

User's Guide

Match Point

MicroSolutions

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MatchPoint

User's Guide

Preface

Congratulations on your decision to purchase MatchPoint-PC. It provides the best possible link between your IBM PC or compatible computer and Apple DOS diskettes. With MatchPoint-PC you'll be able to move information to and from Apple DOS diskettes in your IBM PC or compatible computer. You'll find MatchPoint-PC powerful and easy to use.

The MatchPoint-PC card is a half-size card that mounts in one of your PC's expansion slots and connects to your floppy disk drives. MatchPoint-PC software consists of five easy-to-use commands for use with Apple DOS diskettes. The MatchPoint-PC commands are similar in function to their PCDOS counterparts.

This manual assumes that you have a basic working knowledge of your computer system and your programs. If you have not yet learned how to use COPY, DEL, DIR, and TYPE, read your PCDOS manuals and use a practice diskette to learn the basics of them. Once you know the basics, you can move on to MatchPoint-PC.

This manual will explain the function of each MatchPoint-PC command. The explanations will be supplemented by examples. To find out more about what MatchPoint-PC does, read the introduction. When you're ready to start using MatchPoint-PC, take just a moment to read about the conventions used in this manual; then you'll quickly be on your way.

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1.0 Introduction

Since the introduction of the IBM PC, PC DOS and the PC DOS diskette format have been accepted as the standard for many new computers. However, a large number of Apple DOS computers are used in offices and homes around the world. Unfortunately, the uniqueness of the Apple disk controller makes it impossible for IBM PCs to read diskettes created by it, unless you have MatchPoint-PC!

Before MatchPoint-PC was available, about the only way to get information from an Apple DOS diskette to an IBM PC was to connect the computers serially through a cable and use communications programs to transmit the information back and forth. This was a tedious process. With MatchPoint-PC you can now put Apple DOS diskettes right into your IBM PC and get the information you want or put information you've created onto an Apple DOS diskette for use on an Apple computer.

MatchPoint-PC lets you access Apple DOS diskettes. When combined with our UniForm-PC software package, MatchPoint-PC will let you use Apple CP/M diskettes (as well as dozens of other CP/M formats) **in exactly the same way you would use a PC DOS diskette!** Your PC DOS programs and utilities will not be able to tell the difference in formats.

Because of the uniqueness of the design of the Apple disk controller, the data it creates is different from that of almost all other computers. Most floppy disk drives have circuitry that blocks out extraneous noise. Unfortunately, on some drives, the circuitry also blocks out Apple data. For this reason, some brands of floppy disk drives need minor modification to enable them to read Apple data. Once modified, the drives can read Apple as well as other types of diskettes. If you have trouble reading Apple DOS diskettes, have your service center check to see if your drives match one of those described on the enclosed modification sheets. Computers with IBM brand full-height disk drives (PCs and XTs) should not experience this problem.

To help you familiarize yourself with MatchPoint-PC, we have provided directions that are as concise as possible and we have included plenty of practical examples. Take a moment to read about the conventions used in this manual. Everything will then be much easier to understand.

2.0 Installation

The MatchPoint-PC card and software must be installed in your computer before you can use them. There are three steps necessary to accomplish this: insertion of the MatchPoint-PC card into your computer, creation of a working copy of the software diskette, and configuration of the software to fit your computer system. The step-by-step instructions in section 2.1 will help you perform the installation.

2.1 Hardware Installation

Installing the MatchPoint-PC card is a straightforward process. It consists of plugging the card into one of the computer's existing expansion slots, making two cable connections, and making sure that two jumper blocks on the MatchPoint-PC card are positioned properly. The instructions in this section will guide you step by step through the installation procedure. If you don't feel comfortable doing the installation yourself, have your local computer dealer or service shop do it for you.

It's possible that if the MatchPoint-PC card is installed improperly, your computer will erase your diskettes when you try to use them or to store information on them. To test the installation, you will be requested to use your FORMAT utility to initialize a diskette. Make a backup copy of your PCDOS system diskette with the FORMAT program on it. Use that diskette to test the installation.

Perform the following steps to install the MatchPoint-PC card:

- 1) **With the power off and the computer unplugged**, remove any screws necessary to allow you to get access to the plug-in card slots for your computer.
- 2) Locate the flat wire cable that connects your floppy disk drives and the computer. Study the connection to determine the proper orientation between the sockets on each end of the cable and pin 2 of the connectors they attach to.

