

DiskMon

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| COLLABORATORS |
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| | <i>TITLE :</i> DiskMon | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | October 27, 2024 | |

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| REVISION HISTORY |
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| NUMBER | DATE | DESCRIPTION | NAME |
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Chapter 1

DiskMon

1.1 DiskMon V2.8 Manual

```

000:00000000 00000000 00000000 00000000 ..... Read
Checksum
Write
010:00000000 00000000 00000000 00000000 ..... Drive ...
Edit <mode>
020:00000000 00000000 00000000 00000000 ..... Search
Header
Repair
030:00000000 ..... Ed Mfm
FileEd
Optim.
040:00000000 About 'DiskMon' Version 2.8 ..... Quit
Display
Check
050:00000000 DiskMon is ShareWare !! ..... Block $
060:00000000 ©Copyright 1990-1994 by ..... Cyl.
+
-
R
070:00000000 Jörg Strohmayr ..... Head
+
-
Auto
080:00000000 Changes since Version 2.6 ..... Sec.
+
-
NDOS
090:00000000 ..... CheckSum:Right? - Used?
0A0:00000000 00000000 00000000 00000000 ..... Type :Type of Block
0B0:00000000 00000000 00000000 00000000 ..... Parent :<Block number>
0C0:00000000 00000000 00000000 00000000 ..... Next :<Block number>
0D0:00000000 00000000 00000000 00000000 ..... Name :<Name of file
0E0:00000000 00000000 00000000 00000000 ..... or Directory>
0F0:00000000 00000000 00000000 00000000 ..... DRV: Unit # of ...
:
:
:
1F0:00000000 00000000 00000000 00000000 ..... Error:pay Shareware fee

```

1.2 Changes form 2.6 -> 2.8

Bugs:

Search : sometimes displayed the wrong block, FIXED.

New Features:

Screen-Dragbar : OS >= 2.04 only. Screen-bar and Screen-to-back gadget now work, even if a requester is open.

Header : Find FileHeader of a File.

ToolType ScreenMode: OS >= 2.0 only. ScreenmodeID of the DiskMon-Screen can be selected, example 'ScreenMode=0x89020' will give you a 'Super72:SuperHires'-Screen.

Disk Optimizer : A fast and reliable DiskOptimizer which needs less memory (more caches, larger Partitions on Amigas with few memory) then other Optimizers.
Works with FileSystems DOS\0-DOS\5, highly optimized for DirectoyCache-FileSystems.

1.3 what is diskmon ?

DiskMon is a DiskMonitor for the Amiga including

- BlockEditor: search/view/edit data on block-orientated devices such as FloppyDisk (Amiga 880KB, Amiga 1.71MB, CrossDos 720KB, CrossDos 1.44MB, ...), HardDisk (including Rigid-Disk-Blocks), RamDisk (RAD:, ...) and many others.
- FileEditor : search/view/edit data of any file.
- MfmEditor : search/view/edit data at low level on FloppyDisks.
- Optimizer : Disk-Optimizer (Defragmentation, Reorganisation).
- BamEditor : view/edit BAM (Block-Availible-Map) on FloppyDisks.
- RepairTrack: recover lost data (read/write error) on FloppyDisks.

DiskMon should work on any Amiga with any ScreenMode.

Stacksize should be at least 10000 bytes

(Will be allocated, if not set in the Shell or Icon).

DO NOT USE THIS PROGRAM IF YOU DON'T KNOW WHAT YOU ARE DOING !!!!!!!!!!!!!!!

1.4 copyright

DiskMon is NOT Public Domain, it is © by Jörg Strohmayr, any commercial usage or selling without author's written authorization is strictly forbidden. You can freely distribute DiskMon V2.8 under the following conditions:

- All the files must be distributed together.
- The files may not be modified in any way. The only exception is that ALL the files may me compressed into ONE archive for distributing it via Bulletin Boards or other electronic transmission.
- You don't charge more than a reasonably copying fee.

- The key-file ('DiskMon.Key') must NEVER be distributed in ANY way.
- By copying, distributing and/or using the program you indicate your acceptance of this conditions.

See also Warranty, to get a full-version see Shareware.

1.5 warranty

These Files and their related documentation, utilities, and examples are provided "AS-IS" and subject to change without notice; no warranties are made. All use is at your own risk. No liability or responsibility is assumed.

