

**HFM**

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**COLLABORATORS**

	<i>TITLE :</i> HFM		
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**REVISION HISTORY**

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## 1.2 kurzbeschreibung

HFM-ounter is GIFT-ware!  
 ~~~~~  
 be aware:

if you like this programm and decide to frequently use it, please  
 send one of us a little (or not so little) gift.  
 (no mothers in law, no Ataris, etc.)  
 We are preferring AMIGA's of higher quality, from 3000 on in  
 high quantity. ;)

Speaking generously:

It's interesting to us, if the programm is used at all.  
 You'll be making our day by sending i.e a postcard of your  
 lovely hometown.

If you decide to use this programm for your own software  
 projects, we ask you to throw us a line about it and a demo  
 version of this piece of work. (mandatory!)

Whats it about?

HFMounter (shortly HFM) is a graphical frontend for the diskette-  
 simulating 'fms.device'.  
 You may take any harddisk and use (emulate) up to 12 diskettes on it

The HF-Units could nicely be used f.e for unpacking DMS-Archives  
 onto your harddisk.  
 It is based on the congenious 'fmsdisk.device' by Matt Dillon ©1989 !

The units HF0: to HF11: are a full Diskette-Replacement. All functions  
 of a normal Diskette; HF Units take advantage of them.

As a matter of fact, HF-Units cannot deal with NON-DOS disks,  
 although you might unpack such a disk onto a unit, you'll  
 never (as far as we know) will be able to use them.  
 Anyone willing to write a sort of boot-handler ?

This version of HFM is limited to a maximum of 12 HF Units.

-----  
 We tested the programm with followin systemconfigurations by now:

Amiga 3000/030/25Mhz 8 MB Fast-Ram/2 MB Chip-Ram/Kick/OS 3.1/SCSI-II  
Amiga 2000/020/14MHz 8 MB Fast-Ram/Kick/OS 3.1/SCSI-II  
Amiga 2000/030/32Mhz 6 MB Fast-Ram/Kick/OS 3.1/SCSI-II  
Amiga 2000/030/30Mhz 8 MB Fast-Ram/2 MB Chip-Ram/Kick2.04/OS 2.1/SCSI-II  
Amiga 1200/EC020/14Mhz 4 MB Fast-Ram/2 MB Chip-Ram/Kick/OS 3.0/AT-IDE  
Amiga 1200/030/28Mhz 4 MB Fast-Ram/2 MB Chip-Ram/Kick/OS 3.0/AT-IDE  
Amiga 500/HC000/28Mhz 4 MB Fast-Ram/Kick2.04/OS 2.1/SCSI-II

(Only to kick in the butt a little bit.)  
as you see, noone seems to need a 4000 here.

## 1.3 voraussetzungen

Requirements

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One or more harddisk(s)

HFM needs at least Amiga OS2.1! (FastFileSystem V.38, locale.library)

Standard soft:

in C: (or in rom)

- run
- mount
- assign
- dir
- cd

in sys:system/

- format

As a maximum HFM's harddiskspaceusage will be 12 x 901120 Bytes  
So with 12 formatted units you'll need exactly 10.813.440 Bytes.  
That's about 11 MB.

In case you don't love it so much having 12 ready-formatted Diskettes  
on your HD naturally less.

## 1.4 installation

Installation

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The installation is performed by clicking the install-HFM  
icon twice. (Installer © Commodore) ...

## 1.5 anwendung

Using HFM

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HFM may be started from your favourite shell where it

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doesn't take any parameters or options, as well as from workbench via piktoqram .  
No question, you may implement it into your toolmanager or into Tool-Demon environment.

If the FMS: Assign is missing you'll be confronted by a requester, predicting the directory to which FMS: will be assigned.

Knowing how to use your Amiga a little more efficient, you should be able to create a reset-resistant ASSIGN.

After making your choice, you'll experience the "main" window popping up on your screen.  
There you should see 12 nice buttons patched together.

```
Button 0 for unit HF0:  
  ""  1 for ""  HF1:  
a.s.o.
```

The programm's life ends with utilizing the Window-Close-Button (grhmpf) !!

Having pressed one of the Unit-Buttons, leading to mount your specified HF-Unit, another requester miracally pops up, asking you, if the chosen unit should be formatted now!

You have 2 possible choices:  
'Yes' to format, NO for the opposite.

Depending on how you decided, a short time later you'll find your harddisk busy formatting or not. The nice main-window will be operationally again on the screen.

You may mount another unit or ending HFM with the legendary Window-close-button!

By now the HF-units will be initialized with FFS INTL NOICONS. and get a capacity of 878 KB.

## 1.6 besonderheiten

Looking into the directory, you assigned FMS: to, you'll see files named "UNITx", x describing the number of the unit-corresponding file.

It's not possible to delete these files before the next reset of your machine.

If you don't delete them, the contents remain.

That means if you decide to mount them after a reset, there will be no need to format them!  
Using HFM to (re-) mount them brings them back onto the Workbench and into your system with their old name and content.

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## 1.9 danksagungen

Thanx to Michael Fuellgraf  
Thanx to Ralf Westerwelle for beta-testing

To all coffee toasters: a jolly good Aroma-HOI ! (cannot be translated)

also a big thank you to the author of fmsdisk.device (Matt Dillon) !!  
Matt, this was one of your smallest, but in our opinion (this time,) nicest coding!

..and a big thank you to the author of bgui.library (JAN VAN DEN BAARD)!!

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## 1.11 hinweise

The authors can't take any responsibility for damages of any kind created by using, installing etc of this software on your system.

Ergo, you are acting for your own sake.  
(Als always with gift-ware...)

It is allowed to enclose HFMounter within a regularly released Public-Domain Diskette (Fish, etc) as long as the copy fee doesn't exceeds the equivalent of 5 DM or 3 \$.

It is allowed to give the program to any other over BBS's etc., as long as the archiv stays complete.

Contents of this archiv:

c/hfm  
devs/dosdrivers/HF0

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```
    /dosdrivers/HF0.info
    /fmsdisk.device
    /hf-mountlist
libs/bgui.library
catalogs/deutsch/hfm.catalog
catalogs/deutsch.info
HFM.GUIDE
HFM.GUIDE.info
Install_HFM
Install_HFM.info
HFM_e.Guide
HFM_e.Guide.info
```

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