**Super Copy Utility**

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Easy file copy. Floppy Disk to Floppy Disk, Floppy Disk to Virtual Disk, Virtual Disk to

 Floppy Disk, Virtual Disk to Virtual Disk. Intuitive interface makes file copying

 a snap.

Supports disks up to 80-tracks.

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What Super Copy Utility is:

The 1990 version was named Copy512K.

It was designed to take advantage of a Tandy Color Computer 3 (CoCo3) with at least 512K of RAM.

The Title Page displays the options for use.

Arrow Keys: Move the cursor.

Space Bar: Toggle file selection (\* indicates that file will be copied)

Enter: Copy all selected files

 All selected files are read into memory before being output to destination disk.

 This made “single-drive” copies much easier since an entire disk (up to 80-tracks)

 could be copied with only one disk swap.

A: Toggle selection of all files.

D: Select Destination Disk

F: Format Disk in Destination Drive

 If the drive has been previously formatted, you will be warned before being given

 the option to continue.

 Format is faster than the DSKINI command.

K: Kill a File. (Warning before actual file deletion.)

R: Rename a File. Much simpler than the RENAME Command.

 2022 version allows you to rename Virtual Disk Images and Directories.

S: Select Source Disk

T: Set Number of Tracks. Originally only supported 35, 36, 40, 41, 42, and 80 tracks.

 2022 version supports any number between 18 and 80.

Not listed options were:

Q: Quit to BASIC

BREAK: Read a new Directory

Shifted Up and Down Arrow Keys: Select additional Directory Pages.

Directories are displayed in 2 columns, 32 entries per page, up to 4 pages for a maximum

 of 128 files.

The 2005 version was renamed to COPY512+.

Along with minor improvements in function, another option was included:

B: Backup Disk. Utilizing 512K of RAM, a single disk backup of up to 80-tracks can be

 accomplished with only one disk swap.

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Hardware and software for the CoCo continues to be developed. One amazing enhancement

 is the CoCo SDC, a solid-state alternative to floppy disks. While Copy512k and

 Copy512+ worked well with CoCo SDC, it needed additional features.

Introducing **Super Copy Utility**!

New options:

F1: Virtual Disk Navigation for Source Disk (Only available with CoCo SDC)

F2: Virtual Disk Navigation for Destination Drive (Only available with CoCo SDC)

ALT: Mount a Real Source Floppy

CNTRL: Mount a Real Destination Floppy

F1 and F2 will display the current SDC directory (up to 4 pages of 32 entries per page.)

 Directories are indicated by a star (\*).

Navigate the directory using the arrow keys (and the pages using the shifted arrow keys.)

Press ENTER to execute a command.

If selected file is a directory, that will become the current directory. “Dot Dot” navigates

 upward in the directory tree.

If the selected file is a disk image, the disk image will be mounted and the program

 returns to the Main Super Copy Utility screen.

There is a “special” file named “CREATE.NEW”

 This file is a navigation command. Selecting CREATE.NEW gives the option of

 creating a new directory or virtual disk. (New virtual disk only

 available for destination drive.)

 File names must use the 8 by 3 Microsoft naming convention. The Extension is

 automatically generated.

 New virtual disks will be single-sided and the number of tracks are determined

 by the track selection option. 40-track disks will be in the DSK format.

 All other disk sizes will be in the SDF format. (DSK is the preferred format

 as that format is compatible with most CoCo emulators. Also DSK images

 are approximately 30% smaller than SDK images with the same number

 of tracks.)

 New virtual disks will be formatted.

 Limitation: The DSK format does not support “copy-protected” disks.

**New option for freshly formatted disks:**

After a disk has been formatted you will be given the option of installing **SuperBoot** on

 the disk. Manual for SuperBoot is included in distribution package.)

The default tracks for SuperBoot will be modified when selecting number of Tracks.

SuperBoot can only be installed on disks with a minimum of 35 tracks.

When Super Copy Utility starts, the Source Drive is Drive 0 and the Destination Drive is

 Drive 1.

SDC DOS by default has no disk mounted on Drive 1.

Mount a disk in the Destination Drive F2 (or ALT for “Real” Floppy 1.)

Never select Drive 1 as the Source Drive before Mounting a disk.

On a system with only one “real” floppy disk

 To copy files from a real floppy to a virtual disk:

 F2 – Mount or create a virtual disk in the Destination.

 Alt – Select real floppy as the Source.

 To copy files from a virtual disk to a real disk:

 F2 – Mount a virtual disk

 S 1 – Source Disk = 1

 D 0 – Destination Drive = 0

 Cntrl – Mount real floppy for Source

One limitation of SDC DOS is that Drive 0 and Drive 1 cannot share the same virtual image.

 Any attempt to mount a disk that has already been mounted will fail.

Switching to real floppies does not unmount virtual disk in that drive.

