
F3	RUN(RETURN)
F4	VERIFY(RETURN)
F5	LOAD"0:*",8,1(RETURN)
F6	SAVE"@:(ADD PROG NAME AND RETURN)
F7	DISPLAY DIRECTORY
F8	@X(RETURN)
C= + F1	OPEN4,4:CMD4:LIST(OUTPUT TO PRINTER)
C= + F3	SCROLL BACKWARDS IN MONITOR
C= + F5	SCROLL FORWARDS IN MONITOR
C= + F7	LOAD ,8,2