

Creating and Using Directories

As explained in Section 1, directories are means of dividing the RAM disk into compartments for the storage of files. For greatest efficiency you should create your directories before you copy files into the RAM disk and before you create environments.

If you have not done so already, please read pages 1-1 through 1-3 for an orientation to directories and their relation to environments.

Creating Directories in the RAM Disk

Begin in the RAM Disk Menu and activate the MkDr function key: **[F8]**. Note that it makes no difference which directory you are in when you activate this key.

In response to this prompt—

Directory Name:

type up to six characters, following the rules for naming files, and press **[ENTER]**. You do not have to include the `<>` extension; the program does this for you. (If you enter an inadmissible name, you will see a message informing you of that fact; press any key to remove the message, and try again.)

As soon as you enter a directory name the RAM Disk Menu changes to reveal the menu for that directory. You may now begin copying files into that directory or creating new ones.

Changing Directories

Each time you create a directory a you will see a `ROOT.<>` file listed in that directory. To move back to the `ROOT`

(main) directory of the RAM disk place the bar cursor over ROOT.<> and press **ENTER**.

Once in the ROOT directory you will see the names of all the directories you have created. They are listed before other files, immediately after the three built-in applications. To move to any of these directories, place the bar cursor over its file name and press **ENTER**.

An alternative method of changing directories is the MkdR function key (**F8**). Press **F8**, type the name of an *existing* directory, and press **ENTER**.

Removing Directories

Directories can be removed only if they contain no files other than for the BASIC, TEXT, and TELCOM applications and the ROOT directory. To remove all other files at once, move to the directory, press **A** to tag all files, and press **F2** **Y** to kill them. If there is more than one page of files, move to those pages and repeat the process.

Then move to the ROOT directory, place the bar cursor over the name of the directory you want to delete, and press **F2** **Y**.

Note that you cannot rename directories. If you decide that you want a different name for a directory, you must create a directory with that name, copy the files from the old directory to the new one, and remove the old directory.

Creating Environments

The BOOSTER PAK provides environments to make these operations easier:

- loading associated files from the RAM disk into the workspace and back to the RAM disk again
- preparing the workspace to run programs and avoiding conflicts between programs
- switching from one ROM-based program to another

You may choose to create environments to simplify any or all of these operations. If you use programs with conflicting requirements for the high memory of your computer, you will find environments an invaluable and effortless means of moving from one program to another.

If you have installed programs on ROM chips in the BOOSTER PAK, you *must* create at least one environment for each chip.

If you do not have conflicting programs and have not installed any ROM chips of your own, you may create environments solely to move files into and out of the workspace. You may, for example, use a program that always requires a particular file for its operation. Rather than copy the program and the file into the workspace each time you want to run the program, set up an environment to do it for you, in one operation.

If you have not done so already, please read pages 1-4 through 1-7 for an orientation to environments.

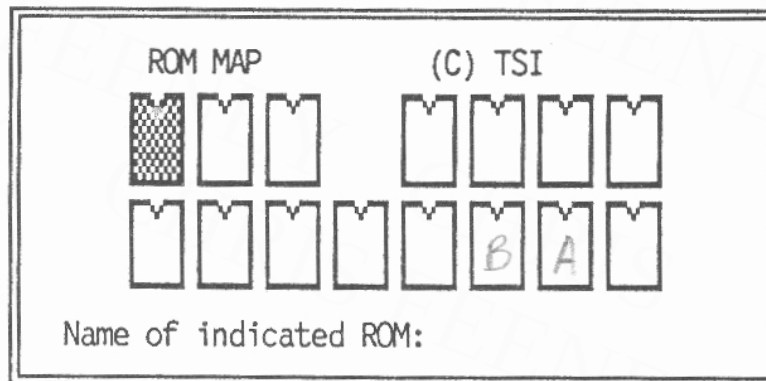
Creating Your First Environment

To create your first environment you will use the NULL environment—NULL.## in the ROOT directory of the RAM disk.

