15. Directory-selection-based File Operation Function

Operations such as writing files (part programs, etc.) to the NC and outputting files from the NC to floppy disks are collectively called "file processing". In order to execute a file processing operation, a command that describes the details of the intended processing must be created and the created command must be given to the NC.

15-1. File Processing

15-1-1. Procedure for Executing File Processing

(1) Calling Up the Command Creation Screen

Press one of the file processing function keys – for example COPY or READ – to display the command creation screen.

(2) Creating the Command

Create and edit the command on the command creation screen. Since the first part of the command (which specifies the command function) is entered automatically, the user has only to input the file name(s) and option codes.

(3) Executing the Command

With the command creation screen still displayed, press the WRITE key.

The created command is given to the NC and executed.

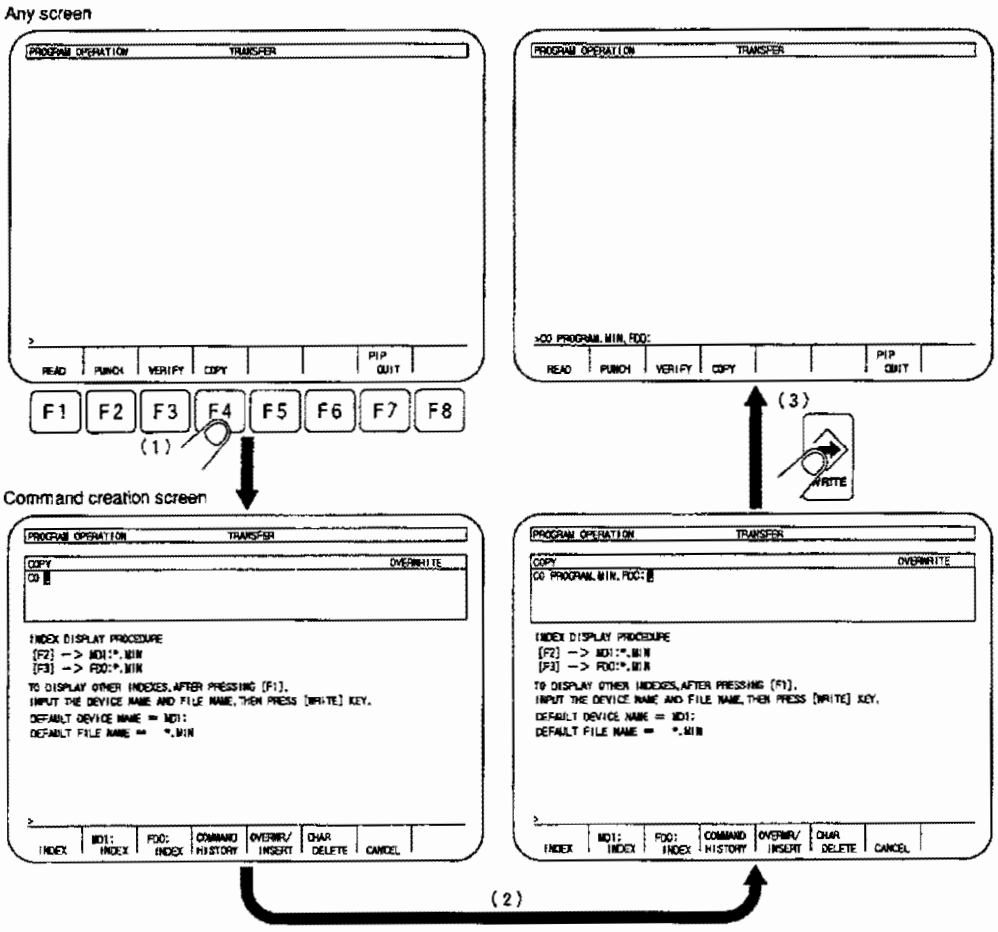


Fig. 2-2 Procedure for Executing File Processing

15-1-2. Method for Creating Commands

To delete the File "PROGRAM.MIN":
The procedure used for deleting the file by directly entering the file name

(a) Press function key [F3] (DELETE) in the PROG OPERATION mode.

The command creation screen will be displayed.

"DEL", which indicates the DELETE function, will automatically appear on the command line.

```
DEL
```

(b) Key in the file name "PROGRAM.MIN".

```
DEL  PROGRAM.MIN
```

(c) The command is now completed; press the [WRITE] key.

The created command "DELPROGRAM.MIN" will be given to the NC and the file "PROGRAM.MIN" will be deleted.

Copying the File "PROGRAM.MIN" from a Floppy Disk to the NC Memory under the File Name "S01.MIN":
The procedure used for copying the file by selecting the file name from the directory

(a) Press function key [F4] (COPY) in the PROG OPERATION mode.

The command creation screen will be displayed.

"CO", which indicates the COPY function, will automatically appear on the command line.

```
CO
```

(b) Enter the device name "FD0:" and the file name "PROGRAM.MIN".

Do this either by keying in "FD0:" and "PROGRAM.MIN" or by displaying the directory for device "FD0:" and selecting the file name "PROGRAM.MIN" from it.

For details on selecting files from directories, see 15-4, "Selecting Files From Directories (OSP Format)" or 15-5, "Selecting Files From Directories (MS-DOS Format)".

```
CO  FD0:PROGRAM.MIN
```

(c) Key in the rest of the command ", S01.MIN".

```
CO  FD0:PROGRAM.MIN,S01.MIN
```

(d) The command is now completed; press the [WRITE] key to execute it.

The created command, "CO FD0:PROGRAM.MIN,S01.MIN" will be given to the NC and file "PROGRAM.MIN" in the floppy disk will be copied to the memory under the file name "S01.MIN".

Copying the File "S01.MIN" in the NC Memory to a Floppy Disk under the File Name "PROGRAM.MIN":
The procedure used for copying the file by selecting the file name from the directory

(a) Press function key [F4] (COPY) in the PROG OPERATION mode.

The command creation screen will be displayed."CO", which indicates the COPY function, will automatically appear on the command line.

```
CO
```

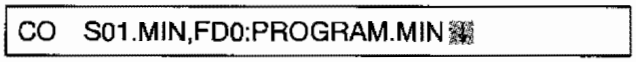
(b) Key in the file name "S01.MIN" and a comma ",".

```
CO  S01.MIN,
```

(c) Enter the device name "FD0:" and the file name "PROGRAM.MIN".

Do this either by keying in "FD0:" and "PROGRAM.MIN" or by displaying the directory for device "FD0:" and selecting the file name "PROGRAM.MIN" from it.

For details on selecting files from directories, see 15-4, "Selecting Files From Directories (OSP Format)" or 15-5, "Selecting Files From Directories (MS-DOS Format)".



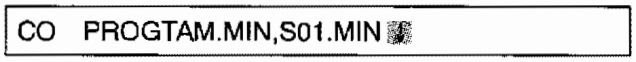
(d) The command is now completed: press the WRITE key to execute it.

The created command, "CO S01.MIN,FD0:PROGRAM.MIN" will be given to the NC and file "S01.MIN" will be copied to the floppy disk under the file name "PROGRAM.MIN".

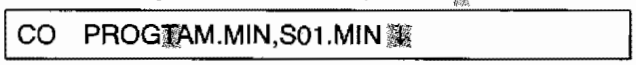
If Input Error is Found:

If an error is found in the created command, move the edit pointer to the location of the error and correct the character.

(a) Assume that the following erroneous command has been keyed in instead of "CO PROGRAM.MIN,S01.MIN" due to a typing error:

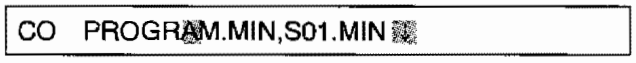


(b) Using the cursor keys, move the edit pointer "_" to the character to be corrected, "T".



(c) Key in "R".

For details on editing commands, see 15-2, "Creating and Editing Commands".



(d) The command has now been corrected; press the WRITE key to execute it.

