FORMAT - Disk Format and PTDOS Installation Utility

 $\texttt{*FORMAT} \ \left\{ \left\{ \right. \right\} < \texttt{src} > , \left\} \left\{ \right. \right\} < \texttt{dst} > \left\{ \right. , \texttt{L} = < \texttt{n} > \right\} \left\{ \right. , \texttt{S} = \left\{ \texttt{R} \right\} \left\{ - \texttt{V} \right\} \left] \left\{ \right. , \texttt{N} = < \texttt{name} > \right\} \left\{ \right. , \texttt{D} = \texttt{MM} / \texttt{DD} / \texttt{YY} \right\}$

TNTERRIIPTABLE

OPERATION: the disk in unit <dst> is erased and then low-level formatted. System files are then copied from the disk in unit <src> to the disk in unit <dst> according to the command line options.

<src> and <dst> must be before any other options. the '/' is optional for both <src> and <dst>. If <src> is not provided, then unit 0 is assumed. <src> and <dst> must not be the same.

FORMAT always creates a default START.UP file and enables Verbose mode, so that START.UP will be displayed during PTDOS boot.

Type 'S' during formatting to skip the rest of the format

ARGUMENTS

The L= option sets the file level controlling which files get copied onto the newly-formatted disk. As the level number increases, additional files are added to the disk.

- L=0 Creates a (non-bootable) data disk, with just the following files: {DIRECTRY, NEXTID, FSMAP, START.UP, SYSGLOBL}. A dummy directory entry is also created for BOOTLOAD.
- L=1 Creates a barely bootable disk, adding the following files: {BOOTLOAD, RESIDENT and SUTIL}.
- L=2 Creates a minimally useful bootable disk, adding the following files: {\$PR, CONFIGR, COPY, DISKCOPY, FILES, FREE?, KILL, OUT, PRINT, REATR, RENAME, RETYPE, SET, SETIN, SETOUT, SYST}.
- L=3 (Default) Creates a reasonable bootable disk, adding the following files: {\$CREATE, \$ESC, \$LST, \$NLST, \$REM, \$STOP, \$WAIT, CLOSE, CREATE, DO, DCHECK, DUMP, EDIT, ENDF, EXEC, EXTRACT, GET, IMAGE, NULL, OPEN, OPEN?, RANDOM, READ, RECOVER, SAVE, SEEK, SPACE, WRITE, ZIP, ACOPY, FORMAT, HEX2IMG, GETTAPE, RUNSOLOS, SERIAL, TXTMODEM, XMODEM}.
- L=4 Creates a reasonable development disk, adding the following files: {ASSM, BLDUTIL, DEBUG, EDT3, PTDEFS, RNUM, UNZAP, XREF, ZAP, HEXER, IMG2HEX, MAKETAPE}.
- L=5 creates a fully-loaded disk, adding the following files: {DBASIC, FOCAL, HELP, HELP:D, TARGET, TREK80}.
- S=R Reinstalls PTDOS on a disk that already contains PTDOS. All files of the specified level are rewritten. Other files on the disk are unchanged.
- S=-V Prevents read-back verify for all writes after the initial format. (FORMAT defaults to verifying writes.)
- N=<name> Sets the disk's name. <name> is truncated to 8 characters. The default name is PTDOS1.x where x is from the version number in SYSGLO (usually 4 or 5).

D=MM/DD/YYSets the disk's date. Dates are entered as MM/DD/YY, for example, 05/15/78 for May 15, 1978. If unspecified, the date will be the date on the source disk.

EXAMPLES

*FORMAT /1

formats the disk in unit 1, using the default name and the date from PTDOS's memory. All of the level 3 files are copied from disk 0 onto disk 1, creating a reasonable bootable disk.

*FORMAT /0,/1,L=4,N=MYDISK,D=05/15/79

formats the disk in unit 1, naming it "MYDISK", and setting its date to 05/15/79. All of the level 4 files are copied from disk 0 onto disk 1, creating a reasonable development disk.

*FORMAT /1,/0,L=1,N=DISK01,S=R

rewrites all of the level 2 files {BOOTLOAD, RESIDENT and SUTIL, START.UP, CONFIGR, COPY, DISKCOPY, FILES, FREE?, KILL, OUT, PRINT, REATR, RENAME, RETYPE, SET, SETIN, SETOUT, SYST, \$PR} on the disk in unit 0, using the files from unit 1. The disk will be renamed "DISK01".

*FORMAT 1,0,L=1,S=R-V

rewrites all of the level 1 files {BOOTLOAD, RESIDENT and SUTIL, START.UP} on the disk in unit 0, using the files from unit 1.