



# ***TURBODOS***

## ***MINI MANUAL***

door Rudolf Kahl





CONSOLE KEYS

(HELP) :TURBO-DOS Command Summary (Behind the filename)  
 (START) :Directory /N : without confirmation  
 (SELECT) :Change Station /D : addressing DOS directly  
 (OPTION) :CART:ridge /A : append file  
 (SELECT)<RESET> :Reboot-boot /V : activate verify  
 (SHIFT)<RESET> : Jump to DUP

Continuing DUP Commands

LIST OF COMMANDS

DIR : Directory  
 DIR + : 1/2 column display toggle  
 REN f1,f2: Rename file.1,file.2  
 DEL file : Delete file  
 LOC file : Lock file  
 UNL file : Unlock file  
 .R : Erase all files from disk  
 FMS : Single Density Format  
 FME : Enhanced Density Format  
 FMD : Double Density Format  
 FMQ : Quad Density Format  
 INI : Write DOS+DUP  
 INI /D : Write DOS only  
 INI /N : Write DUP only  
 COP f1,f2: Copy Dx:file.1,Dx:file.2  
 LOA file : Load COM-file and run  
 File <SHIFT><RETURN>: same; for file  
 first character is sufficient.  
 LOA f/D : Load without run  
 SAV f a1 a2: Binary save adr1-adr2  
 SAV f a1 a2 a3: same, but to load  
 from address 3.  
 SAV f/n a1 a2: Save as data file  
 HEA file : Show COM-Header  
 SUM file : Length and checksum  
 .P file : Display ASCII print-out

BCN : BASIC on  
 BOF : BASIC off  
 CAR : Exit to BASIC, can be  
 followed by RUN command  
 immediately.  
 STE I : start EXE-file, also: ...  
 filename (or first char.),  
 <CTRL><RETURN>  
 I - B : Change DRIVE #  
 MEL : Display DUP Commands  
 RUN : Start at last start  
 address  
 RUN a : Jump to address a  
 SAC : Show CAR address  
 SAC a : Enter new CAR address  
 MOD : Show Mode #  
 Bit 0 : Confirmation off  
 Bit 1 : Verify on  
 Bit 2 : Copy with MEM.SAV.  
 Bit 3 : Auto-unlock on  
 Bit 4 : Load tone off  
 Bit 5 : Error tone off  
 Bit 6 : MORE Mode off  
 Bit 7 : unused  
 MOD # : Change Mode #  
 VER : Show DOS Version

EXPLANATION OF ABBREVIATIONS

a1, a2, a3: Memory address(\$2E0/\$2E1)  
 file, f, f1, f2: File specifications

FILE SPECIFICATIONS

Pre-fix (In front of filename)  
 D:, S: etc.: Drive nrs.  
 @ : (Backslash) all files except the  
 ones mentioned.  
 0-99: That many files of that name  
 are to be left alone.

Wildcards:

? : for one character  
 \* : for several characters  
 = : for the rest of the name  
 <RETURN>: for all files

MONITOR COMMANDS

>a : Hex dump from address a  
 <a : ASCII dump  
 + / - : Dump 8 bytes forth/back  
 \*nr : Show number in all bases  
 ?a nr nr ...: enter following num-  
 bers bitwise  
 ! Dev : Print screen data to  
 device

Enter numbers:

Decimal : .13 .255 .19834  
 Hexadecimal : A3 FFFD  
 ASCII code : 'a '0 '8 'a  
 Offset co. last number: \*ZPU +,123

So far the TURBO-DOS COMMAND  
 SUMMARY.