Pin 2 can usually be located by one of the following indicators: a stripe on one of the wires of the flat cable, an index mark molded into the cable socket toward one side, a number molded into the cable socket toward one side, a number printed on the disk drive connector where the cable is attached, or a number printed on the computer card connector where the cable is attached.

Once you have determined which ends of the connectors orient toward pin 2, you can proceed. If you can't make the determination, let someone else perform the installation. If you proceed and do things improperly, your computer will erase your diskettes when you try to store information on them.

- 3) Disconnect the cable from its attachment point on the computer (not from the disk drives). Attach the cable to the appropriate MatchPoint-PC card connector (either P1 or P2), observing proper orientation with the pin 2 ends of the connectors (pin 2 is marked on the MatchPoint-PC card with a small "2").
- 4) Note the positions of the two jumper-blocks (small plastic blocks used to connect pins together by plugging onto them) on the MatchPoint-PC card at locations J1 and J2. If your disk drive cable is connected to P1 on the MatchPoint-PC card (this is the case for IBM PCs), the jumper-blocks should both be in the "A" position. If your disk drive cable is connected to P2 on the MatchPoint-PC card (this is the case for most IBM compatibles), the jumper-blocks should both be in the "B" position. Place the jumper-blocks in the appropriate positions if they aren't already there.
- 5) Take the flat cable that was supplied with your MatchPoint-PC card and connect it on one end to the available connector on the MatchPoint-PC card and on the other end to your computer. The striped side of the cable should attach to pin 2 on both the MatchPoint-PC connector and the computer card connector.
- 6) Find an available expansion slot (the closer to the floppy disk drives the better). If there is a blank metal face plate on the back of the computer immediately behind the slot, remove it and save the screw. Seat the MatchPoint-PC card squarely and firmly into the slot in such a way that its mounting bracket lines up with the mounting hole in the cabinet. Screw the MatchPoint-PC mounting bracket down securely.

- 7) Put the cabinet back together and replace any screws that were removed. Connect the power cable and anything else you might have disconnected.
- 8) With no diskettes in the floppy disk drives, power up the computer. On dual floppy drive systems, if both drive lights are on at the same time, do not proceed any further. Your diskettes will be erased if you try to read from them. Carefully go through the installation steps again. Refer to Appendix B (Troubleshooting) to try to isolate the cause of the problem. If you can't find the cause, remove the MatchPoint-PC card and let someone else perform the installation.
- 9) Put in the PCDOS system diskette with the format utility and load PCDOS (or load it from the hard disk if your computer has one). If your computer will not load PCDOS from the floppy disk, carefully go through the installation steps again. Don't try another PCDOS system disk until you locate the problem because the computer will probably erase it when it tries to load PCDOS.

Refer to Appendix B (Troubleshooting) to try to isolate the cause of the problem. If you can't find the cause, remove the MatchPoint-PC card and let someone else perform the installation.

- 10) Use your FORMAT utility to initialize a blank diskette in one of your floppy disk drives. If it formats properly, your MatchPoint-PC card is installed correctly.

If your diskette will not format properly, check the positions of the jumper blocks at locations J1 and J2 on the MatchPoint-PC card. If the cable from the disk drive is attached to P1 on the MatchPoint-PC card, the jumper blocks should be in the "A" position; otherwise, the jumper blocks should be in the "B" position.

If necessary, refer to Appendix B (Troubleshooting) to try to isolate the cause of the problem. If you can't find the cause, remove the MatchPoint-PC card and let someone else perform the installation.

If you have completed the installation successfully, your computer should work exactly as it did before.

2.2 Making a Working Copy

Before using any of the MatchPoint-PC software, you should make a working copy of the master diskette and store the original in a safe place. Use the following procedure to create a working copy of MatchPoint-PC on your PCDOS system diskette:

- 1) Turn on your computer and insert your PCDOS system diskette. Make sure that you have the PCDOS system prompt "A >" before you proceed to the next step.
- 2) Place your MatchPoint-PC master diskette into an available disk drive.
- 3) Now copy the MatchPoint-PC files to the PCDOS system diskette. For our example, we will assume that you put the master MatchPoint-PC diskette into drive B. If you inserted it into a drive other than B, substitute the correct drive letter in place of the B in the following command:

```
A>copy b:*. * a:<cr>
```

If you receive an "insufficient disk space" error message while you are copying the MatchPoint-PC files, it means that the diskette you are copying to is full. In this case you must either erase some files from your PCDOS system diskette, using the DEL command, or try using another diskette and repeating the steps until you are successful.