Executing a Command Similar to the Command Previously Executed:

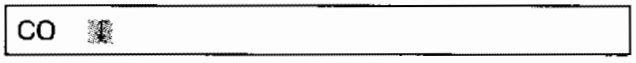
When executing the command "CO PROGRAM.MIN,FD0:S02.MIN" after the execution of the similar command "CO PROGRAM.MIN,FD0:S01.MIN", the new command can be created following the procedure indicated below using the previously executed command.

Create the required command by editing the previous command.

(a) Press function key [F4] (COPY) in the PROG OPERATION mode.

The command creation screen will be displayed.

"CO", which indicates the COPY function, will automatically appear on the command line.

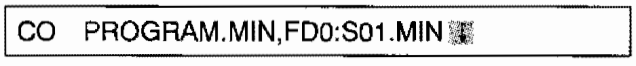


(b) Key in the file name "PROGRAM.MIN" and a comma ",".

(c) Enter the device name "FD0:" and the file name "S01.MIN".

Do this either by keying in "FD0:" and "S01.MIN" or by displaying the directory for device "FD0:" and selecting the file name "S01.MIN" from it.

For details on selecting files from directories, see15-4, "Selecting Files From Directories (OSP Format)" or 15-5, "Selecting Files From Directories (MS-DOS Format)".



(d) The command is now completed: press the WRITE key to execute it.

The created command, "CO PROGRAM.MIN,FD0:S01.MIN" will be given to the NC and file "PROGRAM.MIN" will be copied to the floppy disk under the file name "S01.MIN".

(e) Press function key [F4] (COPY) in the PROG OPERATION mode once more.

```
CO
```

(f) Read the previous command.

For details on how to do this, refer to 15-3, "Use of the Previous Command".

```
CO  PROGRAM.MIN,FD0:S01.MIN
```

(g) Using the cursor keys, move the edit pointer "_" to the character to be changed, "1".

```
CO  PROGRAM.MIN,FD0:S01MIN
```

(h) Key in "2".

```
CO  PROGRAM.MIN,FD0:S02MIN
```

(i) The command is now completed; press the WRITE key to execute it.

The created command, "CO PROGRAM.MIN,FD0:S02.MIN" will be given to the NC and file "PROGRAM.MIN" will be copied to the floppy disk under the file name "S02.MIN".

15-1-3. Command Execution

(1) To Execute a Command

To execute the command that is currently displayed in lines 4 to 7 of the command creation screen, press the WRITE key. The screen will revert to its original condition and the command will be executed.

The created command will be saved as the "command history".

(2) To Abort Execution of a Command

To abort execution of the command currently displayed in lines 4 to 7 of the command creation screen, press function key [F7] (CANCEL). The screen will revert to its original condition and the command will not be executed.

The created command will not be saved as the "command history".

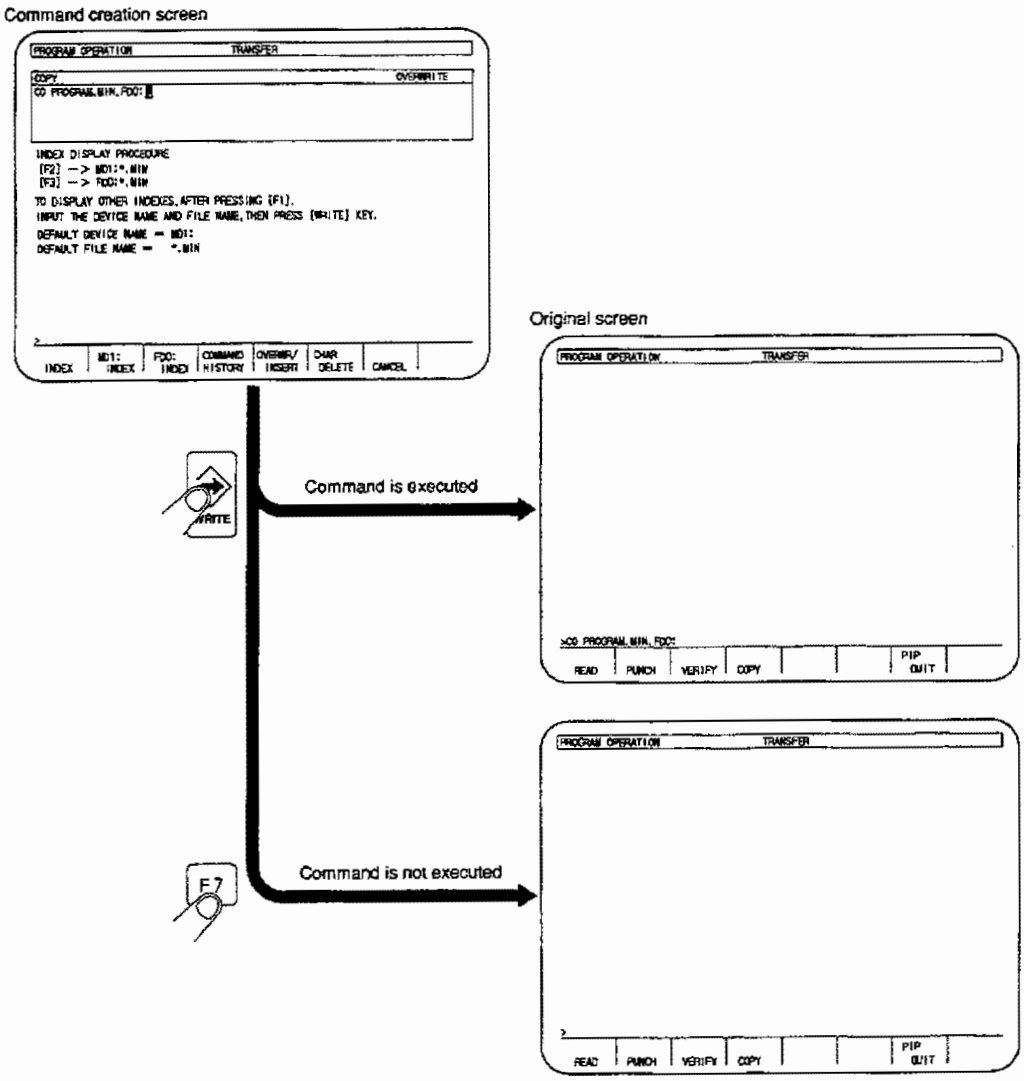
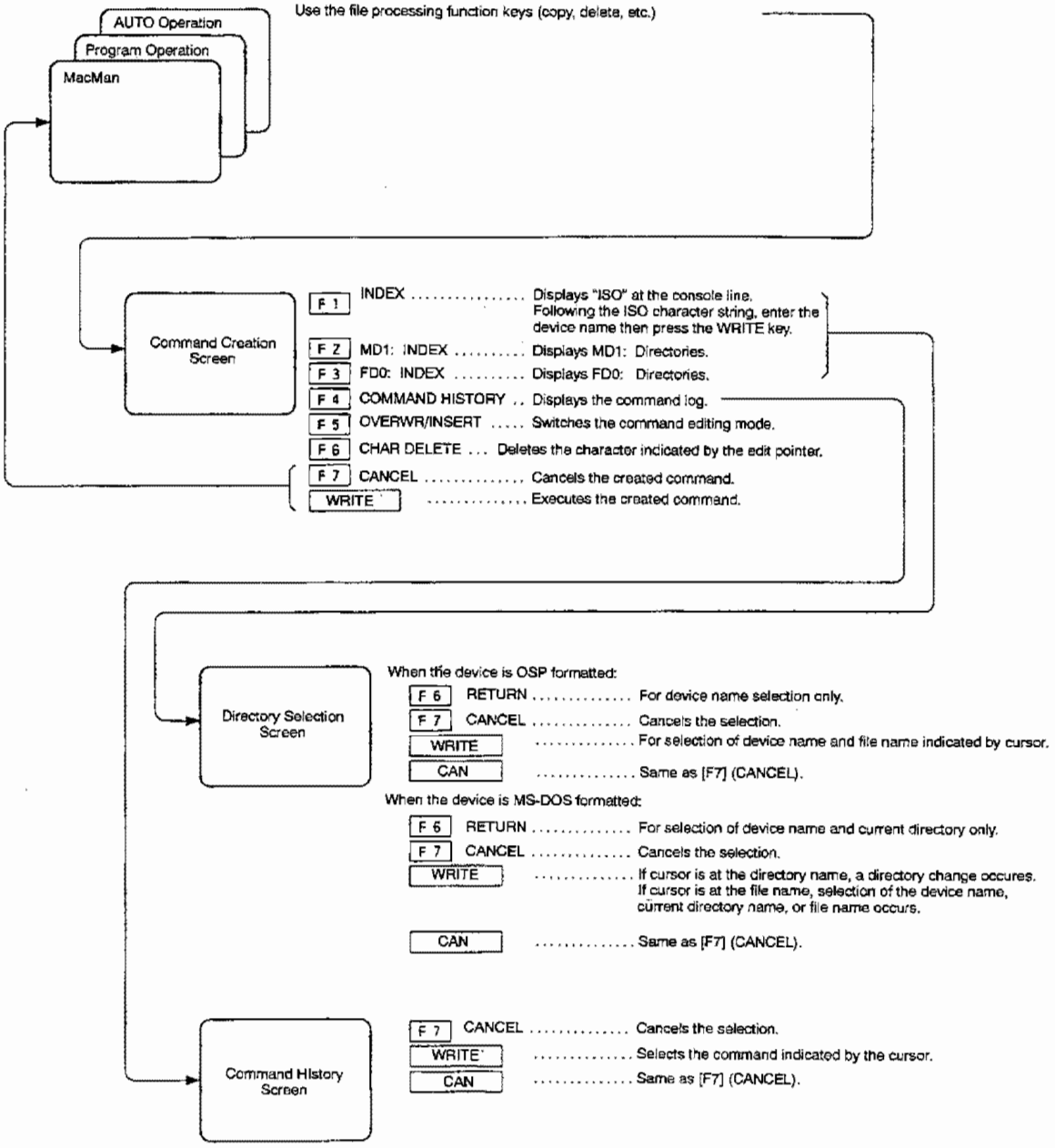


