

ADMENU

Version 2.0

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Introduction

During my Electron days I was searching for a program where I could browse my files with the cursor keys and that I could perform several commands just with simple commands. In these days I could not find anything really satisfying. And then the Macintosh came in sight, because of my work, so I left the subject.

But I couldn't let my Acorn machine go.

Finding BeebEm I started to play games and tried some old programs.

Switching to the Master on BeebEm I was happy that the ADFS system was there and also at PAGE&E00.

But again the support for a good item selector or menu system was not there that could do a lot of ADFS commands without typing all those long lines.

So I started to write my own and this is the result.

I do hope you like it as I do.

If you find any bugs, or have suggestions, please don't hesitate to contact me.

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Although this software is freeware, and still in beta status, please do not copy or alter things in the application without permission from the author.

1. Installing ADMENU

ADMENU is a disc utility for the BBC Master. The whole program is written in BASIC (sorry Assembly is not (yet) my language) but is stored in a Sideways RAM (SWR) socket of your choice, and can be called upon using the *ADM command.

When you run ADMENU the program will be copied quickly to the main memory to run it.

How to set and choose your SWR socket see 'Editing application settings' later this chapter.

On the disk you find the following files in the root directory :

- ADINST - ADMENU installer
- ADRIC - A help file for the installer
- I.ins_dat - data for ADMENU installer
- I.prf - ADMENU preferences
- P.ADMENU - The main application
- P.ADMEN-R - Sideways ROM version of ADMENU
- R.ADU - Sideways ROM for ADMENU

If you want to copy or backup the disc, you must be aware that the file structure must be kept as it is.

The installer can run from ADFS, but then you must create a directory called \$.ADMENU. And put the files of the disc into it. Keep in mind that the directories I, P and R must be created too in the ADMENU directory.

When SHIFT+BREAK is pressed the installer will run. Before you install ADMENU you have to set some settings before it will run properly.

So when you have the choice to install (SPACE) or edit the preferences (RETURN) press RETURN.

A menu will appear where you can choose what kind of preferences has to be altered/set. (each item will be discussed below)

Setting the preferences has to be done once, after that you just press space (or wait 5 seconds) to continue the installation.

```
***** Advanced Disc Menu Installer *****
K. Keevel 2011 - version : 1.0

1. Edit application settings
2. Edit standard memory locations (ADFS only)
3. Select SWR images
4. Create ADMENU rom

Select 1,2,3,4 or 0 to exit :
```

edit preferences

1. Editing application settings

Here you can tell ADMENU what kind of ROMs (that are supported) are present or not.

Most of it will be quite clear when you read it. By choosing A through D you switch on or off some of these settings.

Option C though is quite important to ADMENU. Some commands that are used by ADMENU are used from the Advanced Disk Utility (ADU) ROM from Pineapple. Because it is not produced anymore, I took the liberty to include a SWR image from this ROM as well on the disc.

So leave option C to Yes.

People who already have this ROM installed in their machine don't have to activate the SWR image in option 3 of the previous menu (select SWR images, which will be discussed below)

Option D is needed when any kind of SWR image is to be loaded besides ADMENU. Especially for ADU. (unless physically present in the machine)

Option E is very important to ADMENU. This because this is the SWR socket where ADMENU will be stored and all its preferences. (make sure you select a different SWR socket for the ADU SWR image)

2. Edit standard memory locations

(ADFS Only)

ADMENU has the possibility to create 6 bookmarks of disc locations. And these can be stored under 6 keys : 1 through 6
So if you are in directory :0.\$\$.mydir.games.snapper you can store this under key 1. And every time you want to quickly go to that directory you call bookmark 1

These memory locations can be altered within ADMENU. But when you reinstall ADMENU from disc, the predefined memory locations made in the installer will be loaded, and the new memory locations you made within ADMENU will be gone.

On the screen you see the root directory of drive 0. From this point you can browse through the directories (explained later in the manual) and make a selection and store it under a key, by pressing CTRL + <number>.

You can overview all the locations by pressing TAB.

To store it to disc and go back to the menu, press @

Because this function is for ADFS use only, the installer will prompt you with the following question when you run the installer from DFS.

This function works only in ADFS. Switch to ADFS drive?
(Y/N) :

When you answer with 'Y', the installer will switch to ADFS so you can make your markers. And when you press @ to save, the installer will switch back to DFS and saves your settings. 'N' will take you back to the menu.

3. Select SWR images

Selecting this option will bring you to the SWR directory of the installer (directory R)

Here you can select all the SWR images you want that are going to be loaded during the installation.

