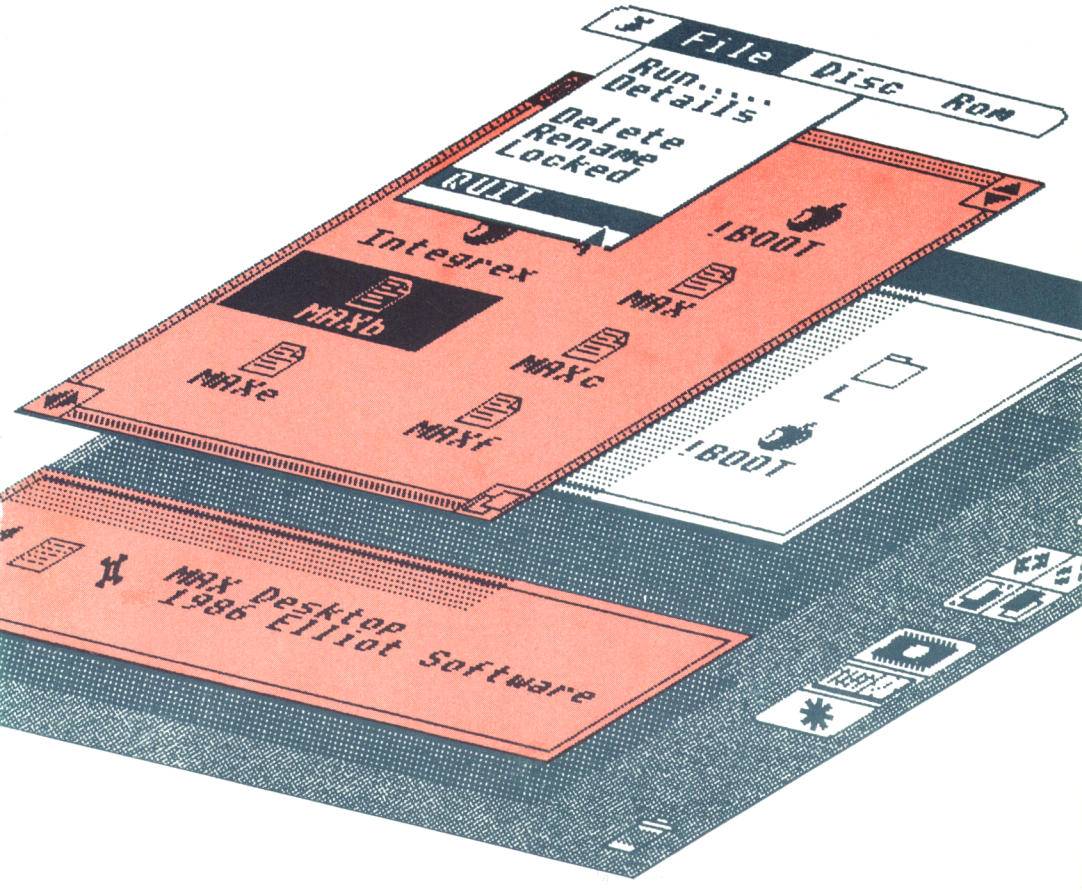
MAX

USERS GUIDE



'MAX'

USER GUIDE

by

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WARNING

BEFORE COMMENCING TO USE THE 'MAX' ROM, USERS ARE STRONGLY RECOMMENDED TO USE BACKUP DISCS IN CASE DATA IS LOST WHILST EXPERIMENTING WITH 'MAX'.

YOU MUST FIRST CARRY OUT THE FOLLOWING OPERATIONS:-

(i) Insert the 'MAX' ROM (see Section 2.1 below).

(ii) Plug in the AMX Mouse, Joystick or Tracker Ball where appropriate (see Section 3.1 below).

(iii) BEFORE using 'MAX' read Chapter 3—this is especially important for Keyboard, Joystick or Tracker Ball users.

(iv) Insert the Function Key Strip in its place above the keyboard.

NOTE

Every care has been taken to make the 'MAX' ROM compatible with as wide a range of BBC micro models and accessories as possible. If you have a non-standard configuration, and especially non Acorn DFS or ADFS, we strongly advise you to take advice from your dealer before fitting 'MAX'. Neither Elliot Software Limited nor Advanced Memory Systems Limited can be held responsible for the loss or damage to users' software caused by the use of the 'MAX' ROM, and users are warned that 'MAX' gives access to powerful disc filing commands, wrong use of which can lead to the deletion of files and loss of data. Users are strongly advised to read this User Guide thoroughly before commencing use of the 'MAX' environment, and to use backup discs in case data is lost.

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1 THE 'WIMP' CONCEPT

The launch of the Apple Macintosh computer caused a revolution in the micro world, and its WIMP (Window, Icon, Menu, Pointer) environment has been recognised as the most user friendly way in which computers can be operated by ordinary people. This 'point and shoot' concept has been picked up by most manufacturers and incorporated into their filing systems. Until now though, this option has not been available to the large number of BBC micro users. The micro world was duly impressed when Advanced Memory Systems Ltd and Elliot Software Ltd. launched the AMX Mouse with the AMX-ART and SUPER ART packages which gave the BBC micro many of the graphic capabilities of the Macintosh. AMS and ESL are now pleased to announce a further giant step forward for BBC owners—'MAX'!

The 16k 'MAX' ROM, is the solution to the previous lack of a WIMP (window, icon, menu, pointer) environment on the BBC micro. 'MAX' is compatible with all current BBC models, including the Model B, B+, Master, and Master Compact with a minimum of one and a maximum of six disc drives. It is also compatible with the Acorn 6502 2nd Processor (Turbo), sideways RAM/ROM boards, Acorn DFS and ADFS filing systems, and Mouse, Joystick, Tracker Ball or Keyboard control.

Fig. 1—The 'MAX' Desktop

1.1 THE 'MAX' DESKTOP

'MAX' gives BBC micro users a 'Desktop environment' (see fig. 1), allowing discs and ROMs to be catalogued, files to be copied, and programs to be run simply pointing at 'icons', or using 'pull down menus', and pressing a button or key. A full explanation of the many Desktop operations is given in Section 4 below.

1.2 WINDOWS

The window is a basic element of the WIMP concept, and several overlapping windows may be on screen at any one time, with the top layer being the 'active' window. There are two general types of window. A **Catalogue** Window contains information about files on a disc drive, ROM chips in the machine or ROM images in sideways RAM. More than one Catalogue Window may be displayed at a time, and windows can overlap. Only one window can be active at any one time, and this is the last window selected, which is always the top layer. Multiple windows allow files to be 'picked up' from one window and deposited in another window, allowing files to be copied from one drive to another. A **Message** Window is displayed when an error occurs or some information is provided to help the user.

