

CBM-Command Help

CBM-Command Help Index

- » 1 Introduction
 - » 1.1 What is CBM-Command?
 - » 1.2 History of CBM-Command
 - » 1.3 Key features of CBM-Command
 - » 1.4 New functions and fixes
 - » 1.4.1 New in Version 2.0
 - » 1.4.2 New in Version 2.1
- » 2 General Information
 - » 2.1 Ports -- supported systems
 - » 2.2 How does it work
 - » 2.3 Updates, Support, and Contributions
 - » 2.3.1 Updates
 - » 2.3.2 Support
 - » 2.3.3 Contributions
 - » 2.4 License/Copyright
- » 3 Operation
 - » 3.1 User interface
 - » 3.2 Drives
 - » 3.3 Keyboard Shortcuts:
- » 4 Configuration and customizing
 - » 4.1 Customizing the interface and drives
 - » 4.1.1 Default drives
 - » 4.1.2 Colors
 - » 4.1.3 Keys
 - » 4.2 Versions
 - » 4.2.1 C64
 - » 4.2.2 C128
 - » 4.2.3 VIC-20
 - » 4.2.4 PLUS4
 - » 4.2.5 PET40
 - » 4.2.6 PET80
- » 5 Credits
 - » 5.1 Idea and Code
 - » 5.2 Documentation
 - » 5.3 Testing

1 Introduction

1.1 What is CBM-Command?

CBM-Command is a tool for many Commodore machines that helps to manage files easily, by using an interface in the Norton Commander style. It uses 2 panels with short-cut keys that help to perform various tasks such as rename, copy, delete, make and move between directories (where available), and manage disk (D64/D71 /D80/D81/D82) images.

1.2 History of CBM-Command

In April 2010, Payton Byrd realized that there was no good way to manage the many different storage devices that exist for the Commodore family of computers. So, he decided to do something about it. A new project called CBM-Command was started. Using the CC65 development environment and support from its mailing list members, he created a new file-manager in the style of old MS-DOS file managers.

1.3 Key features of CBM-Command

- » Two file-directory panels are displayed (only one is displayed at-a-time on the VIC-20)

- » Keyboard functions similar to the MS-DOS originals
- » Extended copying, moving, renaming, and deleting of files
- » Copying disks between drives
- » Creating disk images (D64, D71, D81)
- » Writing disk images to floppies
- » Built-in file viewer, to view text files (SEQ and PRG)
- » Typed-in commands can be sent to a drive's DOS.
- » Configurable hot-keys.

1.4 New functions and fixes

1.4.1 New in Version 2.0

- » Optimized a great deal of the code, practically the whole code-base. That has freed up a LOT of room for the new features.
- » Added REL-file copying.
- » Added D71 disk-image support.
- » Added configurable hot-keys.
- » Changed the rename functionality, to remember where you were in the directory.
- » Changed the disk-image routine, to move the pointer instead of rotating the data as necessary.
- » Changed the disk-command functionality, to use the blank line below the directory listing, instead of popping up a new window.

1.4.2 New in Version 2.1

- » It can detect the formats of Creative Micro Design's partitions and sd2iec's disk images.
- » It knows automatically when to create either single-sided (D64) or double-sided (D71) images.
- » CBM 8050 and CBM 8250 (SFD-1001) disk copier.
- » A better help file.
- » Fixed batch delete: it can remove many more files in one pass.
- » After a rename, it shows both the new and old names (you can verify that you changed what you wanted to change).
- » It is better at catching and reporting disk/file errors.
- » It is less likely to be jammed by missing drives.
- » It has improved support for RELative files.
- » It copies all of the data in IDE64 files.
- » The panels show the disks' format codes.
- » The image creator says which image format it plans to make. Now, it tells you before it asks for a file-name (to remind you about which suffix to use in the name).
- » Cleaner VIC-20 screens.

2 General Information

2.1 Ports -- supported systems

1. **C64** -- This is the standard version, and includes support for only the standard 40-column display. Its file name is "cbmcommand.c64".
2. **C128** -- This is the visually enhanced version, and supports only the 80-column display. The C128 version uses the 2 MHz. system-speed of the C128 computer, which allows for faster operations. The C128 version's file name is "cbmcommand.c128".
3. **VIC-20** -- This is the basic version, and includes support for only the standard 22-column display. Its file name is "cbmcommand.vic20".

