VG 5000

DISK DEMONSTRATION

(VXDOS v0.3)

VG5000

VXDOS v 0.3

INSTRUCTIONS FOR USE

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1 SETTING UP COMPUTER

The items required to set up are:

        VG5000 console
        VG5216 extension
        Peritel TV cord
        Disk adaptor cartridge
        Disk controller cartridge
        Disk drive
        Disk logic cable (34-way)
        Switched-mode power supply
        Optional: Cassette recorder
                   Cassette cable
                   Joystick(s)
                   Printer
    3½" diskettes
-and a reasonable work area with television.

1.1 Power supply

The VG5000 is powered from the switched-mode supply. This supply also provides power for the disk drive. Note that there is only one logical way to connect the disk drive power supply.

Keep the power supply as far away as possible from the disk drive and its logic cable.

1.2

The disk adaptor cartridge is plugged into the VG5216 extension. The 34-way disk logic cable plugs into the back of the disk drive and the top of the disk controller cartridge. Note that the red cable trace indicates pin 1, and is also noted on the disk drive and cartridge. The cartridge then plugs into the adaptor, making a quite tall stack on the extension.

Plug up any other equipment, and keep any cassette or disk leads away from the television, power supply and mains leads.

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2 USING DISK SYSTEM

The diskette with programs on is "write-protected". This is done by the hole exposed in the corner. Do NOT cover up the hole, as you may format the diskette in error.

2.1 Power up

A diskette (refered to now as disk) can be in the drive at power up time. If it has a readable directory, this is printed automatically.

Switch on the computer. If all is well, the disk system will be initialised and space reserved for it, a sign-on message displayed, directory printed, if possible, and a 'prompt' displayed.

The prompt will be:

A> ▓
    ↑ flashing cursor

This indicates you are in the CCP, which is one of two parts of VXDOS.

2.2 CCP

CCP stands for Command and Control Program. It is an example of an Operating System monitor program, looking a bit like CP/M, or PC-DOS.

CCP has several commands — see 3.1 on page 5 for all the details.

One of the commands is:

BASIC [RET]

When typed in, this will print "Bye!" and return you to BASIC.

The prompt gives the name of the current disk drive:

first drive is 'A'
second drive is 'B'
...etc.

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2.3 BASIC

When in BASIC, everything works as it did before, with one exception.

The 'two dot' ⊡ key on a standard console normally gives the message:

Peripheral not connected

if ⊡ [RET] are pressed.

Now when we press the 'two dot' key we see instead a disk icon:

This is a reminder that the disk system is installed. Now if we press ▣ [RET] we will get:

Syntax error

The 'two dot' key is shorthand for DISK (like '?' is for printer). All the DOS extensions to BASIC start with DISK.

DISK commands can be immediate (no line number) or contained in programs. If an error occurs, a program will be stopped, and cannot be continued.

2.4 Signing off

Whilst in BASIC, the disk system is kept ready for use.

If the space taken up by the disk system is required for other purposes, it can be de-installed. When this is performed, BASIC will re-sign with the larger memory size, and 'two dot' will go back to ⊡

(Note that [CTRL]+[△] also resets 'two dot' key to ⊡ — CALL &"10AB" [RET] will restore the disk icon)

2.5 Re-signing on

CALL &"10AB" [RET] will resign on if signed-off.

4.

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3 COMMANDS

3.1 CCP

A>DIR [RET]	Prints directory of current drive
A>B: [RET]	Changes current drive to B
B>A: [RET]	Changes current drive to A
A>ERASE FILENAME [RET]	Deletes a file (must be exactly spelt and have no quotation marks)
A>BASIC [RET]	Prints 'Bye!' and goes to BASIC
A> [CTRL]+[STOP]	Breaks the CCP for BASIC
A>FORMAT [RET]	Premarks a disk in A
A>END [RET]	Signs-off from using disks

3.2 BASIC

·· CCP [RET]	Goes to CCP and prints prompt
·· SAVE "FILENAME" [RET]	Writes file to disk. Filename must be in quotes, or a string expression, of up to 14 characters.
·· LOAD "FILENAME" [RET]	Reads file from disk and returns to immediate command mode with 'Ok!'
·· RUN "FILENAME" [RET]	Reads file from disk and runs it from its first line number
·· DIR [RET]	Prints directory of current drive
·· SAVEM "FILENAME", start, length, execute	Saves a machine-code file to disk starting at "start", length "length". If the optional "execute" address is given, then a ·· RUN of the file will start from this address. 'M' type files are identified as 'M#' in the directory. (A BASIC text file and an M# file cannot both have the same name.)
·· END [RET]	Signs-off from using disks

Note that BASIC can be shortened to BAS, and CCP to C.
Directory errors will not stop a BASIC program from running.
Maximum file storage is 9-44 files, depending on format used — only choose A C E or G unless double-sided media and disk drive are in use.
Maximum file size is 16k — larger files will be truncated with no warning given.

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4   ERROR CONDITIONS/EXAMPLES

Errors are comprehensively reported.

Due to the number of physical connections in the system, most errors will be due to faulty contacts. If unexpected errors occur, switch off and remake the extension to console connection, and the extension to adapter, and adapter to controller connections.

The hardware and software have been carefully checked for 'bugs' but this is 'example' type hardware and software. It draws a lot of current, and the software, although incomplete, is relatively complex. Should an error occur (such as a disk error on typing ..RUN .....) retype the command and try again. Any persistent error should usually be cured by switching off and on again. If it remains, check the connections as noted above.

However, another disk is included for you to try formating and ..SAVEs, and ..LOADs and ..RUNs.

For example, on a freshly formated disk the following program can be written to disk until the disk is full:

```
10  FOR I = 1 TO 64
20  B$ = "Test " + CHR$ (I + 64)
30  DISK SAVE B$
40  NEXT I
```

Now type RUN [RET] , and after the disk full message, type:

         ..DIR [RET]

Try deleting some of these files. Type:

         ..C [RET]

                   then:

A>ERA   Test D [RET]
A>ERA   Test G [RET]
— now do a fresh directory print:
A>DIR [RET]

Good luck!