1.3 ICONS

Icons are small pictures which represent objects, and examples are disc icons, file icons, and symbols for window operations, ROM menu, Control Panel, *Commands and Trash Can. Thanks to 'MAX', pointing at an icon and pressing EXECUTE, is actually all that is required to carry out routine operations. No longer have complicated disc filing commands to be remembered, 'point and shoot' has come to **your** BBC micro!

1.4 MENUS

The Pull Down Menu is a way of having a large number of commands available on screen without taking up display space. This is done by displaying only the menu heading at the top of the screen, which can be expanded to give a list of alternatives by pointing at the heading and pressing a button. The Pull Down Menu is best used in conjunction with a Mouse.

1.5 POINTER

The 'MAX' Pointer is a special arrow icon which is controlled by the movement of the Mouse, Cursor Keys, Joystick or Tracker Ball, and allows accurate selection of icons on the screen in conjunction with the EXECUTE button.

2 INSTALLING 'MAX'

2.1 INSERTING THE 'MAX' ROM

The 'MAX' ROM can quickly be fitted using only a screwdriver, but when handling the ROM care must be taken to isolate it from sources of static electricity (e.g. synthetic clothing, carpets, etc.). Take care to touch some earthed surface before removing the ROM from its protective anti-static foam, and always handle the chip by holding the ENDS, refrain from touching the pins unnecessarily. The fitting procedure is quite straightforward, but if you are in doubt, consult your dealer.

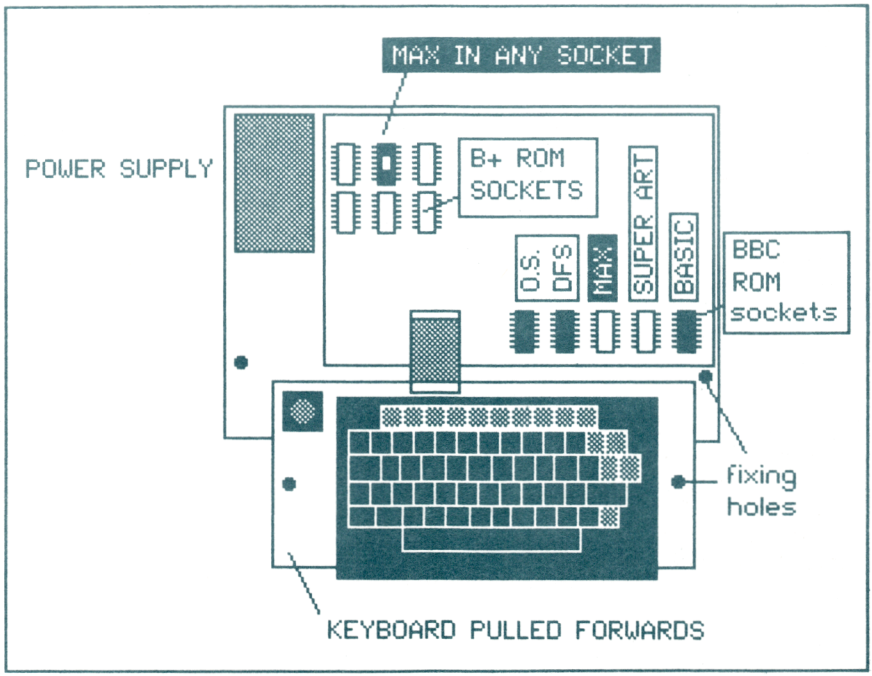

Fig. 2—Inserting the 'MAX' ROM

1. Unplug the BBC from the mains.

2. Remove the four screws on the BBC Microcomputer marked 'FIX'—two are on the back panel and two on the underside.

ON THE STANDARD BBC

3. Lift the lid and remove the bolts holding the keyboard in place.

4. With the computer orientated as for use, ease the keyboard forward to reveal the five large ROM sockets.

5. The left hand socket is used exclusively for the Operating System and will already contain a ROM which must not be removed. The other four sockets are for the paged ROMs.

6. The ROMs must be positioned as shown in fig. 2. Rom board users should position BASIC in the highest priority socket (normally labelled 15 or F), and the 'MAX' ROM may be placed in any other empty socket.

7. The pins on the ROM may require gently bending inwards to align them with the socket, this is best done by pressing sideways onto a flat surface.

8. Insert the ROM into the socket ENSURING THAT THE NOTCH IS AWAY FROM THE KEYBOARD. GOTO 12.

ON THE BBC B+:

9. It is unnecessary to remove the keyboard as the ROM sockets are visible at the rear left hand side of the board. Insert the ROM into an empty socket in either row ENSURING THAT THE NOTCH IS AWAY FROM THE KEYBOARD. GOTO 12.

ON THE MASTER

10. The ROM sockets are at the front right hand corner of the main circuit board, and the 'MAX' ROM may be inserted in the vacant centre socket (use of any other socket will disable 32K of the sideways RAM). An alternative is to use an Acorn ROM carrier and use either of the plug-in ROM cartridge sockets above the numerical keypad. GOTO 12.

ON THE MASTER COMPACT

11. As on the MASTER, the ROM sockets are at the front right hand corner of the main circuit board, and the 'MAX' ROM may be inserted into any vacant socket. GOTO 12.

12. Check all pins are correctly inserted and none are bent under.

13. Replace Keyboard and lid.

14. On switching on the computer, and typing *HELP<RETURN> should include 'MAX Version 1.2 by Peter Elliot' in the list of ROMS, if not, switch off and check the ROM is inserted correctly.

15. Place the Function Key Strip in position above the keyboard.

3 USING 'MAX'

The 'MAX' Desktop as shown in figure 1, is obtained by pressing <f9> + <BREAK>, <f8> + <BREAK>, or *MAX <RETURN> after switching on the computer. Users with the normal Acorn DFS filing system should use the f9 option, users with the Acorn ADFS filing system should use the f8 option. *MAX <RETURN> is equivalent to pressing f9+ <BREAK> and will enter the DFS mode. On entering the Desktop, the default pointer control is by means of the AMX Mouse, but the system may be reconfigured for Keyboard, BBC Joystick, or Marconi Tracker Ball by pressing <f3>, <f4>, or <f6> as indicated on the Function Key Strip (see Sections 3.2, 3.3, and 3.4 below). Using 'MAX' will be second nature to AMX Mouse owners, but a few minutes practice is all that is needed to realise how 'MAX' can transform the use of the computer.

