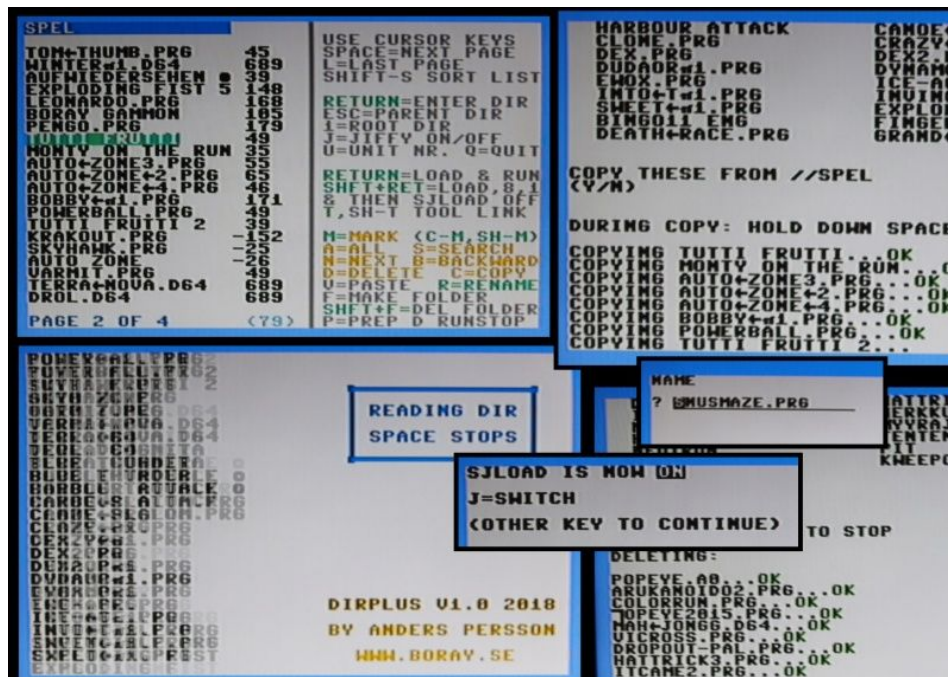


SD2IEC DIR PLUS V1.1

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Introduction

DIR PLUS offers your SD2IEC drive quick file browsing, ultra fast loading (without having to mod your 264-computer) and handy file management functions. It starts quickly as well. My goal with the file management functionality has been that you never should have to put your SD card in a modern computer for file managing. You can copy and paste files between folders, rename files etc.

Thanks goes to Balazs Szabo for bringing us SJLOAD for the 264 computers. I don't think I would have started this project without it. Also thanks to MikeZ for releasing AustroSimple (in 2010).

Warning

The datasette should be disconnected when using this software (because of SJLOAD). **Risk of damage** if you leave it connected! More information from the developer of SJLOAD here: <http://bsz.amigaspirit.hu/sjl264/>
If you choose the second install alternative below however, you can ignore this warning.

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How to install - Step One

Alternative 1: On a standard 264 computer with normal ROM (and you want to use the hyper-loading-speed of SJLOAD):

Extract the archive to the root dir of your SD card. Keep the file folder structure and names as they are. Don't add ".prg" or anything like that! These files are the important ones for it to work:

```
/D
/DIRPLUS/DP
/DIRPLUS/DPB
/DIRPLUS/SJLOAD
```

This is how it should look. The program "D" should be in the root dir. The directory "DIRPLUS" should also be in the root dir.

The program D is what you start. ("D" is short for "Dir"). It loads and starts SJLOAD and then starts the DP program (short for "Dir Plus").

NOTE: Don't put the DIRPLUS directory anywhere else on the SD card, because DIR PLUS uses it to locate the root dir for the copy command to work better.

Alternative 2: On a computer with JiffyDos ROM (or if you just don't want to use SJLOAD):

1. First do the same installation as in alternative 1
2. Then delete the file /D
3. Then copy the file /DIRPLUS/D-JIFFY ROM and save it as /D.

In other words, the "D" program in your root dir is now replaced with the program /DIRPLUS/D-JIFFY ROM but renamed "D".

Step Two:

Making DIR PLUS auto start when pressing shift+runstop

If you make sure the file "D" is the first file of your directory, then it will be loaded when pressing Shift+Run/Stop. Dir Plus has a built in function to make "D" the first file. When it's running, just press "P" (for "Prepare dir") in the directory you want to prepare. If the current directory doesn't even contain a "D" then it will be copied there from the root.

Note that under some conditions, you need to repeat the procedure and press “P” more than once.

