

SPARTADOS AUTORUN.SYS

by Mark Bray

Lately, due to its speed, SpartaDOS is becoming popular with US Doubler owners. Because of its versatile command structure, it is a great game loader as well as a super programmer's DOS. It also supports all kinds of drives, but is only FAST when used with the 1050-US Doubler combination. But... SpartaDOS doesn't support the familiar AUTORUN.SYS files that DOS 2 and most DOS 2 compatibles support. Here's how to set up a SpartaDOS AUTORUN.SYS work-alike.

BINARY LOAD FILES

Let's suppose I have several binary load games that I want to put on a disk with one of the many public domain autorun menus which can be found in the club's library. First step is to choose one which does not require the files to be locked before they can be displayed, because SpartaDOS will not lock files. Suppose I pick one that will display a menu of all the files with an .EXE extender (Great, then I'm all set!).

Next, format a disk with SpartaDOS using these commands:

- 1) D1:INIT
- 2) A menu of 4 choices will come up, choose RO_HS. This is a read-only high speed DOS which is great for games and anything which doesn't try to write to the disk.
- 3) When you're asked 'change defaults', hit [N].
- 4) Then pick the following: the drive with the disk to be formatted; the type of drive (usually 1 for single sided 40 tracks (standard Atari drives, Indus, etc.); and the density. By all means, use 2 for double density because the SpartaDOS format is totally different from other DOS formats. Don't waste room by using only single density.
- 5) Input an 'unique' volume name, be certain that the volume name is unique, different than any other disk's volume name, otherwise you will have problems later.
- 6) Type [Y] to the 'Ultraspeed?' prompt if you are using a 1050 with a US Doubler, otherwise type [N].
- 7) Make sure you have the right disk in and FORMAT it!

You now have a disk all set up and ready to go. Next, put your master disk back in and type SPCOPY for the SpartaDOS copy utility, and copy all of your DOS 2 files onto the SpartaDOS disk, copy the AUTORUN.SYS file also. Then rename all the binary files on the disk like this:

D1:RENAME OLDFILE.AME NEWFILE.EXE

NOTE: There are no commas in the rename command, be sure to leave a space between the word "RENAME" and the old filename and the new filename (no commas!).

Rename AUTORUN.SYS to AUTORUN.COM using the same command format. At this point, you should have a directory which has all the binary games named as 'filename.EXE' and has a file called AUTORUN.COM. Here's the tricky part - at the 'D1:' prompt, type in the following EXACTLY as it appears:

D1:COPY E:X D1:STARTUP.BAT

The 'X' is a dummy file name; due to a bug in SpartaDOS, if you don't supply a dummy file name when using a device which normally does not require a file name, you will mess up your disk real good; so USE IT! This problem and the volume name problem are fully documented in the SpartaDOS manual.

After the screen clears and the drive stops spinning, type this:

AUTORUN[RETURN]
CONTROL-3[RETURN]

This creates a STARTUP.BAT file which 'runs the autorun'. That's all there is to it! It looks like a lot of work at first, but you get used to it after a little bit.

WHAT ABOUT BASIC PROGRAMS?

That's even easier! No AUTORUN.SYS file is required, simply follow the above format procedure (unless you have a program such as a database or word processor which writes to the disk, then use STD__HS) and again, use a menu which does not require the files to be locked. Then simply put all your BASIC files on the disk, and rename the menu to MENU.BAS.

Now follow this procedure

D1:COPY E:X D:STARTUP.BAT

When the screen clears, type:

CAR[RETURN]
RUN "D:MENU.BAS"[RETURN]
CONTROL-3

And you now have an auto-boot BASIC disk! Be sure you have BASIC in when you boot this disk, or it will lock up.

HAVE FUN!

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