- 4) MatchPoint-PC should now be on your PCDOS system diskette. At this point you can remove the MatchPoint-PC master diskette and put it in a safe place.

The MatchPoint-PC diskette has a file on it called PRINT.ME. This file contains additional information gathered since this guide was printed. Use the following command to list this file to your printer:

```
A>copy print.me prn:<cr>
```

3.0 Using MatchPoint-PC

The MatchPoint-PC software consists of five easy to use commands. The commands are very similar to their PCDOS counterparts. You'll find copying information to and from Apple DOS diskettes just about as easy as working with your PCDOS diskettes.

3.1 Running the MPOINT Program

Before you can use the MatchPoint-PC commands, you must run the MPOINT program. Running MPOINT actually makes these commands part of the PCDOS operating system (until you turn off the power or reset the computer). To run MPOINT, be sure you have your system diskette with the working copy of MPOINT in the computer. Enter the following command at the PCDOS prompt:

```
A> mpoint <cr>
```

MPOINT should print a message as it makes the MatchPoint-PC commands part of your operating system. (If the MPOINT program prints a message indicating that the MatchPoint-PC card is not installed, refer to Appendix B.) When the PCDOS prompt returns, the MatchPoint-PC commands are ready for use. They're now built into PCDOS and will stay there until you turn off the power. The diskette with MPOINT can be removed if desired.

3.2.2 Wildcard Characters

In PC DOS a “?” in a file specification is a wildcard character; it matches any character found in that position in the name of a file on diskette. The same is true with the MatchPoint-PC commands.

S?MPLE.FIL

would match

SAMPLE.FIL
SIMPLE.FIL

In PC DOS, an “*” in a file specification matches from zero to the maximum allowable number of characters remaining in a filename.

SAM*.*

would match

SAM
SAM.FIL
SAMPLE.FIL
SAMESTUF.XY

In MatchPoint-PC commands you can use the “?” and “*” the same way. In addition, when specifying Apple DOS filenames, you can use more than one “*” separated by specific characters. This helps when working with Apple DOS files, whose names can be up to 30 characters long and can be made up of several words. The “*” can be used to match from zero to any number of characters.

MY*FILE*

would match

MY DATA FILE
MYFILE
MY FILE OF DATA
MYNEW.DATAFILE

*

would match every file on the diskette,

* *

would match any filename that has a “.” in it. A “.” in an Apple DOS filename has no special significance; it’s just another character.

Control characters are not allowed in PC DOS filenames, but they may be present in Apple DOS filenames. (MatchPoint-PC commands will display them in reverse video on your screen.) Use combinations of the “?” and the “*” in your filename specifications to isolate these files for copying.

?phone numbers

would match filenames that start with a control character (or any character for that matter).

3.2.3 Invalid MatchPoint Filename Characters

Some characters can’t be used when you are specifying an Apple DOS filename to the MatchPoint-PC commands. These characters are either not allowed by PC DOS or are used to signify command line options to PC DOS and MatchPoint-PC. The characters are as follows:

/ < > | or any control characters

3.2.4 Locked Files

Apple DOS files can be assigned a “locked” status. Locking an Apple DOS file makes it readable but not modifiable or erasable. If a file has been locked, an “*” will appear in front of the file type in the directory of the Apple DOS diskette. The MatchPoint-PC commands use the /L option to allow locked files to be erased and modified.

3.2.5 Volume Numbers

Apple DOS diskettes have "volume numbers" associated with them at their time of initialization. These numbers can be checked by programs to make certain that the correct diskette is in place. A volume number can be specified when the diskette is initialized by use of the *V* option. If no volume number is specified, the number 254 is used. Specifying volume 0 also causes 254 to be used (this follows Apple DOS conventions). Any other number from 1 to 254 can be specified and will be used as the volume number.