 For instance: If TEST.DSK is mounted in Drive 0 and you will copying to that disk

 from a real floppy, then you must mount another virtual disk before switching

 to the real floppy. Then TEST.DSK can be mounted in Drive 1.

\*\*\*NOTE\*\*\*

The DECB directory structure only allows a maximum of 128 files. While it is possible for a SDC directory to contain an unlimited number of Disk Images and Directories, the **Super Copy Utility** is limited to four pages of 32 files (a total of 128.) Larger directories will not display in their entirety.

The actual limit is 126 files since two special files are included on the first directory page.

“..” is a directory navigation command that navigates to the parent directory.

“CREATE.NEW” is a command allowing you to create a new Directory or Disk Image.

 CREATE.NEW will not be displayed if the directory already contains more

 than 125 files.

 It will be replaced by the “.” directory navigation command.

Included Assembly Source Code (On SUPRCOPY.DSK virtual disk image:

**SUPRCOPY.ASM**: Main routine. All other routines are called by INCLUDE statements

 inside this main routine.

**BOOT.ASM**: SuperBoot image. Does not include Mnemonics. Must be first included file

 for CCONFIG.BAS to configure.

**BACKUP.ASM**: Disk Backup Utility

**EXIT.ASM**: Cold Start to BASIC

**FMT.ASM**: Disk Formatting Utility

**IO.ASM**: Read and Write sectors

**PARSE.ASM**: Reads keyboard and processes Arrow Keys. Returns any other keypress

 to calling routine.

**PRNTCLS.ASM**: Prints to the screen. Clears the entire screen or bottom half or bottom

 quarter.

**RENAME.ASM**: File Rename Utility

**SDCDOS.ASM**: Process Communication Commands for the CoCo SDC.

 (From the CoCo SDC instruction Manual)

**SRENAME.ASM**: File Rename for SDC Directories

**TITLPAGE.ASM**: Text and variables for Main Routine that are not included in other

 assembly modules.

Also included:

**SUPRBOOT.ASM**: Same as BOOT.ASM but in Mnemonic format. The mnemonics cannot be

 included in Super Copy Utility. If SUPERBOOT.ASM is modified, before it can be

 included in Super Copy Utility, it must be processed to remove the mnemonics.

 Assemble SUPRBOOT.ASM to BOOT.BIN.

**SB.BAS**: Run SB.BAS to create a new version of BOOT.ASM.

 (Delete BOOT.ASM before running SB.BAS.)

**BCONFIG.BAS**: Copy and/or configure SuperBoot (Hidden on track 34 of disk)

**CCONFIG.BAS**: Patched BCONFIG that modifies Super Copy Utility.

**FIXXE.BAS**: Can be used to repair crashed directories

And of course:

**SUPRCOPY.BIN**: **SUPER COPY UTILITY**!

\*\*\*NOTE\*\*\*

Commented text files are for reference only.

The actual Assembly Source Code may vary from the commented code due to additional

 modifications during the debugging process.

Additional Files in this distribution Package:

**Alphabet Soup** - Chapter 1.docx - Excerpt from Mystery Novel

Books.jpg - List of my books, novella, and short stories available from Amazon, Barnes &

 Noble, and other booksellers

**Code Breaker** - Chapter 1.docx - Excerpt from Mystery Novel

**Five Million Reasons** Chapter 1.docx - Excerpt from Adventure Novel

**Hidden Magic** - Chapter 1.docx - Excerpt from Fantasy Novella

**I’ll See You Again Last October -** Chapter 1.docx - Excerpt from Science Fiction Novel

**Infection**.docx - Full text of Short Story

SuperCopy Manual - This Document

SUPRCOPY.DSK - Disk Image for SuperBoot

**The Alphabet Code** - Chapter 1.docx - Excerpt from Mystery Novel

**The Ethics of Silence** - Chapter 1.docx - Excerpt from Science Fiction Novel

Commented Disassemblies:

 Backup.txt

 Boot.txt

 Exit.txt

 Fmt.txt

 IO.txt

 Parse.txt

 PrntCls.txt

 Rename.txt

 SuprCopy.txt

 Srename.txt

 TitlPage.txt

Commented disassembly for SDCDOS is not included as it is available in the CoCo SDC

 manual available online.

\*\*\*NOTE\*\*\*

**Superboot** is installed on this disk. Type **DOS** for an easy to navigate start menu.

\*\*\*NOTE\*\*\* If 80-track or double-sided DSK images are desired, they can be created using external programs and copied to the SD card. (The CoCo SDC manual describes the format for each type of disk supported by SDCDOS.) One possible solution is to create disks using the VCC Color Computer Emulator (Search for it online.) The disks created in the JVC format under VCC do not match the SDCDOS JVC format; instead they are 100% identical to the SDCDOS DSK format allowing you to create 35-, 40-, and 80-track single- or double-sided images that you can use with SDCDOS.