Réponses... Réponses... Réponses... (12)

Sujet n°25 - GAMEINIT

From Oguzhan Yilmaz «Pe@ceR» <oric@pemail.net>

[Suite du sujet n°21 : concernant la page 4 et GAMEINT relogé] I did not understand the way of working of GAMEINIT utility... I could not use the new GAMEB800 command. When I run it without any parameter, I got «?SYNTAX ERROR» message.

Reply from André Chéramy <andre.cheramy@wanadoo.fr>

Sorry, I forgot that You don't have the manual of GAMEINIT. This utility will generate "game disks" which are bootable, but have only 3 commands: !DIR !LOAD and direct loading (!NAME). The syntax of these 3 commands is as usual. BUT the syntax of GAMEINIT is slightly different from that of INIT: You must add ":" between GAMEINIT and the parameters. For instance GAMEINIT:A,17,42,S or in your case GAMEB800:A,17,42,S.

Reply from Oguzhan Yilmaz «Pe@ceR» <oric@pemail.net>

Thank you for help! There are still things that I don't know.

1-) What is the meaning of the parameters added after GAMEINIT? (A is easy, but the others numbers)
2-) When I create a disk with INIT command without any parameter, I will end up with a disk of double sided 82 track disk. Is it abnormal? Because, in all those disks, even there seemed to be 2000 more free, I get an error message of bad disk. I just think of that, I am using INIT command in a wrong way and, normal 3" disks are not capable of formatting as DS 82 Track! Because, I look for the regular Sedoric disks and I see them as double side 42 track. I am really confused!

3-) I still don't understand what is the advantage of GAMEINIT?   I mean, is it different than booting from a regular Sedoric disk and saying QUIT?

Reply from André Chéramy <andre.cheramy@wanadoo.fr>

1-) The parameters are the same than for INIT (except the additional «:» between GAMEINIT and the parameters). They are: the drive letter (A to D), the number of sectors per track (16 to 19, but 18 or 19 is not secure), the number of tracks per side (21 to 99 and even to 101 with Sedoric V3.0, but more than 42 for 3" disks and more than 80 for 3.5" disk is not secure), the number of sides (S or D). GAMEB800:A,17,42,S will generate a single sided «game» disc on drive A, with 42 tracks of 17 sectors. This «game» disk will not use the page #4 but the page #B8 instead.

2-) Poor of you. I hope that the English manual will be available soon, because other way it is really difficult to understand what occurs. When INIT is used without a parameter (not recommended), default parameters will be used. These default parameters are determined by the commands TRACK (in RAM) or DTRACK (written on system disk). The actual values can be read with the commands SYS (in RAM) and DSYS (on system disk). BTW, the values displayed by the DIR command are sectors (2000 free, means 2000 sectors free).

3-) The advantage is not obvious with the regular version of GAMEINIT. As «slave» disks, «Game» disks were introduced to save room on disks. «Game» disks are a kind of super «slave» disk or a kind of reduced «master» disk. Today, it is impossible to found 3" disks and the old ones are rather tired (read/write errors). The 3.5" disks have 80 tacks and enough capacity to be always «master». So the «slave» and «game» versions are now obsolete. BUT thanks to GAMEFIX (the program I sent to you), it is easy to generate relocated «game» disk which completely spare the famous page #4. Regular «master» disks plus QUIT can be used in most of the cases, but not in all. The new relocated «game» disks will solve other cases...

Reply from Oguzhan Yilmaz «Pe@ceR» <oric@pemail.net>

There is only a minor question mark in my mind! As all the 3" disks are normal double sided, what is meaning of Number of sides' parameter ? If I choose it as D, it still can format one side only and I have to format the other side by inserting the reverse position. To clarify my question: How can INIT command format the other side of the disk? (actually even I say it is double-sided, it only formats one side, but DIR shows a fake big 82 track, as I can't write more than 42 still. Or, do I understand "double-sided" term in wrong way... As we use sides of the disk by inserting position what is the meaning of one sided & two sided? (ehm... confusion grows up :-))) Anyway, I am looking for the manual as you can guess!

From André Chéramy <andre.cheramy@wanadoo.fr>

First of all, what is the version of your Sedoric? If it is V1.0, just forget it. Go on Fabrice's web site and download V3.0. The version 1.0 has numerous bugs, including a big one related to the number of sides and another one of interest to you, related to CLOAD/CSAVE. These bugs have been fixed in V3.0

With 3" drives that have only one head, it is naturally impossible to specify "D" (double-sided) as INIT parameter. But you can re-introduce the disk with the second face up and format it as another single-sided disk. So both sides can be independently used. With 3" drives that have two heads, it is possible to specify "S" or "D" as INIT parameter, but if you use "S", it will be impossible to format the second side, because it is physically impossible to introduce the disk upside down. In fact, it is possible, but you will have to cut a piece of iron within the drive (not recommended).

With 3.5" drive, which have also two heads, the situation is the same, except that 3.5" disks can be easily found and are not expensive, so it is not critical to use only one side.

Remember 1) to use only V3.0 and 2) to always specify all parameters for INIT (i.e. not the default parameters) and you will control everything. I hope that I was clear enough. English is not easy for both of us, but nevertheless very useful... Let me know if you solve your problem.

Sujet n°26 - Supplementary drive

From Oguzhan Yilmaz «Pe@ceR» <oric@pemail.net>

I got a 3" disk and I am filling it with the files that I CLOAD from my ten years of cassettes. As you can guess, there's not much chance to find those diskettes nowadays. So this is a big problem for me. Now, that disk has about 2000 (bytes?) more space but I cannot save any file anymore. Because it says, disk has a problem. Is there a way to overcome this? I mean, can I pass over that erroneous location on the disk and write to next track which is normal, i.e. with SCANDISK or NDD, we can mark bad sectors on PC disks, then use the rest... Is there such facility in Sedoric?

Reply from Jean Boileau <boileau@criv.vesinet.inserm.fr>

Why don't you think adding a 3.5" disc drive to your system? Very simple!

Again from Oguzhan Yilmaz "Pe@ceR" <oric@pemail.net>

I newly learned that, if I had a 3" Microdisc driver, I won't need a disk-controller for 3.5" drive. So, if I connect a regular PC 3.5" drive back to Microdisc extension port, can I read 3.5" disks with Atmos? Is it that simple? Does 3.5" drive not need extra power supply, and if it does, how can I supply electric to it? I am forwarding this mail to the mailing list also. So that, maybe there's a good fellow Orician, who would think to create a web-page which CLEARLY describe how to connect a 3.5" drive to Atmos, and please in English! I see the page in Fabrice's site, describing this, but it does not mean anything to me unfortunately as its in French. That page describes connection of a 3.5" drive directly to Atmos, without any 3" Microdisc in between, am I right? Sincerely. Oguzhan