Let's continue with the Utilities:

# Installation of Masterdisk

(Title screen)

"MASTERDISK ERSTELLEN"= Installation Masterdisk  
"1.NORMAL/TURBO" = STANDARD 1050 DRIVE/TURBO  
"2.HAPPY/SPEEDY" = ...  
"3.XF 551" = ...  
"4.HAPPY/SPEEDY/XF" = ...  
"Bitte eine der Tasten 1-4 druecken"= Choose 1-4  
>Next page:  
"Auswahl der Laufwerke:"= Choise of drives.  
"Originaldiskette in Laufwerk (1/2)?"= Original disk in drive # (1/2)?  
>Next page:  
"Zieldiskette in Laufwerk (1/2)?" = Desteny disk in drive # (1/2)?  
>Next page:  
"Bitte beide Disketten einlegen und eine beliebige Taste druecken..."=  
Please put both disks into drives and hit any key...

## WORKING WITH TURBO-DOS

### Setting up DUP Configuration

After booting the masterdisk, you are in Dup. Prompt: "D1:>"  
Type: "C", followed by <SHIFT><RETURN>. The program says "Load" and gives a filename and asks: <Y>es, <N>o or <A>bort? If the filename is "CONFIG.COM" the answer should be "Y"es. In CONFIG.COM you can choose your hardware configuration. The questions are bi-lingual, so that shouldn't be such a problem.

About "c", the compatibility with DOS 2.5: If working with enhanced density you need an enlarged VTOC which is normally found at 1024, the last track while the rest is stationed at a track in the middle. Choosing "N" at the questioned, this enlargement is placed at 368 to smooth the head movement of the drive. But the max. directory bookings are brought down from 64 to 56. With this DOS configuration you should not write to any DOS 2.5 written enhanced disk, so this option is better forgotten.

For initializing a Ramdisk like the DOS 2.5 RAMDISK.COM, you should copy the file AUTORUN.SYS to the work disk. This file formats the Ramdisk and sets up MEM.SAV. Now it is possible to reboot with <SELECT><RESET> without destroying the Ramdisk. AUTORUN.SYS also looks for the file SETUP.BAT, a ASCII text file, edited with the program BATEDIT.COM, chosen with "B"<SHIFT><RETURN>. But any regular text editor like TEXTPRO, will do as well.

The editor asks for a choise between Setup.Bat or Dup-Batch. Both files run commands at start-up. In DUP-Batch all DOS commands are legal, SETUP-BAT has its own commands. In Setup.Bat the commands are invers written by means of control keys. The following commands are possible:

RUN:  
RUN (starts com-file from boot drive). <CTRL><R> writes invers "RUN" to the editor screen. The filename to be run comes on the next line. Always have one command and one filename on one line like:

RUN:  
PIC.COM (no "D:" or D# at this place!)  
This is for ATARI'S without Ramdisk.

LOAD:  
Ramdisk-ATARIs use the LOAD command for the same function because the file is first copied to the Ramdisk.  
(invers)LOAD:  
TURBOBAS.COM

## BASIC

Autocopy automatically disables Basic at start-up. BASIC enables Basic again and then goes on with the rest of the start-up batch file commands.

### -ABORT?

When the program meets this command, the OPTION key is asked for. Pressing OPTION brings in the question: "Abort: Basic, Dos, Continue (B,D,C)?" "B" Activates Basic, "D" or RETURN opens DUP and "C" continues with Autocopy.

### -TURBO 4th page (only for Turbo module users).

The generation program of the Turbo Module is removed from Page 6 to the cassette buffer (\$400).

### -SPEED-DRIVES: x (x 2 to 4; also only for Turbo Module users)

### -EXEC:

Activates Basic and runs program. Further commands in Setup.Bat will be ignored. (invers)EXEC:  
RUN "D:START.BAS" (this line NOT invers)

### \* text

For user information, self made command menu's etc. 38 char./line are allowed.

\* This is a comment (Asterix=invers)

### WAIT

Wait for key-press command.

### PAUSE: x

Sets pause 1 to 9 x 3 seconds.

### XL-RAMDISK

Initializes special Ramdisk on 64k ATARIS.

### DUP-BATCH:

This command orders the program to enter DUP and run an Execute File, which can be run from the boot drive or the Ramdisk. DUP BATCH COMMANDS (standard DUP commands) are NOT written invers.

