

# Image File Utilities

Image File Utilities is group of SuperBASIC extensions for the creation and conversion of disk and microdrive image files as used in QL emulators.

There are one or two routines used, from the SMSQ/E (version 3.16) source code by Tony Tebby (see licence notice at the end of this document)

## Installing the SuperBASIC extensions

To load the extensions, load the driver into memory and call it.

example: i. **LRESPR flp1\_ImageUtil\_cde**  
ii. **x=RESPR(4184)** {if you don't have Toolkit 2, or equivalent}  
**LBYTES flp1\_ImageUtil\_cde,x**  
**CALL x**

An installation message, and a version number will be displayed in #0



## MAKE\_MDI

## MAKE\_QEMU

## MAKE\_QLAY

These commands will create blank formatted Microdrive image files for use with the MDI device driver, Qemulator and the Qlay emulator.

The Qemulator image will be in the mdump version 1 format.

The optional sectors and random number parameters allows you to define the number of sectors that will be available in the image file, and the random number that will be stored in the sector headers.

syntax:    *mediun\_name* := *name* | *string\_expression*    {maximum of 10 characters}  
          *sectors* := *numeric\_expression*                {100 to 255, default 255}  
          *rand\_number* := *numeric\_expression*            {0 to 65535}

**MAKE\_MDI** *filename, medium\_name [,sectors [,rand\_number]]*  
**MAKE\_QEMU** *filename, medium\_name [,sectors [,rand\_number]]*  
**MAKE\_QLAY** *filename, medium\_name [,sectors [,rand\_number]]*

- example: i. **MAKE\_MDI flp2\_myfiles\_img,Games**  
          {creates a MDI image file named 'myfiles\_img' on flp2\_,  
          With a medium name of 'Games', and 255 Sectors, and  
          with a system generated random number}
- ii. **MAKE\_QEMU flp1\_Work1.mdv,Data,216**  
      {creates a Qemulator image file named 'Work1.mdv' on flp1\_, With a  
      medium name of 'Data', 216 Sectors, and with a system generated  
      random number}
- iii. **MAKE\_QLAY dos1\_test.mdv,"demo",221,1234**  
      {creates a Qlay image file named 'test.mdv' on dos1\_, With a medium  
      name of 'demo', 221 Sectors, and a random number of 1234}

## MAKE\_FLP

The **MAKE\_FLP** command will create a blank formatted floppy disk image file.

The density parameter defines the size of the disk image to be created.

- s** - Single density, 360K, 720 sectors
- d** - Double density, 720K, 1440 sectors
- h** - High density, 1.4M, 2880 sectors
- e** - Extra density, 3.2M, 6400 sectors

syntax:    *mediun\_name* := *name* | *string\_expression*    {maximum of 10 characters}  
          *density* := *name* | *string\_expression*        {**s** | **d** | **h** | **e**}

**MAKE\_FLP** *filename*, *medium\_name* ,*density*

- example: i. **MAKE\_FLP win2\_myfiles\_img,Games,d**  
          {creates an image file named 'myfiles\_img' on flp2\_, With a medium name of 'Games', and 1440 Sectors}
- ii. **MAKE\_FLP win1\_Work1\_img,Data,s**  
      {creates an image file named 'Work1\_img' on flp1\_, With a medium name of 'Data', and 720 Sectors}

## **CONVERT2\_MDI**

## **CONVERT2\_QEMU**

## **CONVERT2\_QLAY**

The three commands **CONVERT2\_MDI**, **CONVERT2\_QEMU**, and **CONVERT2\_QLAY**. Allows for the conversion between different Microdrive Image file formats used in QL emulators.

The commands will try to identify the image file type you are converting from and if it has any problem converting from one format to another, or you attempt to convert an image file, to one of the same type. You will receive a Format Failed error.

Image files converted to Qemulator format with the **CONVERT2\_QEMU** command will be in the mdump version 1 file format.

syntax:     **CONVERT\_xxx** *sourceimagefile* **TO** *destinationimagefile*

- example:   i.   **CONVERT2\_MDI "dos2\_quill.mdv" TO win2\_quill\_img**  
                    {converts a QLAY, or Qemulator image named 'quill.mdv', to a MDI  
                    image named 'quill\_img'}
- ii. **CONVERT2\_QEMU win1\_backup\_img TO "dos4\_games.mdv"**  
                    {converts a MDI, or Qlay image named 'backup\_img', to a Qemulator  
                    image named 'games.mdv'}

comment:   If the command has any problem converting from one format to another, or you attempt to convert an image file, to one of the same type, you will receive a Format Failed error.  
              There may also be a half generated file that will need to be deleted.

## Copyright and Disclaimer

These commands should not cause any problems, damage, or loss of data. However you use them at your own risk, and I do not accept responsibility for any damage, or loss of data. You should always only work on copies of important image files.

The code also contains portions of the SMSQ/E source code

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