3.1 AMX MOUSE USERS

The default startup mode for 'MAX' is for use with the AMX Mouse, and 'MAX' is entered when switching on the machine and pressing <f9> + <BREAK> for DFS systems, or <f8> + <BREAK> for ADFS systems. Mouse mode may be re-entered at any time from within 'MAX' by pressing <f5>.

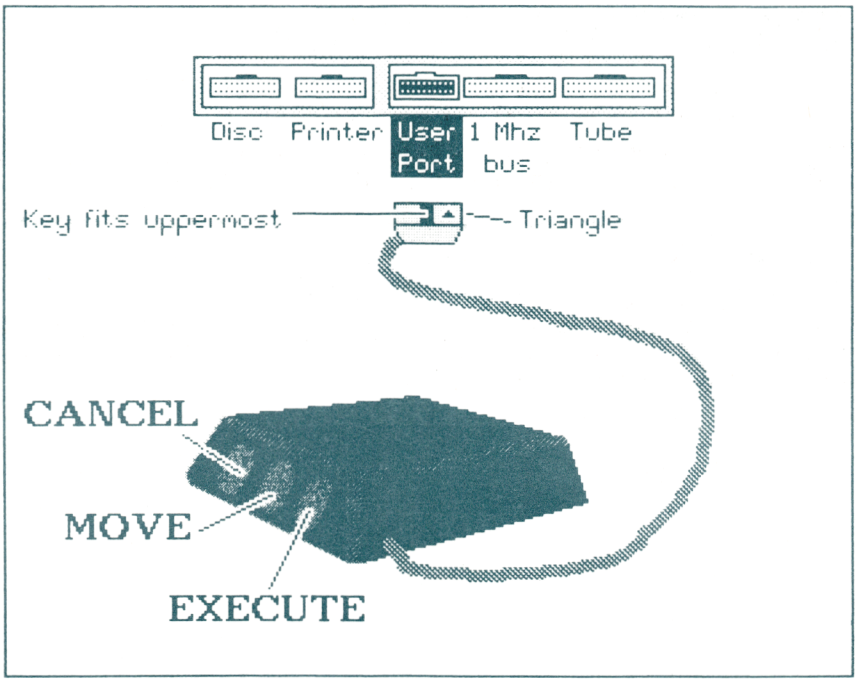

Fig. 3—Plugging in the Mouse

The Mouse is generally recognised to be a superior form of pointing device, and the AMX Mouse, together with the accompanying ROM routines, may be used with a wide range of commercial software. When used with specially written software such as 'MAX', AMX SUPER ART, or any of the wide range of AMX Mouse software, the computer is transformed into an altogether more friendly tool which can easily be used by non-technical people.

BEFORE CONNECTING THE MOUSE, SWITCH OFF THE COMPUTER.

The Mouse simply plugs into the User Port socket on the front underside of the BBC computer as shown in Fig. 3. Care must be taken to ensure that the plug is inserted the correct way around, the key should be uppermost and the small triangle indicating pin 1 should be to the right. Throughout this Manual, the Mouse buttons are referred to as EXECUTE, MOVE, and CANCEL reading from left to right.

3.2 KEYBOARD USERS

Keyboard mode is entered from the 'MAX' Desktop by pressing <f3>. In keyboard mode, the pointer is moved by using the Cursor keys, and the EXECUTE, MOVE, and CANCEL buttons are simulated by pressing <f0>, <f1>, and <f2> respectively, as indicated on the Function Key Strip.

3.3 JOYSTICK USERS

'MAX' may be operated by any BBC compatible analogue joystick, and Joystick mode is entered from the 'MAX' Desktop by pressing <f4>.

This allows the JOYSTICK to control the pointer, the FIRE BUTTON, <f1>, and <f2> to simulate the Mouse EXECUTE, MOVE and CANCEL buttons.

3.4 TRACKER BALL USERS

'MAX' may be operated by a Marconi Tracker Ball, and Tracker Ball mode is entered from 'MAX' Desktop by pressing <f6>. The Mouse EXECUTE, MOVE, and CANCEL buttons are replaced by the three Tracker Ball buttons.

4 A GUIDED TOUR OF 'MAX'

Enter 'MAX' by pressing <f9> + <BREAK> for DFS filing systems or <f8> + <BREAK> for ADFS filing systems as described in 3 above, and set up for Pointer control by means of an AMX Mouse, Keyboard, Joystick or Tracker Ball control by pressing <f5>, <f3>, <f4>, or <f6>. The 'MAX' Desktop is displayed as shown in Fig. 4 below, and on first entering 'MAX' you will be presented with the Control Panel. All 'MAX' operations in this guide will be described assuming Pointer control is by means of the AMX Mouse.

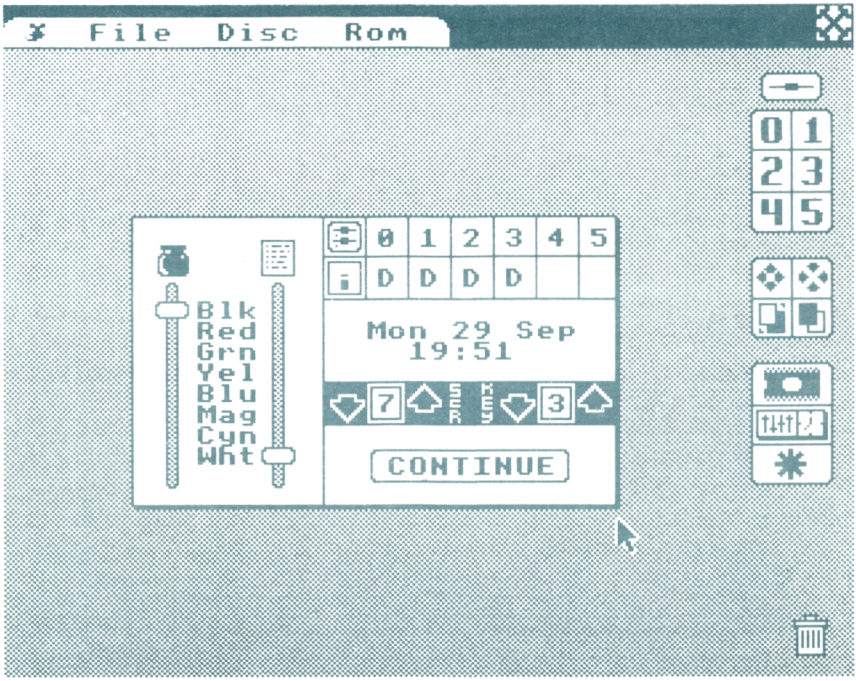

Fig. 4—The 'MAX' Desktop with Control Panel

4.1 THE CONTROL PANEL

On first entering the Desktop, you will be presented with the 'Control Panel'. This allows you to set background and foreground colours to suit your display, set up the number of discs and disc filing system, the mode on exit from 'MAX', and keyboard repeat rate.