Fig. 2-3 Command Creation Screen

15-1-4. Operation Transition



15-2. Creating and Editing Commands

15-2-1. Command Creation Screen

Lines 4 to 7 : The command is created and edited here.

Characters keyed in are entered at the position of the edit pointer. When a character is entered, the edit pointer moves to the next character space.

The downward-pointing arrow "↓" indicates the end of the command. Up to 255 characters can be entered.

The character string being entered to create a command can be modified by moving the edit pointer with the cursor keys.

Lines 9 to 15 : The procedure for displaying directories is shown below.To display a directory, press one of the following function keys:

[F1] (INDEX), [F2] (MD1: INDEX), [F3] (FD0: INDEX)

[F2] → MD1: ∗.MIN

If the [F2] (MD1: INDEX) key is pressed, the directory of MD1 related files (machining programs) with an extend name of "MIN" will be displayed.

[F3] → FD0: ∗.MIN

If the [F3] (FD0: INDEX) key is pressed, the directory of the "FD0" floppy disk files (machining programs) with an extend name of "MIN" will be displayed.

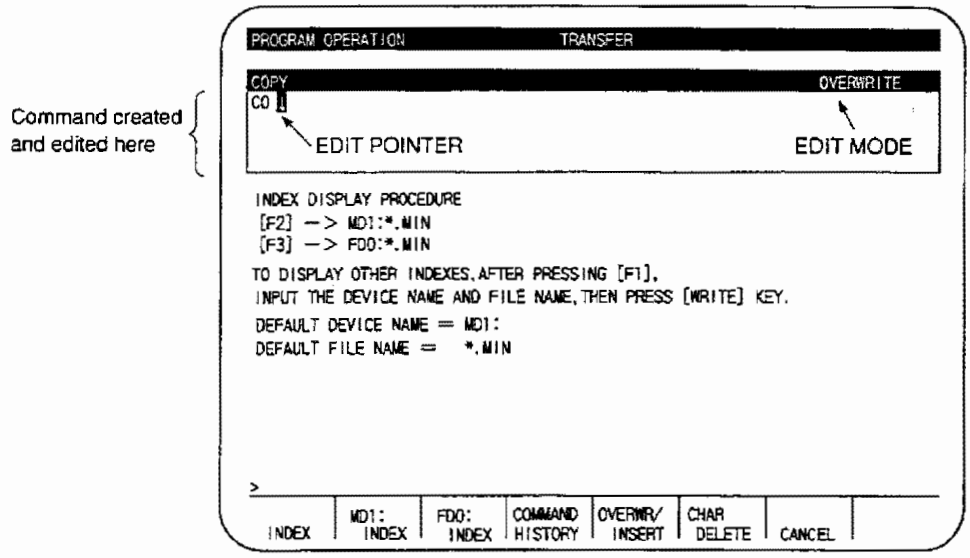


Fig. 2-4 Command Creation Screen

15-2-2. Operation of the Edit Pointer

(1) Moving the Edit Pointer to the Right

The edit pointer will move one space to the right every time the right cursor key is pressed.

When the edit pointer is at the right end of a line, pressing the right cursor key will cause it to move to the left end of the next line, unless it is on the final (7th) line, in which case it will not move.

(2) Moving the Edit Pointer to the Left

The edit pointer will move one space to the left every time the left cursor key is pressed.

When the edit pointer is at the left end of a line, pressing the left cursor key will cause it to move to the right end of the next line, unless it is on the uppermost (4th) line, in which case it will not move.

(3) Moving the Edit Pointer Downward

The edit pointer will move one line downward every time the "down" cursor key is pressed, unless it is on the final (7th) line, in which case it will not move.

(4) Moving the Edit Pointer Upward

The edit pointer will move one line upward every time the "up" cursor key is pressed, unless it is on the uppermost (4th) line, in which case it will not move.

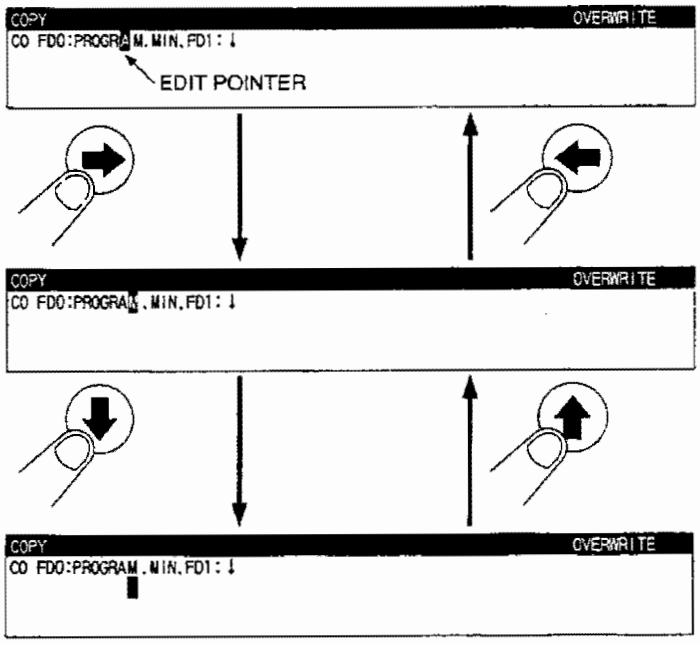


Fig. 2-5 Operation of Edit Pointer

15-2-3. Editing Modes

Lines 4 to 7 of the command creation screen have two editing modes, function key [F5] (OVERWR/INSERT).

Immediately after displaying the command creation screen, the overwrite mode will be effective.

(1) Overwrite Mode

The overwrite mode is used to fix the command displayed in lines 4 to 7 of the command creation screen in order to overwrite a character or characters in the command.

In the example shown below, "1" is entered at the position of the edit pointer and the edit pointer moves to the position of the next character ":". Note that in this case none of the characters has moved.

