# **HFM**

Chaos Crew

HFM ii

COLLABORATORS					
	TITLE :				
ACTION	NAME	DATE	SIGNATURE		
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# **Chapter 1**

# **HFM**

#### 1.1 HFMounter

```
HFMounter V2.1 by
                                    SuicideSoft
                                         ©1996
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           Τ.
                                          Short description
                                                            What? Whatfor? Why?
           II.
                                          Requirements
                                                            What one needs...
           III.
                                           Installation
                                                           How to build it up
           ΙV
                                          Tooltypes
                                                            What may I change where?
           V.
                                         Using HFM
                                                            How to use it
           VI.
                                          something special
                                                            -READ THIS!-
          VII.
                                          Copyright
                                                            Don't blame us!
```

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```
VIII.

History
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Käfer, Insekten...

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XI.

ThX-G
Chitti chatti
```

## 1.2 kurzbeschreibung

```
HFM-ounter is GIFT-ware!
be aware:
if you like this programm and decide to frequently use it,
it is mandatory to 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 too!)
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 HFO: 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.
```

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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
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
```

#### 1.4 installation

on your HD naturally less.

```
Installation

The installation is performed by clicking the install-HFM icon twice. ...

Configuration of HFM's behaviour may be performed by the "Config-HFM" installer-script.

Just double-click it and follow the instructions...
```

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```
(Installer © Commodore/Escom/AT)
```

## 1.5 voreinstellung

```
Configuration, tooltypes
There are two possible starting-methods for HFM:
1. Via Piktogramm by workbench:
   - Preconfiguration with HFM-icon's tooltypes.
     The configuration of the tooltypes can easily be
     processed by the enclosed installer-script
     "Config-HFM".
     Following tooltypes will be used::
       - PUBSCREEN=<screenname>
                                       e.g. workbench or GOLDED.1 or "My Screen"
                                       e.g. emptyHF
       - NAME=<hfm-name>
         (The number of the unit will then be placed at the end of the string.
          In this example the complete name should then be: "emptyHF0" with unit0 \hookleftarrow
       - FFS=<TRUE/FALSE>
       - INTL=<TRUE/FALSE>
       - DIRCACHE=<TRUE/FALSE>
       - NOICONS=<TRUE/FALSE>
     The function of the last tooltypes can be found in documentation about the
     'format' program. The tooltypes are so called "switches".
     If ommitted or put into parenthesis nothing happens. e.g. (FFS=TRUE)
2. Via Shell-window:
   - shelltemplate is:
     PUBSCREEN, NAME, FFS, INTL, DIRCACHE, NOICONS
     example:
       > HFM pubscreen "my Golded.1" name testUnit ffs intl dircache noicons
     predefined is:
     PUBSCREEN=workbench, NAME=emptyHF, OFS, NOINTL, NODIRCACHE
EveryTHING is NOT caseSenSiTive.
```

#### 1.6 anwendung

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```
Using HFM
```

HFM may be started from your favourite shell where it doesn't take any parameters or options, as well as from workbench via piktogram .

No question, you may implement it into your toolmanager or into Tool-Demon evironment.

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

From this release on the installiation also takes care of appending the three lines:

```
| 3 lines : ;BEGIN HFM
| assign FMS: <your chosen directory>
| ;END HFM
```

to user-startup

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 mirically 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 end HFM with the legendary Window-close-button!

#### 1.7 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.

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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.

Taking advantage of this, you'll be able to copy a game consisting of eg. four diskettes, onto HF-units and keep them on your harddisk.

To have the game available for a quickstart, just (re) mount the corresponding units. (no need to format again)

^^^^^^

We have inclosed a sample dossdriver for people preferring the usage of dosdrivers.

Advice on how to utilize "Dosdrivers" is given in your Amiga-Manual.

^^^^^

# 1.8 bugs

By now there are no bugs known. Should you experience some sort of "strange" behaviour, we'd be very glad, for beeing informed by you. ( adresses : see later on )

# 1.9 history

```
- V1.3 - first public release (04/20/95)
```

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```
- V2.0 - HFM is written by now in 'C' ! (Jens)
(07/16/95) should be a "little";-) faster now
- NEW FEATURES:
-fontsensitive graphical interface (bgui.library)
-XEN-Gadgets (nice:-))
-locale support

-- V2.1 - From now on it's possible to chose the type
(24.07.95) of formatting. More, HFM can be directed
(Jens) onto any pubscreen.
- Configuration of Tooltypes now possible
with enclosed Config-scipt (DIRK)
```

## 1.10 danksagungen

```
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)!!

-->> We tried to email you a copy of HFM but your email-adress wasn't ok:-((
```

#### 1.11 adresse

#### 1.12 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 regularily released

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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 /hfm.info devs/dosdrivers/HF0 /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 Config-hfm Config-hfm.info fms1\_0.lha HFM\_e.Guide HFM\_e.Guide.info