INSTRUCTION MANUAL

FOR

MEDI-AID PLUS

** "MEDIA - AID - PLUS" **

** BY **

** WALTERS SOFTWARE CO. **

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If you have any questions, comments or problems about MEDIA - AID - PLUS feel free to contact us. If by mail, please include a self-addressed, stamped envelope. Please call for warranty information.

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WALTERS SOFTWARE MEDIA - AID - PLUS WARRANTY REGISTRATION CARD

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Date of Purchase_____ Where Purchased_____
Serial Number_____

Comments and Suggestions_____

WALTERS SOFTWARE
MEDIA - AID - PLUS (C) 1987
INSTRUCTIONS
MANUAL

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GETTING STARTED

INCLUDED ON YOUR MEDIA - AID - PLUS TAPE OR DISK IS A COPY OF SmartBASIC, A HELLO PROGRAM, AND 15 (FAST RUN) PROGRAMS. REFER TO THE INSTRUCTIONS FOR LOADING.

1. Turn on your ADAM computer.
2. Insert your MEDIA - AID - PLUS disk or tape and pull the computer reset.
3. SmartBASIC will load. When finished loading, SmartBASIC will run the HELLO program. The HELLO program will automatically run the CHECK program, which will tell you which devices are available for use.
4. All of the MEDIA - AID - PLUS programs are Fast Run programs except the HELLO program. You may brun any MEDIA - AID - PLUS program by itself or brun and select the program you want from the lower case menu program.
5. To use a Fast Run program, type BRUN (program name you want to use) and push the (RETURN) key.
6. When using a drive other than the one you used to load SmartBASIC, you will have to change the drive number. Type CATALOG,D (device number 1/2/5/6/7) and push the (RETURN) key, then brun your program.
7. To use the ram disk, you must first transfer the MEDIA - AID - PLUS programs to the ram disk. The MANAGER program works well for transferring some or all of the MEDIA - AID - PLUS programs to the ram disk for you. You can then brun the programs from device 7 (D7). Refer to your SmartBASIC and disk drive manuals for more information.
8. When the title screen appears, you may; push the C key to (C)ONTINUE; push the M key to go to the (M)ENU; or push the A key to (A)BORT the program.
9. Please refer to the section of this guide pertaining to the program you are using.

USEFUL INFORMATION

(A) = TAPE DRIVE 1 (H.E.- DATA TAPES) are the blank ones you buy at
(B) = TAPE DRIVE 2 stores.
(C) = DISK DRIVE 1 (G.W.- GAME TAPES) are the ones most super games come
(D) = DISK DRIVE 2 on, like Buck Rogers.
(M) = RAM DISK - (with the 64K expander and Walters Software "RAMDSK")

TAPE MEDIA = 255 BLOCKS (253 WITH 1 CATALOG)
DISK MEDIA = 160 BLOCKS (158 WITH 1 CATALOG)
RAM DISK = 63 BLOCKS (61 WITH 1 CATALOG)

YOU MAY SWITCH FROM H.E. TAPES TO G.W. TAPES ANYTIME WITHOUT ERRORS.

Push the (RETURN) key to activate options.

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* CAUTION: USE OF THE CONTROL-C KEY FUNCTION, IF NOT USED WITH CARE *
* MAY CAUSE LOSS OF YOUR FILES OR DESTRUCTION OF YOUR *
* DIRECTORIES. *

You may use the control-c key function to return to the title screen at any time during the running of any of the MEDIA - AID - PLUS programs. If you have started an option that you do not want, and the program has not started to write data on the tape or disk. If the tape or disk is running, it is better to allow the program to complete the operation, then go back and make any changes.

Example 1: If you are using the PURGE program to remove deleted programs from your tape or disk, and the word PURGING is flashing on the screen, then you push the control-c key, all of the files may be lost. If you allow the program to finish running all you loose are the deleted files.

Example 2: While using the MODIFIER program, you may use the control-c function to return to the title screen any time before pushing the E key.

Because of built in error testing you may sometimes have to push the control-c key twice to return to the title screen. If you push the control-c key several times in a row you may cause the smartBASIC to suffer a FATAL SYSTEM ERROR because of stack overrun.

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* ERROR TESTING *

All of the programs have error testing and you may see some of the following messages.

ERROR - - TRY AGAIN! This message tells you that you have pushed an illegal key. Wait till the working screen returns then try again.

NO MEDIA IN DEVICE (letter of device) This message tells you that something is wrong in the device you have tried to use. You may have pushed a wrong key for the device you wanted to use. The tape or disk may not be properly seated in the drive or you may have forgotten to put the tape or disk in the drive.