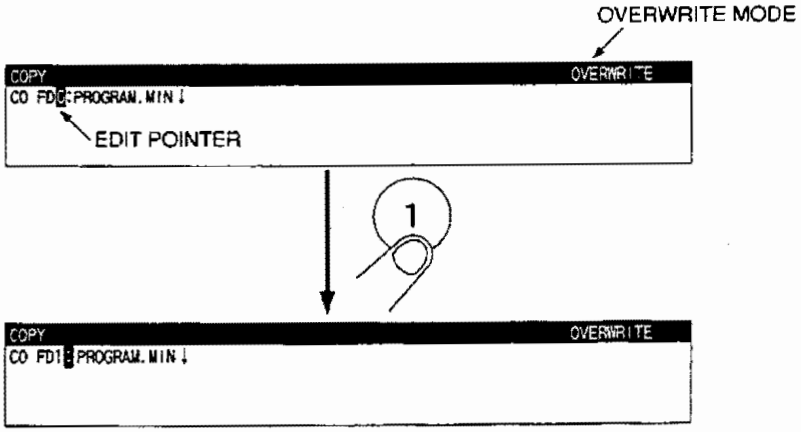


Fig. 2-6 Editing Modes (Overwrite Mode)

(2) Insert Mode

The insert mode is used to insert additional characters into the command displayed in lines 4 to 7 of the command creation screen.

In the example shown below, the character string to the right of the edit pointer – "AM.MIN" – moves to the right to accommodate the character "R" as it is inserted at the left of the edit pointer.

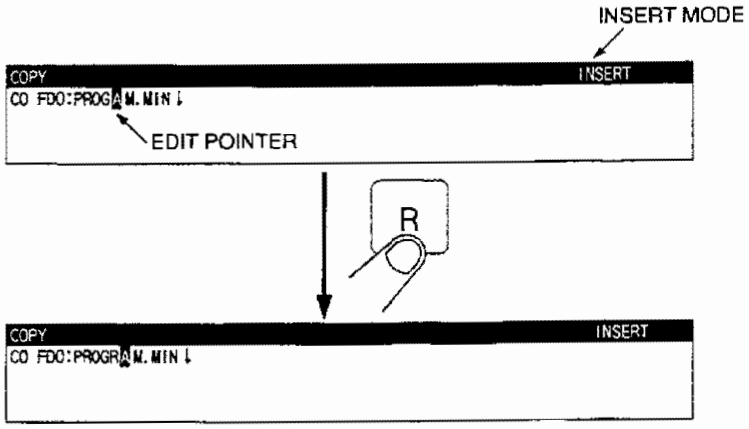


Fig. 2-7 Editing Modes (Insert Mode)

(3) Switching between Editing Modes

To change the editing mode, press function key [F5] (OVERWR/INSERT). If the overwrite mode is currently effective the insert mode will become effective, and if the insert mode is currently effective the overwrite mode will become effective.

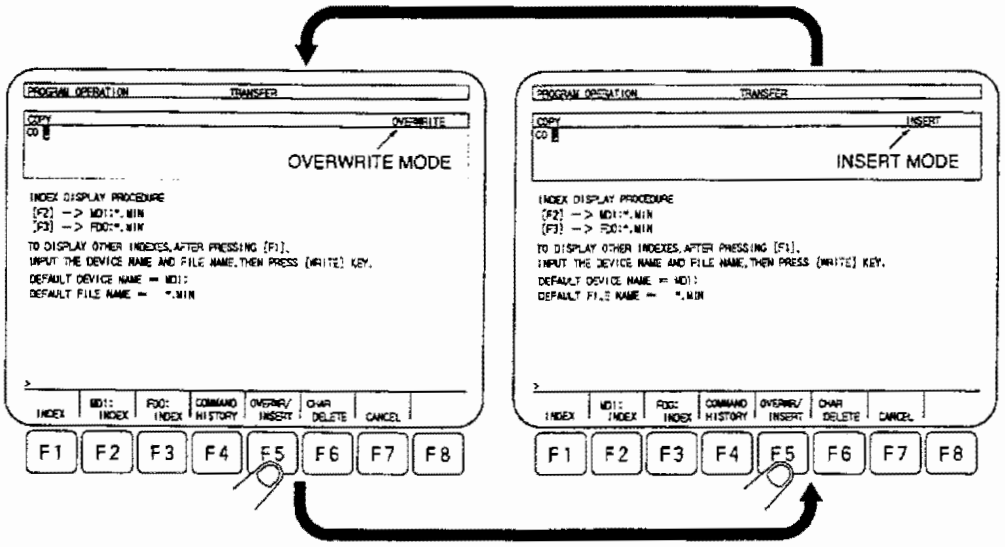


Fig. 2-8 Switching between Editing Modes

15-2-4. Deleting Characters

(1) Function Key [F5] (CHAR DELETE)

Use of this key deletes a single character at the position of the edit pointer, whereupon the character string to the right of the deleted character shifts one place to the left to close the space. The edit pointer remains at the same position.

In the example shown below, the character "A" located by the edit pointer is deleted and the character string ":PROGRAM.MIN" to the right of the edit pointer moves one place to the left to close the space.

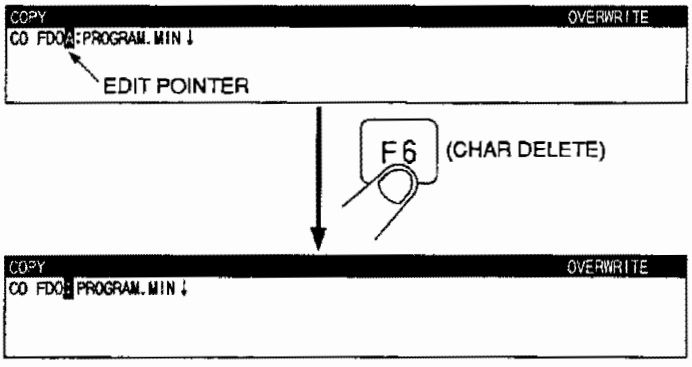


Fig. 2-9 Deleting Characters (Function Key [F5])

(2) BS Key (Backspace Key)

Use of this key deletes a single character to the left of the edit pointer and causes the character string that starts at the position of the edit pointer to move one place to the left to close the space.

In the example shown below the character "A" to the left of the edit pointer is deleted and the character string ":PROGRAM.MIN" that starts at the position of the edit pointer shifts one place to the left.

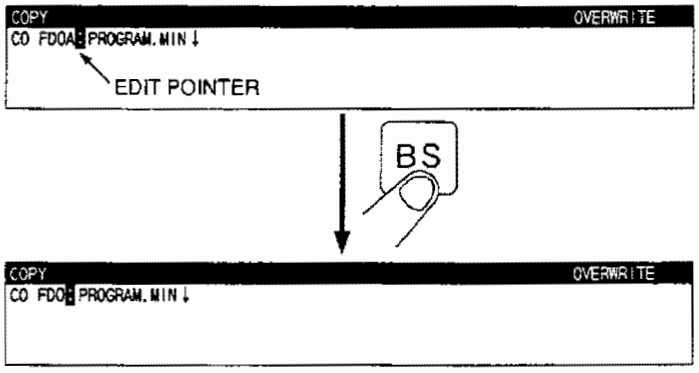


Fig. 2-10 Deleting Characters (BS Key)

15-2-5. Notes on Creating and Editing Commands

(1) Maximum Command Length

The downward-pointing arrow symbol "↓" signifies the end of the command and the maximum command length of 255 characters is reached when this symbol is at the right end of the seventh line.

When the "insert" editing mode is effective, it is not possible to key in a character at any position when this limit has been reached.

(2) Automatic Space Insertion

When a character is keyed in while the edit pointer is located to the right of the downward-pointing arrow "↓", spaces are automatically inserted up to the position where that character is keyed in.

When the BS key is pressed while the edit pointer is located to the right of the downward-pointing arrow "↓", the edit pointer moves to the position of the downward-pointing arrow.

