



# Disk-Image-Monitor

Release 4.2.2 en

## Overview

The Disk-Image-Monitor was created to view and manipulate disk images for 8-Bit-Atari emulators.

The Disk-Image-Monitor recognizes and handles disk images in both XFD format and ATR format. The Atari disk directories can be read for all popular DOS2 compatible disk managements of the 8-Bit-Atari series (DOS2.0, DOS2.5, Happy-Dos, Bibo-Dos, Turbo-Dos and MyDos).

Directories of other DOS (i.a. Sparta-Dos and Bewe-Dos) can't be opened!

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## Operation

### Handling with mouse

The handling with a mouse optional can be done by menu or by using of buttons on the toolbar.

With doubleclick on a directory in the left list window the PC directory can be changed.

### Handling with keyboard

After activate the menu by **[F10]** the available functions can be chosen by the keys **[▲]**, **[▼]**, **[◀]**, **[▶]**.

Optional a quick access to the most important functions by hot key is possible.

After open a directory, what contains disk images (ATR / XFD), the entries can be chosen by the keys **[▲]**, **[▼]** or respectively **[◀]**, **[▶]**. To that the correspondig list window must be active (window headline highlight blue). Possibly the list window must select by the **[Tab]** key.

Directories can be changed by **[Enter]** key using.

The **[Tab]** key activates the elements as follows:

**Image-Files** (left window) --> **Atari-Files** (right window) --> **EOL-Code**



If the Atari file window is active, the file sorting can be changed by the type key **[u]**nsorted, **[N]**ame, **[E]**xtension .

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## Selection and opening Atari files

When a disk image is chosen, in the right list window (**Atari-Files**) the directory is shown. The file list contains both the name and the size in sectors, additionally the start sector of the file on the disk. The file sort (default: 'unsorted') can be changed by click on a tab of **Sort-Tab-Set**.

By choose a entry in the right list window a Atari file or subdirectory can be selected. Name and file type will be displayed in the status line. A subdirectory will be opened by doubleclick.

By click on the buttons  or  , the menu items intended for this or **[ESC]** key using will return to the upper directory or to the root directory of the Atari disk.

When a disk image is chosen, the functions for output of directory (possibly present subdirectories are expanded) and for sector edit (disk mode) are enabled in the menu item Tools and in the toolbar.

At selection a Atari file, all compatible functions for opening of data, text, binary, character set and picture files with there specific output are enabled in the menu item **Tools** and in the toolbar, additionally the function for sector edit (file mode). On the top of that, the file can be copied from disk image to PC.

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## Change of EOL code

For the output of a **source** with the text editor it can be necessary to replace the default code of the end-of-line character with a specific code.

The change is made by enter the code value of EOL character in the edit field (**EOL-Code**). The code must be a decimal number with the value from 0 up to 255.

In case of invalid or void entries the default value 155 is reset.

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## Functions of the main menu

### Menu File

**Open Directory:** Chose and open a work directory  
**Quit:** Quit the program

### Menu View

**Toolbar:** Hide or show toolbar  
**Directory Up:** Change to upper directory  
**To Root Directory:** Change to root directory

### Menu Tools

*If a Atari file is chosen and the Atari-File window is active:*

**Show Text:** A text file or a source will be shown in the [text editor](#).  
**Hex Dump:** A binary or data file will be shown as hex dump in the [text editor](#).  
Optional they can enter a start adress (binary file) or a start byte (data file).  
On default „0“ the output begins at start adress of the first data segment (binary file) or at the first byte (data file). The output ends at end of the data segment or at last byte of a data file.  
**Disassemble:** A binary file will be shown as 6502 assembler code in the [text editor](#).  
Optional they can enter a start adress. On default „0“ the output begins at the RUN adress on the corresponding data segment. The output ends at end of the same data segment. If no RUN adress exists, the INIT adress will be used. If neither RUN nor INIT adress are given in the segment structure, the output begins at start of the first data segment.  
**Segment Structure:** The segments of a binary file will be shown in the [text editor](#).  
**Basic Listing:** The listing of a Atari Basic file will be shown in the [text editor](#).  
**Character Set:** A character set file will be shown as monochrome character set in the [graphic viewer](#).  
**Color Character Set:** A color character set file will be shown as 4-color character set in the [graphic viewer](#).  
**Show Picture:** A [graphic mode box](#) will be opened and follow a picture file will be shown in the [graphic viewer](#).  
**Save File to PC:** Any Atari file will be copied to a PC file.  
**Directory:** Output of disk directory with the [text editor](#).  
**Edit Sector:** The first logical sector will be opened in the [sector editor](#) (file mode).  
*If a disk image is chosen and the disk-image window is active:*  
**Directory:** Output of disk directory with the [text editor](#).  
**Edit Sector:** A disk image sector will be opened in the [sector editor](#) (disk mode).

All functions of the menu **Tools** are also on the [toolbar](#).

### Menu Options

**Color settings ...:** A [color setup box](#) will be opened.  
**Settings ...:** A [setting box](#) will be opened.

### Menu Help

**Content:** This help file will be opened.  
**Info:** A Info window will be opened.

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## Functions of the sector editor

### Menu File

**Close:** Close sector editor module (If disk image was changed, they can save it under a new name too)

### Menu View

**Toolbar:** Hide or show toolbar

### Menu Edit

**Read Sector again:** The current sector will reloaded from the image file into the edit field.

**Rewrite Sector:** The current sector on the image file will be overwritten with changed data.

**Restore Sector:** The current sector on the edit field will be restored with the backup data from of origin sector content. Erroneous written data on image now can be reset by rewrite again.