MatchPoint-PC commands will ignore the volume number of the diskette unless it's specified with the *V* option. If the *V* option is used in a MatchPoint-PC command, the specified volume number must match the diskette or the MatchPoint-PC command will not execute.

3.3 MatchPoint-PC Commands

Following are detailed descriptions of each of the MatchPoint-PC commands. The function, options, and description of each command are given in reference form. Examples are provided to clarify the important aspects of each command.

Copying Files to and from an Apple DOS Diskette - ACOPY

Syntax - **acopy fileA fileB options**

Purpose - ACOPY is used to copy a specified file or group of files from one diskette to another. You'll use ACOPY to move files from Apple DOS diskettes to PC DOS and vice versa.

Options -

/B - specifies that the Apple DOS file is a BINARY file

/L - specifies that a locked file is to be created

/T - specifies that the Apple DOS file is a text file

/Vn - specifies that the Apple DOS diskette should have the volume number specified by *n*

Description -

The files specified in "fileA" are copied to the disk drive and name specified in "fileB." If no name is specified in "fileB," the files created will have the same names as the original files. Since Apple DOS filenames cannot begin with a number, a "#" will be inserted if necessary when Apple DOS files are created. (Only the first 11 characters of an Apple DOS name can be used in a PC DOS name.)

(Assume that the MatchPoint drive is B for the examples.)

A > acopy b:letter a:letter

Copies LETTER from the Apple DOS diskette in drive B to a PC DOS file called LETTER in drive A.

A > acopy b:letter a:

Also copies LETTER from the Apple DOS diskette in drive B to a PC DOS file called LETTER in drive A.

A> acopy b:let* a:

Copies any file whose name begins with LET from the Apple DOS diskette in drive B to a PCDOS file by the same name (up to 11 characters) in drive A.

A> acopy b:pretty big name a:

Copies PRETTY BIG NAME from the Apple DOS diskette in drive B to a PCDOS file called PRETTY_B.IGN in drive A.

A> acopy a:010585.sls b:

Copies 010585.SLS from the PCDOS diskette in drive A to an Apple DOS file called #010585.SLS on drive B.

A> acopy a:* .txt b:

Copies all files having an extension of .TXT from the PCDOS diskette in drive A to a file by the same name on the Apple DOS diskette in drive B.

Control characters are not allowed in PCDOS filenames, but they may be present in Apple DOS filenames. (MatchPoint-PC commands will display them in reverse video on your screen.) Use combinations of the "?" and the "*" in your filename specifications to isolate these files for copying.

A> acopy b:?phone numbers a:

Copies Apple DOS filenames starting with a control character from drive B to a file named _PHONE_N.UMB on the PCDOS diskette in drive A.

If a single filename is specified in "fileB" and multiple files are specified in "fileA," copies of the originals will be combined into one file specified in "fileB."

A> acopy b:sales* a:bigfile

Combines copies of all files whose names begin with SALES from the Apple DOS diskette in drive B into one file named BIG-FILE on the PCDOS diskette in drive A.

If a disk drive letter is not specified in either "fileA" or "fileB," the default drive will be used.

A> acopy letter b:

Copies the file LETTER from the PCDOS diskette in drive A to the Apple DOS diskette in drive B.

B> acopy letter a:

Copies the file LETTER from the Apple DOS diskette in drive B to the PCDOS diskette in drive A.

Since "*" and "?" are valid characters in Apple DOS filenames, they cannot be used to specify a group of Apple DOS filenames to be created in "fileB." They will be taken at face value.

A> acopy b:* .txt a:* .prn

Copies any files whose names end in .TXT from the Apple DOS diskette in drive B to similarly named files ending in .PRN on the PCDOS diskette in drive A.

A> acopy a:* .txt b:* .prn

Combines copies of any files whose names end in .TXT from the PCDOS diskette in drive A into a file named *.prn on the Apple DOS diskette in drive B. The files are assumed to be text files. MatchPoint-PC will convert the given file from PCDOS to Apple DOS text file format and create a text file on the Apple DOS diskette.

You can copy the entire contents of a diskette by specifying only the drive letters.

A> acopy a: b:

Copies everything from the PC DOS diskette in drive A to the Apple DOS diskette in drive B.

A> acopy b: a:

Copies everything from the Apple DOS diskette in drive B to the PC DOS diskette in drive A.

The ACOPY command can be used to copy from one file to another on the same drive.