This program is provided "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the results and performance of this program is assumed by you. Should the program prove defective, you alone assume the entire cost of all necessary servicing, repair, or correction. Further, the author of this program neither warrants, guarantees, or makes any representations regarding the use of, or the results of the use of, the program in terms of corrections, accuracy, reliability, currentness, or otherwise; and you rely on the program and results solely at your own risk. The author of this program can in no event be held responsible for any data or information which may be lost or rendered inaccurate by this program, even if the author of this program has been advised of the possibility of such damages.

1.6 requirements

DiskMon should work on any Amiga with KickStart/OS 1.2 or greater.

DiskMon was tested using

| | | | | | | | |
|------------|--------|---------|-----------|--------|--------|---------|-----------|
| -A1000 | 256 KB | KS 1.2 | (V33.180) | -A1000 | 512 KB | KS 1.3 | (V34.5) |
| -A1000 | 2.0 MB | OS 2.00 | (V36.207) | -A500+ | 2.0 MB | OS 2.04 | (V37.175) |
| -A4000/030 | 5.5 MB | OS 3.00 | (V39.106) | | | | |

Using OS 2.0 or greater DiskMon uses the 'ASL'-Requesters to enter File-names, using OS < 2.0 a simple string-gadget is used.

ScreenMode:

KS 1.2-1.4: DiskMon uses a 640x256 non-interlaced screen on PAL Amigas and on NTSC Amigas it has to open an interlaced screen.

OS 2.0,2.1: DiskMon first tries to open a non-interlaced PAL-Screen and if this fails (no PAL-Monitor) it opens a interlaced NTSC-Screen.

OS >= 3.0: DiskMon opens a 'BestModeID' interleaved Screen.

OS >= 2.0: You may set the ToolType SCREENMODE to a preferred ScreenModeID, for example 'ScreenMode=0xa9000' -> DblPal:Hires, always used even if started from Shell. NOT tested with graphic-cards.

1.7 read

DiksMon reads and displays the selected block of the selected Drive.

1.8 checksum

DiskMon calculates the checksum of the displayed block if the block type is

- Root Block
- Directory
- File Header
- File List
- Boot Block (only if 'Check' is 'on')
- old filesystem Data Block
- Directory Cache Block
- Hard Link
- Soft Link
- Rigid-Disk-Blocks (RDSK,PART,FSHD,LSEG,BADB,...)

Only use it if the block type is not '?? Unknown ??'.

1.9 write

DiskMon writes the block to the selected block number and drive.
Remember to correct the checksum if required.

1.10 Drive ...

If the gadget 'Drive ...' is clicked, you get a list of the first 100 (24 if using KickStart < 2.0) availibel drives/partions. Select the drive/partion you want to edit.

1.11 edit

Selects the mode of editing. HEX means you have to enter the data as hexadecimal (half-)bytes, ASCII for entering characters. On pre-2.0 systems you can't move the cursor with the cursor keys if editmode 'ASCII' is selected, use mouse instead.

1.12 Search ...

A requester is displayed where you can select the startblock, endblock and the text you wish to search. 'Stop' aborts while 'Search' starts searching. If the text is found you can 'Stop' searching or continue searching by clicking 'Search' again.

Search is case sensitive and no patterns are used.
If you want to search hexadecimal data you can do this by entering
'\$' as the first character (for example '\$AB cd 12' which is equal to
'\$ abc d12' but ' \$AbCd12' is wrong because of the space before the '\$').

1.13 header

Search a fileheader on the selected disk.
Select the file-/dirname in the asl-requester and the fileheader of this
file/dir will be loaded and displayed.

ATTENTION: The file has to be on the selected drive, else you get the wrong
block or an error.

If you don't have the 'asl.library', you have to enter the full path and
filename in the requester.

1.14 Repair (ONLY Floppy Disks)

If there is a read/write error on the disk you can't read the whole track,
but in most cases there is only one of the 11/22 blocks destroyed. Diskmon
reads the selected track and tries to recover as much data as possible. It
will be displayed which block is ok ('repaired') and which block could not
be corrected ('not repaired'). Now you are asked if you want to write the
data back to disk or not. You may change the disk to write the results to
another disk. If you select 'Yes' the recovered data is written to the disk,
'No' aborts.

ATTENTION !!! if you write the data back to the same disk and there are
blocks which are not repaired, there is no chance of getting lost data back.

1.15 quit

The self-destruction-button of DiskMon.