#### *on disk-mode:*

**Inkrement Sektor:** Open next physical sector.

**Dekrement Sektor:** Open previous physical sector.

**Goto Sektor:** Open sector with random access.

#### *on file-mode:*

**Next Sektor:** Open next logical sector of a file.

**Previous Sektor:** Open previous logical sector of a file.

All functions of the menu **Edit** are also on the [toolbar](#).

### Menu Options

**Write with Query:** Set the query on or off before rewrite sector.

**ASC Edit Enable:** Editing of ASC characters will be enabled or disabled.

**Sector-Link Read Only:** Overwrite last 3 bytes of a sector (link to the follow logical sector) will be enabled or disabled.

### Menu Help

**Content:** This help file will be opened.

### **Notice:**

The **statusline** display the file name (on file-mode), the number of the current sector, further the file-ID (on file mode) and the number of the next logical sector of the file, corresponding to the current sector.

**ASC-Edit** allows the input of printable characters in range of code 1 – 127 (\$7F) only!

The input of code in range 128 (\$80) – 255 (\$FF) is only possible on the hex-edit fields. It is displayed in the ASC-fields as „?!“!

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## Functions of the text editor

### Menu File

<b>Print:</b>	Output text on printer.
<b>Save Text:</b>	Save text as ASC file.
<b>Close:</b>	Close text editor module

### Menu View

<b>Toolbar:</b>	Hide or show toolbar
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### Menu Edit

<b>Find Text ...:</b>	Enter term for Text search.
<b>Find Continue:</b>	Find next occur of search term.
<b>Font:</b>	Change font (apply in the whole text).
<b>Copy:</b>	Copy marked text block at clipboard.
<b>Paste:</b>	Insert clipboard at cursor position.
<b>Cut Out:</b>	Cut out marked text block at clipboard.
<b>Delete:</b>	Delete marked text block.

All functions of the menu **Edit** are also on the [toolbar](#).

### Menu Options

<b>Enable Edit:</b>	Enable or disable the edit functions.
<b>Print Headline:</b>	Enable or disable the output of a headline on printer.
<b>Start Address:</b>	Enter a custom start adress for output of binary files as hex dump or as 6502 assembler code.

### Menu Help

<b>Content:</b>	This help file will be opened.
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## Functions of the graphic viewer

### Menu File

**Print:** Output picture on printer.  
**Save Picture:** Save picture as bitmap file.  
**Close:** Close graphic viewer module

### Menu Edit

**Palette:** A [color setup box](#) will be opened. The chosen colors will be applied by pictures and color character sets.  
**Invert:** Invert colors into complementary colors  
**Copy:** Copy picture at clipboard

All functions of the menu **Edit** are also on the [toolbar](#).

### Menu Help

**Content:** This help file will be opened.

When the graphic viewer is opened, on base of recognized picture format will be suggested a graphic mode in a [graphic mode box](#). However an other adjustment is possible.

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## Using of color setup box

To choose any colors for display of color pictures and color character sets the graphic mode box offers diverse options:

### Fast choice of default Colors

**Color set 1:** There are 4 standard colors, approximately corresponding to default colors of Atari.

**Color set 2:** Using of 16 default colors.

### Customize of a color set

By click on the color buttons any assignment of colors is possible. Notice, the choice is reduced to 16 basic colors (Mixed colors are only accepted for the background, color #0).

### Accepttance of color data from a picture file

On marked check box **Colors from picture file** the color data will be read out from the header or the trailer of the file (e.g. Koala picture), approximated with the 16 basic colors.

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## Using of graphic mode box

On base of recognized picture format will be suggested a graphic mode for the viewer:

<b>Graphics 8</b>	(black-white)
<b>Graphics 15</b>	(4 colors)
<b>GTIA mode</b>	(up to 16 colors)
<b>Koala size</b>	(4 colors, compressed)

On principle the user decides, if he accepts the suggestion or selects an other mode.

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## Using of setting box

### File name extensions:

The identification of Atari file types to enable specific handles on main menu will be done by the file extensions. The user can modify or expand the sample.

The input of a new file extension into the list will be done always on groups of 3 characters, separated by comma. Extensions which consist of less characters, must fill up with underlines (key combination **[SHIFT] + [ - ]**) up to 3 characters.

### Language:

The user can select a language on the combobox.

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## Monitor toolbar



Quit program



Open a work directory



Open either disk sector or file sector with sector editor



Output disk directory with text editor



Copy Atari file as PC file



Output text file or source with text editor



Output segment structure of binary file with text editor



Output any file with text editor as hex dump



Output binary file with text editor as 6502 assembler code



Output Atari-Basic file with text editor as listing



Output monochrome character set with graphic viewer



Output 4 colors character set with graphic viewer















Output picture file with graphic viewer

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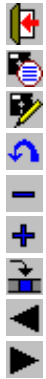
## Text editor toolbar

	Close text editor modul
	Output text on printer
	Save text on PC as ASC file
	Change font
	Find text
	Continue find
	Copy marked text block to clipboard
	Paste text block from clipboard
	Cut out marked text block to clipboard
	Delete marked text block
	<i>Binary files:</i> Enter custom start adress
	<i>Binary files:</i> Select a data segment (only on hex dump)

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## Sector editor toolbar



Close sector editor modul

Reload current sector

Write back current sector

Restore sector

Load previous physical sector

Load next physical sector

Go to sector #

Load previous logical sector

Load next logical sector

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## Picture viewer toolbar



Close picture viewer modul



Output picture on printer



Save picture on PC as bitmap file



Invert colors



Open color set box



Copy picture to clipboard

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