4. **Plus4** -- This is nearly identical to the C64 version, except that it can't time its operations. And, it allows the use of the full 121-color palette of the Plus4 computer. Its file name is "cbmcommand.plus4".
5. **Pet-40** -- This is similar to the C64 version; but, its display has only two colors. Its file-name is "cbmcommand.pet40".
6. **Pet-80** -- This is similar to the C128 version; but, its display has only two colors. Its file-name is "cbmcommand.pet80".

2.2 How does it work

LOAD":*,8 or **LOAD"LOADCBMCMD",8**

RUN

where 8 is the drive where the program resides (do not use a ,1 suffix).

Those commands just load and run the first file, "LOADCBMCMD". It detects the current model, then loads the proper program for the recognized machine.



2.3 Updates, Support, and Contributions

2.3.1 Updates

Updates are available from the official project website:
<http://cbmcommand.codeplex.com/releases/>.

2.3.2 Support

Feel free to send a question, or report a bug, to developers on the official project website, or to the official mailing list:
<http://groups.google.com/group/cbm-command/>.

2.3.3 Contributions

If you have an idea that could improve CBM-command, let us know! Additional feature-requests are more than welcome. Join the project at:
<http://cbmcommand.codeplex.com/>.

2.4 License/Copyright

Copyright © 2011, Payton Byrd
 All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- » Redistributions of source code must retain the above copyright notice, this list of conditions, and the following disclaimer.
- » Redistributions in binary form must reproduce the above copyright notice, this list of conditions, and the following disclaimer, in the documentation and/or other materials provided with the distribution.
- » Neither the name of Payton Byrd nor the names of its contributors may be used to endorse or promote products derived from this software, without prior, specific, written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS"; AND, ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION), HOWEVER CAUSED, AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

3 Operation

3.1 User interface

The program uses two panels (left and right), each with its own drive, that display the contents of a directory.



By using cursor-keys (**left/right**), you can jump between the panels; and, by using (**up/down**), you can move inside a directory.

By using the keys for the **Page-Up** and **Page-Down** functions (default keys are "+" and "-"), you can go one screen up or down in the current directory.

By using the keys for the **"To Bottom"** and **"To Top"** functions, you can go directly to the top-most or bottom-most file-name in the current directory.

The **space**-key selects/unselects items, in case you want to perform a task on multiple files in a batch; for example, copying 3 files from the left panel to the right panel, with just one step.



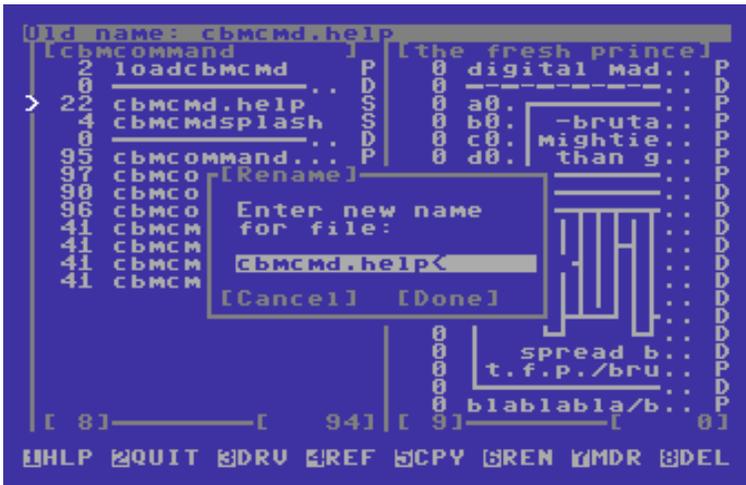
At the bottom is listed the actions that you can select by using the Function Keys. They perform the main tasks, DELETE, RENAME, COPY, etc.

Pressing the **"Copy"** function-key (**F5**) will copy the currently pointed file or all marked files. The current status of the copy process is displayed in the top status bar. Information about the used time and the average copy speed is provided. (The two panels must show

different drives.)



Pressing the "Rename" function-key (F6) will open a text-input dialog for a new file-name for the currently pointed file.



