# HFM

Vision

**COLLABORATORS**

| | *TITLE* :  HFM | | |
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| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | Vision | January 17, 2023 | |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
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# Chapter 1

# HFM

## 1.1 HFMounter

```
                              HFMounter V2.2 by
            SuicideSoft
            ©1995-1996
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```
        Short description
           What? Whatfor? Why?

        Requirements
           What one needs...

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           How to build it up

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           How to use it

        something special
           -READ THIS!-

        Copyright
           Don't blame me! -Read this too!-
```

```
                    History
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                        ...

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                        How to reach me

                    ThX-G
                        Chitti chatti
```

## 1.2  kurzbeschreibung

```
HFM-ounter is Shareware!
~~~~~~~~~~~~~~~~~~~~~~~~~
be aware:

if you like this programm and decide to frequently use it after
the tryout-time of 30 days,
it is mandatory to send me a donation, namely the equivalent
of US$ 10, DeutschMarks 15 or 8 English Pounds.

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

If you decide to use this programm for your own software
projects, I ask you to throw me a line about it and a full
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 D.Jones ©1996 !

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 4000/040/25Mhz  12 MB Fast-Ram/2 MB Chip-Ram/Kick/OS 3.0/AT-IDE
Amiga 3000/060/50Mhz  48 MB Fast-Ram/2 MB Chip-Ram/Kick/OS 3.1/SCSI-II
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 2000/060/50Mhz  32 MB Fast-Ram/2 MB Chip-Ram/Kick/OS 3.1/SCSI-II
Amiga 2000/030/32Mhz   6 MB Fast-Ram/Kick/OS 3.1/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
```

## 1.3   voraussetzungen

```
Requirements
~~~~~~~~~~~~
One or more harddisk(s)
HFM needs at least Amiga OS3.0!

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
~~~~~~~~~~~~
```

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...

(Installer © Commodore/Escom/AT/VisCorp)

## 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"
         - NAME=<hfm-name>              e.g. emptyHF
           (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 ←
               !)
         - DMSPATH=<Path and filename of your DMS-executable>
         - ARCHIVEPATH=<Path to your preferred directory containing DMS-archives>
         - FFS=<TRUE/FALSE/ON/OFF>
         - INTL=<TRUE/FALSE/ON/OFF>
         - DIRCACHE=<TRUE/FALSE/ON/OFF>
         - NOICONS=<TRUE/FALSE/ON/OFF>


     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, DMSPATH, ARCHIVEPATH, FFS, INTL, DIRCACHE, NOICONS

     example:

   > HFM PUBSCREEN "GOLDED.1" NAME testUnit FFS INTL DIRCACHE NOICONS

     predefined is:

     PUBSCREEN=Workbench, NAME=HF, DMSPATH="sys:c/dms", ARCHIVEPATH="sys:", OFS, ←
         NOINTL, NODIRCACHE


EveryTHING except supplied PUBSCREEN is NOT caseSenSiTive.
```

## 1.6   anwendung

```
Using HFM
~~~~~~~~~
```

HFM may be started from your favourite shell where it
does take all parameters or options, as well as from
workbench via piktogram .
No question, you may implement it into your toolmanager
or into Tool-Demon evironment.

After the interface of HFMounter is opened, you have the
choice to mount a unit and/or to format it, or to unpack
a dms-archive onto it.

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

From 2.1 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

The filesystem-cyclegadget determines the following steps:

You click at a unit-button:

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

If OFS or FFS is checked a new little window will appear,
showing the options:

-> Mount <-  -> Format <-  -> Cancel <-

Following your choice the corresponding unit will be mounted,
mounted and formatted or nothing will be done ;)

If the filesystem-cyclegadget is checked for DMS, a click on a unit-button
will lead to an opening filerequester, asking you to choose
a dms-archive which you want to be unpacked onto this unit.

Depending on how you decided, a short time later you'll find your
harddisk busy formatting or not, or popping up a window following
the operations DMS will take to unpack. The nice main-window will then be
operationally again on the screen.

The programm's life ends with utilizing
the Window-Close-Button (grhmpf), just pressing the ESCAPE-Key or
clicking the Quit menuitem !!

## 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.

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,
I'd be very glad getting informed by you.
( adresses : see later on )


## 1.9  history

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

        - V1.31  - removed some errors: (Frank)
                   Previously existing, but not newly formatted
                   units didn't appear on WB,
                   only visible after addressing them first.

        - V1.32  - following feature added:   (Dirk)
                   (only rexx-enhancemnts)
                  -simple adding of old units.
                  -need for rexxsupport.library

