

**LOADS
SOFTWARE
3 TIMES
FASTER!**

Kwik-Load!TM

FOR COMMODORE 64[®] DISK DRIVES

- **LOADS DISKS 300%
FASTER!**
- **COPIES DISKS 300%
FASTER!**
- **EASY MENU-DRIVEN
COMMANDS!**
- **COMPLETE DISK EDITING!**

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What is KWIK-LOAD!?

KWIK-LOAD! is a software utility program for the Commodore 64[®] or Executive 64[®] computer. It speeds up the way the disk drive reads information on a 5¼" floppy diskette. It will work with one or two Commodore 1541 disk drives. **KWIK-COPY**, a second program on the diskette, uses simple screen menus to guide you through otherwise complicated procedures. With **KWIK-LOAD!** and **KWIK-COPY** you can:

- Load programs and data more than 300% faster;
- Copy diskettes more than 300% faster;
- Test your disk drive for proper operating speed;
- Edit information on a diskette directly by track and sector;
- Display and write diskette directory information in alphabetical order; and
- Perform DOS (Disk Operating System) operations: format and validate disks, scratch and rename files.

Using KWIK-LOAD!

Turn on the disk drive and monitor. Insert the **KWIK-LOAD!** diskette into the disk drive and close the drive door. Now turn on the computer. The screen should display a "READY." prompt. When it does, type the following and press the RETURN key.

```
LOAD "*,8,1
```

The red "drive busy" indicator light will turn on. This means **KWIK-LOAD!** is **LOADING**. After approximately five seconds the "**KWIK-LOAD READY!**" prompt will appear. **KWIK-LOAD!** is now in the computer and will stay there as long as the power remains on or another program is loaded over it. The **STOP/RESTORE** function may be used without affecting **KWIK-LOAD!** If **KWIK-LOAD!** becomes "disconnected," try typing **SYS 52480** to turn it back on. If this does not work, reboot the **KWIK-LOAD!** diskette.

If the red "drive busy" light keeps blinking and an error message appears on the screen, turn off the computer and try again. If **KWIK-LOAD!** still will not load, consult your reference manuals or computer dealer for help.

Once **KWIK-LOAD!** is loaded, remove the diskette and insert the program diskette into the drive. Load the program exactly as you would normally without **KWIK-LOAD!** The screen

will clear to blue while KWIK-LOAD! works. If the diskette does not load properly, turn off the computer and try again without KWIK-LOAD! This may happen if you try to load certain copy protected disks.

Note: KWIK-LOAD! will only load programs stored on unprotected floppy disks which use Commodore DOS. It was not designed to load or copy commercially protected disks. A commercial manufacturing license is available to producers of these products.

Using KWIK-COPY

KWIK-COPY is a separate program on the KWIK-LOAD! disk. To load KWIK-COPY, type the following and press RETURN.

LOAD "KC",8,1

The KWIK-LOAD! title page will begin to appear on the screen. KWIK-COPY is ready when the MAIN MENU appears.

KWIK-LOAD!
KWIK-LOAD!
KWIK-LOAD!

————— MENU —————

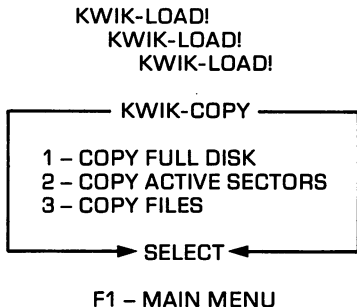
A - KWIK-COPY	D - DIRECTORY
B - EDIT DISK	E - DOS COMMANDS
C - DRIVE SPEED	F - VERIFY OFF

————— SELECT —————

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All KWIK-COPY menus are similar in appearance and use. You can always return to the MAIN MENU by pressing the F1 key located on the top right-hand corner of your keyboard.

To use KWIK-COPY, press the A key (pressing RETURN is not necessary). A new menu will appear:



To copy a full diskette, press the 1 key. This copies all 683 sectors on a diskette regardless of whether they contain data or not. The directory track will also be copied.

To copy only active sectors, press the 2 key. If the diskette is less than full, this selection will make copies faster than a full disk copy. If the diskette does not work properly, try again using a full disk copy.