1.16 display

This gadget selects which characters are displayed.
Default: ASCII characters 32-127
1.Click: Visible characters 32-127 and 160-255
2.Click: All characters 0-255
3.Click: ASCII ...

1.17 check

Toogles the range checking of the block number.

on : Default

off: The block number given is send directly to the device.

On Harddisks for example, you get the rigid-disk-block if 'check' is off and you enter block number 0.

ATTENTION !!!: By changing the rigid-disk-blocks you may loose all the data on all your partion of the Harddisk.

ATTENTION !!!: If you get outside the range of a RAM-Disk like RAD: you view/edit any part of the memory which can cause a system crash.

Use 'Check off' with extreme caution and at your own risk.

1.18 Gadget Block

You can enter the block number decimal (1.Gadget) or hexadecimal (2.Gadget).

Use the '+' and '-' gadgets of Sec. to increase/decrease the block number.

1.19 Cyl. - Cylinder

You can enter the cylinder number decimal, increase '+' or decrease '-' it.

1.20 R - RootBlock gadget

The Gadget 'R' gives you the Root-Block of the disk/partion.

If 'Check' is off you get block number 0.

1.21 head

You can enter the head number decimal, increase '+' or decrease '-' it.

1.22 auto

If 'on', any change to the block number will read and display the new block imediately. If 'off', you have to click 'Read' to get the new block.

1.23 Sec. - Sector

You can enter the sector number decimal, increase '+' or decrease '-' it.

Use '+' and '-' of Sec. to increase/decrease the block number.

1.24 ndos

If 'on', no other task can use the drive you are viewing/editing. If 'off', other tasks have access to the drive too (dangerous if you change data, if you only want to view/search data you may set NDOS to 'off'). While you are using the FileEditor it will be set to 'off'.

1.25 'Hidden' gadgets 'Header/Parent,Next/1.Data/DirCache'

These gadgets are placed below 'Type' and have no borders but if the texts 'Header', 'Parent', 'Next', '1.Data' or 'DirCache' are displayed you can click on it to get the block-number displayed after the ':'.

1.26 error

Errors are displayed on the last line at the right side.

1.27 checkok

DiskMon displays if the CheckSum is right and used in the displayed block.
Checksum: 'Right' or 'Wrong'
 'Used !!!' or 'Not used'

1.28 type

Type : Type of the block or '?? unknown ??' if not a valid type. On Fast-File-System disks '?? unknown ??' blocks may be data blocks.

1.29 name

Name : name of file/dir/disk or nothing

1.30 driveinfo

Drive Information:

<1>: unit <2> of <3>.device

<1>= name of the drive (DF0:, DH0:, RAD:, ...)

<2>= unit number (0 for DF0:, 3 for DF3:, ...)

<3>= name of the device (trackdisk, scsi, ramdrive, ...)

Blocks : number of blocks Cyls : number of cylinders

```

Heads      : number of heads          Sectors   : number of sectors
RootBlock : block number of the Root-Block
Filesystem: DOS<x> (DOS<y>) : Filesystem on disk  (FS reported from DOS)
            <x> and <y> may be:
            @=old filesystem           -DOS 0x00
            A=fast filesystem          -DOS 0x01
            B=international old filesystem -DOS 0x02
            C=international fast filesystem -DOS 0x03
            D=directory cache old filesystem -DOS 0x04
            E=directory cache fast filesystem-DOS 0x05

```

1.31 The MFM-Editor (ONLY Floppy Disks)

```

00000:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 ---- Mfm-Editor ----
00020:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000   Read
      Write
00040:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000       IndexSync
00060:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 WriteLen
00080:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 PreWrite
00100:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 Cylinder           Head
00120:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
+
-
0
00140:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 Arrange SecNumber
00160:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 Arrange SecOffset
00180:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000   Sync
00200:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000           $
00220:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000       Find
00240:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000       ScrollData
00260:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 <      1 Bit   >
00280:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 <      2 Bits  >
00300:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 <      4 Bits  >
00320:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 <
      Bytes >
00340:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000   Quit MFM-Editor
00360:0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 Error: pay fee !!!

```

1.32 mfm read

Reads a track from disk.

1.33 mfm write

Writes the track back to disk.

1.34 mfm indexsync

Toogles the indexsync mode. AmigaDOS does not use indexsync but PC-DOS does.