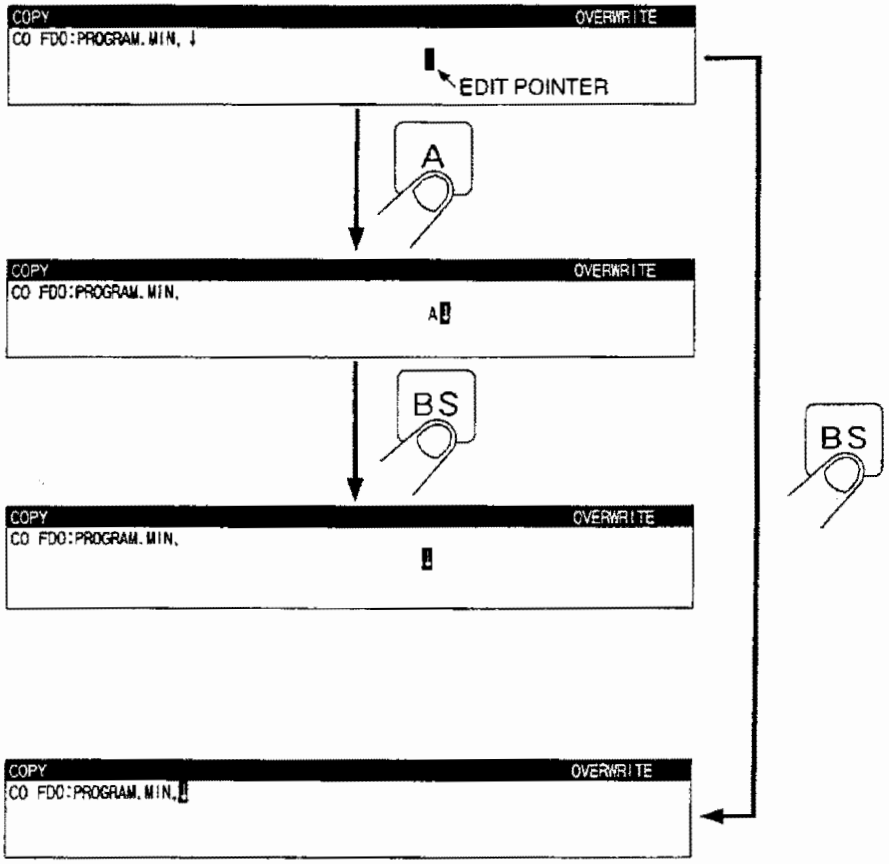


Fig. 2-11 Automatic Space Insertion

15-3. Use of the Command History

The last 5 commands which have been used are stored as the "command log". Previously created commands can therefore by used again by selecting them from the command log. They can also be revised before they are used.

(1) At the command creation screen, press function key [F4] (COMMAND HISTORY) to switch to the command history screen.

(2) Use the cursor control keys to move the cursor to the desired command.

(3) Press the WRITE key.

The system will return to the Command Selection screen, and the selected command will be read into lines 4 to 7. To execute the command as it is, press the WRITE key.

If reading to the command selection screen is not required, press the [F7] (CANCEL) key at the command history screen. The system will return to the command selection screen without reading the selected command.

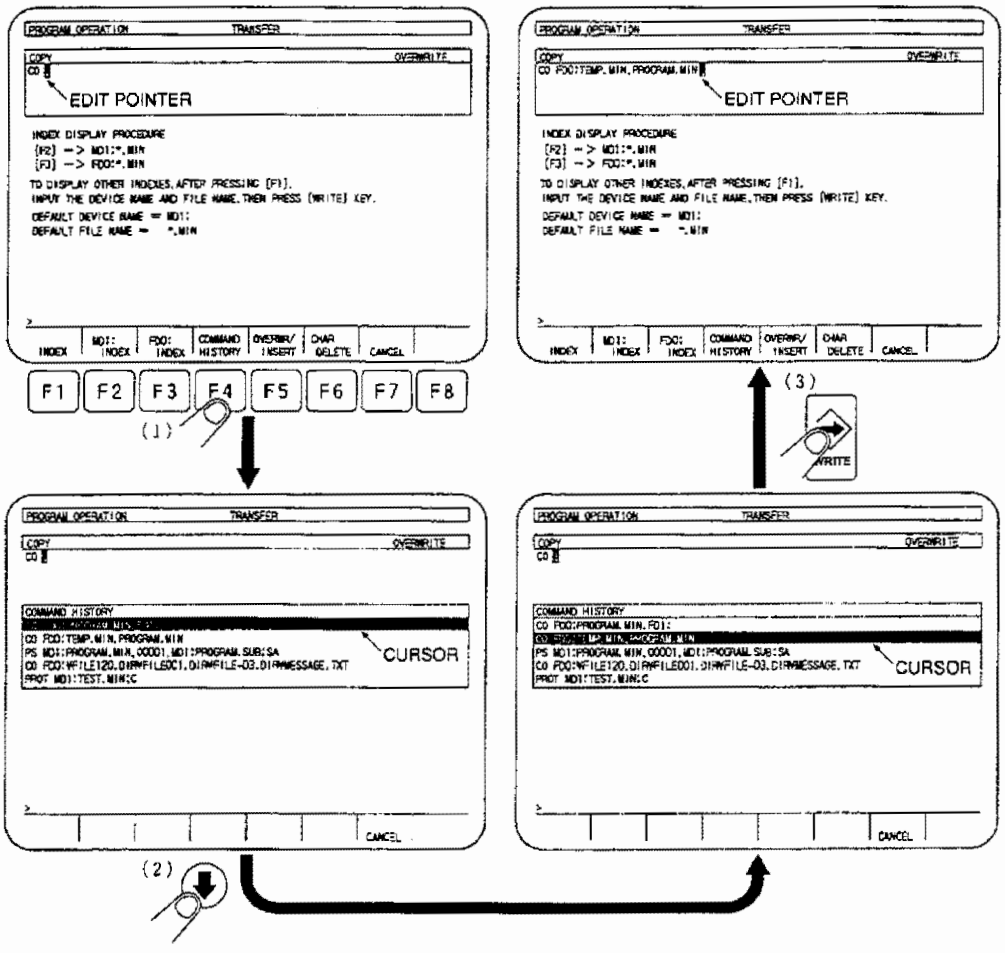


Fig. 2-12 Use of the Command History

15-4. Selecting Files From Directories (OSP Format)

15-4-1. Procedure for Selecting Files from Directories

(1) At the Command Creation screen, press one of the following function keys:

[F1] (INDEX), [F2] (MD1: INDEX), [F3] (FD0:INDEX)

If function key [F1] (INDEX) is pressed, "ISO" will be displayed at the console line. Following the "ISO" character string, enter the desired device name and file name, then press the WRITE key.

(2) At the directory selection screen, use the cursor keys to locate the cursor at the file name of the file to be selected.

(3) Press the WRITE key.

The display will return to the command creation screen and the device name and file name selected with the cursor are entered at the position of the edit pointer.