#### DUP-BATCH:

HELP.EXE"

CONFIG x: yy zz (only for SPEEDY Drives)x = physical drive, yy = slow/fast configuration byte, zz = drive/display configuration byte.

### Attention:

In general:

These commands just described can NOT be activated in DUP.

Filenames are NOT written invers.

AUTOCOPY is programmed in a fashion that disks with a batch-file for a Ramdisk-ATARI can without any problem be loaded from a machine without a Ramdisk.

# Description of TURBO-DUP XE Version 2.0

## TURBO-DUP General:

The Disk Utility Package is the users platform to organize changes on disks.

After booting the TURBO-DOS Masterdisk you automatically are in DUP. After having worked with a program started from DUP which has no "Return to DOS" function you can return to DUP by pressing <SHIFT><RESET>.

To jump to DUP and back into for instance, basic without lost of data, a file called "MEM.SAV" should be on the drive where the DUP is loaded from, normally the Ramdisk on XE computers. At the jump to DUP, data will be stored under that filename and at leaving DUP restored in the buffer.

The storage of a MEM.SAV-file can be simulated by the following commands:

"SAV MEM.SAV/N,0,1" or "COP DUP.SYS,MEM.SAV", as long as you will get a file named MEM.SAV on disk or Ramdisk.

TURBO-DOS works without a menu to save memory space. All commands are entered by typing the first three characters of the command. These commands are entered behind the prompt "D1:>".

Some commands can be activated by pressing the console keys:

CONSOLE /COMM.

<HELP> /HEL : All available commands are displayed on the screen.

<START> /DIR : Displays the directory of current drive.

<SELECT>/8 : Current drive/Ramdisk toggle.

<OPTION>/CAR : To leave TURBO-DUP for the Cartridge (Basic).

## The Screen Editor

The screen editor is comparable with the basic editor. There is one additional feature:

To add to an earlier typed command or to copy a earlier entered command line it is enough to press <DELETE> after the prompt.

To start or run any program file with the extender ".COM" just type the first character of the filename followed by <SHIFT><RETURN>.

    ) start an Execute-file, type its first character followed by <CTRL><RETURN>.



# TURBO-DOS COMMANDS DIRECTORY

ATARI  
MUSEUM

"DIR"/"DIR +"/"DIR/A" displays the directory page wise. "DIR +"/"DIR/A" changes to a two column display and keeps this feature active during all further DIR commands. "DIR +"/"DIR/A" changes the display back to single column.  
<SHIFT><RETURN> after the first "More (Y/N)?" prompt stops page wise display and will scroll the rest of the directory over the screen. After the "More (Y/N)?" prompt Yes can be answered also by pressing <RETURN> and No by pressing <ESC>.

## APPROPRIATE FILE EXTENDERS

Extenders give information about the kind of file concerned. TURBO-DOS recognizes certain file extenders:

".SYS": System dependent files of the DOS.  
".COM": "Compound-file": machine language file combination addressed with LOAD, SAVE, HEAD.  
".BAS": BASIC file addressed with LOAD.  
TUR: TURBO-BASIC files.  
".BAT": "Batch-file" (SETUP.BAT).  
".EXE": "Execute-file": DUP-Batch-file.  
".TXT": Text-file in ASCII-code, can be addressed with TYP.  
".ASM.SRC": Assembler source code.

## WILDCARDS:

TURBO-DOS acknowledges three different wildcard symbols:-,\*,?.

"DIR D-" displays all files starting with "D".  
"DIR \*.COM" displays all COM-files.  
"DIR ?I-" displays all files having an "I" for second character.  
"\*.\*" handles all files on the disk.

"\" in front of the filespec. excludes that file from wildcard actions:  
"DIR \D-" displays the directory of all files except those that start with "D".

#/ excludes a number form 1 to 99 from action:  
)IR 8/" displays all files from the ninth on.