At the left hand side of the Control Panel are the sliders controlling the screen colours. Free choice of foreground (ink), and background (paper) colours can be made by moving the pointer over the two sliders at the left hand side and repositioning the settings by pressing and holding down the EXECUTE button.

At the top right of the control panel is the Disc Setup section, and this is where you must indicate the number of disc drives and the disc operating system in use (DFS or ADFS). Moving the pointer over the drive numbers and pressing EXECUTE will select or deselect the drive. Moving over the Disc or Disc Drive icons and pressing EXECUTE will select DFS (D) or ADFS (A) disc filing systems. Depending on whether <f9> + <BREAK> or <f8> + <BREAK> has been used to enter 'MAX', all drives will be shown as D or A.

On Master Compact systems, the drives will be set up automatically to ADFS (A). As will be explained later, you may return to the Control Panel at any time and change the filing system by pressing EXECUTE when over the Control Panel icon.

Below the Disc Setup section is a Time window, which on Master systems will display the time of entry into the control panel. No time is displayed on other systems.

Below the Time window are arrow icons which allow (on the left) for the screen mode on exit to be chosen by pressing EXECUTE over the left (down) arrow or right (up) arrow, and (on the right) for the keyboard repeat rate to be set.

Having setup the system to your requirements, you may leave the Control Panel by moving over the CONTINUE label and pressing EXECUTE, or by simply pressing CANCEL.

4.2 THE DISC ICONS

At the top right of the Desktop is the Disc Drive Icon with six drive numbers below. For test purposes, place a disc in each of your disc drives, (better use copies of your work discs until you become more familiar with 'MAX'). To catalogue a disc simply move the pointer over the appropriate drive number and press EXECUTE. You will now be presented with a Catalogue Window as shown in figure 5.

CAUTION: Should you attempt to catalogue a non-existent drive, nothing will happen. However, should you attempt to catalogue a drive with no disc in the drive, the DFS will not pass control back to 'MAX' and the machine will hang up. Simply place a disc in the offending drive and allow 'MAX' to resume control.

4.3 THE CATALOGUE WINDOWS

In the Catalogue Window the files on the disc are shown in icon form with the name of the file below the icon. The type of icon displayed is a guide to the type of file, and these are displayed in full in Appendix A. Several Catalogue Windows may be on the Desktop at any one time, the first window being full size, and subsequent windows being initially of reduced size. Drives may also be catalogued by pressing the appropriate number key (0-5) on the main keyboard.

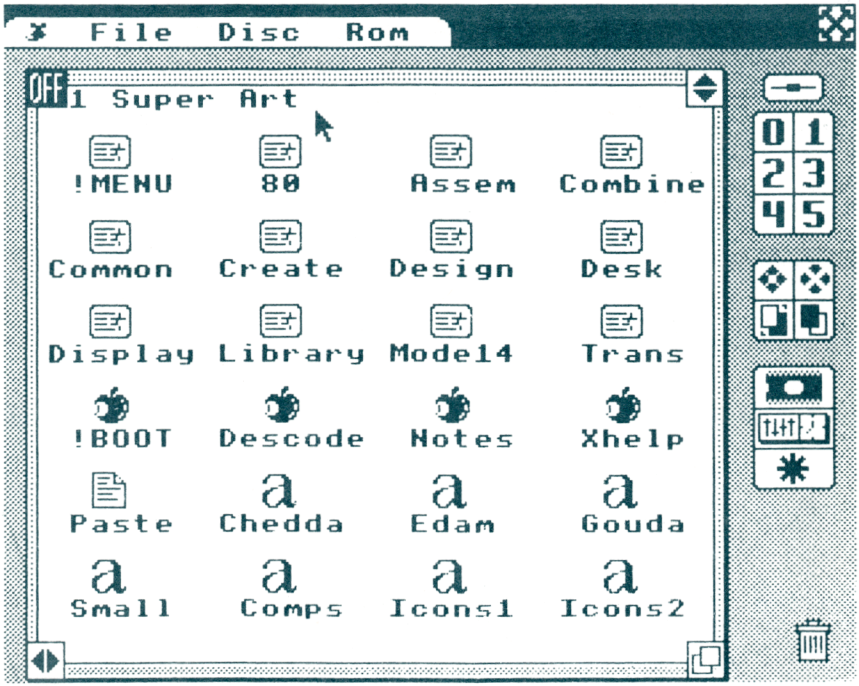

Fig. 5—The Catalogue Window

Now catalogue another disc drive by pointing at the drive number icon and pressing EXECUTE. The first window will now lose its border and become 'inactive', and a new Catalogue Window for the second drive will appear on the Desktop, overlapping the previous window where necessary. The second window now acquires the control icons, and becomes the current 'active' window. After cataloguing several drives, you will note that the windows are initially quite small, and appear in two rows with drive 0, 4, and 1 across the top and drives 2, 5 and 3 across the bottom. To make any window active, simply move the pointer over any part of the window and press EXECUTE.

All operations are carried out on the currently 'active' window. If you wish to make an 'inactive' window 'active', simply point anywhere in the exposed part of the window and press EXECUTE. The window will be moved to the top layer and become the current 'active' window, allowing files to be selected, run, etc.

The Catalogue Window has several features which allow the window to be altered in size, moved around the screen, and to allow the contents of the window to be scrolled. These are a feature of all windows when they are in the 'active' state, i.e. when they are in the top layer.

At the top right and bottom left hand corners of the window are pairs of "arrow" icons which control the scrolling of the Window contents. Depending on the size of the window, and the number of files on the disc, there may be several files which cannot be seen. Pressing EXECUTE over any of the arrows will scroll the window contents up, down, left, or right, thus allowing further files (if present) to be displayed.

At the bottom right hand corner of the window is the Window Control Icon. Moving over this icon, pressing AND HOLDING DOWN the EXECUTE button will allow the window to be changed in size by simply moving the Pointer. By this means, it is possible to display several windows to allow the copying of files from drive to drive. When cataloguing a disc drive, 'MAX' automatically places the complete directory and file information into memory. Depending on which model of BBC micro is used, and the number of files in each directory, this places a limit on the number of catalogue windows that may be displayed at any one time, but this is not normally reached in everyday use. However, if this does happen an error message 'Too many Windows' will be displayed, and the situation may be corrected by closing one of the unused windows.