CAN NOT FIND DEVICE (letter of device) This message tells you that the device you have tried to use is not available. In order to correct this situation, you will have to make sure that your device is plugged in and turned on, then you will have to reboot the program.

WRITE ERROR (C)ONTINUE | READ ERROR (C)ONTINUE
BLOCK (xx) (R)ETRY (A)BORT | BLOCK (xx) (R)ETRY (A)BORT

(xx) will be any number from 0 to 255 indicating which block could not be written to or read from.

These messages tell you that your tape or disk has a bad or weak block that could not be written to or read from. You may try to write to or read from this same block by pushing the R key, you may continue to the next block on the tape or disk by pushing the C key, or you may go back to the title screen or controlling section of the program by pushing the A key.

```
*   WE DO NOT RECOMMEND THAT YOU USE THE (C)ONTINUE OPTION FOR EITHER   *
*   READ OR WRITE ERRORS BUT HAVE PROVIDED IT FOR THE RARE OCCASION     *
*   THAT IT IS NEEDED FOR A SPECIAL APPLICATION.                        *
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BAD DIRECTORY This message tells you that the program can not read the catalog.

BAD SYMBOL USED! This message tells you that you have tried to use a character that is not allowed.

NAME TOO LONG! This message tells you that you have tried to use too many characters in your name.

CATALOG FILLED! This message tells you that there is no more room in the catalog for more files.

NO MORE ROOM! This message tells you that your tape or disk is full.

FILE (file name) WILL BE BAD! This message warns you that if you (C)ONTINUE that the file listed will be bad.

SAVING OTHER FILES! This message is used after an error to tell you that the other files on the tape or disk are being saved on the same tape or disk and that you most likely have at least one bad file on that tape or disk.

CAN NOT COPY RAM DISK TO ITSELF! This message will warn you that you have tried to copy the ram disk to itself and that it is not allowed.

DESTINATION MEDIA IS SMALLER THAT SOURCE This message tells you that you have tried to copy too many blocks to a disk or the ram disk.

END OF DATA | OUT OF RANGE
These messages tell you that you have tried to go beyond the available size of the buffer you have set up.

NO FILES! This message tells you that there are no files on your disk, tape, or in the ram disk.

NO LEGAL FILES This message tells you that there are no files on the disk or tape that the program can use.

CAN NOT READ MEDIA | COULD NOT WRITE TO MEDIA
These messages tell you that something is wrong with your tape or disk and that you should check the tape or disk for proper position in the drive or for bad or weak blocks.

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* INIT *

INIT will initialize your disks, data packs, or the ram disk correctly. This erases everything so be careful when using this utility. Up to 12 characters can be used in the volume name including spaces. It will also add up to 127 catalogs, each catalog takes up one block on a disk or data pack, and can hold 39 file entries. The RAM DISK can have only one catalog (35 file entries). INIT will skip the (# CATALOGS) option when initializing the ram disk.

PROGRAM OPTIONS:

(C)ONTINUE (M)ENU (A)BORT	- refer to line 8 of the instructions.
DEVICE (A/B/C/D/M)	- select the device you want to initialize in.
INIT NAME	- enter the volume name of up to 12 charaters.
# CATALOGS	- enter the number of catalogs 1 to 127 (not used on the ram disk).
INIT CATALOG ARE YOU SURE (Y/N)	- push the Y key to initilize your media.

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* HELLOABCD *

HELLOABCD this utility changes your SmartBASIC tape or disk to run a HELLO file from tape drive 1, or tape drive 2, or disk drive 1, or disk drive 2; every time it is booted. The HELLO file can be on a different tape or disk. To run a HELLO file, that is on a disk or tape other than the one that contains basic, insert basic in any drive other than the default drive. Insert the program media in the default drive after pulling the computer reset. Make sure that you insert it before basic is finished loading.

PROGRAM OPTIONS:

(C)ONTINUE (M)ENU (A)BORT	- refer to line 8 of the instructions.
OPERATING DRIVE (A/B/C/D)	- enter the drive your copy of basic is in.
INPUT DRIVE (A/B/C/D)	- enter the default drive, the one that will have the HELLO file in it when basic is booted.
COPY COMPLETE PRESS ANY KEY	- done.

MENU

MENU will display the A type files of a disk, data pack, or of the ram disk one at a time and will give you the option to load or run them.

PROGRAM OPTIONS:

(C)ONTINUE (M)ENU (A)BORT	- refer to line 8 of the instructions.
CHOOSE DEVICE (A/B/C/D/M)	- enter the device you want to use.
GETTING DIRECTORY	- the program is getting your catalog.
CHECKING CATALOG	- the program is searching the catalog.
(L)OAD (R)UN (N)EXT (C)HANGE	- you are given a choice of operations here. the L key will load the displayed file into the computers memory. The R key will load and run the displayed file. The N key will display the next legal file in the catalog. The C key will send you to the next command screen.
CHANGE DRIVE? (Y/N)	- you may change to another device from this message by pushing the Y key or go to the next command screen by pushing the N key.
CHANGE OR INSERT MEDIA IN DRIVE (*) AND PRESS ANY KEY	- the * will be the device that the program is currently using. This command screen option allows you to start again from the beginning of the catalog you are now using or to change your disk or data pack.

MODIFIER

MODIFIER displays disk, tape, or ram disk files one at a time; its starting block; the amount of blocks used by the file; and the file date. You may lock, unlock, delete, change the file date, as well as change the file type (H/h/A/a). To recover a deleted file simply lock or unlock the file. You may also rename your files with MODIFIER.

PROGRAM OPTIONS:

(C)ONTINUE (M)ENU (A)BORT	- refer to line 8 of the instructions.
DO YOU WANT A CATALOG (Y/N)	- if you push the Y key you will be asked which drive. If you push the N key you will go to the next command screen.
WHICH DRIVE (A/B/C/D/M)	- enter the drive letter for the catalog you want.
GETTING DIRECTORY	- the program is getting the media's catalog.
PRESS ANY KEY	- push any key to return to the catalog command screen.
DEVICE (A/B/C/D/M)	- enter the device letter of the device you want to use.
INSERT MEDIA IN DRIVE (*) AND PUSH ANY KEY.	- the (*) will indicate which drive (A/B/C/D/M) that you have chose. Insert your disk or data pack in the indicated drive and push any key to continue.

FILE=(H/h/A/a) (N)EXT (D)ELETE
(U)N(L)OCK (E)ND (C)HANGE DATE
(R)ENAME - choose the option from the following.

FILE=(H/h/A/a) - push one of these keys to change the file type.

(N)EXT - push the N key to display the next file in the catalog.

(D)ELETE - push the D key to delete the file.

(U)N(L)OCK - push the U key to unlock the file.
Push the L key to lock the file.
Push either key to recover the file.

(E)ND - push the E key to write the catalog back to the directory.

(C)HANGE DATE - push the C key to go to the change date command screen.

(R)ENAME - push the R key to go to the rename command screen.

ENTER DAY , MONTH , YEAR - this is the change date command screen. enter the day then a "," then the month then a "," then the year and push the return key.

ENTER NEW NAME - this is the rename command screen. Enter the new name and push the return key.

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* COPY *

COPY will copy disks, data packs, and the ram disk. Lets you choose the source and destination devices, reads the catalog and only copies the blocks used. Has an override feature to copy all blocks. Also corrects the blocks left when copying from different size medias, example (tape 253 blocks to disk 159 blocks). You can also copy between center directory (HE) and right directory (GW) tapes, without running the tape drives excessively.

PROGRAM OPTIONS:

(C)ONTINUE (M(ENU (A)BORT - refer to line 8 of the instructions.

SOURCE DEVICE (A/B/C/D/M) - enter the device letter for the source.

DESTINATION DEVICE (A/B/C/D/M) - enter the device letter for the destination.

COPY BLOCKS IN (C)ATALOG? xx- if you push the C key you will copy only the blocks that are in the catalog indicated by the xx. If you push the A key you will copy the entire media.
COPY (A)LL BLOCKS

COPY BETWEEN DATA AND GAME TAPES (Y / N) - this screen will come up when you use tape drive only. If you are using tapes with the same format on them you may push the N key. Push the Y key if one tape is a (HE) tape and the other tape is a (GW) tape.

INSERT SOURCE MEDIA IN DRIVE- (*) AND PRESS ANY KEY. - the (*) will be the drive letter you chose for your source (A/B/C/D).

INSERT DESTINATION MEDIA IN DRIVE (*) AND PRESS ANY KEY. - the (*) will be the drive letter you chose for your destination (A/B/C/D).

DESTINATION IS SMALLER COPYING (xx) BLOCKS - the (xx) will be the number of blocks that the smaller media can hold. Example: the ram disk can hold (63) blocks. To use this option you must use the (A)LL option above.

READING SOURCE - the program is reading you source media.
WRITING DESTINATION - the program is writing to your destination media