1.35 mfm writelen

Number of bytes (decimal) to write to the disk. On 880KB disks, AmigaDOS uses 11968 bytes of data (11*1088) and the rest of about 700 bytes are the gap.

1.36 mfm prewrite

Number of bytes (decimal) to write before the real data. These bytes are 0xAA which is decoded 0x00. PreWrite is used to delete possible syncs in the gap because the real data is less than would fit on the disk. PreWrite is not used if IndexSync is on.

1.37 mfm cyl.

Number of the Cylinder to read/write.

1.38 mfm head

Select head 0 or 1.

1.39 mfm arrange sn

The sectors are arranged by the sector number. This means at offset 0 will be sector 0, offset 1088 sector 1, ..., offset 10880 sector 10.

1.40 mfm arrange so

The sectors are arranged by the sector offset like they are written to the disk by AmigaDOS. In the error-line (right last line below the gadgets) it is displayed in which order the sectors are arranged, '-' means sector not found. Additionally the gap is arranged after the last sector.

1.41 mfm sync

DiskMon searches the given SYNC-word and if found the data will be arranged, that the SYNC-word is at offset 0.

1.42 mfm find

Searches the giver word at 4-Bit boundary. If found, a requester appears where you can continue searching or stop searching.

1.43 mfm sync,find

Enter the word to find/sync.

1.44 mfm scroll data

Cycles the data 1,2,4 bit or a given number of bytes left or right.

1.45 mfm quit

Return to main (block) editor.

1.46 mfm error

Errors are displayed on the last line at the right side.

1.47 DiskMon DiskOptimizer

| | | | | | | | |
|-----------|------|---------|-------|--------|--------|--------|--------------------|
| Root/BAM | Dirs | DCache | Files | FList | Data | Free | Optimize Disk |
| # of boot | # of | # of | # of | # of | # of | # of | |
| and BAM | Dirs | Dir- | Files | File- | Data | unused | Read/Start |
| blocks | | Caching | | Exten- | blocks | blocks | WMode On/Off |
| | | blocks | | tion | | | Optimize for ... |
| | | | | blocks | | | Format On/Off |
| | | | | | | | Verify On/Off |
| | | | | | | | Change Date On/Off |
| | | | | | | | Quit |

You should have <Type>=R/W and >=1% for Speed
 <Type>=Complete Disk, you may change disk after reading
 about H hours, M minutes and S seconds to go
 Cache Usage in %
 #% of Disk finished

Cache <Type> + #K=#%
 Read/Write Disk #%
 Remaining Time:H:M:S
 Cache: #%
 Done: #%

Errors in this Line

USE IT AT YOUR OWN RISK, MAKE A BACKUP BEFORE OPTIMIZING A DISK !!!

1.48 Optimize - Read/Start

Read: Reads the directories of the Disk and displays the Fragmentation.
Reading does not change anything on the disk. After reading this gadget changes to 'Start'.

ATTENTION: You have to set all options BEFORE 'Read'.

Start: Start Disk-Optimizing.

WARNING: You can't stop it, MAKE A BACKUP BEFORE STARTING.

If Cache Type = 'Complete Disk' you can change the Disk before you select 'Start'

1.49 Optimize - Workbench Mode

WBMode = ON: Optimize for Workbench, the Icons will be placed in the directory-area and are loaded and displayed faster.
Select WBMode=ON if you use the disk with the Workbench.

WBMode = OFF: The directories is loaded faster, but icons take more time to be displayed.
Select 'OFF' if you don't use the disk with the workbench.

1.50 Optimize - Optimize for

'Read Only' : Optimize for Reading, use this if you don't write to this disk for example your 'Workbench'-Partition.

'Read/Write': Optimize for Reading and Writing, use this if you write often to this disk, for example your 'Work'-Partition.

1.51 Optimize - Format On/Off

'Format off': Write blocks to the disk.

'Format on': Format disk while writing data.

If you Optimize a floppy-disk and want to copy it while Optimizing, you can use 'Format on' if your destination disk is not formatted yet, and you have enough memory for the complete disk (Cache Type = Complete Disk).

1.52 Optimize - Verify On/Off

Verify writing 'On' or 'Off'.

You should select 'On' for floppy-disks and 'Off' for hard-disks.

Verify 'On' only verifys writing and displays the error, no retrys !

For floppy-disks it is much better to use 'Hackdisk.device' by Dan Babcock which does verify all writes and gives you the chance to retry writing if there is an error. If you use Hackdisk.device set Verify to 'Off'.