Now reduce the currently 'active' window in size and move over the Window Control Icon, press and HOLD DOWN the MOVE button. On moving the pointer, you will now be able to reposition the entire window anywhere on the Desktop, a useful feature when wishing to copy files from drive to drive.

At the top left hand corner of the window is the OFF icon. Pressing EXECUTE over this icon will close the current 'active' window.

4.4 THE WINDOW CONTROL ICONS

Another way of expanding, changing or closing the active window is by the use of a special set of Control Icons on the Desktop below the drive number icons. The top left hand icon when selected expands the current active window. The first 'click' expands the current window to full width, the second 'click' expands the window to maximum size.

The top right hand Control Icon closes the current window completely, and mirrors the 'OFF' icon at the top left hand corner of the active window.

The bottom left icon when 'clicked' swaps the last two windows, the previously opened window becoming the 'active' window.

The bottom right icon when 'clicked' brings the bottom window to the top, and is useful when a 'Too many Windows' error message is displayed on trying to open a further window, and allows the least used window to be closed in order to create more space. Repeated 'clicking' of this icon will 'shuffle' the order of the windows, allowing the searching of several full size windows for the appropriate file.

4.5 THE PULL DOWN MENUS

Along the top of the Desktop are four Pull Down Menu headings; 'Mouse', 'File', 'Disc', and 'Rom'. Menus are selected any time by moving over the menu heading and pressing and HOLDING DOWN the EXECUTE button. The various options are then selected by moving down the menu when each will be inverted in turn, and RELEASING the EXECUTE button over the desired option. After using an option, you are automatically returned to the Desktop with the previously opened windows restored.

Any illegal options will be indicated in pale text. An option will be illegal if it requires a file to be selected before information can be displayed or an operation carried out, and a file has not been selected first.
At the top right hand corner of the screen is the 'Quit MAX' icon, which when selected will return you to BASIC. BASIC may also be entered whilst in Desktop by pressing <ESCAPE>.

4.5.1 THE MOUSE MENU

The Mouse menu contains the following options:-

About Max This gives the Version number and Author's name.

Help Not implemented in this version.

Control Panel Displays the Control Panel Window

***Commands** This produces a full size window enabling * commands to be typed whilst using 'MAX' (see Section 6.3 below).

Simply move the pointer over the Mouse icon, press and HOLD DOWN the EXECUTE button, move down until the option you want is inverted, and release the EXECUTE button.

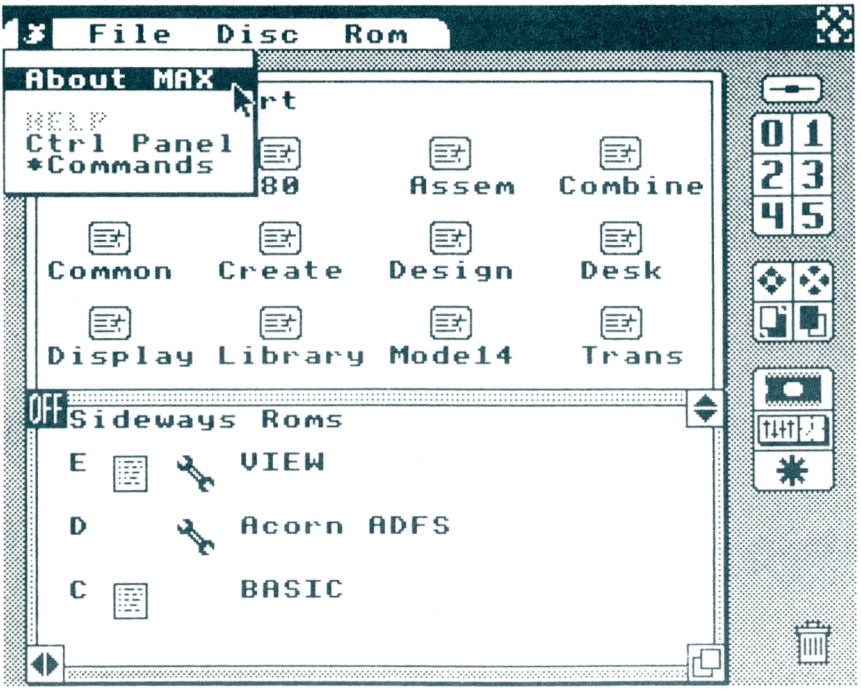

Fig. 6—The Mouse Menu

4.5.2 THE FILE MENU

The File menu contains the following options:-

Run	Runs the selected file where possible, or catalogues the selected directory where appropriate.
Details	This provides a window with details about the selected file, (see Section 5.2 below).
Delete	Deletes selected file (see Section 5.3 below).
Rename	Enables the selected file to be renamed (see Section 5.4 below).
Lock	This enables the selected file to be locked/unlocked. (Locking prevents accidental deletion of files.)
Quit	When selected, this returns you to BASIC.

The required option is selected as described in Section 4.5 above.

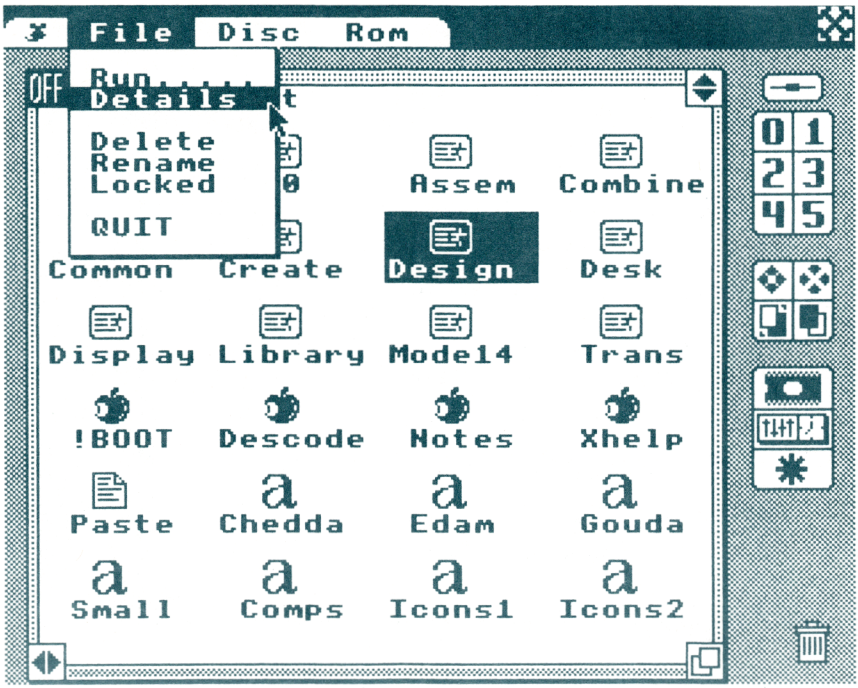

Fig. 7—The File Menu

4.5.3 THE DISC MENU

The Disc menu contains the following options:-

Info	This provides the current Drive number and disc title.
By Type	This option tells 'MAX' to display the files by type.
By Name	This option tells 'MAX' to display files alphabetically.