```
                    standardlibrary

        - V1.4   - never released version with a permanently
                   opening window, taking advantage of
                   rexxarplib.library.
                   (Obsolete and slow)

        - 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
       (03/05/96)  of formatting. More, HFM can be directed
         (Jens)    onto any pubscreen.
                 - Configuration of Tooltypes now possible
                   with enclosed Config-scipt (DIRK)

        - V2.2   - Completely rewritten without BGUI
       (09/21/96)  and with reqtools-filerequester.
         (Dirk)  - Brandnew GUI with DMS-switch and format-
                   options directly chosable.
                 - Simple gadtools-interface.
                 - Uses the new fmsdisk.device 3.0 by D.Jones
                 - Direct DMS-support plus usage of userdefined archivepath ;)
```

## 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 (Dave Jones) !!

..and a big thank you to the author of reqtools.library (Nico Francois)!

Truly, this piece of software could have never been released that early
if my old bbs-companion Frank Wille aka Phoenix hadn't provided my questions
with answers that full of content and know-how.
Thank you very much, Frank!
Try his Assemler-/Linkerpackage "PhxAss/PhxLnk" it's on Aminet
```

## 1.11   adresse

```
    snailmail: Dirk Hebisch
               APP 2.1.1b
               Fuerstenallee 3-5
               33102 Paderborn
               Germany
      e-mail: vision@komet.teuto.de
               a1h5he@ux-01.pb.bib.de
         www:  http://www.pb.bib.de/~a1h5he/realhome.html
```

```
                      http://home.pages.de/~Vision
                      http://komet.teuto.de     <- look for Visions point
```

## 1.12   hinweise

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created by using, installing etc of this software on your system.

    Ergo, you are acting for your own sake.
    (Als always ......)

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_____


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=================================

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   with the author and pay the stated shareware fee.

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```

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      * The only official method for packed distribution is the
        original .lha archive
      * Distributors may only charge for the duplication process (including media)
        and not for the software. Theese charges may not exceed the following
        limits:
        a) Demo on a PD-disk: 8US$ or 12DM including postage&packing
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           callable system: Maximum charge 4US$ or 6DM for downloading
        Anyway, it must be made explictly clear to the buyer, that he does not
        pay for the program (demo) itself but only for the duplication service.
      * The demo may also be included with commercial products which are
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        he does not pay for the use of this software and must pay the
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      * Inclusion of the demo version in any form with printed magazines requieres
        that a copy of the magazine is freely sent to the author.

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   The integrated usage restrictions in the demo versions
   may under no circumstance be bypassed or removed.


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=============


You'll get the right to use this software on your computer if you pay the  ←
   shareware-fee
of DM 15.- to the author. I will only accept payment in German banknotes so far.
Just send it to me by snailmail, my address is shown above.


Future
======


Depends on you!
If you have a suggestion about this program, tell me about it.
If there is nobody registering with HFMounter, I'll surely only keep working on it
for my own use.



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


Contents of this archive:
                                c/hfm
                                 /hfm.info
                                devs/dosdrivers/HF0
                                    /dosdrivers/HF0.info
                                    /fmsdisk.device
                                    /hf-mountlist
                                libs/reqtools.library
                                libs/reqtools.library.info
                                catalogs/deutsch/hfm.catalog

```
                  /deutsch.info
                  /HFM.cd
                  /HFM.ct
                  /HFM_d.ct
        c.info
        libs.info
        devs.info
        catalogs.info
        HFM.GUIDE
        HFM.GUIDE.info
        Config-HFM
        Config-HFM.info
        Install_HFM
        Install_HFM.info
        HFM_e.Guide
        HFM_e.Guide.info
        fmsdisk30.lha
```