If the letter “P” flashes in the help section, then it means that the current dir isn’t prepared. I would recommend you to “prep” at least the root dir and the sub dirs that you use the most. For example your games dir. Then after playing a game, you can just reset and then press shift-run/stop. Dir Plus will start in the games directory right away.

Also note that if you sort the file list (with Shift-S) then the prep function will be unavailable. To get it back, reload the unsorted dir by pressing “U”.

You can’t “prep” disk images because when you are inside a disk image, the rest of the SD card is unavailable to the computer.

Upgrading from V1.0 to V1.1

You only need to replace the files [/DIRPLUS/DP](#) and [/DIRPLUS/DPB](#) with the new ones.

Restarting DIR PLUS from any subdirectory after a reset

(except for disk images)

If you have prepared the dir (see above), then just press Shift-Run/Stop. If not, then do the following instead:

```
LOAD"//:D",8  
RUN
```

Now, DIR PLUS will be started and show the files of the sub directory you are in. Note that DLOAD doesn’t work for this.

If you are inside a disk image, you can press the reset button of your SD2IEC and then press shift-run/stop-restore. Or if you are typing faster than the drive is resetting, you can do: [OPEN15,8,15,"CD:."+CHR\\$\(95\):CLOSE15](#) and then [LOAD"//:D",8](#)

Using Dir Plus: General information

The screenshot shows the Dir Plus interface with the following elements:

- Current dir:** SPEL
- Names:** TOM+THUMB.PRG, WINTER+1.D64, AUFWIEDERSEHEN 0, EXPLODING FIST 5, LEONARDO.PRG, BORAY GAMMON, PENGO.PRG, **MONTY ON THE RUN**, AUTO+ZONE3.PRG, AUTO+ZONE+2.PRG, AUTO+ZONE+4.PRG, BOBBY+1.PRG, POWERBALL.PRG, TUTTI FRUTTI 2, KRAKOUT.PRG, SKYHAWK.PRG, AUTO ZONE, VARMIT.PRG, TERRA+NOVA.D64, DROL.D64
- Sizes:** 45, 689, 39, 148, 168, 185, 179, 49, 35, 55, 65, 46, 171, 49, 39, -152, -25, -26, 49, 689, 689
- Marked files:** MONTY ON THE RUN (marked with 'M')
- Number of entries:** (79)
- Page number:** PAGE 2 OF 4
- Help section:**
 - USE CURSOR KEYS
 - SPACE=NEXT PAGE
 - L=LAST PAGE
 - SHIFT-S SORT LIST
 - RETURN=ENTER DIR
 - ESC=PARENT DIR
 - I=ROOT DIR
 - J=JIFFY ON/OFF
 - U=UNIT NR. Q=QUIT
 - RETURN=LOAD & RUN
 - SHFT+RET=LOAD, 8, 1
 - & THEN SJLOAD OFF
 - T, SH-T TOOL LINK
 - M=MARK (C-M, SH-M)
 - A=ALL S=SEARCH
 - N=NEXT B=BACKWARD
 - D=DELETE C=COPY
 - U=PASTE R=RENAME
 - F=MAKE FOLDER
 - SHFT+F=DEL FOLDER
 - P=PREP D RUNSTOP

Use the cursor keys to move the highlighted **file name** cursor.

On the right side of the screen is a help section listing all different keys you can use.

The keys that are marked **blue-green** in the help section act upon the highlighted **file name cursor**. For example, **RETURN** will load and start the highlighted filename or enter it if it's a dir or disk image.

There are also **yellow keys** in the help section. These have to do with marking of many files and then acting upon them all in one go. You mostly mark files with **M**. Then you can delete or copy them all in one go.

How to...

Here follows a “how-to” section describing different tasks and functions. This is the opposite to the help screen which lists keys and then their action. Here is the other way around.

Cursor movement

Go one step up or down

Press cursor up or down

Go to the next page

Press cursor right or space. Space differs as it loops back to page one after the last page.

Go to the previous page

Press cursor left.

Go to the last page

Press L

Go to the last file

Press L followed by cursor right.

Go to the first file

Press L followed by space.

Go to the next marked file

Press N

Go to the previous marked file

Press B (for “Backwards”)

Sort the file list

Press Shift-S. If you want to break the sorting of a huge list, then press any key.

Disk navigation

Enter a dir or disk image

Move the highlighted `file name` cursor to the directory in question and press RETURN.

Go to the parent dir

Press ESC

Go to the root dir

Press 1. Does not work if you are inside a disk image. Then press ESC first.

Change device number

Press U (for unit). Please note that SJLOAD doesn't work with non-jiffydos drives, so before going to (for example) an unmodded 1541 drive with the U command, first turn off SJLOAD with the J key.