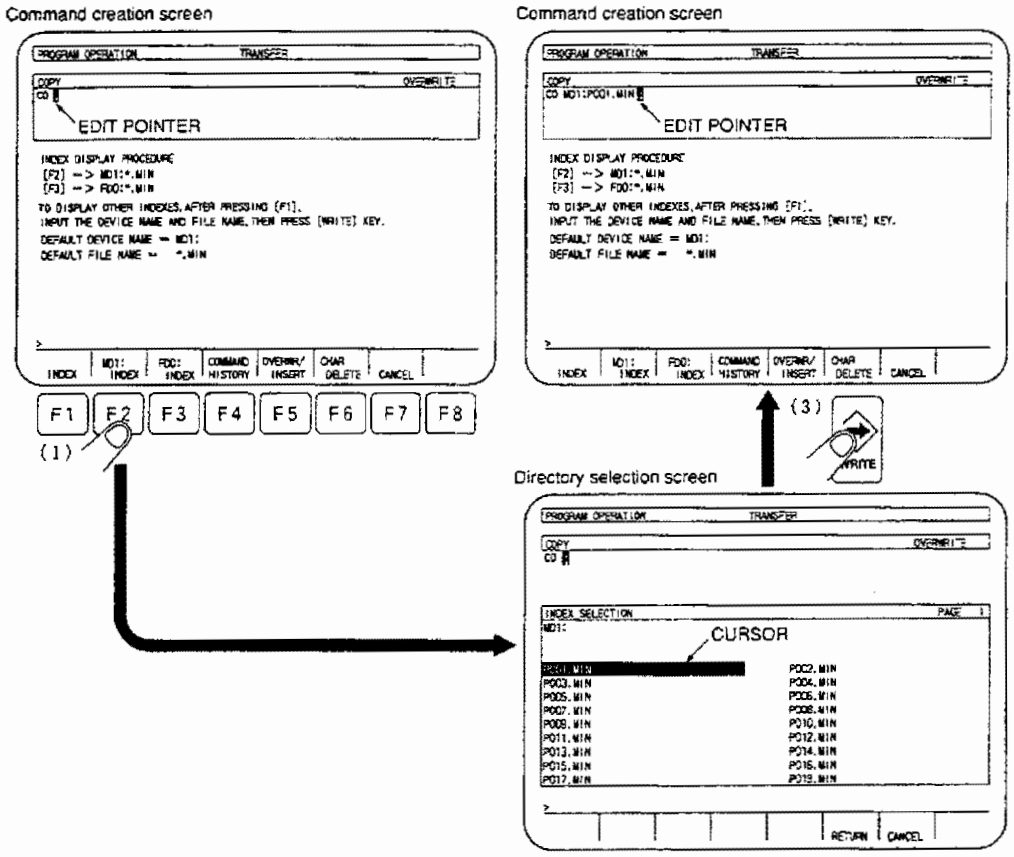


Fig. 2-13 Selecting a File from Directory

15-4-2. Directory Selection Screen

If the selected device is OSP format, the directory selection screen will take the form shown below.

For its appearance when the selected device is MS-DOS format, refer to 15-5, "Selecting Files From Directories (MS-DOS Format)".

Lines 4 to 7 : The command being created is displayed here.

The selected file name is entered at the position of the edit pointer. The edit pointer cannot be moved by pressing the cursor keys.

Line 9 : The device name for the displayed directory is displayed here.

Lines 12 to 20 : The directory is displayed here.

Move the cursor to the file name to be selected by using the cursor keys.

If no file name is displayed, it means that the selected device does not contain files.

Up to 18 file names are displayed on each screen. If there are more than 18 registered files in a directory, the page up/down keys can be used to display other pages.

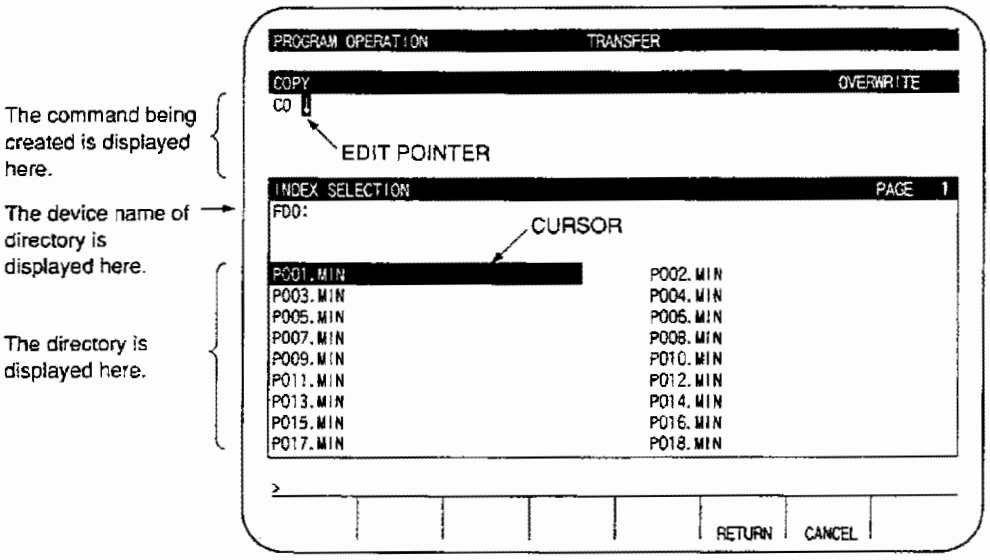


Fig. 2-14 Directory Selection Screen

15-4-3. Cursor and Page Operations

(1) Moving the Cursor to the Right

Each time the "right" cursor key is pressed, the cursor moves to the file name which is adjacent and to the right, or below and to the left, with respect to the current cursor position. If the cursor is located at the final file name in the directory, it moves to the first file name in the directory.

(2) Moving the Cursor to the Left

Each time the "left" cursor key is pressed, the cursor moves to the file name which is adjacent and to the left, or above and to the right, with respect to the current cursor position. If the cursor is located at the first file name in the directory, it moves to the final file name in the directory.

(3) Moving the Cursor Downward

Each time the "down" cursor key is pressed, the cursor moves to the file name directly below the current position. If the cursor is located at the final file name in the directory, it moves to the first file name in the directory.

(4) Moving the Cursor Upward

Each time the "up" cursor key is pressed, the cursor moves to the file name directly above the current position. If the cursor is located at the first file name in the directory, it moves to the final file name in the directory.

(5) Changing Pages

Up to 18 file names cam be displayed on the directory selection screen. If there are more than 18 files registered in the directory, other pages can be displayed by pressing the page up/down keys.

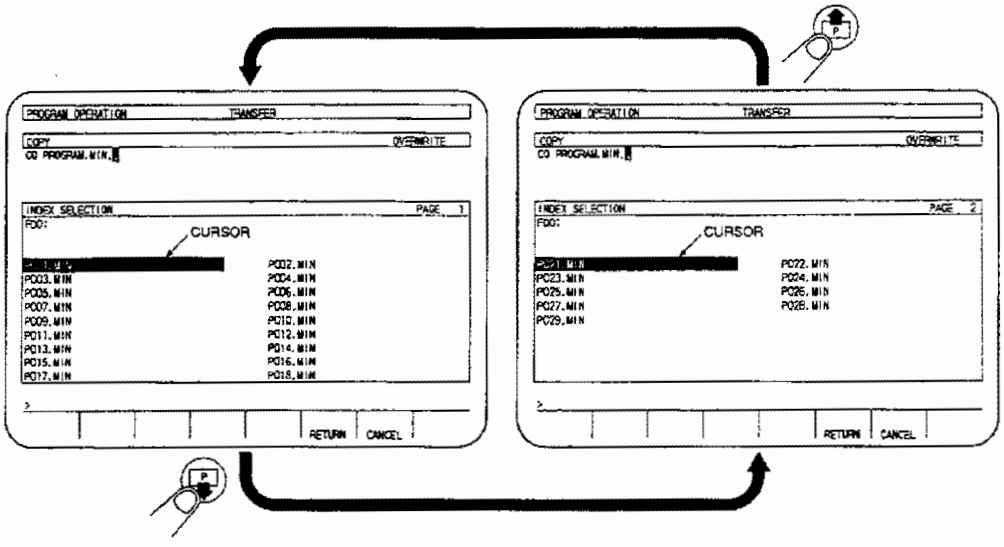


Fig. 2-15 Cursor and Page Operations

15-4-4. Function Key [F6] (RETURN), [F7] (CANCEL) and Cancel Key

When function key [F6] (RETURN) key is pressed, the command creation screen is displayed and the device name only is entered at the position of the edit pointer. The file name that was at the cursor position is not entered.

When function key [F7] (CANCEL) or the Cancel key is pressed, the command creation screen is displayed and neither the device name nor the file name at the cursor position are entered on it.