If you have some SWR images of your own that you would like to use, just copy them to this directory.

Use the arrow keys to browse to an image, select it by pressing RETURN and you will be asked to give a SWR socket number. When you have done this you see in the list that the image file is marked and also the SWR socket number beside it.

To remove a marker, just select the image again and press RETURN again.

Press @ to save and store the settings.

4. Create ADMENU ROM

This option has always to be done when you run the installer for the first time OR when you have changed the SWR socket location of ADMENU.

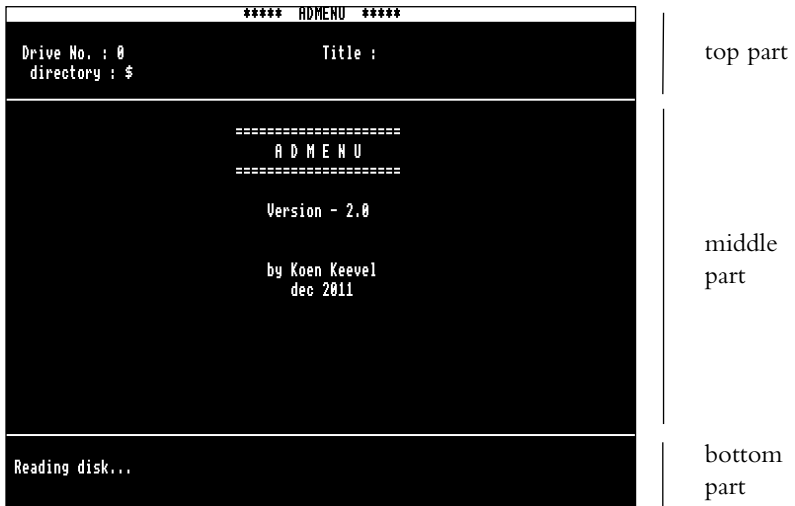
2. ADMENU basics

Now ADMENU is installed and you have pressed CTR+BREAK you launch it by typing :


*ADM

After this, a startup screen is presented with the version number and after that you will be taken to the root directory of the current drive you are using.

The ADMENU screen has three parts.



ADMENU recognizes automatically 3 types of files and these will be marked with a symbol in the file list.

-  - for folders
- B** - for basic programs
- SR** - for sideways ROM images

All other files have nothing in front of the filename.

3. Moving around in the ADMENU system

The difference between DFS/RFS and the ADFS system, as you might know, is that the ADFS has the possibility to have multiple directories into each other. When you switch from one directory to another the *DIR command lines could get very long. e.g.

```
*DIR :0$.myfolder.games.snapper
```

This makes it annoying to use the ADFS system to its full right with a lot of directories. That is where ADMENU tries to make browsing through the ADFS system easier.

Because ADMENU is mostly set to make it easy to use the ADFS system, some of the commands described here are for ADFS only, but DFS/RFS users should read these parts as well. This because some parts that are explained are useful for all the disc systems.

Navigating and directories

ADMENU leaves that to the ↑↓←→ keys to move around within the current directory and the RETURN key to select.

When you are in the :0.\$ directory and want to enter a directory called 'myfolder' just move the cursor to the name and press RETURN.

ADMENU will then load the directory from that folder (in this case 'myfolder') and shows it. When you want to go back one step in to the directory structure, you press SHIFT+↑.

You will be taken back one directory. In this case you go from : 0\$.myfolder to :0.\$

But when you are at directory \$.myfolder.games.snapper and want to go back to the root directory, you can press 3 times SHIFT+↑ but that takes time.

So with ADMENU you can use @ instead. This brings you back to the root in one go from the currently selected drive.

Launching applications

When you have selected a Basic file you can launch it just by pressing the RETURN key.

When this file is not recognized as Basic file it will prompt :

*EXEC,*LOAD,*RUN,CHAIN or any other key to exit (E/L/R/C) :

E - this will execute the file

L - this will ask you on what start address this file should be loaded. After entering the address ADMENU loads the program at the specified address

R - will *RUN the selected file

C - will chain the selected file. (even when it is not recognized by ADMENU)

It is also possible to have these options for a recognized basic program. If you want that you have to hold the SHIFT while pressing RETURN key.

Selecting drives

ADMENU recognizes 6 drives. It does not matter if these drives are Hard Drives or disk drives. As long as they are formatted in ADFS/DFS/RFS format.

Selecting these drives is easy. Just press 0 through 5.
The USB drive from RetroClinic (given as drive 5 when using RFS) can not (yet) be read by ADMENU.