Reload the current dir

Press U (for unit) and then press return.

Starting programs

Load and run a program

Move the highlighted **file name** cursor to the file in question and press RETURN.

Load a program ,8,1 instead of ,8 and then turn SJLoad OFF and then run.

Move the highlighted **file name** cursor to the file in question and press Shift-RETURN.

Don't use this function if you used the non-sjload install alternative. Then, the 3+1 software will be started instead.

Load a program that is located in another directory while staying in the current directory.

(This doesn't work with disk images). First make sure you have visited the root dir. Then go to the directory of the program in question. Move the cursor to the program and press T. Then go the directory you want to start it in and press Shift-T. This is useful if you for example have a directory full of pictures and want to try a new picture viewer without having to copy it there.

Turn SJLOAD ON or OFF

Press J (J stands for Jiffy). Note: Don't use this function if you used the non-sjload install alternative. Then, the 3+1 software will be started instead.

Quit to Basic in the current directory

Press Q. You can restart DIRPLUS with RUN.

Restart DIR PLUS from anywhere on the SD card (except for disk images)

LOAD"//:D",8

RUN

(also see separate section above)

Marking files

Mark the file under the cursor and go one step down.

Press M.

Mark all files.

Press A.

Mark no files.

Press A again.

Mark all files above the cursor

Press Commodore+M

Mark no files above the cursor

Press Commodore+M again

Mark all files below the cursor

Press Shift+M

Mark no files below the cursor

Press Shift+M again

Mark a continuous subsection of the list

Make sure no files are marked (by pressing A twice). Then go to the first file you want to mark. Press Shift-M. Then go to the file below the last file you want to mark and press Shift-M again. An alternative method would be to just hold down M for a while.

Search for files / Mark all files containing a specified word or letters

Press S and enter your search word. When the matches have been marked, press N and B to jump between them.

File management

Copy files

First make sure you have visited the root dir.

Then go and mark all the files in a directory that you want to copy.

Then press C to reserve the names for copying.

Go to the target dir and press V. The files will be copied.

You can only copy within the same device and not in and out of disk images. It works to make duplicates inside a disk image though.

If you copy to a different directory, the files will keep their original names. If your source and destination is the same directory though, you will be asked to edit every copy name.

Delete files

Mark all of the files you want to delete. Then Press D.

Rename a file

Press R to rename the file under the cursor. You can only rename one file at a time.

Create a new folder / directory

Press F

Delete an empty folder / directory

Place the cursor on the directory name you want to remove. Then press Shift-F.

Prepare this directory for shift-runstop start of Dir Plus

Press P. Read more on page 3.

(And all of these keys are categorized and visible in the help screen, so no worries).

Automatic adaption

Dir Plus automatically adapts to the system it's running on:

64K system: You can have around 1660 file names in memory (which is twice as many as CBM file browser can handle). In addition to that you can also have 250 file names in the copy buffer.

32K system: You can have around 600 names in memory plus 100 in the copy buffer.

16K system: You can have around 130 names in memory plus 20 in the copy buffer. The program will also run a lot slower on a 16K system because it is the basic source that is run instead of the compiled program.

A 64K system is recommended.

Tip: Note that some games cripples your Plus/4 into a 16K system after a reset. To get your 64K back without having to turn your computer off and on you can just start the 3+1 software and then reset again.

Credits and Background

SD2IEC DirPlus was made by Anders Persson in 2018 and was developed from the "Vic-20 Disk Menu" which was developed in between 2004 and 2015 by Anders Persson. (Very first version by Leif "Schema" Bloomquist). Versions of Vic-20 Disk Menu has been included on a couple of Vic-20 cartridges, for example the "Mega Cart".

Dir Plus was heavily expanded from the Vic-20 version. The size of the source increased by 300%. And even so, much of the original code was removed because it was Vic-20 specific.

The included and utilized SJLOAD (SJL264 Light V0.3) is used by permission and was made by Balazs Szabo (BSZ) in 2018, developed from the C64 version of SJLOAD.

Version History

V1.0 was released on Feb 17 2018.

V1.1 was released on Feb 25 2018: While the directory is loading, the file names are now displayed in pages instead of continuously scrolling. There are two benefits with this:

- It's up to 30% faster.
- It's easier to spot a file name and know which page it's on even before the whole directory is loaded.

There are no other changes.

To upgrade from V1.0, you only need to replace the files [/DIRPLUS/DP](#) and [/DIRPLUS/DPB](#) with the new ones.

The V1.0 versions are also included in the V1.1 zip file if you prefer the scrolling.

Good luck and happy retro-computing!

Anders Persson

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