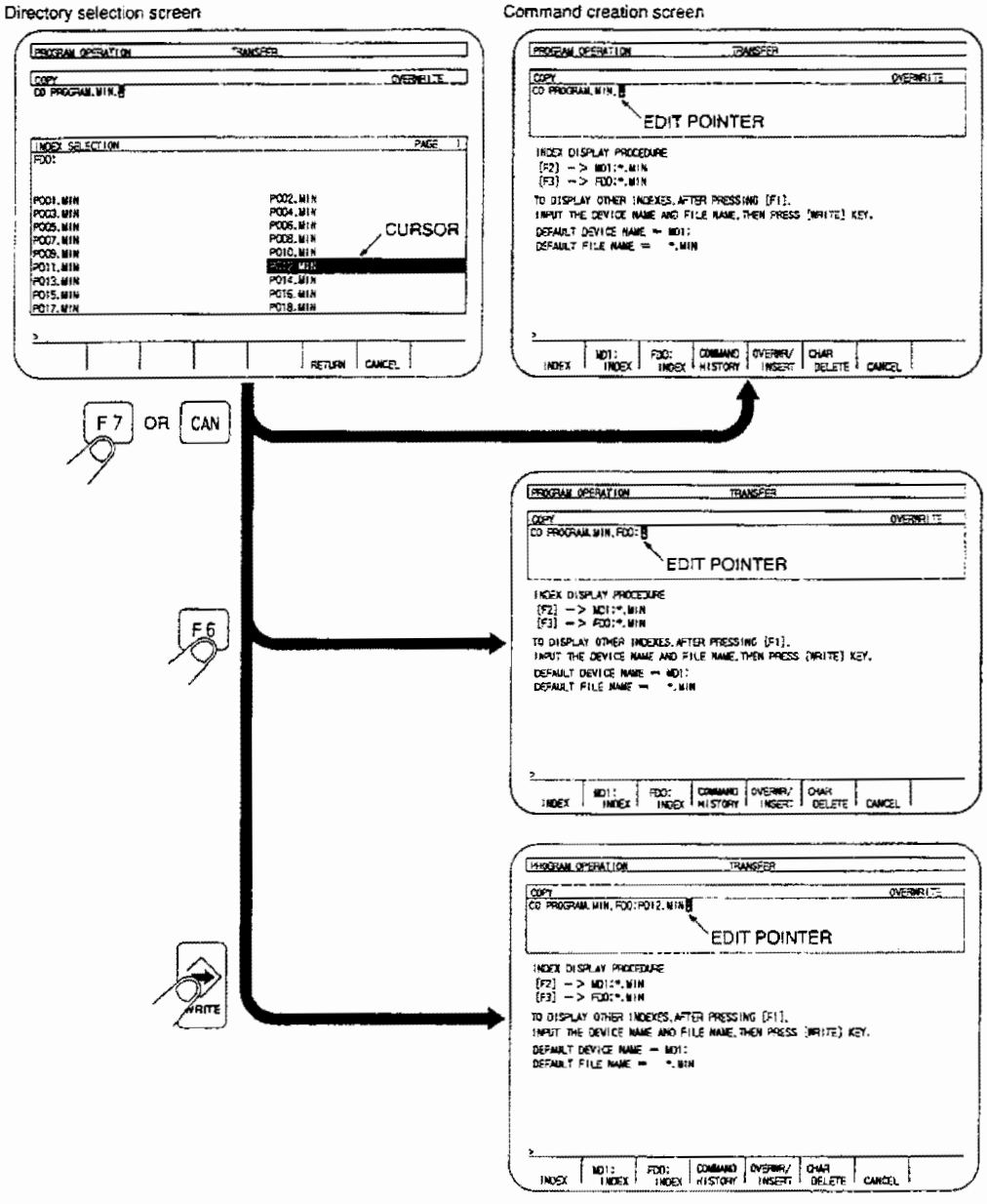


Fig. 2-16 Function Key [F6] (RETURN) and Cancel Key

15-4-5. Effects of the Editing Modes

(1) Overwrite Mode

In the overwrite mode, the positions of characters in the character string are fixed and the file name selected from the directory is written over the part of the character string that starts at the position of the edit pointer.

(2) Insert Mode

In the insert mode, the part of the character string that starts at the position of the edit cursor shifts to the right as the file name selected from the directory is inserted to the left of the edit pointer.

If the command length is caused to exceed 255 characters by adding the file name, the 256th and subsequent characters are deleted.

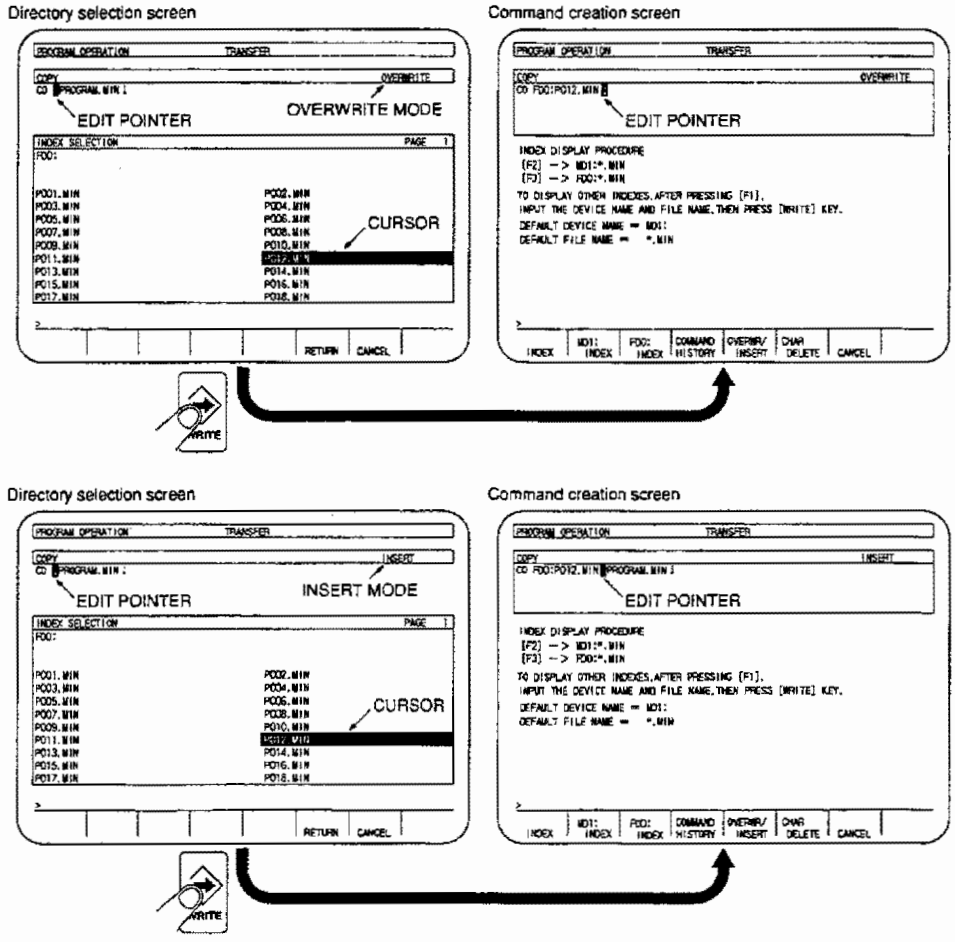


Fig. 2-17 Effects of the Editing Modes

15-4-6. Directory Display Method

(1) To Display NC Memory "MD1:" Directory

Press function key [F2] (MD1: INDEX).

The input examples given below show how to designate which file directory is to be displayed.

[F2] → MD1: ✳.MIN

When function key [F2] (MD1: INDEX) is pressed, the directory (in NC memory) for MD1: related files with extend names of "MIN" (work programs) will be displayed.

[F2] → MD1: ✳.SDF

When function key [F2] (MD1: INDEX) is pressed, the directory (in NC memory) for MD1: related files with extend names of "SDF" (schedule programs) will be displayed.

[F2] → MD1: ✳.✳

When function key [F2] (MD1: INDEX) is pressed, the directory (in NC memory) for all MD1: related files will be displayed.

(2) To Display Floppy Disk "FD0:" Directory

Press function key [F3] (FD0: INDEX).

The input examples given below show how to designate which file directory is to be displayed.

[F3] → FD0: ✳.MIN

When function key [F3] (FD0: INDEX) is pressed, the directory (in floppy disk) for FD0: related files with extend names of "MIN" (work programs) will be displayed.

[F3] →FD0: ✳.SDF

When function key [F3] (FD0: INDEX) is pressed, the directory (in floppy disk) for FD0: related files with extend names of "SDF" (schedule programs) will be displayed.

[F3] → FD0: ✳.✳

When function key [F3] (FD0: INDEX) is pressed, the directory (in floppy disk) for all FD0: related files will be displayed.

(3) To Display Other Directories

When function key [F1] (INDEX) is pressed, "ISO" will be displayed at the console line. Following the "ISO" character string, enter the desired device name and file name, then press the [WRITE] key. The following examples apply when an OSP formatted floppy disk is being used.