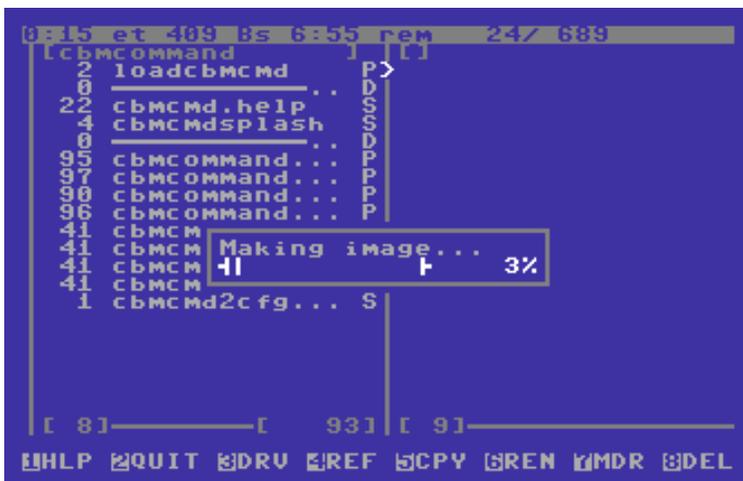
Pressing the function-key assigned to the "Delete" function (F8) will delete the pointed file, or all marked files, after an affirmative answer to the verification question that will appear. Press "Y" if you want to delete the files, and "N" or the STOP-key if you don't.



Press the **"Make Image"** key (the default is **"x"**) to make a new file that is an image of the disk in the current panel's drive. The file is written into the opposite panel's directory. Only three formats are supported, at this time: 1541 (D64), 1571 (D71), and 1581 (D81). The status bar will tell you which format will be written into the image file.



Disk-Image creation will begin after you type in a file-name. A progress bar is shown; and, additional info is provided in the top status bar.



Press the **"Create Disk"** key (the default is **"X"**) to write the currently pointed image file's data onto the opposite panel's disk. The file and the drive must have compatible formats (only the D64, D41, D71, and D81 formats, without error blocks or extra tracks, at this time). The disk will be formatted physically before the image is copied onto it.

Press the **"Copy Disk"** key (the default is **"o"**) to copy the raw contents of a disk from one drive to the other drive. The two disks must have compatible formats. You can copy a single-sided disk onto a double-sided disk (then, the double becomes a single).

(You must choose different drives for the two panels before using any of the disk-transfer operations [make image, make disk, and copy disk].)

Press **"F1"** to see the Help file.

```

RETURN to cont., ESC/STOP to end (RET)
-----
What is it:
-----
CBM-Command is a tool for many
Commodore machines that helps to manage
files easily, by using an interface in
the Norton Commander style. It uses 2
panels (except for the VIC-20 version)
and buttons, along with shortcut keys
that help to perform various tasks such
as Rename, Copy, Delete, make a
directory (when available), and also
manage disk (D64/D81) images.

Versions (Supported machines):
-----
* C64 - This is the basic version,
and includes support for only the
standard 40-column display. Its
filename is "cbmcommand.c64".
* C128 - This is the "advanced"
version, and supports only the
80-column display. The C128 version
uses the 2 MHz. system-speed of the
C128 computer, which allows for faster

```

Press "**SHIFT + Return**" to view a pointed SEQ text-file (or, launch a program). Once inside the text viewer, use "**Return**" to advance to the next page. Press "**STOP**" to exit from the viewer.

If the file has a PRG file-type, then you will be asked if you want to open it as text.

```

0:0K e.t. 0 B/s
[cbmcommand]
> 2 loadcbmcmd
0
22 cbmcmd.help
4 cbmcmdsplash
0
95 cbmcommand..
97 cbmcommand..
90 cbmco [loadcbmcmd]
96 cbmco
41 cbmcm
41 cbmcm
41 cbmcm
41 cbmcm
1 cbmcm
0 test
0

Read as text?
[No] [Yes]

[ 8]-----[ 0] [ 9]-----
[H]LP [Q]UIT [D]RV [R]EF [C]PY [R]EN [M]DR [D]EL

```

Tapping "**y**" or the **RETURN**-key will say yes. But, if you say no (by tapping "**n**" or the **STOP**-key), then you will be asked if you want to leave the program. If you say yes, then CBM-Command will quit; BASIC commands will load and run the pointed program.

