QuickRestore

Restores the information you had previously backed up. Remember to select your directory.

Thanks To

Thanks to Justin Deeley for his support and also to Jack for the cool icon.

Registration

To register your version of The Disk Ute please send

In Australia: $15 by cheque/money order/etc.

Elsewhere: $15 US by International Money Order

To: Alchemy Software Development
P.O. Box 188
Southland Centre
Victoria 3192
Australia.

Or you can contact the author through e-mail on

biggles@brimston.apana.org.au

Please mail any suggestions or bugs either via e-mail to:

bugs@brimston.apana.org.au

Please mail anything else (i.e. permission to include in library etc) to:

root@brimston.apana.org.au

or via Snail Mail at the adress given above.

The Disk Ute

by Peter Fregon v2.3

Alchemy Software Development

This program is shareware and may not be sold, or listed in any catalogue without consent of Alchemy Software Development, and then may only be sold for no more than a small disk-copying fee. Fred Fish has full permission (and support) to include this program in his library. If you use this program regularly, a shareware registration fee of $15 is required. Please think of registering your copy, as without support I will not continue updating & improving the program. When distributing The Disk Ute you MUST include this documentation.

This program is not to be used for any illegal copying. In no way does Alchemy Software Development codone the use of The Disk Ute in that manner.

This release contains the following (all files must be distributed together)

TheDiskUte
TheDiskUte.info
TheDiskUte.docs
TheDiskUte.versions
TheDiskUte.ps

The Disk Ute is a multitasking copier/formatter/backup utility written with ease of use and speed in mind. The program supports high density Amiga disks and works happily on an A4000/3000/1200/2000/600/500. It requires Workbench 2.0x upwards.

The Copier

This is accessed by clicking (or pressing 'c') from the main menu. You will be presented with a window showing the options. To do a copy, select your source and destination and click on 'Copy'. The program will then perform the copy and inform you when finished. If you select the same source and destination you will be asked to insert a disk after it reads the source. Since the program reads the whole disk into memory you will need about a megabyte of memory free for drive-to-same-drive copy. This will be remedied soon.

The Disk Ute automatically recognizes whether the disk is high-density or low-density and will not allow you to mix types. The program will show you what track it is processing. Note that this is the TRACK number, not the cylinder number (which goes from 0-79 on standard disks). The two grids on the right show the upper and lower heads of the current track. When the disk is alright you will see a white rectangle for a read and a black rectangle for a write. But when there is an error you will see a number or letter in the grid corresponding to the track. The error codes are:

```
0 - No error
1 - Could not find sector header
2 - Error in sector preamble
3 - Error in sector identifier
4 - Header field has bad checksum
5 - Sector data field has bad checksum
6 - Incorrect number of sectors on track
7 - Unable to read sector header
8 - Disk is write-protected
9 - Disk has been changed or is not present
A - While verifying seek position, found seek error
B - Not enough memory
C - Bad unit number
D - Bad drive type
E - Drive already in use
F - User hit reset
G - Error could not be determined
! - Something seriously wrong
```

You will not see most of these, but they are included. Note also that The Disk Ute will only work reliably on normal Amiga disks (DOS, demo disks, most games, etc) but NOT on IBM formatted disks and other wierd thingies. Future versions will copy these but not for the moment. You are also able to specify the start and end tracks of a copy. This can be used if you are low on memory. Disk checks can be performed by clicking 'Check Disk'. This will read the disk selected from the source and see if there is any errors on it. The error codes are the same as those above. The 'Default' gadget just sets the start and end tracks to 0 and 159 respectively. During a copy you can hit cancel to stop and Return brings you back to the main menu.

The Formatter

This formats high and low density Amiga disks. It will only allow you to format a disk to the proper type (i.e. you can't format a HD disk as a low density disk). I do this because as well as stuffing up disks, I don't want to be responsible for loss of data. The checkbox options are

OFS: Will format the disk Old File Sytem (the default is FFS).

Verify: This will verify the format. If an error is found the format will stop. Try the format again or use another disk. This slows down the format.

Quick Format: This will only work properly on already formatted disks. It erases everything on the disk and renames it. You can enter the name of the disk in the name gadget. Do not include ':' because you will find it hard to access the disk.

The cycle gadgets allows you to select one of standard, directory caching, and international format disks. The different types are outlined below.

Standard: Just the standard, ordinary, plain, Amiga disks.

Directory Caching: Allows faster directory information. Note that this is only available on Workbench 3 (A4000/A1200).

International: Will maintain international characters in filenames.

Drive Info

This will tell you about your drive/disk. Really only used for debugging, but can be interesting. The difference between high/low density is the number of sectors per track. (11 for DD, 22 for HD)

QuickBack

This allows you to backup whole directories to floppy. The advantage of this over dos copying is that it is faster, can split files across disks (so HUGE files can be transferred easily), doesn't need the disks to be formatted and is useful if you haven't bought a backup program. I recommend that you don't use this to actually make backups of you directories. Rather, it is a quick method of copying large directories. Otherwise a good backup program like Ami-Back should be used. The backup is not optimised for small files (yet!). So anything under a track size is padded out. So lots of small files are going to take up more room than they should. This will be fixed in later versions. Select the directory you want by using the getfile gadget or the text gadget. Then hit 'backup'. The program will write to the floppies.