Before copying a full diskette or active sectors, KWIK-LOAD! will automatically format a blank diskette. This prepares the diskette for information storage.

A special selection in the MAIN MENU lets you turn the KWIK-COPY verify feature on and off. With verify on, every character of information is checked for accuracy after it is written to the copy diskette. Copying a diskette with verify on takes longer. Generally speaking, copying with verify off produces reliable results. If you have trouble copying, turn verify on by pressing the F key from the MAIN MENU. Verify problems are usually caused by defective diskettes.

When COPY FULL DISK is selected, the following menu appears:

KWIK-LOAD!
KWIK-LOAD!
KWIK-LOAD!

COPY FULL DISK
SOURCE:8 TARGET:8
INSERT SOURCE DISK
PRESS RETURN

F1 – MAIN MENU
F3 – CHANGE SOURCE DRIVE
F5 – CHANGE TARGET DRIVE

The word **SOURCE** refers to the original disk to be copied and the drive containing that disk. The word **TARGET** refers to the copy diskette and the drive making the copy. **KWIK-COPY** can make a single or double drive copy (double drive copies take less time). When making a copy with a single drive, both the **SOURCE** and **TARGET** drives should be 8. **KWIK-LOAD!** will tell you when to switch diskettes.

To make a two-drive copy, turn on the second drive any time after the **MAIN MENU** appears on the screen. Change the **TARGET** drive number to 9 using the **F5** key. The **SOURCE** drive number should remain 8. If these drive numbers are changed, make sure you remember which is which so you do not accidentally erase the original diskette. It is always a good idea to put a write protect tab on the original diskette to prevent accidental erasure.

Follow these same procedures when copying active sectors on a diskette.

To copy specific files from one diskette to another, press the 3 key from the **KWIK-COPY** menu. The following menu will appear:

KWIK-LOAD!
KWIK-LOAD!
KWIK-LOAD!

COPY FILES
FILE:

F1 – MAIN MENU

Note: To copy specific files a previously formatted diskette must be used as the TARGET diskette (see FORMAT). KWIK-COPY will copy files up to 192 sectors in length.

Type in the name of the file to be copied from the SOURCE diskette. Filenames can be up to 16 characters in length. KWIK-COPY will not accept a comma (,) in a filename. Press RETURN once a file is selected. The following menu will appear:

```
          KWIK-LOAD!  
          KWIK-LOAD!  
          KWIK-LOAD!  
  
          COPY FILES  
          FILE:CAR RACE  
          SOURCE:8   TARGET:8  
  
          INSERT SOURCE DISK  
  
          → PRESS RETURN ←  
  
          F1 - MAIN MENU  
          F3 - CHANGE SOURCE DRIVE  
          F5 - CHANGE TARGET DRIVE
```

Press RETURN again to load the file selected. Once KWIK-COPY has found the file it will instruct you to place the TARGET diskette into the drive and press RETURN. KWIK-COPY will then write the file to the TARGET diskette.

The wild card (*) feature described in the Commodore disk manual may be used (e.g., typing A* as a filename will copy all files starting with the letter A). KWIK-COPY will search for files and display them one at a time on the screen. It will then ask if you wish to copy the file. Answer the question for each file by typing Y for yes, N for no, or A to copy all the files on the diskette.

Editing a Disk

Disk drives organize and store information in magnetic areas called TRACKS. These tracks are similar to the grooves on an audio record. Each track is divided into SECTORS. A sector

holds 256 bytes (or characters) of information. Every track and sector is identified by a number. KWIK-LOAD! lets you enter these numbers to view and modify information stored on a diskette.

WARNING — You should not attempt to edit a diskette without advanced knowledge of Commodore DOS. A mistake in editing could result in loss of data. Always make a backup copy of the original, unaltered diskette before editing.

To EDIT a disk, press the B key from the MAIN MENU. The following menu will appear:

KWIK-LOAD!
KWIK-LOAD!
KWIK-LOAD!

