
USING FAST LOAD

LOADING

After turning the computer ON, the word "FASTLOAD" will appear just below the Basic READY prompt.

* To list a directory without erasing the program in memory, type \$ or >\$.

* To run most disk software, hold down the Commodore key (C=) and press the RUN/STOP key. This will eliminate typing LOAD "*",8,1 and then typing RUN each time you load.

* To load a basic program, type /FILENAME. This will eliminate typing LOAD "FILENAME",8.

* To save a basic program, type _FILENAME. This will eliminate typing SAVE "FILENAME",8. (showing _ for backarrow <- character)

* To load a machine language file, type %FILENAME. This will eliminate typing LOAD "FILENAME",8,1.

* To send a command to the disk drive, type @COMMAND or >COMMAND. This will eliminate typing OPEN 15,8,15,"COMMAND":CLOSE 15.

* To read the error channel (when the red light on the disk drive is flashing) type ">" or "@". (single characters > and @)

DISK TOOLS

To run the disk tool, type the British pound key (#). Press the appropriate letter for your desired function.

- A - DIRECTORY
- B - RETURN TO BASIC
- C - COPY
- D - DISABLE FASTLOAD
- E - EDIT DISKETTE
- F - FILE UTILITY

A - DIRECTORY: This will show a directory of the diskette.

B - RETURN TO BASIC: Will return to BASIC, leaving FASTLOAD intact.

C - COPY: Selecting this option will give you another menu:

A - DIRECTORY: This will list the directory.

B - RETURN TO THE FIRST MENU: This will return you to the first menu.

C - COPY ENTIRE DISKETTE: Will copy every sector of one diskette to another diskette. Note: the new diskette must be formatted for this option to work properly.

D - BAM COPY: Will copy only those sectors on a diskette which have been allocated by the DOS. This is much faster than copying the entire diskette. Note: The new diskette must be formatted for this option to work properly.

E - COPY A FILE: Will copy a program file from one diskette to another. Wild card characters ("*" or "?") are allowed in the file name.

F - FORMAT DISKETTE: Will erase a diskette. This option should be used before a BAM copy or an entire disk copy is attempted. Note: This will erase any files on the disk.

D - DISABLE FASTLOAD: This will disable FAST LOAD and return you to Basic. Once this option has been selected, the only way to use FAST LOAD is to turn the Commodore 64 Computer Off and ON again.

E - EDIT DISK: Selecting this option will give you a new menu:

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EDIT DISKETTE      TRACK 12      SECTOR 02
READ WRITE  QUIT
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First, you must enter the track and sector you wish to edit in hex. (If you prefer decimals, type a "#" before the number.) Then you will see that sector displayed before you. To change a byte, enter the new value in hex. To move within a sector, use the cursor keys. To read a sector, type "R". To write a sector, type "W". To quit, type "Q".

F - FILE UTILITY: Selecting this option will give you a new menu:

A - DIRECTORY: This option will list the directory.

B - RETURN TO THE FIRST MENU: This will return you to the first menu.

C - COPY A FILE: This will copy a program file from one diskette to another.

D - DELETE A FILE: Will remove a file from the directory.

E - LOCK A FILE: Will "lock" a file, making it impossible to delete the file without first unlocking it. A locked file will have a "<" after it in the directory.

F - UNLOCK A FILE: This will unlock a file, making it possible to delete it.

G - RENAME A FILE: Allows you to change the name of a file.