"D8:" = "D8;" = "8:" = "8;". It is sufficient to write just the drive # followed by ":" or ";" to place the activity to a certain drive #.

## APPENDAGES:

"/" behind the filename opens an extra option. We already know the /A-option for 2 column directory display. Different options are possible: "SAV TEST/A/V/V 2000 2100".

All different filespec. extensions and options can be combined into something like: "DIR 2;4/D-" which displays all files on D2 from the fifth file on that don't start with "D". Always be aware of the right following order:

DRIVE # - FILE # - SLASH - BACKSLASH - FILENAME - EXT - APPEND.

#### LOCK "LOC":

If you just type "LOC", all files on the disk are displayed with behind the name "Yes,No or Abort?" "Y"<RETURN>= positive confirmation, "N"/<SPACE>= negative confirmation, "A"/<ESC> ends the activity. Using wildcards with the appendage "/N" the command will be carried out without confirmation although the files are displayed. Using wildcards with the appendage "/D" the command is carried out directly with confirmation and without display. The only excepted wildcards are in this case: "?", "\*", "-".

The appendage "/V" switches into verify mode. This is important when the reliability of a floppy is doubted.

If in TURBO-DOS a locked filename is to be renamed or again saved, the program reacts with a prompt: "Unlock file ? Yes, No or Abort ?" For what to do, see above.

#### UNLOCK "UNL":

The principles of this command are comparable with those of LOCK.

#### RENAME "REN":

"REN FILESPEC.OLD,FILESPEC.NEW (the ", "can be replaced by one empty space). "REN D-,W-" : all files starting with "D" are renamed into files starting with "W".

"REN \*.OBJ,\*.COM" changes all OBJ-extendors into COM-extendors.

: accidentally several files ended up with the same filename, there is a possibility to re-rename them one by one into different names.

#### DELETE "DEL":

Accidentally deleted files can be recovered with the program DISKFIX.COM. CLEAR "CLR" erases all files from a disk, also the locked ones.

"CLR 2;" erases all files on D2:. CLEAR erases the directory of disks. They can however recovered with DISKFIX.COM Section "Recover Directory".

#### FORMAT:

"FMS" = Single density, "FME" = Medium or enhanced density, "FMD" = Double density, "FMQ" = Quad density.

#### INIT "INI", "INI/D", "INI/N":

INI writes DOS/DUP to disk. "INI/D" writes DOS.SYS only, "INI/N" writes only DUP.SYS.

#### COPY "COP":

"COP" copies files from each to any drive #, also from D1 to D1 or D2 to ?. The feature uses all wildcards and appendages:

/N to avoid confirmation, /D to avoid confirmation and screen display, /A to append to an existing file and /V to enable verify.

"COP \*.TXT,ALL.TXT/A" copies all files with extender ".TXT" to a file "ALL.TXT".

The copy function not only works for the drives but for all devices:

"E"=editor, "S"=screen, "K"=keyboard, "P"=printer, "C"=cassette recorder, "D"=...indeed.

"COP D2;HELP.TXT,P:" sends the file HELP.TXT from D2 to the printer.

"COP E:,D8;SETUP.BAT" copies text from the editor to the ramdisk file SETUP.BAT. After entering this command you get an empty blue GRAPHIC 0 screen. Now you can write text in ATARI BASIC TEXT EDITOR way. It is import to press <RETURN> at the end of each line. To end the enter session, press <CTRL><3> which closes the editor and hands the text to DUP which will transport it to the file concerned.

#### LOAD "LOA":

This command loads or runs all assembler programs. The appendage /D will see to it that the program will be loaded but not run. DOS jumps back into DUP. Another way to run a program from DUP is to type the file-name or part of it and close the action with <SHIFT><RETURN>. If the file-name carries the extender ".COM", this extender doesn't need to be typed because the this DOS assumes that ".COM" is the only appropriate extender.