Using the BOOSTER PAK

Before creating an environment, create the directory in which you want to use the new environment. Copy into that directory any data or program files you want to include in the environment. (Files for programs on ROM chips will be created as part of the process of creating an environment.) Then follow these steps:

1. Begin in the ROOT directory of the RAM Disk Menu. Place the bar cursor over NULL.## and press **[ENTER]**. In response to this question—
Load NULL Environment (Y/N)?
press **[Y]**. This step ensures that the NULL environment is loaded.
2. Place the bar cursor over the name of the directory in which you want to create the environment. Press **[ENTER]** to log onto that directory.
3. Once in that directory, press **[F7]** (MkEn). In response to this prompt—
Environment Name:
type a name as you would for a file, omitting an extension. Press **[ENTER]**.
4. If you installed no ROM chips of your own in the BOOSTER PAK, skip to step 7. If you did install chips, you will now see a screen similar to this:



ROM Map

A = "ULTIMATE"

B = "SARDINE"

This ROM Map represents all of the sockets in the BOOSTER PAK which are available to you for the installation of ROM chips. It is similar to the one on page 1-15 in which you were to note the locations of the ROM chips you installed. Refer to that page to refresh your memory about this map and the locations of your ROMs.

At present, one of the sockets in the menu is darkened; you must now identify for future reference which chip you have placed in this socket. Note that this socket may not contain the program for which you are now creating an environment. The first time you create an environment you must identify *all* of the program ROM chips you have installed; any ROM chips you are not asked to name are special chips used by program ROMs to store data.

In response to this prompt—

Name of indicated ROM:

type up to 9 characters to identify the chip and press **ENTER**.

Repeat this process until you have identified all of the indicated sockets.

5. Once you have identified each of your installed ROM chips you will see the ROM Name Menu, showing the names you have assigned to the ROM chips. At the bottom of the menu this message appears:

Press ESC for NO ROM, or
Select ROM name then press ENTER

If you are creating this environment for a program not on one of your ROMs, press **ESC**. Otherwise, move the bar cursor over the name of the ROM chip for which you are creating the environment and press **ENTER**. Either way you will be returned to the current directory of the RAM Disk Menu.

6. You must initialize the ROM chip you have associated with this environment: place the bar cursor over BASIC, press **ENTER**, and initialize the chip as instructed by the manual for that chip. (If you did not select a ROM name in the previous step, move on to the next step.)

When the chip is initialized and the program on it is running, exit the program, usually by pressing **F8**. You are now back in the RAM Disk Menu. For your own information you might want to check the Workspace Menu; this is where the files created when you initialized the ROM chip are now stored. Press **F4** (Work) to move to the workspace. Then return to the RAM Disk Menu; press **F4** (now RAM).

7. Now is the time to load into the workspace any files from disk or the RAM disk which you want included in the environment you have just created. These are files that you want loaded into the workspace each time you activate this environment. (If you have initialized a ROM chip of your own, these files will be added to those already in the workspace.)

Remember that the data files associated with an environment are not fixed. You may add or delete files each time you use that environment.

Refer to page 2-24 for instructions on copying files from the RAM disk to the workspace or page 2-28 for instructions on copying files from disk to the workspace.

8. You are now ready to save your new environment: place the bar cursor in the RAM Disk Menu (and in the directory where you created that environment) over the name of the environment and press **ENTER**. You are now asked if you want to update that environment:

Update _____ Environment (Y/N)?

Press **Y** to save for future use the environment named in the message.

Creating Other Environments

In general you will create new environments much as you created the first one—that is by creating an entirely new environment. There will be times, however, when you may want to save time by duplicating an existing environment, which you can then modify at your discretion.

Creating New Environments. You must start anew each time you create an environment for a different ROM chip—that is, a ROM chip for which you have not yet created an environment. You will also want to start anew if you have created environments for only ROM-based programs and now want to create an environment for some other program.

To create an entirely new environment begin as instructed on page 2-15—that is, *load the NULL environment as the first step*. (When asked whether you want to update the current environment you will probably want to answer yes.)

Then proceed as before. Note that you will not see the ROM Map (step 4) again unless you have installed a new ROM chip or have changed the chip in any of the sockets in the meantime.

Duplicating Environments. You may want to duplicate one or more of the environments you have created for programs on ROM chips. In doing this you will save yourself the time of reinitializing the chips.

To duplicate an existing environment move to the directory where that environment is located and *load that environment instead of the NULL environment as the very first step*. You may now remain in the current directory or move to another directory where you want the environment duplicated. Press **F7** (MkEn). Assign this environment a new name. Once you have loaded into the workspace any files from the current directory you want

included in the environment, update the environment (step 8).

Example: Let's say that you have created a WORD environment for T-Word or some other ROM-based word processor in the LETTER directory. Now you want to create a similar environment in the PROJ1 directory. First move to the LETTER directory and load the WORD environment by placing the bar cursor over WORD.## and pressing [ENTER]. Now log onto the PROJ1 directory: press [F8] (MkDr) and type PROJ1 [ENTER]. To duplicate the current environment (WORD) press [F7] (MkEn), type WORD2, and press [ENTER]. Once you have copied whatever files into the workspace you want to include in the environment, save the environment: in the RAM Disk Menu of the PROJ1 directory place the bar cursor over WORD2.## and press [ENTER]. In response to the next two prompts press [Y].