A> acopy a:letter a:sample

Copies the PC DOS file LETTER on drive A to the PC DOS file SAMPLE on drive A.

A> acopy b:what fun b:you bet

Copies the Apple DOS file WHAT FUN on drive B to the Apple DOS file YOU BET on drive B.

To specify a PC DOS file in the ACOPY command, you can use any valid PC DOS pathname.

A> acopy b:inventory data a:\database\inventory.dat

Copies the Apple DOS file INVENTORY DATA on drive B to the PC DOS file INVENTORY.DAT in the DATABASE subdirectory on drive A.

A> acopy a:\wordproc\customer.let b:

Copies the PC DOS file CUSTOMER.LET in the WORDPROC subdirectory on drive A to the Apple DOS file CUSTOMER.LET on drive B.

Examples of Options

PC DOS doesn't distinguish between binary and text files for its purposes. However, since Apple DOS does make this distinction and Apple DOS text files are stored without LINEFEED characters at the end of each line, you should specify the /T option whenever you copy a text file between PC DOS and Apple DOS. If you don't, you'll probably end up with a document that is double-spaced or that prints everything on the same line. If you don't specify either /B or /T, the file will be treated as though it's a binary file (no text conversions will be made). When you are combining files, the text option will be assumed unless you specify /B.

A> acopy a:customer.let b:/t

Copies the PC DOS file CUSTOMER.LET from drive A to the Apple DOS file CUSTOMER.LET on drive B and converts it to a text file.

A> acopy a:*.dat b:big data file/b

Combines copies of all PC DOS files on drive A ending in .DAT into the Apple DOS file BIG DATA FILE on drive B. The assumed text conversion has been overridden with the /B option.

To use the /V option with a volume number, the Apple DOS diskette in the MatchPoint drive must have been initialized with that volume number. If the diskette's volume number doesn't match the one you specified, a message will be printed and the copy operation will not be performed. (Use the A DIR command to show the diskette's volume number.) Specifying volume 0 is the same as not specifying a volume number; the specification will be ignored.

A> acopy a:customer.dat b:/v5

Copies the PC DOS file CUSTOMER.DAT from drive A to the Apple DOS file CUSTOMER.DAT on drive B. If the Apple DOS diskette doesn't have a volume number of 5, the copying will not be done and a message to that effect will be printed.

A > **adel b:???sales*1984***

Deletes all files whose names contain SALES in the 4th through 8th character positions and "1984" in any character positions after that from the Apple DOS diskette in drive B.

Examples of Options

To use the /V option with a volume number, the Apple DOS diskette in the MatchPoint drive must have been initialized with that volume number. If the diskette's volume number doesn't match the one you specified, a message will be printed and the delete operation will not be performed. (Use the ADIR command to show the diskette's volume number.) Specifying volume 0 is the same as not specifying a volume number; the specification will be ignored.

A > **adel b:sales.jun/v5**

Deletes the Apple DOS file SALES.JUN from the diskette with volume 5 in drive B. If the diskette volume is not 5, a message will be printed and the deletion will not occur.

If the /L option is present, the Apple DOS files specified will be deleted even if they're locked.

A > **adel b:test questions/L**

Deletes the Apple DOS file TEST QUESTIONS from the diskette in drive B, even if the file is locked.

Any unused MatchPoint-PC option will be ignored and the command will be executed as if the option were not there.

A > **adel b:datafile/b**

Deletes the Apple DOS file DATAFILE from the diskette in drive B.

Checking the Directory (Catalog) of the Apple DOS Disk - ADIR

Syntax - **adir fileA options**

Purpose - ADIR is used to check the directory of the Apple DOS diskette in the MatchPoint drive. You'll use ADIR to see what files are on the Apple DOS diskette and to find out the volume number of the diskette. You'll also use ADIR to find out what a long Apple DOS filename would be shortened to if you used the ACOPY command to copy the file to PCDOS.

Options -

/M - displays the name that the ACOPY command would create if the file were copied to a PCDOS diskette without the specification of a destination filename

Description -

Any filenames matching the specification in "fileA" will be shown on the screen in the same display format as for an Apple DOS CATALOG command (the Apple DOS equivalent of a DIRECTORY command). The drive letter need not be specified. If no filename is specified, all filenames on the Apple DOS diskette will be shown. If a drive letter other than the MatchPoint drive is specified, a message will be printed and you will be allowed to either continue using the MatchPoint drive or terminate the command. The volume number of the diskette will be printed with any ADIR command.