1.53 Optimize - Change Date On/Off

Change disk-creation-date On or Off.

If the date is not changed, you will get read/write-errors until you reboot for the optimized disk and if you write to the disk before rebooting you may destroy some data on it. If you don't change the date, reboot immediately after optimizing the disk !!!

If you optimize a disk with OS-files such as SYS: you may have to reboot anyway.

1.54 Optimize - Quit DiskMon DiskOptimizer

Return to main screen of DiskMon.

1.55 BAM-Editor (ONLY 1760 block drives)

Only available for DD-Floppy-Disk (880 KB): SHIFT + Gadget "Optim."

In this editor you can mark blocks as used or free on a disk.

The BAM (Block-Availible-Map, Sctormap) is loaded and displayed.

'+' means the block is used and '.' is a free block. Change the status by clicking on the cursor or pressing return.

Gadgets: 'Write BAM' writes the changes back to the disk and

'Quit BAM' returns to the main editor without writing the changes.

1.56 File-Editor

```

000: 00000000 00000000 00000000 00000000 ..... File:<name>
010: 00000000 00000000 00000000 00000000 .....
020: 00000000 00000000 00000000 00000000 ..... Read Block
030: 00000000 00000000 00000000 00000000 ..... Write Block
040: 00000000 00000000 00000000 00000000 .....
050: 00000000 00000000 00000000 00000000 ..... Filesize:<#> Blocks
060: 00000000 00000000 00000000 00000000 ..... +

-
070: 00000000 00000000 00000000 00000000 .....
080: 00000000 00000000 00000000 00000000 ..... Auto Read on/off
090: 00000000 00000000 00000000 00000000 .....
0A0: 00000000 00000000 00000000 00000000 ..... EditMode= <mode>
0B0: 00000000 00000000 00000000 00000000 .....
0C0: 00000000 00000000 00000000 00000000 ..... Display = <mode>

```

```
0D0: 00000000 00000000 00000000 00000000 .....  
0E0: 00000000 00000000 00000000 00000000 ..... Search
```

!!! The file you want to edit must not be read/write protected !!!

```
1F0: 00000000 00000000 00000000 00000000 ..... Error: pay fee !!!
```

1.57 filename

Select another file to edit.

1.58 fileread

Reads and displays the selected block.

1.59 filewrite

Writes the displayed block back to the file.

1.60 fileblocknr

Increase, enter, decrease the block number to view/edit.

1.61 fileauto

If 'on', any change to the block number will read and display the new block immediately. If 'off', you have to click 'Read' to get the new block.

1.62 fileedit

Selects the mode of editing. HEX means you have to enter the data as hexadecimal (half-)bytes, ASCII for entering characters. On pre-2.0 systems you can't move the cursor with the cursor keys if editmode 'ASCII' is selected, use mouse instead.

1.63 filedisplay

This gadget selects which characters are displayed.

Default: ASCII characters 32-127
1.Click: Visible characters 32-127 and 160-255
2.Click: All characters 0-255
3.Click: ASCII ...

1.64 filesearch

A requester is displayed where you can select the startblock, endblock and the text you wish to search. 'Stop' aborts while 'Search' starts searching. If the text is found you can 'Stop' searching or continue searching by clicking 'Search' again.

Search is case sensitive and no patterns are used.

If you want to search hexadecimal data you can do this by entering '\$' as the first character (for example '\$AB cd 12' which is equal to '\$ abc d12' but ' \$AbcD12' is wrong because of the space before the '\$').

1.65 filequit

Return to main editor.

1.66 fileerror

Errors are displayed on the last line at the right side.

1.67 How to get a registered version ?

DiskMon is Shareware, if you want to use it you have to pay the shareware fee. You will get a 'key-file' which makes DiskMon V2.8 and following versions to full-working-versions.

Shareware fee:

| | |
|-----------------|------------------|
| +-----+ | |
| Germany | DM 20 |
| +-----+ | |
| Other Countries | DM 25 or US\$ 20 |
| +-----+ | |

Please send only Cash in DM or US\$. EuroChecks in DM are also accepted. Fill in the registration form and send it to me along with the money.

1.68 My Address

Send comments, suggestions, bug reports, etc. and the shareware fee to:

Jörg Strohmayr
Im Bachacker 10
D-35232 Dautphetal
Germany