In practice, you will probably have in each directory just one environment for each ROM-based program, but you are not limited to just one. With a program like Traveling Software's T-Base (part of the Ultimate ROM II chip), for example, there are certain files associated with different operations of the program. For ease of use you might create different versions of the same Ultimate ROM II environment: one designed to load only the files necessary to add entries to a name and address file, for example, and another to enter orders.

Using Environments

Now that you have set up environments for your programs and data files, these are the steps you must take to move from one program to another, from one environment (the current environment) to another:

1. Make sure that you are in the directory in which you created the environment for the program you want to use. Place the bar cursor over the name of that directory and press **[ENTER]**.
2. You now must choose whether to update the *current* environment before you replace it with the new environment. Usually you will press **[Y]** to update. You are then asked whether to load the environment you have selected. Press **[Y]**. For more about these options see below.
3. Move to the workspace: press **[F4]** (Work).
4. In the Workspace Menu place the bar cursor over the program file and press **[ENTER]** to run the program.

When you have finished, exit the program and press **[F4]** (Ram) to return to the RAM Disk Menu.

Updating Environments

When you load an environment the original files associated with that environment remain in the RAM disk while you work on copies in the workspace. When you update that environment the copies in the workspace (with all your changes and additions) are stored in the RAM disk and replace the original files. (Remember that the copies are stored in the directory of the RAM disk which was current when you loaded that environment.)

Consider the RAM disk as a safe repository for your files, and the workspace as a place where you will have files only while you are working on them. Once you have finished working on the files, update the current environment to save your changes! It's a good practice, too, to update an environment periodically while you are working on any of its files, to guarantee that you will not lose the work you have done in the event of a cold start or some other problem.

To update an environment you must return to the RAM Disk Menu and select an environment. If you want to continue working in the same environment select the current environment. Then press Y in response to the first question: Update _____ Environment (Y/N)?.

If updating is essential to saving your work, why are you given the choice of *not* updating? There may be times when something goes wrong while you are working in the workspace: files may become corrupted or you may do something that you do not want to save. In this case you will want to press N (or any other key except Y) in response to the Update _____ Environment (Y/N)? question. In so doing you will leave the files in the environment just as they were the last time you updated this environment.

When you are exchanging one environment for another there is one situation in which you will not be asked whether to update the current environment. This happens only when the current environment is the NULL environment. Since this environment is unchangeable, the question is irrelevant.

By updating an environment you are not removing anything from the workspace. You are simply *copying* the contents of the workspace to the RAM disk. The current contents can be removed only by loading a different environment or by killing all of the files.

Files That Do Not Appear in the RAM Disk Menu. There are certain kinds of files that appear in the Workspace Menu but not in the RAM Disk Menu. These are usually files created when a ROM chip was initialized (UR-2 for the Ultimate ROM II, for instance).

Though not visible in the RAM Disk Menu, these files are not lost. In fact, each time you update an environment containing any of these files, you are storing them in the RAM disk, as part of the file for that environment. Any changes you made in the current session will be saved for future use. Whenever you load that environment in the future, you will see these files as soon as you move to the Workspace Menu.

Loading Environments

Only by pressing Y in response to the Load _____ Environment (Y/N)? question can you load the environment you have selected by the bar cursor. (The name of that environment will appear as part of the question.)

If you press N (or any other key except Y) the current environment will remain in effect and the contents of the workspace will remain unchanged.

More often than not you will want to load the designated environment. You might *not* do so, however, if you realize that you have selected the wrong environment or if you mistakenly chose not to update the current environment in the previous question and now want to retain the changes you have made in the files.

There is only one circumstance in which the Load _____ Environment (Y/N)? question will not follow the Update _____ Environment (Y/N)? question: when you select the name of the *current* environment and press ENTER. When you are updating an environment with the intention of continuing to work on its files, select the name of that environment and press ENTER; then press Y to update. The current environment remains loaded.

Copying Files

The BOOSTER PAK lets you copy files freely between the RAM disk, the workspace, and a disk drive. Copying makes an exact duplicate of the file; the original is preserved, not erased.

You can copy files individually or, through tagging, several at once. You can also back up to disk the entire contents of the RAM disk—or of a single directory in the RAM disk—in one operation.

All of the copy operations are available through function key options in the three BOOSTER PAK menus.

