

WinDupe for Microsoft Windows

Quick and Easy Diskette Duplication

WinDupe © 1992 CJ Enterprises

Introduction

Welcome to the **WinDupe** on-line documentation and help file. **WinDupe** is a Windows 3.x application and uses standard Windows techniques. This document covers areas that are specific to **WinDupe**. If you need information about using Windows, please refer to your Microsoft Windows documentation.

Overview

WinDupe makes the chore of copying, comparing, and formatting diskettes a snap. **WinDupe** loads an image of the selected diskette into memory by reading a track at a time, compressing the track, and storing it into memory. The diskette will be loaded up to and including the last track with data on it to provide the fastest possible load time. The diskette image can produce multiple copies of the original diskette or be saved to a disk file for future use. The help menu lists several general help areas, including the help index and help commands.

Procedures

The initial execution of **WinDupe** provides two primary options -- the Load option and the Format option. The Copy and Compare options will be disabled until a diskette image has been successfully loaded into memory. The File menu allows exit from the program. And, of course, the Help option is enabled at all times.

The Load option allows the loading of a diskette image by reading a diskette or by loading file from disk.

The Copy option allows copying a diskette image to a diskette image or to a disk file. The diskette image may be copied to a diskette of the same or higher density.

The Compare option allows the diskette image in memory to be compared to a diskette of the same or higher density. If the diskette is the same density as the diskette image, then the diskette is compared track by track until the end of data in the diskette image is reached. If the diskette is a higher density, then only the data area is compared until the end of data in the diskette image is reached.

The Format option allows a Quick Format without copying the operating system (OS), a Quick Format with OS, a Full Format without OS, a Full Format with OS and just a transfer of the OS. **WinDuke** makes use of the Input/Output Control (IOCTL) subfunctions to format diskettes. This allows direct communication with the device drivers to provide the highest degree of compatibility possible. The Quick Format simply initializes the boot sector, File Allocation Table, and Root Directory. The Quick Format option requires a diskette to have been previously formatted.

WinDuke supports loading, copying, comparing, and formatting 360K, 720K, 1.2M, 1.44M, and 2.88M diskettes.

Compatibility

WinDuke is compatible with Microsoft Windows versions 3.0 and 3.1.

WinDupe Index

To display a topic, click on the underlined title.

Overview

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WinDupe Commands

To get help with a particular command, choose the appropriate menu.

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File Menu Help

The File menu allows you to exit the program.

Exit Exits WinDupe

Load Disk Help

The Load menu allows you to load a diskette image into memory from either a diskette or a previously saved file.

Diskette to Memory...

Loads a diskette image from diskette into memory. Select the Load All Tracks option if you desire to read all tracks. The default is only tracks up to and including the last track containing data is loaded.

File to Memory...

Loads a diskette image previously saved as a file by WinDupe into memory. The diskette image must have been loaded from a diskette using Windupe and saved as a file from the Copy to File Dialog Box. Files with extensions other than .WDF or files that have not been saved by WinDupe cannot be loaded by WinDupe into memory.

Load File Help

The File to Memory option allows you to load a diskette image into memory from a previously saved file.

File to Memory...

Loads a diskette image previously saved as a file into memory. The Select File dialog box enables you to select the filename of the diskette image previously. The dialog box lists the files with the default extension WDF. Once a file is selected (highlighted), the dialog box will display disk size and capacity of the diskette whose image will be loaded in memory. In addition, information about the WDF file will be displayed. This includes size of the WDF file and date and time the WDF file was created. To load a file, simply enter a filename on the FileName line or select a filename in the Files box and depress the ENTER key.

Copy Disk Help

The Copy menu allows you to copy the diskette image contained in memory to a diskette or to a file.

Memory to Diskette ...

Copys a diskette image from memory to a diskette. The target diskette may be may be different than that of the source diskette according to the following table:

<u>Source</u>	<u>Target</u>
360K	360K, 720K, 1.2M, 1.44M, 2.88M
720K	720K, 1.2M, 1.44M, 2.88M
1.2M	1.2M, 1.44M, 2,88M
1.44M	1.44M, 2.88M
2.88M	2.88M

The Number of Copies option enables you to copy between 1 and 999 diskettes in a single operation. At the conclusion of each pass, a dialog box will display the number of the diskette copied and ask whether to continue the copy operation or terminate.

The target diskette will be formatted if Force Format is selected. When the Force Format box is checked, a dialog box will appear that will afford the opportunity to format the target diskette to the desired density. If the target diskette is not formatted, WinDupe will attempt to format the target diskette based on the capacity of the target drive. Therefore, if the source diskette is a 360K diskette and the target diskette is an unformatted 720K diskette in a 1.44Mb drive, **WinDupe** will attempt to format the target diskette as a 1.44Mb diskette and the format operation will fail. The Force Format option will afford the opportunity to select the desired format of the target diskette.

File to Memory...

Copys a diskette image from memory to a file.