Memory locations

When you are using ADMENU it is possible that you copy from one drive to another or that you are organizing different directories.

To avoid useless browsing ADMENU remembers the last position of the drive you have visited.

So if you are first at :0.\$myfolder.games.snapper and go to drive 1 and browse to directory :1.\$docs.view ADMENU will remember the position of drive 0.

So when you switch back to drive 0 by pressing 0, you automatically go back to :0.\$myfolder.games.snapper.

These locations are temporary. They stay in the memory while you are using ADMENU. But when you launch a different application these locations are gone.

Stored memory locations

Besides the temporarily memory locations, ADMENU has also 6 stored memory locations.

You can see these locations as bookmarks. When you use a directory very often, you can store this and recall this memory, even when you have launched other programs.

To recall the user locations you press SHIFT+1 through 6.

To store the user locations you press CTRL+1 through 6.

When storing a location a confirmation will be given in the command line.

Remember that the changes you make while you use ADMENU the changes are stored in the same SWR socket as ADMENU is stored. So when you switch the computer off and on, these settings are lost.

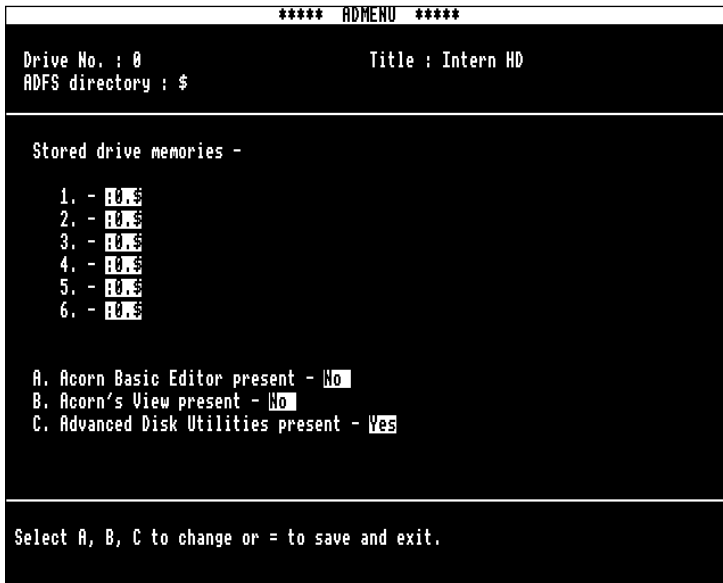
To make these setting permanent, you have to run the installer and change them in there.

These stored locations can always be reviewed in the settings page.
(See next chapter)

4. Preference screen

ADMENU has some preferences you can make for the whole program. To see the preferences type =

In this screen you see different things :



preference screen

6 stored memory locations.
The supported ROMs

The memory locations can only be reviewed at this page. To alter them you have to be at the actual directory. See previous chapter for more information about this.

ADMENU supports several ROMs. By pressing A,B,C you can tell ADMENU if these ROMs are available to use.

These ROMs are : Acornsoft's View, Acornsoft's Basic Editor and ADFS Utilities from Pineapple.

When a ROM is not available and you use a command that needs one of these ROMs, an error message will be displayed at the command line.

To store and leave the settings press = again.

To leave the settings screen you just press the ESCAPE key and you will go back to the file list.

Also here, remember that the changes you made here, will be stored in SWR as described in the previous chapter.

5. Marking, Moving, Copying and Deleting

With ADMENU you can also move and copy files or directories between different directories and drives.

Marking (TAB, SHIFT+TAB and X)

When you use the ADMENU and you want to copy, move or delete several files in one go, you have to mark them first by using the TAB key.



sample directory with files selected

When you have marked a file or directory a ✓ symbol will be shown after the filename or directory.

Pressing the TAB key again on this file will remove the ✓ symbol and the file or directory is unmarked.

It does not matter how many files you mark as long as it is in one directory.

If you still want to mark files in directory A and also in directory B an error will be displayed in the command line and you will be asked if you want to keep the markings from A or the markings from B.

If you want to select all the files from one directory, it is not needed to select them one by one.

Just press SHIFT+TAB.

Pressing SHIFT+TAB again will deselect all the files.

If you have marked a selection of files and you want to remove all of the marked files, you just press X.

This will remove all marked files.

Copying files or directories (C)

With ADMENU it is really easy to copy files.

First you select the files you want to copy, by marking them and then you browse to the destination and you press 'C'. There you will be prompted to continue and then it starts.

But there is a important difference between copying files and directories.