You can send any DOS text command to a drive by pressing the "**DOS Command**" key (the default is "@"). Type the command, and press "**RETURN**". (Or, press the "**STOP**"-key, at any time, if you change your mind, and don't want to send a command.) If the DOS gives an error message, CBM-Command will show it. Then, a directory will be read and shown.

(Currently, the DOS-Command function is the only way to change partitions.)

3.2 Drives

CBM-Command uses panels to display the contents of one or two drives at a time. The drive panels may be refreshed by choosing the appropriate "Re-read" command-key.

Directory panels are the primary focus of CBM-Command. There are two directory panels, one for the "left" drive and one for the "right" drive. You can navigate between the panels by using the left and right cursor keys.

To use a directory panel, you should select a drive by using the "**D**" (left panel) or "**SHIFT-D**" (right panel) hot-keys. You will see a list of device numbers, along with the reset-messages from the available drives. Use the cursor-keys and the "**HOME**" key to move up or down

the list. Tap "**RETURN**" to choose the currently pointed drive; or, tap "**STOP**" to keep the old drive.

The top of each panel shows the disk's name and its format-code:

Code	Formats
a	1541/1571/2031/4040
b	2030
c	8050/8250/1001
d	1581
h	CMD native partition
4	IDE64
m	IDE64 CDROM
<blank>	VICE

A group of file-names is shown below the disk-name. Each line shows a file's block-count, its name, and the initial letter of its file-type:

Letter	File-type
d	DELETED, but closed
S	SEQUENTIAL
P	PROGRAM
U	USER-made format
R	RELATIVE
C	CBM partition
D	DIRECTORY
L	soft-LINK
O	any OTHER type

Directory panels can be refreshed, which means that the directory is re-read from the drive, and all files are unselected. That is done by using the "**E**" (left panel) and "**SHIFT-E**" (right panel) hot-keys.

3.3 Keyboard Hot-keys:

These are the default command-keys for CBM-Command's tasks:

Function name	Hot-key
Re-read a Directory	E (Left), SHIFT-E (Right)
Select a Drive	D (Left), SHIFT-D (Right)
Help	F1, H, Help-key
Quit	F2, Q
Select a Drive for the Current Panel	F3, U
Re-read a Directory in the Current Panel	F4, R
Copy File(s)	F5, C
Rename a File	F6, N
Make a Directory	F7, M
Delete File(s)	F8, L
Give a Disk Command	@
Tag/Untag a file	SPACE-bar

Tag All Files	A
Tag No Files	S
Navigate within a panel	Up/Down Cursor
Navigate between the panels	Left/Right Cursor
Page Up	Plus (+)
Page Down	Minus (-)
Top of the Directory	Up-Arrow (^)
Bottom of the Directory	SHIFT Up-Arrow (Pi)
Enter a Directory/Disk-Image	SHIFT-Plus
Exit a Directory/Disk-Image	SHIFT-Minus
Create an Image File from a Raw Disk	x
Create a Raw Disk from an Image File	SHIFT-X
Copy a Disk	O
Go to 64-mode (C128 Only)	G

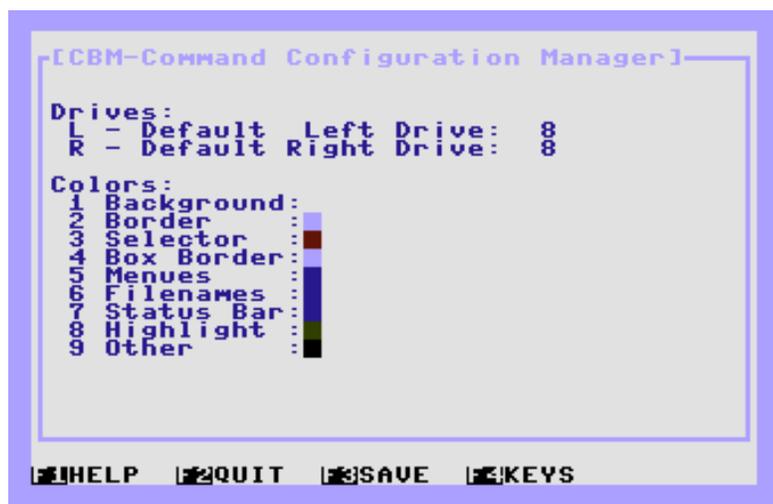
4 Configuration and customizing

4.1 Customizing the interface and the drives

You can customize the interface of the program, by using the proper configuration program for the target system. For example, to customize the C128 version, load and run the file "CBMCMDCFG.C128"; while, for the Plus4, run the file "CBMCMDCFG.PLUS4".

