PC2Flop and Flop2PC (for Disk Jockey 2D Controller)

PC2Flop writes a soft-sectored 8" floppy with a disk image transmitted from a PC. The DJ2D serial port is used as the operator's console. The disk image is transmitted through the DJ2D serial port or an Altair 88-2SIO serial port at I/O address 10h or 12h using the XMODEM protocol. Flop2PC does the opposite and transmits an image of a soft-sectored 8" floppy to a PC. Disks with 128 byte, 256 byte, 512 byte, or 1024 byte sectors are supported. Any sector size over 128 bytes is in double density. Track 0 is always 128 byte sectors, single density. Tracks 1-76 can be any density, but all sectors on the track must be the same density (DJ2D convention).

These programs talk directly to the DJ2D PROM and controller and do not require CP/M or an OS to function. **IMPORTANT**: Since the DJ2D PROM is used for disk I/O, the PROM must be entered prior to using PC2Flop or Flop2PC so that the PROM can initialize its variables. With the disk drives on and connected, but no disk inserted, jump to E000h to initialize the PROM. After a few seconds (look for the LED on the DJ2D to come on), reset the machine and proceed with running PC2Flop or Flop2PC as outlined below.

Since this is a soft sectored controller, PC2Flop requires the destination disk to have been formatted prior to using PC2Flop. The utility FORMAT can be used to format a disk as required. This program runs stand-alone and does not require an OS to run. Load FORMAT.HEX into memory using an Intel hex loader. Execute the program at 0100h.

The disk must be formatted to match the disk image being written. Based on the size of the disk image, you can determine the formatting required as shown in this table:

Image Size	Sector Size	Sectors Per Track
251 KB	128	26
498 KB	256	26
574 KB	512	15
612 KB	1024	8

When copying a disk image to the PC (Flop2PC), the program attempts several retries. If the read still fails, the error is noted and the copy process continues so that the remainder of the disk can still be recovered.