

# **IN MAV'S FreHD WORKSHOP**

**by Ian Mavric**

## **Using DSK/DCT to make real TRS-80 disks**

One of the lesser known programs for FreHD is DSK/DCT by Frédéric Vecoven, a utility which allows a diskette image file (DSK, DMK or JV3) to be added as a read-only volume. Once the file is added, LDOS or LS-DOS has access to the information in the image file, and you can copy it either into your FreHD working image, or copy the contents to a real TRS-80 diskette.

Most FreHDs I sell have DSK/DCT in the drive 0 folder along with the operating system. If it's not there then just download it from my web site:

<http://ianmav.customer.netspace.net.au/downloads/dsk.dct> and it works on the Model I and III in LDOS and Model 4 in LS-DOS.

Usage is dead simple, there is only one command:

**SYSTEM (DRIVE=x,DRIVER="DSK/DCT",ENABLE)**

where x is the drive number you want to mount the diskette image as, and the ,ENABLE on the end is important. (Note: other /DCT drivers such as RSHARD6/DCT, FLOPPY/DCT and MOD3/DCT don't need the ,ENABLE however DSK/DCT does.)

## LETS SEE IT IN STANDARD USAGE

Say someone emails me a DSK file of a disk which has 30 games on it. the file is called GAMES.DSK and since its only 190Kb long, its easy to email. I save the file to my FreHD SD card so that along with hard4-0, GAMES.DSK is on there as well.

I boot my TRS-80 with FreHD and LS-DOS 6.3.1, which has 6 hard drive partitions and 2 floppy drives. Because we are limited to 8 total partitions I need to temporarily exchange one of the floppy drives for a mounted DSK image. I choose drive 7, which is the top-drive in my 2-drive Tandy 4D. I issue the command:

```
SYSTEM (DRIVE=7,DRIVER="DSK/DCT",ENABLE) <Enter>
```

and I see:

JV1/JV3/DMK driver for FreHD - 2.01

Enter image filename:

at which point I will reply with GAMES.DSK <Enter>

and am told: JV3 image mounted!

Now that the image is mounted I can do several things. I can simply do a DIR :7 to see what is on there... I can execute a program from the mounted image... and I can copy the contents of the mounted image to either a hard drive partition or to a physical floppy disk.

## COPYING FILES TO HARD DRIVE OR A FLOPPY DISK

Normal LDOS/LS-DOS wildcard BACKUP command works well so to copy files commands like BACKUP :7 :x (Q=Y) and it will ask Yes/No for each file. If you want to copy all the files in one action without it asking if you want to copy each file, use BACKUP :7 :x (Q=N)

Making a disk from the mounted image is now so simple with the DISKCOPY command (or QFB in LDOS) will quickly make a diskette from your mounted image file:

LS-DOS: DISKCOPY :7 :x

LDOS: QFB :7 :x

(where x is your floppy drive). Then just remove your disk and use it on your TRS-80 the normal way.

#### INTERESTING POINTS:

LDOS or LS-DOS, due to their compatible file structures, can make a diskette for each others DOS without changing and booting the other operating system. IE. if you want to make a diskette of Model III games but are running LS-DOS (so you are in Model 4 mode) you don't switch to LDOS operating system, just DSK/DCT your image and make your diskette. When you want to use it just boot your system LDOS and play your games off the diskette.

You can use this same process to create bootable disks for Model 4 MultiDOS 2.10 and 5.11, Model III MultiDOS 4.01, and Model 4 DOSPlus-IV 1.0 Rel. 1/85 because they have file structures so similar to LDOS/LS-DOS that it just works.

TRSDOS 1.3 images can present a real headache due to the completely different file structure to any other operating system. TRSDOS 1.3 format images are out there, and they can be mounted onto the system using DSK/DCT. A DIR will produce a GAT error, but you can see what is in there using the LDOS CONV command. To get a directory of the TRSDOS 1.3 mounted image, issue the command: CONV :x (DIR) and to copy files from the image to a hard drive volume or an LDOS floppy disk, use: CONV :x :y (Q=Y) where x is the mounted TRSDOS 1.3 image file and y is the destination volume or

floppy disk. Most games and BASIC language software can be copied and work, though some of the more complex and specialised Model III assembly language software may not work without patches or locating special LDOS versions.

Ian Mavric

[ianm@trs-80.com](mailto:ianm@trs-80.com)