(Assume that the MatchPoint drive is B for the examples.)

A > **adir b:inventory***

Displays all Apple DOS files whose names begin with INVENTORY on drive B.

A > **adir inventory***

Also displays all Apple DOS files whose names begin with INVENTORY on drive B.

A > **adir**

Displays the names of all Apple DOS files present on drive B.

Initializing a Blank Diskette into Apple DOS Format - AINIT**Syntax** - **ainit driveletter options****Purpose** - AINIT is used to initialize a blank diskette into Apple DOS format so you can put information on it. You'll use AINIT when you want to give someone information you have created for use on an Apple computer and you don't already have an Apple DOS diskette to put it on. AINIT is equivalent in function to your PC DOS FORMAT command.**Option** -

/Vn - specifies that the Apple DOS diskette should have the volume number specified by n.

Description -

The diskette in the drive specified by DRIVELETTER will be initialized into Apple DOS format. A message will be printed asking if you want to continue, because **initialization will erase any existing data on the diskette**. You can initialize blank diskettes or diskettes that have been used previously. After initialization you will have a diskette ready for Apple DOS use and containing no files. The MatchPoint drive letter doesn't need to be specified. If you specify a drive other than the MatchPoint drive, a message will be printed and you'll be allowed to either continue on the MatchPoint drive or terminate the command.

(Assume that the MatchPoint drive is B for the examples.)

A> **ainit b:**

Initializes the diskette in drive B into Apple DOS format.

A> **ainit**

Also initializes the diskette in drive B into Apple DOS format.

Examples of Options

Apple DOS diskettes have a volume number associated with them at the time of initialization. Valid numbers are from 1 to 254 and will default to 254. You can specify some other number by using the /V option. If you specify 0, 254 will be used. (This follows an Apple DOS convention.) The volume number of the diskette can be used in conjunction with other MatchPoint-PC commands or with Apple DOS software.

A > ainit b:/v10

Initializes the diskette in drive B into Apple DOS format with a volume number of 10.

Any invalid or unused MatchPoint-PC options specified in the AINIT command will be ignored and the command will be executed as if they had not been typed.

Viewing the Contents of a Text File on the Screen - ATYPE**Syntax - atype fileA options**

Purpose - ATYPE is used to view the contents of Apple DOS text files. ATYPE causes the specified file or files to be listed on the screen. You'll use ATYPE to help you verify the contents of a file without going through the work of printing it out or calling it up under a word processor or text editor. ATYPE is similar in function to the PC DOS TYPE command.

Option -

/Vn - specifies that the Apple DOS diskette should have the volume number specified by n

Description -

The files specified in "fileA" will be listed on the computer screen for quick viewing. You can stop the listing by pressing <ctrl>S and resume it by pressing <ctrl>Q. You can terminate the display by pressing <ctrl>C or <ctrl>BREAK. If more than one file matches the specification in "fileA," the files will be listed sequentially. The MatchPoint drive letter doesn't need to be specified. If a drive other than the MatchPoint drive is specified, a message will be printed and you'll be allowed to either continue on the MatchPoint drive or terminate the command.

(Assume that the MatchPoint drive is B for the examples.)

A > atype b:christmas list

Lists the Apple DOS file CHRISTMAS LIST on the screen.

A > atype christmas list

Also lists the Apple DOS file CHRISTMAS LIST on the screen.

A > atype *text

Lists to the screen any Apple DOS files whose names end in TEXT; if there is more than one, they will be listed sequentially.

Bad or possible non-Apple diskette in drive _.

The MatchPoint-PC command trying to execute is unable to read the diskette in the MatchPoint drive. Make sure you have an Apple DOS diskette in the MatchPoint drive. Your disk drive may require modification or be out of alignment, the Apple DOS diskette may be defective or may have been created on an Apple drive that was out of alignment, or the MatchPoint-PC card may have a problem. The “_” in the message will be replaced with your MatchPoint drive letter. If the problem persists, try initializing a new diskette to Apple DOS format with the AINIT command. Copy the files to it again and try again.

Data error on diskette in drive _.