COPY COMPLETE PRESS ANY KEY - done.

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* MANAGER *

MANAGER will let you transfer files from one disk or tape to another. You view one at a time with the option to copy the file or not. It will copy all file types, even SmartBASIC. Another option you have lets you pass up a file the first time or the next time to allowing you to transfer your files in any order you wish.

PROGRAM OPTIONS:

(C)ONTINUE (M)ENU (A)BORT - refer to line 8 of the instructions.
DO YOU WANT A CATALOG (Y/N) - if you push the Y key you will be asked which drive. If you push the N key you will go to the next command screen.
WHICH DEVICE (A/B/C/D/M) - enter the device letter for the catalog you want.
GETTING DIRECTORY - the program is getting the media's catalog.
PRESS ANY KEY! - push any key to return to the catalog command screen.
SOURCE DEVICE (A/B/C/D/M) - enter the device letter for your source media.
COPY THIS FILE (Y/N) - push the Y key if you want the program to transfer the file. Push the N key if you don't want the file to be transferred.
MORE FILES (Y/N) - push the Y key if you want the next file to be displayed. Push the N key if you don't want any more files.
FILES CORRECT (Y/N) - if you have made a mistake push the N key and you can start again. Push the Y key to continue.
DO YOU WANT THE FILES LOCKED (Y/N) - if you want all the files to be locked that are transferred then push the Y key. Push the N key if you don't want the files locked.
DESTINATION DEVICE (A/B/C/D/M) - enter the device letter of the destination device.
COPY BETWEEN GAME AND DATA TAPES? (Y/N) - this screen will come up when you use tape drives only. If you are using tapes with the same format on them you may push the N key. Push the Y key if one tape is a (HE) tape and the other tape is a (GW) tape.
FILING - when you see this flashing message on the screen the program is busy transferring your files.

When the MANAGER has transferred all your files it will go to the title screen.

TOOLKIT

TOOLKIT allows you to use any part of a buffer that starts at address 30000. You can load from 1 to 16 blocks of data or files from a tape, disk, or from the ram disk. You may then view this data or file and modify it as you wish, then copy it back to the original or different media. There is a search feature, that lets you use the computer, to look for a specific pattern of from one to four bytes. A block modify option may be used to fill larger areas of your buffer with any single value from 0 to 255.

PROGRAM OPTIONS:

(C)ONTINUE (M)ENU (A)BORT - refer to line 8 of the instructions.

(O)FFSET - this option allows you to change the value you see for the addresses in your buffer. Example: If you use a one block buffer, you can have a starting address of 0 or any value to 64511. Each additional block, that you add to your buffer size, will reduce you highest starting value by 1024.

ENTER LOWEST BUFFER VALUE - enter your buffer address start value.

SOURCE DEVICE (A/B/C/D/M) - enter the letter for the device you wish to use the program with.

START BLOCK - the start block on your media.

OF BLOCKS - the amount of blocks loaded into and the size of your buffer in memory.

READING SOURCE - tells you that blocks are being loaded into your buffer.

(R)ETURN (M)ODIFY (D)ISPLAY - choose the option from the following.
(C)OPY (+)(-)PAGE

(R)ETURN - lets you go to the title screen.

(M)ODIFY - lets you go to the modify command screen.

(D)ISPLAY - lets you jump to any place in your buffer.

ADDRESS - enter the address in you buffer you want to go to.

(C)OPY - lets you copy the blocks in your buffer to your original or to another media. You can also change the location of the blocks going to the destination media.

DESTINATION DEVICE (A/B/C/D/M) - the device to receive the blocks from your buffer.

COPY TO BLOCK # - where the first block goes.

OF BLOCKS - enter the number of blocks to be copied to the media. This value will be from 1 to the size of your buffer.

COPY MEDIA ARE YOU SURE (Y/N) - push the Y key to start the copy option. Push the N key if you made an error.

WRITING DESTINATION - tells you that blocks are being transferred to your media.

(+)(-)PAGE - push the + key to advance one full screen, push the - key to retreat one full screen of data.

SMART KEY	- this is the modify command screen.
II PRESS TO ADVANCE.	- push smart key II to go one byte forward and not change the byte.
III PRESS TO BACK UP.	- push smart key III to go back one byte and not change the byte.
IV PRESS FOR BLOCK MODIFY	- push smart key IV to go to the block modify option.