EDIT DISK

R - READ T - TRACK 18 S - SECTOR 00

INSERT DISK IN DRIVE 8

→ SELECT ←

F1 - MAIN MENU
F3 - CHANGE DRIVE NUMBER

Press the T key followed by the number (1-35) of the track you wish to view. Press RETURN. Now enter the number of the sector you wish to view followed by RETURN. The chart below shows valid track and sector numbers:

Tracks	Sectors
1 - 17	0 - 20
18 - 24	0 - 18
25 - 30	0 - 17
31 - 35	0 - 16

Now press the R key to READ and display the data. The disk drive will activate as the data loads in. After a few moments, a display similar to the one below will appear:

```

      EDIT DISK
R - READ  T - TRACK  17  E - EDIT
W - WRITE S - SECTOR 11  N - NEXT
      SELECT

```

```

00: 11 02 09 6E 00 99 20 C7 .....G
08: 2B 31 39 29 20 3A 20 99 (19) : .
10: 20 3A 20 99 00 2B 09 7B : ..(..
18: 00 99 20 22 43 48 4F 4F .. "CHOO
20: 53 45 20 4F 4E 45 3A 22 SE ONE:"
28: 20 3A 20 99 00 47 09 82 : ..G..
30: 00 99 20 22 3C 31 3E 20 .. "<1>
38: 52 45 43 49 50 45 20 46 RECIPE F
40: 49 4C 45 20 4E 41 40 45 ILE NAME
48: 3A 22 38 00 60 09 8C 00 :";.....
HEX DATA → 50: 99 20 C7 2B 31 38 29 20 . G(18) ← ASCII DATA
DISPLAY → 58: 46 49 4C 45 24 20 C7 2B FILE$ G(
60: 31 34 36 29 00 83 09 96 146)....
68: 00 99 20 22 3C 32 3E 20 .. "<2>..
70: 45 44 49 54 2F 45 58 41 EDIT/EXA
78: 40 2E 20 49 4E 47 52 45 M. INGRE

```

F1 - MAIN MENU

Note: Your Commodore 64 can only display 16 lines of sector data at a time. To view the remaining data, go into the EDIT mode and use the cursor control keys and scroll through the entire display.

The first characters on the left are sector addresses followed by a colon (:) and eight hexadecimal values representing actual data on the diskette. The area to the right of the screen is the ASCII (American Standard Code for Information Interchange) display of the same data.

You may now **EDIT** the information in this sector, **READ** in a new track and sector, examine the **NEXT** track and sector, or **WRITE** the edited information back to the diskette.

Note: The N key may be used to view the next sector of data only if the first two bytes of the sector you are viewing correspond to a valid track/sector link.

To **EDIT** current track/sector data, press the **E** key. The following menu will appear above the data:

EDIT SECTOR

ENTER HEX & ASCII DATA
PRESS RETURN

F1 - MAIN MENU

A flashing underline character will appear under the first character in the hex data display. To change data, type in a new two digit hexadecimal (00-FF) value on the keyboard. Press the **SPACE BAR** to move to the next address. The ASCII data characters may also be edited. Move the cursor through the display using the cursor control keys. As ASCII characters are edited, their hexadecimal equivalents will appear on the left.

Once you have made all changes, press the **RETURN** key for the **EDIT MENU**. If you are sure that the new information is correct, press the **W** key and write it to the diskette.

Directory

Use KWIK-LOAD! to display and write to the disk a directory of a diskette in alphabetical order.

To view a diskette directory, press the D key from the MAIN MENU. The following will appear:

KWIK-LOAD!
KWIK-LOAD!
KWIK-LOAD!

DIRECTORY
INSERT DISK IN DRIVE 8
PRESS RETURN

F1 - MAIN MENU
F3 - CHANGE DRIVE NUMBER

Insert the diskette and press RETURN. A display similar to the one below will appear:

KWIK-LOAD!
KWIK-LOAD!
KWIK-LOAD!

DIRECTORY
DISK:KWIK-LOAD! ID
1 KC PRG
1 KL PRG
307 BLOCKS LEFT
PRESS RETURN

F1 - MAIN MENU

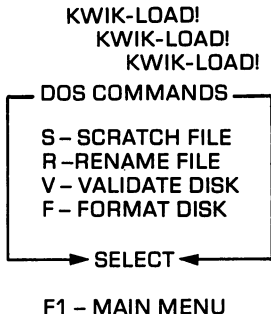
The number in front of the filename refers to the number of blocks used by that file. The last column shows what type of file it is (see the disk drive manual for more details).

