DOpus-1541 Guide

	COLLABORATORS		
	TITLE : DOpus-1541 Guide		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 20, 2024	

	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

DOpus-1541 Guide

1.1   DOpus-1541 Guide

```
--------------------
D O P U S  -  1 5 4 1   by Christer Bjarnemo
--------------------

    Introduction
     Installing
      Problems and bugs
       Press me to format SYS:
        About Me!
```

```
  Based on Twin-Dopus by Patrick Van Beem (patrick.van.beem@aobh.xs4all.nl),
  which based he's script on the DOpusLhaARexx package by Geoff Seeley.
```

```
DO READ THIS CLIFF DUGAN
```

1.2   introduction

```
 Q1> What is DOpus-1541?
```

```
Simply some scipts to make Directory Opus handle 1541 diskdrives.
```

```
 Q2> Then, what is a 1541 diskdrive?
```

```
The drive used by the Commodore Vic20/64/128.
```

```
 Q3> What do i need?
```

```
1. ARexx (included in WB2.0+).
```

```
2. Directory Opus 4 (Have only tested it with v4.12).
```

```
3. The A64 package (C) Questronics, together with a hardware interface for the
   parallel port. (Blueprints for the interface/cable are floating around, but i  ←
      havn't
   got hold of them yet. I don't remember if the 1541 cli utilities are shipped  ←
      with the
```

unregistered version of A64 though.

4. A 1541 compatible drive (Im using a Oceanic 118n).

1.3 a64

A64 Package (C) Questronics.

As a registered owner of the A64 package, im a bit disapointed at the long
delay between the updates. Even if A64 is one of the fastest C64 emulators,
it won't work with to many games at all.

For about a month ago or so, i received a upgrade offer from Questronics.
But before i will upgrade, there is some features i want.

* .D64 support. There are quite many C64 FTP sites around the world, one
  of the biggest are FRODO.HIOF.NO in Norway. It holds around 50mb of
  packed C64 software, but ALL of them in D64 format.
  (.D64 is a raw image of a 1541 disk)

* AGA Sprites. As the AGA sprites can be 64 pixels wide, you may even use
  expanded sprites without flickering...

* Screenmode requester. Not to fun to run the emulator on a flickering
  PAL screen, is it? And why not use the turbomode within AGA?

* Turbo please. As there exists 25* turbos' for 64 computers, and a C64 is
  about 16 times slower than a 68000, i can't see the problem.

  If you don't have the time for that, post a letter on internet and ask
  someone else to do the job. For example, try this ones:

  comp.emulators.announce
  comp.sys.amiga.emulations
  comp.sys.cbm

* Drop the 68000 version. I doubt there is someone using A64 on a such
  CPU. (Hell, even my 68020 is far too slow)

If you are interested of making A64 better, send a letter to Questronics and
tell them that:

    QUESTRONICS
    P.O. BOX 340265
    Hartford, CT.06134-0265
    U.S.A.

If you (Cliff Dugan) do have an email adress, please send me a letter at
this adress and tell me so:
                        mr.bjarnemo@mn.medstroms.se

1.4   installing

Quite simple, just run the installer script. If you choose to install it by
hand, copy all scriptfiles to rexx: (or a similar place), edit the
ENVARC:1541.PREFS so it can find it's files.

When it comes to configure directory opus, you could try to use my (nice :)
config and check it out.

It's quite simple to create a button. It should look something like this:

```
                    .-------------------------------.
            Name  | 1541 Dir                       |
     .--------^-------------------------------^--------------------.
Shortcut key|                                       |     Sample    |
.-----------+-------------------------------------------------------.-|
| New entry | AREXX      REXX:1541dir.rexx                         |#|
|-----------|                                                      |#|
| Duplicate |                                                      |#|
|-----------|                                                      +-+
|   Swap    |                                                      |^|
|-----------|                                                      |v|
|  Delete   |---.-----------.---.-----------------------------.--+-|
'-----------| @ |    ----   | Q |                             | {} |
           '---^-----------^---^-----------------------------^----'
```

1.5   problems and bugs

* In some rare cases, C64 files have spaces at the end of the filename. In
  such cases dopus may not find the file. Please not that this problem only
  occurs when you copy from 1541 to Amiga. This bug will be fixed in the
  near future.

* It may be somewhat slow to read directorys. I'll have a look at that too.
  Until then, you'll have to speed it up the "pc-way" by using a faster cpu :)

* No multitasking... Of some idiotic reason, A64's transferutils turns it off..
  Send mail to Cliff Dugan and compain...

1.6   nothing important

                    (this side is left blank exactly as your head)

1.7 author

I love mail. Please send me some:

```
Christer Bjarnemo     mr.bjarnemo@mn.medstroms.se
                      (allow 0-2 weeks before answer)
```