ENTER START ADDRESS	- enter the start address for the first byte you want changed.
ENTER END ADDRESS	- enter the address of the last byte you want changed.
ENTER VALUE	- enter the value you want in all of the locations of your buffer.
ARE YOU SURE (Y/N)	- push the Y key if everything is okay. Push the N key to start again.
V PRESS FOR SEARCH.	- push smart key V to go to the search option.
# OF BYTES (1-4)	- enter the size of your pattern 1,2,3, or 4.
BYTE 1	- enter the first value you are looking for.
BYTE 2	- enter the second value of your pattern.
BYTE 3	- enter the third value of your pattern.
BYTE 4	- enter the fourth value of your pattern. The pattern, if found, will appear on the bottom of the first column of the data screen.
PRESS ANY NUMBER TO REPLACE BYTE.	- to replace the byte of the address on the display, just enter the value you want and push the return key.

---

* PURGE *

PURGE will get rid of deleted files from the catalog and squeeze the contents of a disk, data pack, or the ram disk; and get rid of the (NO MORE ROOM) errors when you have plenty of room on your media.

PROGRAM OPTIONS:

(C)ONTINUE (M)ENU (A)BORT	- refer to line 8 of the instructions.
DEVICE (A/B/C/D/M)	- enter the letter of the device you want purged.
PURGING	- while the flashing word "PURGING" is on the screen your media is being purged.

---

* FORMAT *

FORMAT will format your disks.

PROGRAM OPTIONS:

(C)ONTINUE (M)ENU (A)BORT	- refer to line 8 of the instructions.
DEVICE (C/D)	- enter letter of format device.
FORMAT DISK (Y/N)	- push the Y key to start formatting. Push the N key to go back to the title screen.

FORMATTING	- while the flashing word "FORMATTING" is on the screen your disk is being formatted.

VERIFIER

VERIFIER checks your disks or data packs for bad blocks, lets you check any block or number of blocks.

PROGRAM OPTIONS:

(C)ONTINUE (M)ENU (A)BORT	- refer to line 8 of the instructions.
SOURCE DEVICE (A/B/C/D)	- enter the letter of the device you want to use.
START BLOCK #	- enter the number of the start block.
ENDING BLOCK #	- enter the number of the last block to check.
BLOCK xx	- xx indicates the number of the block that the program is checking.
CHECKING MEDIA	- while this message is on the screen, your media is being verified.

menu

menu is a special program for providing easy access to the main set of MEDIA - AID - PLUS programs. Simply move the pointer to the option you want and push the RETURN key.

PROGRAM OPTIONS:

CHANGE DEVICE	- select this option if you want to switch to another device for running the media aid programs.
WHICH DEVICE (A/B/C/D/M)	- enter the letter of the desired device.
ABORT	- select this option to exit the media aid programs.
TOOLKIT COPY PURGE MANAGER INIT MODIFIER MEMU HELLOABCD FORMAT VERIFIER	- select the program you want with the arrow keys and push the RETURN key.

CHECK

CHECK will try to communicate with each of the data devices, and if they answer, print AVAILABLE next to their name on the display. If they do not answer the program will print NOT AVAILABLE.

PROGRAM OPTIONS:

RE(C)HECK (M)ENU (A)BORT	- push the C key to recheck the devices. - push the M key to go to the lower case menu program. - push the A key to exit MEDIA - AID - PLUS.

HMODIFY

HMODIFY takes machine language out of memory, modifies it and stores it in an A file that can be sent over the modem. Subroutines up to 1k may be used. This program is for people with some experience in machine language programming.

PROGRAM OPTIONS:

ENTER ADDRESS TO START	- the starting address of your program.
ENTER ADDRESS TO END	- the ending address of your program.
ENTER FILE NAME	- use any name up to 10 characters.
ENTER DRIVE (A/B/C/D/M)	- the drive that you want the program saved on.
DATA SAVED UNDER FILE NAME	- name that you selected.
PRESS ANY KEY TO END	- done.

HRECOVER

HRECOVER lets you recover machine language subroutines that were modified by HMODIFY. The subroutine ends up in memory exactly the way it was before it was modified.

PROGRAM OPTIONS:

ENTER FILE NAME	- name of the program that was modified with HMODIFY.
ENTER DRIVE (A/B/C/D/M)	- the drive that you want to use.
YOUR FILE	- name of file.
IS LOCATED AT	- starting address of the file.
TO	- ending address of the file.
YOUR LOMEM IS	- what lomem was set at when the file was modified.
PRESS ANY KEY TO END	- done.

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** WARNING **
DO NOT ACCEPT THIS SOFTWARE
PACKAGE IF IT HAS BEEN OPENED
** WARNING **

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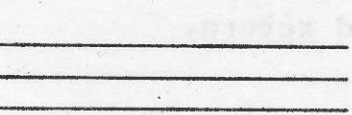
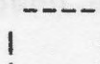
MEDIA-AID-PLUS





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