If the diskette contains more files than can be displayed on one screen, press RETURN. KWIK-LOAD! will display another screenful of files.

To write an alphabetized version of the directory to the disk, press the CTRL key and the W key at the same time.

DOS Commands

Four of the most commonly used DOS commands can be given easily with KWIK-LOAD! Press the E key from the MAIN MENU. The following menu will appear:

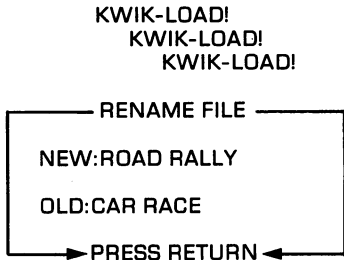


Scratch File

To SCRATCH or delete a file, press the S key. Type the filename EXACTLY as it appears in the directory and press RETURN. KWIK-LOAD! will immediately erase the file from the diskette when RETURN is pressed again.

Rename File

To **RENAME** a file on a diskette, press the **R** key from the **DOS COMMANDS** menu. Type in the new filename and press **RETURN**. Next, type in the old filename and press **RETURN**. The menu below shows an example of this operation:



Validate

The **validate** command is normally used to recover unused blocks on a diskette. It also eliminates opened files which were never properly closed by a program. These files appear in a directory as sequential files with an asterisk (*) in front of their filenames and a zero (0) under the blocks used column.

Note: Never use the validate option on a diskette which contains random access or relative (REL) files.

Format

Before a diskette can store data it must be formatted. To format a diskette, press the **F** key from the **DOS COMMANDS** menu. **KWIK-LOAD!** will ask you to enter a name for the diskette (up to 16 characters). Press **RETURN** once you have done this. Now enter a two character ID for the diskette followed by a **RETURN**. Insert the disk to be formatted and press **RETURN** once more. The diskette will be ready for use in a few seconds.

Errors

If KWIK-LOAD! has any difficulty performing an operation, it will notify you by displaying a message similar to the one below:

KWIK-LOAD!
KWIK-LOAD!
KWIK-LOAD!

ATTENTION!

DOS ERROR 62

← PRESS RETURN →

F1 – MAIN MENU

Consult the *VIC-1541 Single Drive Floppy Disk User's Manual* for an explanation of the error. Some errors will not return a number and are self-explanatory.



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ADDENDUM

If you are using two disk drives and one of them is hard-wired as a device 9, make sure both drives are turned on prior to loading Kwik-Copy (Load "KC,"8,1).

If you would like Kwik-Load to be compatible with the DOS wedge program, then load "KLB,"8,1 prior to loading the DOS wedge.

To exit from Kwik-Copy insert the Kwik-Load disk in device 8 drive and press the SHIFT and RUN keys.

GET THE MOST OUT OF YOUR 1541*!

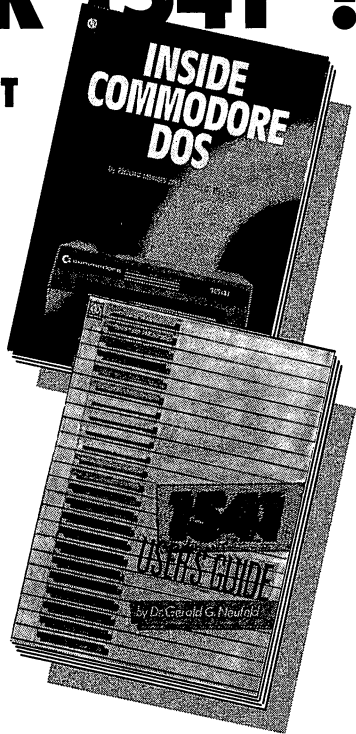
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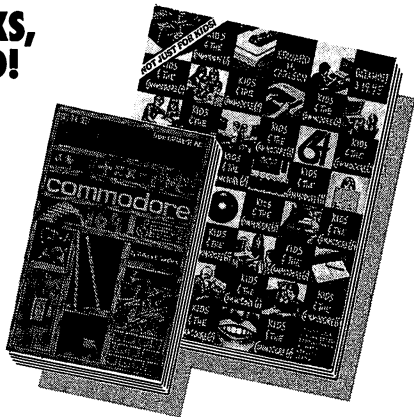
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