While reading from the Apple DOS diskette, the MatchPoint-PC command has detected an error. Your disk drive may require modification or be out of alignment, the Apple DOS diskette may be defective or may have been created on an Apple drive that was out of alignment, or the MatchPoint-PC card may have a problem. The “_” in the message will be replaced with your MatchPoint drive letter. If the problem persists, try initializing a new diskette to Apple DOS format with the AINIT command. Copy the files to it again and try again.

File not found.

The MatchPoint-PC command was unable to find a file whose name matched the one you specified.

MatchPoint-PC requires DOS version 2.0 or greater!

The MatchPoint-PC software will work only with PC DOS operating systems of version 2.0 or greater. You have probably tried to run with version 1. Create a new working copy of the MatchPoint-PC software on a diskette with PC DOS version 2.0 or greater and try again.

Memory allocation error.

MPOINT has detected an error during its process of asking PC DOS for some space for the MatchPoint-PC command to use. This type of error shouldn't be encountered in normal operation. If you get it, your operating system software has probably lost its integrity (crashed). Try powering off your computer and then starting over again. If that doesn't work, try making a new working copy of the MatchPoint-PC software and starting over again.

No matching files found.

There were no files found on the diskette whose names matched the filename you specified in your command.

No parameters specified.

ACOPY was invoked, but it wasn't told what to do. Filenames or drive letters for the ACOPY command need to be entered on the command line when ACOPY is invoked.

Not enough memory available—16K needed.

The MatchPoint-PC commands require only 16K of memory to run. If you don't have at least that much available when you use a Matchpoint-PC command, the message will be printed. It's unlikely that you'll ever get this message, since most IBM PCs and compatible computers have at least 64K of memory and usually much more than that. You'll need to free up some space by cutting down on other resident programs or RAM disk, or adding more memory to your computer.

Sector not found error on diskette in drive _.

The MatchPoint-PC command trying to execute is unable to locate the desired spot on the Apple DOS diskette. Your disk drive may require modification or be out of alignment, the Apple DOS diskette may be defective or may have been created on an Apple drive that was out of alignment, or the MatchPoint-PC card may have a problem. The “_” in the message will be replaced with your MatchPoint drive letter. If the problem persists, try initializing a new diskette to Apple DOS format with the AINIT command. Copy the files to it again and try again.

Seek error on diskette in drive _.

The MatchPoint-PC command trying to execute is unable to locate the desired spot on the Apple DOS diskette. Your disk drive may require modification or be out of alignment, the Apple DOS diskette may be defective or may have been created on an Apple drive that was out of alignment, or the MatchPoint-PC card may have a problem. The “_” in the message will be replaced with your MatchPoint drive letter. If the problem persists, try initializing a new diskette to Apple DOS format with the AINIT command. Copy the files to it again and try again.

The diskette in drive _ is not in a recognizable Apple format.

The MatchPoint-PC command you specified was unable to execute because the format of the diskette in the MatchPoint drive was not recognized. The “_” in the message will be replaced with your MatchPoint drive letter. Check the format of the diskette.

The volume number specified doesn't match the diskette.

The optional Apple DOS diskette volume number specified in your command doesn't match the volume number of the diskette. The command will not be executed.

There is not enough free space on drive _ to fit this file.

The file in the process of being created by the ACOPY command is greater in size than the amount of space left on the Apple DOS diskette. The ACOPY command will terminate at this point. Any previous files will have been copied successfully. You can either put in an Apple DOS diskette with more free space on it or make room on the current diskette by deleting something. The “_” in the message will be replaced with your MatchPoint drive letter. The ADIR command will show you how much free space there is.

Warning! Initializing a diskette will erase any existing data. Are you sure that you want to initialize the diskette in Drive _ (y/n)?

Initializing a diskette will write information on the entire diskette, so it will wipe out anything that previously existed. Don't initialize a diskette that has any valuable information on it. The “_” in the message will be replaced by your MatchPoint drive letter. If you wish to initialize, press **y**.

You specified a drive letter that is not your Apple drive. Would you like to go ahead with this command using drive _ (y/n)?

A drive letter other than the MatchPoint drive was specified for a function involving the Apple DOS diskette. You can use the MatchPoint drive by pressing **y**.

The activity lights on the floppy drives never go on and the drives won't read diskettes.