#### SAVE "SAV":

Saves com files between adr1 and adr2. Addresses can be written in decimal or hexadecimal, decimal numbers should start with ".". After correct entering of the save command the possibility is given to enter the INIT and RUN address. After this the file can be run with the LOAD command. TURBO-DUP furthermore offers the possibility to save a program block under a different destiny address. If after adr1 and adr2 another address is entered, the header bytes will be changed accordingly to enable load of the file to a new address. The appendages /A,/+,/V are working as well according to earlier descriptions. Only the appendage /N has a different function: this will be responsible for saving the file not as a .M-file but as a simple data file without header bytes. In this case INIT and RUN addresses are useless and will be ignored by the program.

#### HEAD "HEA":

"HEA filespec." shows the header bytes of com file concerned. With a assembled file the different parts are numbered separately. If INIT/RUN addresses were given, the program shows them as well.

#### RUN:

"RUN addr..." runs a com file from a certain address. If the address is left off, the earlier loaded program is started again by a indirect jump over the com file start address in \$2E0/\$2E1.

#### SUM:

"SUM fspec." shows length and checksum of the file(s) concerned. At this command DUP counts all bytes and displays the sum in hexadecimal value.

"LEN:" gives the number of bytes,

"SUM:" ... indeed.

his feature proofed useful in comparing files to each other.

#### TYPE "TYP fspec."

This command writes a file in ASCII page wise to the screen. The appendage /D will produce the control characters like in the copy to E:-handler. Like in HEAD and SUM, <SPACE> has got the abort function after the "More..."-prompt.

EOB/BOFF switches Basic on and off.

#### CARTRIDGE "CAR"/<OPTION>

The command "CAR" leaves the DUP to hand over the control to a module or the internal Basic.

"CAR RUN "D:DEMO.BAS": the program jumps into Basic and runs "Demo.bas" on D1.

If MEM.SAV is active that memory range is loaded back into the computer.

BACK "BAC"

252,18

This command co-operates with the CAR-command. If that command doesn't meet a module or Basic it jumps to address \$12FC/\$12FD. "BAC" will show the contents of those addresses. "BAC" sends the address value to these cells. The Back-command enables to initiate the DOS for certain special programs. This configuration is reproducible with the INIT-command and effective after re-boot.

Here some 'jump'addresses of well known programs:

<sup>128,32</sup>  
TURBO-BASIC XL: \$2080; ATMAS-II: \$2800; DESIGN-MASTER (a German Graphic Design program and probably the best there is in black and white): \$1D00.

These programs can only be re-started if they were active before DUP had been called for. A DOS with this configuration is only useful in connection with the programs concerned. If one does not work with the special DOS-supported program the CAR-command will normally lead to program crash. If a configuration is set up with the command "BAC 0" the system is saved because you can't leave DUP with the CAR-command when the module is not active.

MODE "MOD byte"

This is a configuration command. It changes the value of a certain byte that has influence on the behavior of the DUP. The 8 Bits of this Mode Byte:

- Bit #0 (1): Choosing this bit disables the confirmation sequence in multi-file handling as if the "/N" appendage was set.
- Bit #1 (2): This enables verify mode and resembles the setting of "/V".
- Bit #2 (4): This opens the whole memory space for a buffer at the copy command.
- Bit #3 (8): If this Bit=1 then locked files will be automatically unlocked before overwriting, renaming or deleting etc.
- Bit #4 (16): Setting this bit will silence DOS operations like the basic POKE 65,0.
- Bit #5 (32): This silences the DUP-Error sound.
- Bit #6 (64): If bit #6=1 Directory display will not be "page wise" anymore but will scroll like Basic listings or the directory of "normal" DOS 2.5 or what ever.
- Bit #7 (128): is not used.

To set the mode you place the sum of the checknumbers written between brackets, behind the mode command. For decimal numbers you need to type a period before the number: "MOD .34" means Verify on ERROR sound off. With the command "INIT /N" the new configured DUP is written to the disk.

