TRANSFER
U.T.

Ignore the bits about the requirement for Toolkit II in the manual. A new file, XTRAS2, provides the required Supertoolkit extensions - we thank Tony Tebby for letting us use them.

Thank you for buying the TRANSFER UTILITY. It will copy all the files from any device to any other device. It will work in most cases except where the source was protected by a copy-protection system which involved the "master" having to be in a particular drive or when the package contains disguised drive references (ie; the drive is not identified by consecutive letters appearing in the file).

While copying the TRANSFER UTILITY will make any number of substitutions within the files being copied across: you specify what substitutions you want made. The substitutions are made in the sequence you specify - please note that quite often the sequence is important! Typically, when copying from microdrive to disk you will want to change all occurrences of the string 'mdv' within the files to the string 'flp' (or perhaps to 'fdk' if you are a Microperipherals Man!). This will mean that wherever a file originally contained the string 'mdv1' it would now contain 'flp1' and wherever it contained 'mdv2' it would now contain 'flp2'. If you wanted both 'mdv1' and 'mdv2' to be translated to - say - 'flp1', then you should opt for TWO translates: 'mdv' to 'flp' and, as the second one, 'flp2' to 'flp1'.

Note that you must think a little bit when deciding on the substitutions you want. In the last example, it would be silly to choose as the substitutions 'mdv1' to 'flp1' and 'mdv2' to 'flp2' - there might be some references to 'mdv' alone (without a 1 or 2 after it), and these will not be picked up. Similarly wrong would be to have 'flp2' to 'flp1' as the first translation and 'mdv' to 'flp' as the second one - it is no use converting flp2 references to flp1 references without having first "created" the flp2 references by converting 'mdv' to 'flp'. Reflect!

Of course, there is nothing to prevent you using the TRANSFER UTILITY for making other kinds of substitutions too - there are no restrictions, except that the length of the string substituted must the same as the length of the original string. So if you want to convert all references to ser1 to par, convert 'ser1' to 'par '. To go the other way around - you've got problems!

The TRANSFER UTILITY disk contains 5 files:

FLP_EXT

(1) BOOT - The startup program, which invokes Toolkit II with flp_ext, then the TURBO extensions (XTRAS) and finally EXECs the the TRANSFER UTILITY program itself. Note that if Toolkit II is not available (it is on most legitimate disk interfaces) then the TRANSFER UTILITY will not work: owners of Microperipherals and Medic interfaces are strongly recommended to upgrade their toolkit ROMs to the QJump ones, available from CARE Electronics. The BOOT is a program without line numbers, so IF you have to change it, read it into a text EDITOR - our's is the best, but any EDITOR will do for this purpose - and make the modifications you need. Alternatively, you can invoke the system manually by entering:

EXTRAS

```
TK2_EXT : NEW (or nothing if Toolkit II is always there)

_ADDR=RESPR(5632) : LBYTES FLP1_XTRAS,_ADDR : CALL _ADDR : NEW

EXEC FLP1_CONVERTER
```

(2) XTRAS - The TURBO runtime extensions.

(3) CONVERTER - The main program - more on it later.

(4) UPDATES_DOC - This file will contain anything we forgot to put into the manual - read it using Quill.

(5) CONVERTER_BAS - We've given you the source code of the CONVERTER program (CONVERTER is a TURBO'd CONVERTER_BAS) if you wish to amend or alter it. You may NOT sell such amendments.

Of course you want to know how to backup the TRANSFER UTILITY. This is simple. Use the program to back up itself - set it up with no substitutions at all when doing this.

USING THE TRANSFER UTILITY Extra on CTRL C

Boot up or otherwise invoke the program as described earlier. You will be asked for the drive yo want to 'COPY FROM : ' - the source drive. Press CTRL/C (hold CTRL down, tap C) so that the cursor next to this question begins to flash. At this stage you may take out the the TRANSFER UTILITY disk if you wish to - no further reference to it will be made, and you might just want to use the drive it has vacated - especially if you only have a single disk drive.

Let us assume you want to copy from a cartridge - say our ULTRAPRINT cartridge - in drive mdv2 to an unformatted disk in drive flp2, so the resultant copy boots and runs from flp1.

In reply to the first question, enter MDV2_ . It doesn't matter what case you use and the trailing underscore may be omitted if you wish. You will not be allowed to enter an obviously invalid name - you must type in 4 or 5 characters.

You are then asked 'COPY TO : '. Enter FLP2_ , the target drive.

You are then asked 'TRANSLATE FROM : '. Type in the string you want to be replaced - in this case, enter MDV (or mdv, it doesn't matter which). All occurrences of 'MDV', 'mdv' and 'Mdv' will be replaced - other combinations (like 'mDv', 'MDv' etc) are ignored, as they are more likely to be "innocent" than references to a microdrive.

You are then asked 'TRANSLATE TO : '. Type in the string you want MDV to be replaced by - in this case, enter FLP (or flp, it doesn't matter which). The replacement string MUST have as many characters as the replaced string.

You are then asked "TRANSLATE FROM : ' once again. Enter details as before, and continue within the cycle, unless you want no more substitutions to be made - in which case you press Enter. If you wanted no substitutions at all to have been made, you would have pressed Enter the first time you were asked 'TRANSLATE FROM : '.

You are then asked if you wish to format the device in the target drive - flp2_ in our example. If you press Y (Yes) then you will be asked what format name you want to give the device - the default (obtained by pressing Enter) is the name of the device in the source drive. Note that if your target drive is a ramdisk drive (don't use ram7_ - we use this one!) then enter the number of sectors required as the format name, just as you would normally.

The rest is automatic. The TRANSFER UTILITY lets you know the name and length (and dataspace in the case of executable files) of each file as it is being converted, and the number of translates performed in it. After the TRANSFER UTILITY is through, press CTRL/C to return to SuperBASIC.

Some programs - not our's - have references within them to both MDV and FLP, with the user selecting between them. Such programs should be copied manually from cartridge to disk - the Transfer Utility will make all the references to floppy and hence prevent cartridge use altogether, which may not be desired. So in the case of such programs, first use the TRANSFER UTILITY (with the required substitutions set) to copy across the files. Then copy back to the original the converted BOOT file(s) (using the SuperBASIC COPY command). Then run the TRANSFER UTILITY again, this time with no substitutions at all: in short, use it as a file copier.

To use the TRANSFER UTILITY again within the same session, re-invoke it with EXEC FLP1_CONVERTER: there's no need to go through BOOT again.