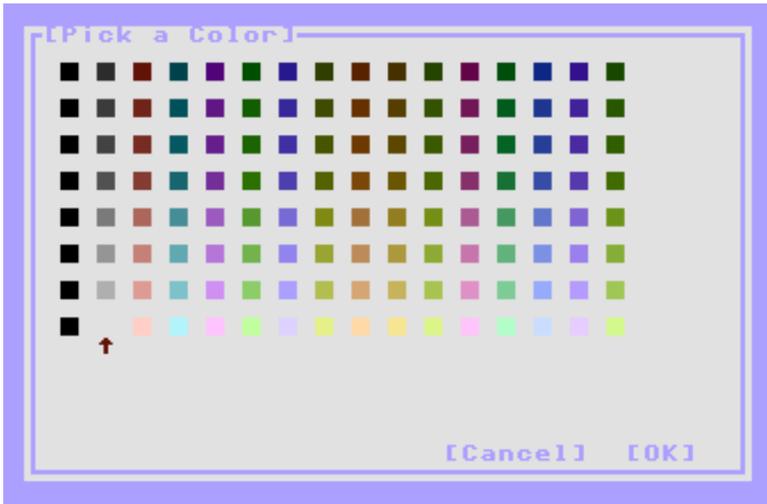
4.1.1 Default drives

You can select the default drives for the Left and Right Panels. Pressing "L" or "R" will cycle the corresponding drive choice through all possible drive-numbers.



4.1.2 Colors

Colours for the Background, the Screen, the Menu, the Status, and File-names can be selected from an available-colour palette. First, type the number of the object that you wish to change. Then, using the cursor-keys and "Return", choose any color from a displayed palette. Press "STOP" if you change your mind, and don't want to adjust that object.

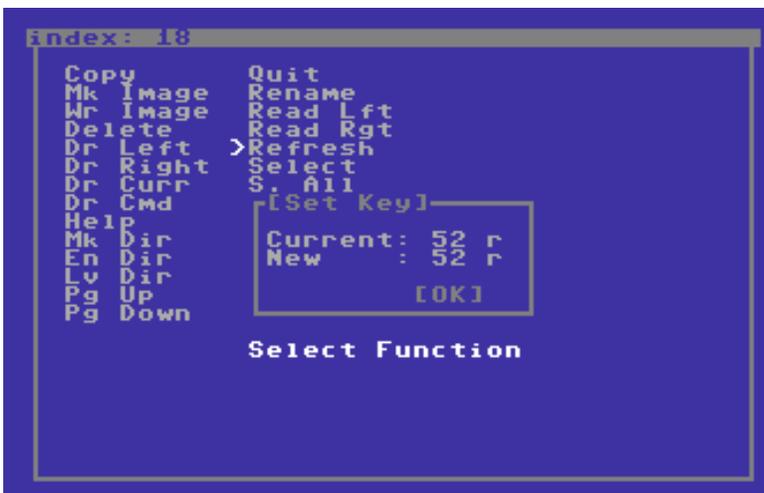


4.1.3 Keys

Most of the hot-keys for invoking operations can be customized freely. Choose a command, whose keyboard hot-key you want to change, by using the cursor keys; and, press "Return".



Press the desired new key; and, confirm your choice by pressing on "Return". Or, press "STOP" to cancel.



Note that you cannot change the function keys in custom configurations.

4.2 Versions

4.2.1 C64

Two directory panels, 16 colors to choose, 40-column-wide display.



4.2.2 C128

Two directory panels, 16 colors to choose, 80-column-wide display.



4.2.3 VIC-20

Two one-visible-at-a-time directory panels, 8 colors to choose, 22-column-wide display.

COMMENTS

No comments yet.

[Sign in to add a comment](#)