The required option is selected as described in Section 4.5 above.

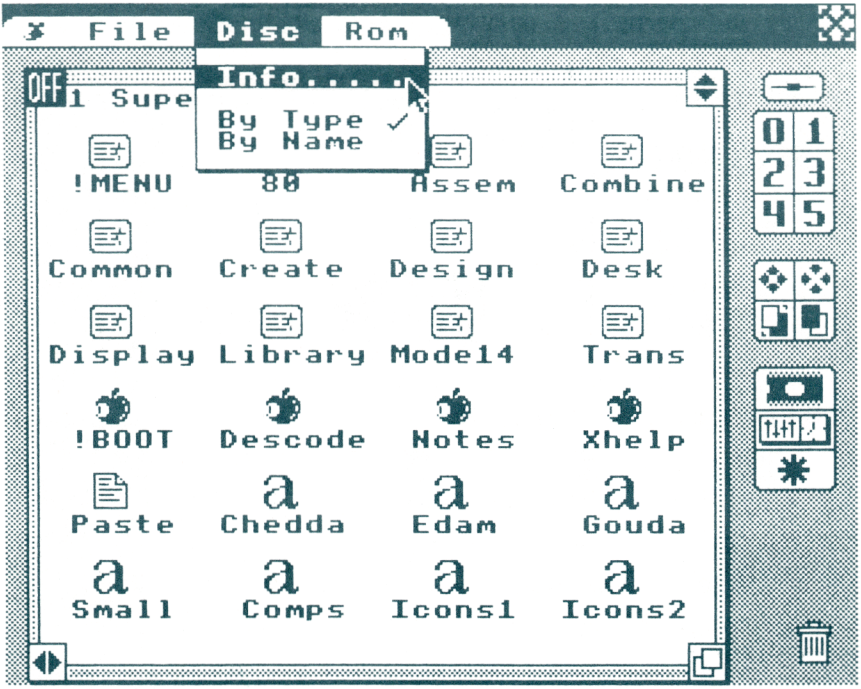

Fig. 8—The Disc Menu

4.5.4 THE ROM MENU

The Rom menu contains the following options:-

List Roms This produces a list of the ROMS present either as chips or in sideways RAM, and has the same effect as selecting the Rom Icon (see Section 6.1 below).

Details This enables/disables the display of the Rom copyright message when Rom information is displayed.

The required option is selected as described in Section 4.5 above.

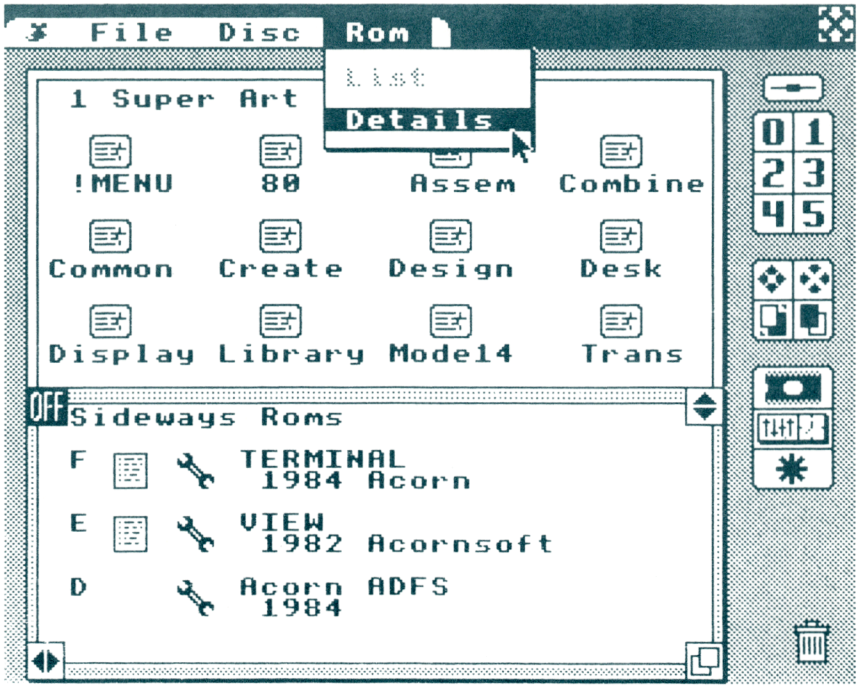

Fig. 9—The Rom Menu

5 FILE OPERATIONS

Having seen how Catalogue windows may be manipulated, we will now see how the file icons may be utilised. Close all windows except one, move over a file icon and press EXECUTE to 'Select' the file. This inverts the icon and allows further operations to be performed on the file. On ADFS systems, some icons may be shown as folders which represent Directories which may contain other Directories or files, and these may be catalogued by 'Selecting' the folder, then pressing EXECUTE to move to the next level of directory. This operation can be repeated through several levels of Directories until all icons displayed are actual files. The operation of Selecting a file then pressing EXECUTE will be referred to as 'Double clicking' throughout this guide.

There are eight types of icon which may be displayed (see Appendix A):-

Icon	File Type	Effect on Double Clicking
'Folder'	ADFS Directory	Directory will be Catalogued
'Runner'	BASIC program	Program will be CHAINED
'Byte'	Machine code program	Program will be *RUN
'Paper'	Text file	Enter and load VIEW/VIEWSHEET
'Links'	Linked program file	No effect
'Paintpot'	Picture/Screen Image	No effect
'alpha'	Icon/font set	No effect
'chip'	Rom image	No effect

5.1 RUNNING PROGRAMS

The simplest operation which may be performed on a file is to CHAIN or *RUN the program where appropriate, and this is done by 'double clicking' over the icon. Where a text file represents a View file or a Viewsheet file and the relevant ROM is fitted, the ROM is called and the file loaded, an extremely useful feature. After running a program in this way, you must use <f9> + <BREAK> or <f8> + <BREAK> to re-enter 'MAX'.

WARNING: Trying to *RUN some protected disc software from 'MAX' may give erratic results.

5.2 FILE DETAILS

Details of the File Directory, Type of file, Length in bytes, Load address, and Locked or unlocked status are obtained by selecting 'Details' from the 'File' Pull Down Menu. To obtain details of a file on a disc, first make the drive catalogue 'active', select the file icon using EXECUTE, then move to the File Pull Down Menu and select 'Details'. A prompt box will appear containing the required information as shown in Fig. 10.