VERSION "VER"

This command shows the current version of the DOS configuration.

- VER 2.0 : Standard version,
- VER 2.0 HS: Version for 1050 with HAPPY or SPEEDY Enhancement,
- VER 2.0 XF: Version for XF 551,
- VER 2.0 EX: Combination of all 3.

1-8: DRIVE #

Type nr. 1 to 8/<RETURN> behind "D1:>" prompt to activate operational drive #.

## Monitor commands

Additional to the standard DUP commands a simple monitor editor has been integrated to this DOS for those who are able to handle machine language. But first something about entering numbers into Turbo-DUP: All numbers can be entered in decimal, hexadecimal or as ASCII characters. Hexadecimal doesn't need any special marks because DUP uses these numbers in general.

Decimal numbers must be marked by a "." in front of the number.

ASCII characters have to be preceded by a "'". For instance:

Hexadecimal: A3 FFFD

Decimal : .13 .255 .19834

ASCII code : 'a '8 '&

Furthermore numbers can be added to earlier entered numbers by a "+" character-

ter: "SAVE TEST 2000 2004"="SAVE TEST 2000 +4"

## Monitor commands:

-Number revaluation:

If a number in any form is entered as a command after "=" this number will be accepted as a hexadecimal, decimal or ASCII character.

-Hexdump

"> adr" will show the 8 cells from "adr" on in hexadecimals. For instance after entering ">680" you'll get the line ">0680 00 00 00 00 00 00 00" on the screen. If one enters a byte after an empty space or a comma after "> adr", this will be entered into the memory cell "adr". If more than one byte is entered, the following bytes are entered into the following cells.

Numbers greater than 255 will be written into memory as 2-byte word in LO-HI-format (the lower byte first). Naturally all numbers can be written in all matters of writing: ">680 D8 .2048 'a 1234 .100FF" ; After entering this line the memory from address 680 (hex) will look like this (hexdump with '>'):

">0680 D8 00 08 61 34 12 64 FF"

The hexdump is presented in this special form because after display on the screen the lines can be edited with the screen editor.

-ATASCII-dump

If you enter "< adr" the contents of the 8 memory cells from address 'adr' will be displayed in ATASCII characters.

-Move the Dump-address

"+" or "-" show the dump with the start address moved up or down 8 bytes. The form of display (Hex/ATASCII) depends on the last used form. It can be changed by swapping ">"/"<".

## Adding device

Turbo-DUP offers the possibility to write all kinds of screen display to different devices. You only type a "!" in front of the command line followed

by device specification:

"! P: DIR" sends the directory of D1 to the printer.

"! D8:TEST HEAD D:CONV234.COM" shows the loading range of the program CONV234.COM and writes them to the Ramdisk D8 under filename "TEST".

## EXECUTE

Every kind of communication between user and DUP can be run not only from direct typing but also by means of a text file, the so-called "Execute-file".



The DUF executes the written command. By the command "EXE spec" the file named is run by DUF. Like the LOAD command this command can also be abbreviated. You type the first letter of the file, followed by <RETURN>. DUF knows now that an execute file is concerned. Action is stopped with <SHIFT><BREAK>. EXEcute files can be edited in EXEEDIT or even TEXTPRO for that matter. EXEcute files always carry the extender ".EXE". Confirmations are not done by the files and have to be carried out by hand. The entering of INIT/RUN addresses however, are read from the file. The Turbo-Dos masterdisk contains several EXEcute files for demo purposes, which should be run from the Ramdisk.