When copying files you select as much files as you want from within one directory to another directory. After selecting and pressing C, ADMENU prompts :

You want to continue to copy the marked files (Y/N) :

When pressing 'Y' ADMENU starts copying. 'N' will abort the process.

When copying directories, you have to keep 3 things in mind :

- DFS users have to select all the files from the directory, as you would do when copying files.
- ADFS users must have the ADFS Disk Utilities ROM from Pineapple present and activated in the preferences.
- ADFS users can only copy 1 directory at the time.

When the ADFS Disk Utilities ROM is not activated in the preferences ADMENU prompts :

The required ROM is not activated in ADMENU. Change this in the preferences.

And the process is aborted.

When the ADFS Disk Utilities ROM is activated but not plugged in the operation crashes and you have to restart ADMENU.

Copying a directory will copy the marked directory and everything that is in it. So all subdirectories will be copied too.

It is not possible to copy files and directories on one time. When you have made a selection of files and directories and press C ADMENU prompts :

Directories will be skipped. Continue (Y/N) :

By selecting 'Y' ADMENU will only copy the files and skips the directories.

After copying files (or a directory) ADMENU restarts and takes you to the directory you where last.

Moving files and directories (M)

This action functions in almost the same way as the copy command.

You mark the files and go to the destination directory and press 'M'

Again you can move multiple files (not in combination with directories) and one directory at the time.

Prompting from ADMENU is almost the same as the copy command only saying 'move' instead of 'copy'.

The process of the move command works in 2 steps :

- It copies the files (or directory) to its destination (this requires the ADFS Disk Utilities ROM from Pineapple.)
- The source files are deleted.

After this process ADMENU restarts and takes you to the directory you where last.

Deleting files and directories (DELETE)

Also this action functions almost the same way as the copying and moving commands. You can delete one or multiple files or 1 directory at the time.

The only difference is that you can delete marked files or the current file that is selected with the cursor.

So let's say you have marked 5 files at directory A and you are at directory B. You press DELETE. ADMENU asks the following :

Delete marked files or current files (M/C) :

When you press C the current file will be deleted, and pressing M will delete the marked files at directory A.

When deleting a marked directory (with contents in it) is only possible when the ADU is present.

ATTENTION!

This delete command also deletes locked files!

6. Other commands

★commands

All sorts of ★ commands can be used. Just start typing the command with ★ and then after the command.

In lots of cases ADMENU will return functioning normally. But when you launch applications or do other commands that need the memory ADMENU gets corrupted and have to be relaunched.

F9

This function key will let you return to ADMENU when you are in the BASIC environment. (it actually does type in ‘*ADM’ for you)

Basic Editor (B)

(Acorn's Basic Editor ROM should be present)

Before you use this command, make sure you have the Acorn's Basic Editor installed and that it is activated in the preferences (see chapter 4). If all is set the ADMENU will open any basic program into the Basic Editor.

Creating Directories (D)

This command just works like the ★CDIR command.

Press D and you will be asked to give a name for the new directory.

Display ASCII files (O)

This command will display ASCII based text files.

Other files can also be displayed but can cause trouble.

This command works the same as *TYPE from the ADFS system commands.

Editor files (E)

Any ASCII text file can be read with the Editor that comes with the Master. When a file is selected and E is pressed ADMENU will open the selected file in Editor.

It actually works the same as *EDIT command

File attributes (A)

This does the same as the command *ACCESS only you don't have to type the command.

After pressing A you see in the command line :

Give required file attribute or (Q)uit (W/R/L/E) :

type in the attribute combination you would like to have and press RETURN. Or type Q and RETURN to cancel. (ESCAPE will also do)

File Information (I)

From every item that is selected with the cursor additional information can be called. Press I and on the bottom of the middle part of the screen the file information is displayed. Just like the command *INFO <filename>

Addition to this, ADMENU tries to look inside the file to see if the first line is a REM line. If so, this line will be displayed.

Renaming files (R)

By pressing R you can change the selected filename. Locked files should be unlocked first.

Sideways ROM Images (W)

Sideways ROM (SWR) images can be loaded from ADMENU. When selected you will be asked which ROM socket should be used. The SWR image will only be loaded. When you want to activate the image, press @@ after the rom socket number. ADMENU will give a hard break after loading the image and the images will be mounted. When typing *ADM to turn back to ADMENU you will be directed to the directory you visited last.

Title your disk/directory (T)

To title your disk or directory use T.

View documents (V)

From within ADMENU you can load View documents directly into View using V.

ADMENU version history

V2.0

1st Release of the ADMENU program.