Copy File Help

Memory to File option allows you to load a diskette image into memory from a previously saved file.

Memory to File...

Saves a diskette image to a disk file. The Select File dialog box enables you to enter a description up to 30 characters of the diskette you wish to save to a file. This will enable you to quickly locate the diskette image when it comes to time to load it from disk into memory. The file may be saved to any disk, including diskettes.

Saving a diskette image is very easy. Simply enter a filename on the FileName line and depress the ENTER key. If the filename you have selected already exists, you will have the opportunity to change it if you wish.

Compare Disk Help

The Compare menu allows comparing the diskette image in memory to a diskette.

Memory to Diskette...

Compares a diskette image in memory to a diskette.

Note: If a device driver such as Stacker (R) 3.0 for Windows and DOS is enabled during the write operation, a follow-on compare operation will most likely fail, even though the file data on the target diskette matches the source diskette. This occurs because drivers such as Stacker 3.0 sometimes update the target diskette during write operations. These updates are to device driver areas of the diskette and do not affect files copied to the target diskette.

Stacker is a registered trademark of **STAC ELECTRONICS**.

Format Disk Help

The Format menu allows the formatting of a brand new diskette or the reinitialization of a previously formatted diskette. The Operating System can also be transferred to the diskette.

Diskette...

Formats a diskette, with or without transferring the Operating System. There are five Format Options:

- Quick Format without System
- Quick Format with System
- Full Format without System
- Full Format with System
- Transfer System Only

The Quick Format option simply initializes the boot sector, the File Allocation Tables and the Root Directory. The Quick Format will work only if the target diskette has been previously successfully formatted.

The Full Format option in addition to creating the boot sector, File Allocation Tables, and Root Directory, defines the sectors, to which data will be stored. The Full Format option will take significantly longer than the Quick Option because it has to write to and verify that write on every sector on the diskette.

The Transfer System option will copy the Operation System to the target diskette to make it a bootable diskette.

Directory Help

The Directory options enables you to obtain a listing of files contained on a hard drive or diskette, or in a .WDF file containing a diskette image.

Disk...

Obtain a directory listing of a diskette or hard drive by selecting the desired drive in the Drive listing box and then either double clicking the drive letter or selecting the Dir push button.

File...

Obtain a directory listing of a .WDF file containing a diskette image by selecting the desired file in the File list box, then either double clicking on that file or selecting the Dir push button. The file directory option is currently limited to displaying the only root directory of the diskette image in the selected file. Subdirectories cannot currently be displayed.

F1=Help Menu Help

Help for **WinDupe** may be accessed two ways:

- Pressing F1 (when no menu is highlighted). To exit the F1 = Help pulldown menu without taking any action, click or drag the mouse anywhere outside the menu, or press the Esc (escape) key.
- Using the Help pulldown menu:

The Help pulldown menu brings up various types of help which make up the on-line documentation for WinDupe.

Index

Displays the help index.

Commands

Displays the complete list of menu commands.

Print Invoice

Prints an invoice for registering WinDupe. If you are evaluating the shareware version of the program, and you intend to make continued use of it, you are obligated to register the program. Improvements to WinDupe can only be made if you support the shareware concept. Shareware is not freeware or public domain software. There are privileges and incentives to becoming a registered user. Please read the README.DOC file for details.

About WinDisKlone...

Displays a dialog box containing the current program version, copyright notice and obligatory head-swelling credits for the author.

What is Shareware?

Shareware is copyrighted commercial software that you are allowed to try out before you make the purchase decision. It is a marketing concept, not a type of software.

Shareware marketing is typically used when the author doesn't have a huge advertising budget. High end software like Lotus 1-2-3, dBase IV, etc. may have advertising budgets of over a million dollars. A full page advertisement in a magazine like PC Magazine can cost over \$10,000 an issue. Smaller software companies, like MaeDae Enterprises, usually don't have that type of advertising budget so shareware marketing is used.

Many people question whether software distributed via shareware is of as high a quality as the software they see advertised in commercial magazines. Good commercial advertising can sell almost any software regardless of its quality. Shareware must be of equal or higher quality than commercially available software for users to register. You, the user, have the opportunity to evaluate the shareware and find the real gems. With commercial software, you purchase the software and then hope it works as advertised.

Note: Don't feel guilty about passing around copies of shareware. You are helping the author distribute his software. Even though shareware is commercial software, you are encouraged to pass around evaluation copies!

Registration Benefits

Registration benefits include:

1. The latest version of WinDupe with no additional information screens.
2. Unlimited support - written or by phone.
3. Low cost upgrades.
4. Notification of enhancements.
5. A Windows based installation program is included with the registered version of WinDupe. It completely automates the installation process including the creation of a program group!

Note: Shareware relies on you, the user, for its existence. Your registration will help ensure WinDupe continues to improve. When you register, please take the time to fill out the suggestion form. We want WinDupe to evolve so it can better meet your needs.