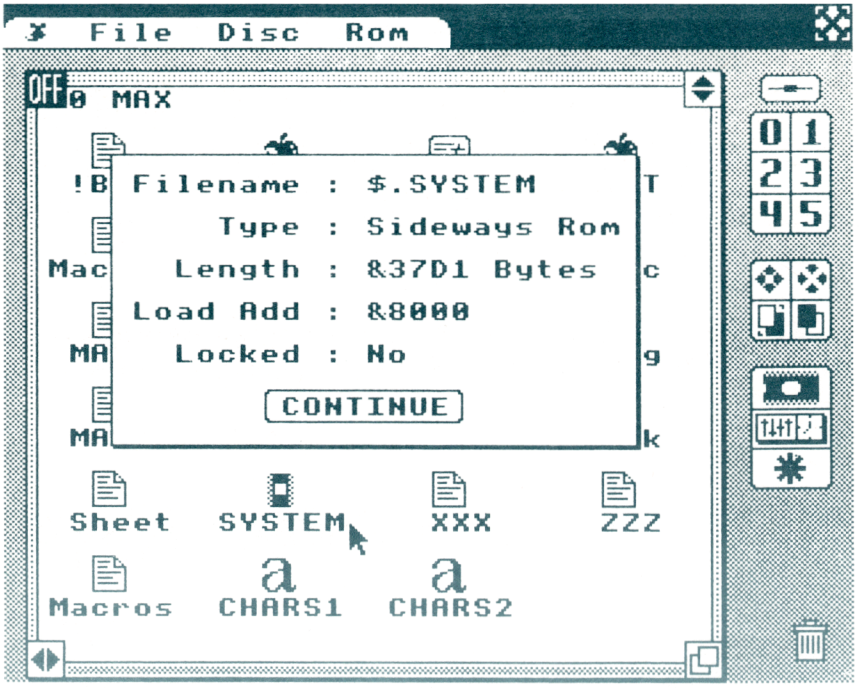

Fig. 10—File Details

5.3 DELETING FILES

To delete a file from a drive, first make the drive catalogue 'active', select the file icon using EXECUTE, then 'pick up' the file using MOVE and 'drag' the file to the 'dustbin' icon in the bottom right hand corner of the Desktop. On releasing MOVE, you will be prompted to confirm the instruction:-

```
Do you wish to delete
   <filename>
from Drive x?
   OK/CANCEL
```

Pressing EXECUTE over CANCEL will cancel the operation. Pressing EXECUTE over 'OK' will result in the file being deleted from the drive.

WARNING: Use this command with extreme care, or you may lose valuable data!

5.4 RENAMING FILES

To rename a file on a disc, first make the drive catalogue 'active', select the file icon using EXECUTE, then move to the File Pull Down Menu and select 'Rename'. A prompt box will appear (see Fig. 11) and you will be asked to type in the required filename. The filename may be preceded by the directory name, i.e. '$.fred', up to a maximum of 10 characters. You then have the opportunity to cancel the operation by pressing <ESCAPE>, or carry on by pressing <RETURN>. If you press <RETURN>, you are then prompted to confirm the instruction:-

```
Do you wish to rename
    <filename>
from Drive x?
   OK/CANCEL
```

Pressing EXECUTE over 'CANCEL' will cancel the operation. Pressing EXECUTE over 'OK' will result in the file being renamed.

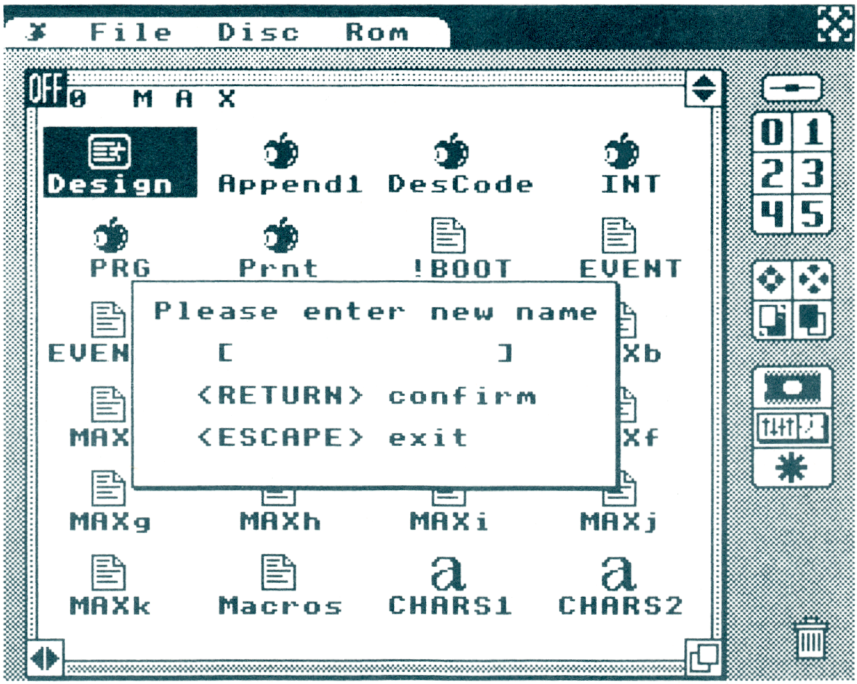

Fig. 11—Renaming Files

5.5 LOCKING/UNLOCKING FILES

Locking a file prevents the file being corrupted by writing data to it. (NOTE—when a file is locked, this is denoted by a tick on the Pull Down Menu opposite 'Locked'.) To lock or unlock a file on a disc, first make the drive catalogue 'active', select the file icon using EXECUTE, then move to the File Pull Down Menu and select 'Locked'. You will then be prompted as follows:-

```
Do you wish to lock/unlock
     <filename>
   from Drive x?
     OK/CANCEL
```

Pressing EXECUTE over 'CANCEL' will cancel the operation. Pressing EXECUTE over 'OK' will result in the file being locked or unlocked. Having carried out the operation, the drive will be catalogued, and upon examining the File menu you will note that the tick next to 'Locked' has appeared/disappeared.

5.6 COPYING FILES

To copy a file from one drive to another, simply catalogue the two drives by 'clicking' the drive number icons. Then make the source drive window 'active' by pointing anywhere in the window and 'clicking', then scroll the contents until the required file icon is visible in the window. Select the file icon using the EXECUTE button, then 'pick up' the file by pressing the MOVE button and move it over the destination drive window, releasing the MOVE button. You will then be prompted as follows:-

```
Do you wish to copy
     <filename>
   from Drive x?
     OK/CANCEL
```

Pressing EXECUTE over 'CANCEL' will cancel the operation. Pressing EXECUTE over 'OK' will result in the file being copied onto the destination drive, leaving the original copy intact.