Copying Files from the RAM Disk

Files in the RAM disk can be copied—

- to the workspace
- to a disk drive
- or to some other directory in the RAM disk

To copy files in the RAM disk to any of these locations, move to the RAM Disk Menu. Then log onto the directory containing the file or files you want to copy. (To backup the entire RAM disk or a single directory of the RAM disk, see *Backing Up the RAM Disk*, page 2-29.)

If you intend to copy to a portable disk drive, attach the disk drive cable to the RS-232C serial port of your Tandy computer, turn the disk drive on, and insert a disk into the drive. If you are using DESK-LINK to copy files to a desktop computer, connect the cable from the desktop computer to the RS-232C serial port of your Tandy computer; then start DESK-LINK on the desktop computer.

Copying One File at a Time. To copy a single file place

the bar cursor over its name and press **[F1]** (Copy). The function key prompts then change to reveal four new options. Press—

- [F1]** (Ram) to copy the file to another directory in the RAM disk
- [F2]** (Work) to copy the file to the workspace
- [F3]** (Disk) to copy the file to the disk drive
- [F8]** (Quit) to abandon the copy operation

Once you press **[F1]**, **[F2]** or **[F3]**, this prompt appears:

New Name:

Unless you are copying to a different directory in the RAM disk, you have this choice: press **[ENTER]** to copy the file with its current name or type a new file name and then press **[ENTER]**.

When you are copying to a different directory in the RAM disk you must designate the name of that directory. Follow this format:

`/DIR`

where `DIR` is the name of the directory you are copying to. You now have this choice: press **[ENTER]** to copy the file with its *current* name or type a new file name and then press **[ENTER]**.

If you want to change the name of the file follow this format:

`/DIR/NAME`

where `DIR`, again, is the directory you are copying to and `NAME` is the name you want assigned to the file in its new location.

Once the copy operation is under way a *Working* message will appear in the lower left corner of the screen. When the message disappears, the copy operation is complete.

Copying Over Files . Anytime you try to copy a file to a location where a file of the same name is stored you will see this message:

File exists. Replace (Y/N):

Press **[Y]** to copy over the file—that is, replace it with the file you are copying. Press any other key not to copy the file.

Copying Tagged Files . Copying files you have tagged is like copying files individually, with this exception: you cannot change the names of the files. Once you have tagged the files to be copied (see page 2-10 for instructions), press **[F1]** (Copy). Then press **[F1]**, **[F2]**, or **[F3]** to select where you want the files copied.

If you press **[F1]** (Ram) to copy files to a different directory, this prompt will appear:

Directory Name:

Type / followed immediately by the name of the directory to which you want to copy the file; press **[ENTER]**.

The copy operation begins immediately; it is complete when the Working message disappears and the tags are removed.

Files You Cannot Copy . There are certain files that appear in the RAM Disk Menu but cannot be copied elsewhere. These include the files for the BASIC, TEXT, and TELCOM applications and the files for directories.

Environment files can be copied only to disk. They cannot be copied to the workspace.

Copying Files from the Workspace

Files in the workspace can be copied—

- to a directory in the RAM disk
- or to a disk drive

If you intend to copy to disk, make sure that the disk drive is connected to your Tandy computer and turned on. If you are using DESK-LINK to copy files to a desktop computer, start that program on the desktop computer.

In the Workspace Menu place the bar cursor over the file to be copied or tag several files to be copied at once. Press **F1** (Copy). The function key prompts then change to reveal three new options. Press—

- F1** (Ram) to copy to a directory in the RAM disk
- F3** (Disk) to copy to the disk drive
- F8** (Quit) to abandon the copy operation

Copying One File at a Time . When you have moved the bar cursor to select a particular file (and have not tagged any files) you will see the New Name prompt as soon as you press either **F1** or **F3**.

You may now either press **ENTER** to copy the file with its current name or type a new name and then press **ENTER**. When you are copying to the RAM disk, either of these actions will copy the file to the *current* directory. To specify a different directory enter **/DIR**, where DIR is the name of that directory; to change both the directory and the file name, enter **/DIR/NAME**, where DIR is the name of the directory and NAME is the name you want assigned to the file in the RAM disk.

Copying Tagged Files . Copying tagged files from the workspace is like copying individual files, with this exception: you cannot change the names of the files as part of the copy process.

When files in the Workspace Menu have been tagged, the copy operation begins as soon as you press **F3** (Disk). If you press **F1** (Ram) the Directory Name prompt appears: press **ENTER** to copy the files to the *current* directory, or type another directory name in the **/DIR** format and then press **ENTER**.