This problem is most likely to occur immediately after installation of the MatchPoint-PC card if either of the cables attached to it is left disconnected. Make sure that the cable from your floppy drives is connected to the MatchPoint-PC card. Also make sure that the other cable from the MatchPoint-PC card is connected to your computer card where the floppy drive cable used to be attached.

Everything appears to be installed correctly. MatchPoint-PC can read Apple diskettes but not write to them. PC DOS can both read and write to diskettes properly.

This condition can sometimes occur when two disk drives are connected to a computer and both drives contain resistor termination packs. Only the drive connected to the very end of the drive cable should have a termination pack installed. If your computer shows this problem and you don't know what a resistor termination pack is, refer the problem to a trained service technician.

Appendix C BASIC Programs

If you have Applesoft or Integer BASIC programs that you would like to move over to PC DOS format, they have to be written to an Apple text file first. This is necessary because BASIC stores its programs in a compressed form on diskette. Use the following procedure to convert the Applesoft or Integer BASIC program into a text file on the Apple diskette.

- 1) Boot the Apple computer with the diskette that has the program you want to convert.
- 2) Use the BASIC LOAD command to read the program into memory
- 3) Enter the following line at the start of your program:

```
0 PRINT "<ctrl-D>OPEN APPLEPGM.BAS":  
  PRINT "<ctrl-D>WRITE APPLEPGM.BAS":  
  POKE 33,33:LIST 1-:  
  PRINT "<ctrl-D>CLOSE" :END
```

(This is all typed on one line.)

- 4) RUN the program. When it finishes, a text file named APPLEPGM.BAS will have been created on your Apple DOS diskette.
- 5) Once you have a text file containing the BASIC program that you want to transfer, use the MatchPoint-PC A COPY command to copy the APPLEPGM.BAS file from the Apple DOS diskette to a PC DOS diskette.

Now that you have the BASIC program on a PC DOS diskette, you can use the PC DOS BASIC LOAD command to read the program into memory. The program probably will not run without modification. You should change any PEEKs, POKEs, CALLs, or disk file statements into their equivalent PC DOS BASIC statements. Even though PC DOS BASIC has PEEK, POKE, and CALL functions, the memory locations referenced in a Apple BASIC program are meaningless under PC DOS BASIC. Any PEEKs, POKEs, or CALLs left in the program may cause unpredictable results if you RUN the program.

Appendix D UniForm-PC

The software you received with the MatchPoint-PC card is used for accessing information on Apple DOS diskettes. If you have the UniForm-PC (Version 2.0 or higher) program by Micro Solutions, you can access Apple SoftCard CP/M diskettes too.

As with any other CP/M formats supported by UniForm-PC, you'll be able to put the Apple CP/M diskette into the MatchPoint drive and use it as though it were a PCDOS diskette! Your computer won't know the difference because UniForm fools your computer into thinking that the CP/M diskette you are using is a PCDOS diskette.

Once you have the MatchPoint-PC card installed in your computer, Apple CP/M and some previously unreadable hard-sectored formats will automatically appear in the UniForm-PC menu of formats.

UniForm-PC allows you to make use of the full power of MatchPoint-PC.

Appendix F Update Policy

Since the MatchPoint-PC software may be updated with new features, registered users can send in their master diskettes for updating to the latest version. Please note the following policy for updating MatchPoint-PC master diskettes:

- There is a nominal charge for updating MatchPoint-PC master diskettes. Contact Micro Solutions for the current update charge before sending in your master diskette. Payment for the update must be included with the diskette.
- In order to obtain an update, you must send in your original master MatchPoint-PC diskette. Copies will not be accepted.
- A registration card for your MatchPoint-PC must be on file with us before your diskette will be updated. If you did not receive one with your package or if you lost it, contact us and we'll send one to you. You can then return the completed card along with your diskette for updating.

Appendix G Technical Support

Most questions about MatchPoint-PC and its operation are answered in this guide. If you are still in need of help, contact Micro Solutions and ask for MatchPoint-PC technical assistance. Please have the following information handy before calling:

- the serial number and version from your MatchPoint-PC diskette
- the make and model of the computer that you are using

Our technical assistance staff will be happy to answer your MatchPoint-PC questions Monday through Friday during normal business hours at 815-756-3411.