6 THE FUNCTION ICONS

Below the Window Control icons are three Function Icons which enable cataloguing of Roms, running of Language Roms, execution of * commands from within 'MAX', and access to the Control Panel.

6.1 THE ROM ICON

The top Function icon is the Rom icon. Moving over the Rom icon and pressing EXECUTE will produce a window containing a table of the Roms present either as chips or in sideways RAM. Selecting a ROM icon within the window will enable the Rom details to be obtained from the ROM Menu as described in Section 4.5.4 above, and Double Clicking a Rom icon within the window will enter (*RUN) language Roms, but will have no effect on service ROMs.

6.2 THE CONTROL PANEL ICON

The centre icon represents the Control Panel, and this enables a return to the Control Panel at any time in order to change disc filing system, screen mode on exit, keyboard repeat rate, or even (on the Master) to check the time!

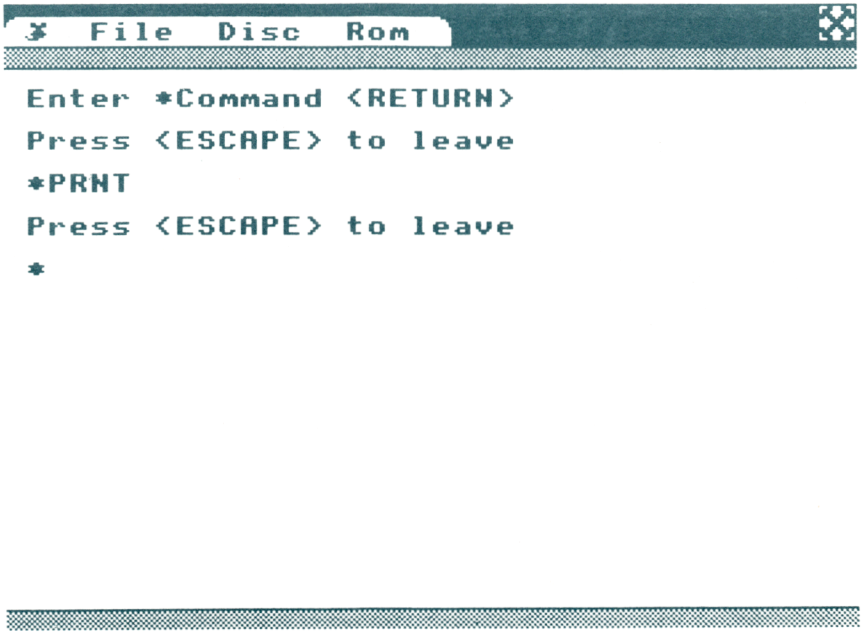

Fig. 12—The * Command Window

6.3 THE *COMMAND ICON

The bottom function icon is the *Command icon. When selected, this produces a full size window which enables star commands to be entered from within 'MAX'. This useful facility enables operating system commands to be entered, such as *INSERT, *UNPLUG, *DUMP, *EXEC, *BUILD, *HELP etc. After entering the *command, 'MAX' is re-entered by pressing <ESCAPE>.

WARNING

DO NOT USE ANY *COMMANDS WHICH ARE LIKELY TO CORRUPT MEMORY SUCH AS *FORMAT, *COPY, *LOAD, *SRLOAD WITH QUICK OPTION etc.

7 PROMPT WINDOWS

When 'MAX' intercepts an error, or needs confirmation of a command, a Prompt Window is produced. This can be removed by pressing EXECUTE over the CANCEL label, or by pressing the Mouse CANCEL button.

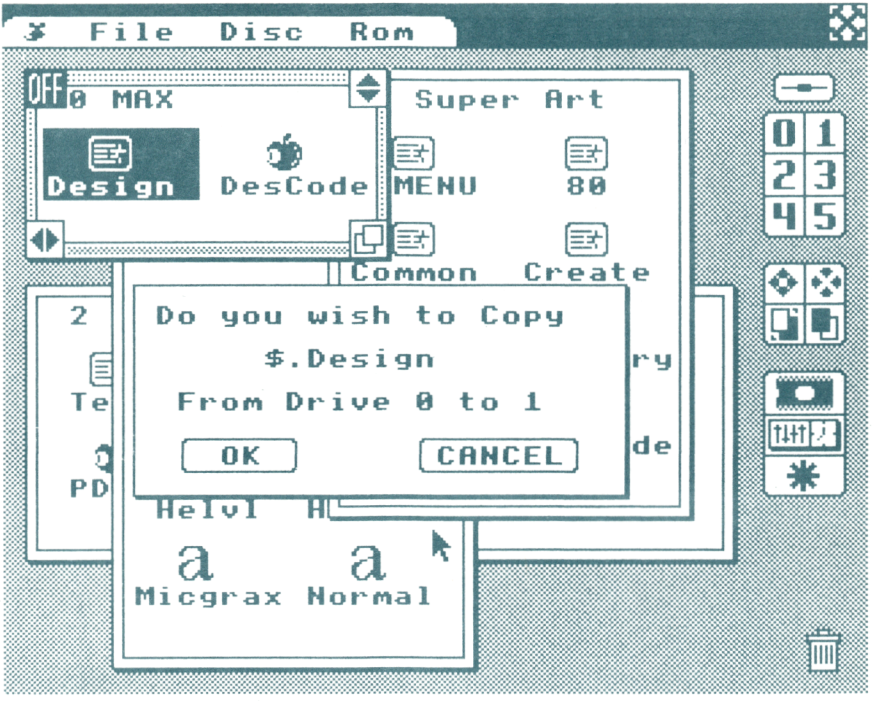

Fig. 13—A Prompt Window

8 ERROR MESSAGES

Whilst using 'MAX', any illegal operation or fault condition will produce a special Error Message window, giving the standard operating system messages. Examples of this are:-

Bad Command	When an illegal *command has been executed, e.g. ROM not present.
Bad Name	Illegal Filename has been entered.
Dir Full	Disc Directory full.
Disc Drive Faults	Disc Fault, Drive Fault, Drive not ready, etc.
File Locked	Attempted to delete a locked file (use *ACCESS).
File Not Found	File not present, e.g. disc has been swapped.
Write Protect	Write Protect tab on disc.

APPENDIX A
THE FILE ICONS

Fig. 14—The File Icons

FOR FURTHER DETAILS ON THE FULL AMX RANGE CONTACT:-

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