An EXEcute file can also be called upon from outside DUF. If the IO channel #7 is open for file reading at startup, the DUF takes his information from this channel; see basic example:

```
10 REM BASIC program for start of EXEcute file 'DEMO.EXE'.
20 REM First close channel #7 to be sure.
30 CLOSE #7
40 REM Now open channel #7 for reading 'D:DEMO.EXE'.
50 OPEN #7,4,0, "D:DEMO.EXE"
60 REM Go over OS vector SA=10 to DUF, because command 'DOs' that should
   close all channels is not available.
70 Q=USR/PEEK(10)+256*PEEK(11)
```

#### COMMENT AND PAUSE

"\*" is the sign for a comment line: "\*" This is a comment". This feature can be useful as a reminder in a cycle of commands. I use it in command menus to remind me of titles of certain program files.

"# number" forces the program into a pause. A number is the equivalent of a time unit of 1/50 of a second. The "1" without a number forces the program into the longest pause possible (about 21" 50.42") which can be broken off by any key press.

To close this subject with:

Answers to questions from DUF can be forced into repetition by pressing <SHIFT> together with the answering key. This answer now becomes automatic during the continuing proceedings of the program.

#### TURBO-DOS UTILITIES

-DISKCOPY.COM is started from the masterdisk with  
"DISKCOPY"<SHIFT><RETURN>.

<ESC> gets you into the configuration menu. <RETURN> changes the parameters values. All prompts are in english and very common use. To leave the program you have to shut down the computer.

-FILECOPY.COM is started from the masterdisk by typing "F"<SHIFT><RETURN>. The program starts with a sub-menu that indicates which drives are activated. You can change the choice with the cursor and number keys. <RETURN> gets you into the main menu. The screen displays 2 directories which can be scrolled individually. You change by means of <TAB> from one directory to the other. <ESC> gets you from the directory to the command menu.

To handle one file at a time you can leave the cursor at the directory, pointing at the file concerned and push the first character of a command: "I" for Index, "D" for Delete, "C" for copy-etc. "C" copies the file from one directory to the other. To handle several file at the same time, you go to the source directory and highlight the files with <RETURN>. With <ESC>

you move the cursor to the menu. There you have the choice to either choose the command by means of the control keys or just type the first character of the command. <CLEAR>, <INSERT> and <DELETE> handle all files at the same

time. <HELP> calls for a window that displays all major commands.

DISKFIX.COM. When you destroyed a floppy by deleting it accidentally it is high time for DISKFIX.COM which possibly can help rather limited however. DISK DRIVE: x = to choose the drive to work with, VERIFY DISK = restores faulty VTOC, deletes incomplete files, corrects file length value in the directory and a faulty sector link is recognized and dealt with.

CONV234.COM is a file converter that converts from DOS 2.0s compatibles, all formats of DOS 2.5, all formats of TURBO-DOS, all formats of DOS 3, Single and enhanced Density of DOS 4 and DOS 4 Double density, single sided into either of them according to the format of the destiny disk. The commands available are DIR, LOAD, SAVE, LOCK, UNLOCK, RENAME and DELETE. You can load even from the Randisk.

WRGAME.COM is a 'GAME-DOS' to start all kinds of COM-files without DOS. The program can be also suitable for translator disks. The program is written to 'game disk' with <RETURN>.

WRBASIC.COM is a basic menu start program.

CHOOSE.COM is a COM-file menu program like the game dos, but with DOS and DUP present. The program is run from AUTOCOPY and gives a choice list of present files.

PRINTER.COM simulates a Centronic port in connection with a special cable to purchase at the publisher's.

DISKMAP.COM shows sector condition of chosen disk.

RESET.TUR writes a clean RESET protection for Turbo-Basic from Frank Ostrowski.

BIBOEIN.COM/BIBCAUS.COM to create a suitable DOS for BIBODOS format XF 531 disks to be used with Turbo-Dos. The Turbo-DOS is changed to suit the old format and should not be written to any disk.

TEATURX.COM is for users of the TURBO-Module only.

TURBO-DOS Version 2.0 created by Herbert Earth and Frank Bruchhäuser, distributed and copyrights by Reitershan Computertechnik, Kreuzweg 12, 5429 Miehlen/Taunus WESTERN GERMANY.

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