>ISO MD1: [WRITE]

The directory for the default file name at the MD1: device will be displayed.

The default file name is indicated at the directory display procedure.

>ISO FD0: [WRITE]

The directory corresponding to device "FD0:" is displayed.

```
>ISO  FD*:  [WRITE]
```

The message "ERROR IN SPECIFIED DEVICE NAME." is displayed on the console line and the directory selection screen is displayed.

It is not allowed to use wild card "*" or "?" when specifying a device name.

```
>ISO  FD0:*.* [WRITE]
```

The directory of all files in floppy "FD0:" is displayed.

The same happens if any of the following are specified as the file name: "*", "*.", ".*", ". ".

```
>ISO  FD0:*.MIN [WRITE]
```

The directory of all files in floppy "FD0:" with the extension name "MIN" is displayed.

```
>ISO  FD0:???.MIN [WRITE]
```

The directory of all files in floppy "FD0:" whose main file name consists of three or fewer alphanumeric characters and whose extension name is "MIN" is displayed.

```
>ISO  FD0:ABC.*  [WRITE]
```

The directory of all files in floppy "FD0:" whose main file name is "ABC" is displayed.

The same would happen if the specified file name were "ABC" or "ABC.".

```
>ISO  FD0:ABC.?? [WRITE]
```

The directory of all files in floppy "FD0:" whose main file name is "ABC" and whose extension name consists of no more than two alphanumeric characters is displayed.

```
>ISO  FD0:MS*.TXT [WRITE]
```

The directory of all files in floppy "FD0:" whose main file name starts with "MS" and whose extension name is "TXT" is displayed.

```
>ISO  FD0:MS??.TXT [WRITE]
```

The directory of all files in floppy "FD0:" whose main file name starts with "MS" and comprises a total of no more than 4 alphanumeric characters, and whose extension name is "TXT" is displayed.

```
>ISO  FD0:ABC.MIN [WRITE]
```

The file "ABC.MIN" in floppy "FD0:" is displayed (assuming this file exists in the device).

```
>ISO  FD0:123.* [WRITE]
```

```
>ISO  FD0:ABCDEFG123456789.* [WRITE]
```

The message "ERROR IN SPECIFIED FILE NAME." is displayed.

In the OSP format, main file names must start with a letter of the alphabet and consist of a total of no more than 16 alphanumeric characters.

```
>ISO  FD0:*.123 [WRITE]
```

```
>ISO  FD0:*.ABCD [WRITE]
```

The message "ERROR IN SPECIFIED FILE NAME." is displayed.

In the OSP format, extension names must start with a letter of the alphabet and consist of a total of no more than three alphanumeric characters.

```
>ISO   FD0:\ABC\*.*  [WRITE]
```

If a path name is specified although the device to be selected is OSP format, the message "PATH NAME CANNOT BE SPECIFIED IN THIS DEVICE." will be displayed on the console line.

15-5. Selecting Files From Directories (MS-DOS Format)

When working with the MS-DOS format – for example in the machining management mode and MS-DOS file convert – it is possible to display the directories of MS-DOS format floppy disks.

15-5-1. Procedure for Selecting Files from Directories

(1) At the Command Creation screen, press one of the following function keys:

[F1] (INDEX), [F2] (MD1: INDEX), [F3] (FD0:INDEX)

If function key [F1] (INDEX) is pressed, "ISO" will be displayed at the console line. Following the "ISO" character string, enter the desired device name, path name, and file name, then press the WRITE key.

(2) At the directory selection screen, use the cursor keys to locate the cursor at the file name of the file to be selected.

(3) Press the WRITE key.

The display will return to the command creation screen and the device name, current directory name, and file name selected with the cursor, are entered on it at the position of the edit pointer.

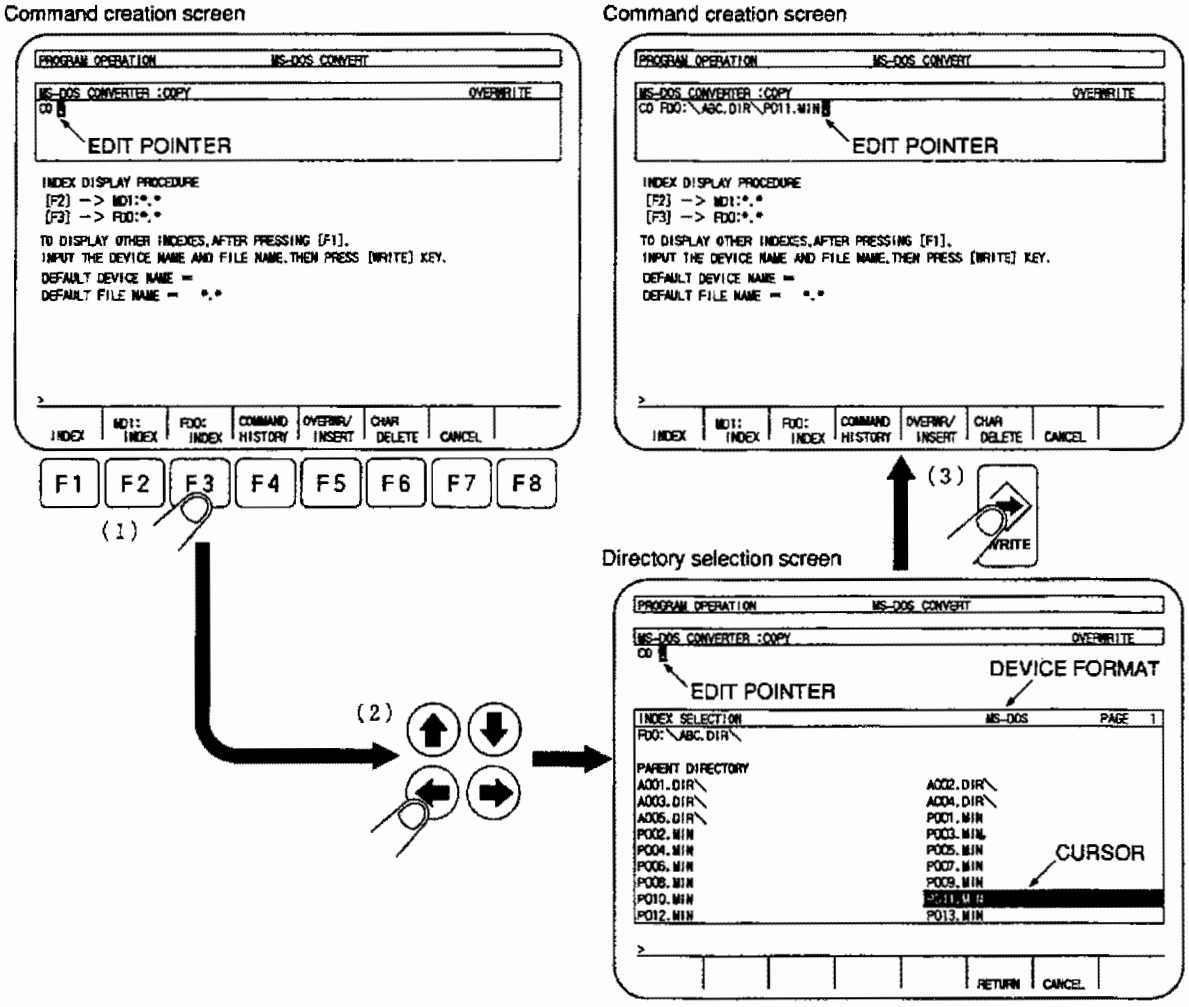


Fig. 2-18 Procedure for Selecting Files from Directories

15-5-2. Directory Selection Screen (for MS-DOS Format Devices)

Lines 4 to 7 : The command being created is displayed here.

The selected file name is entered at the position of the edit pointer. The edit pointer cannot be moved by pressing the cursor keys.

Line 8 : If the device is MS-DOS format, "MS-DOS" is displayed here.

Line 9 : The device name for the displayed directory, and the current directory name, are displayed here.

Line 11 : Normally, "PARENT DIRECTORY" is displayed here.

To change the directory to the parent directory, locate the cursor at "PARENT DIRECTORY" and press the [WRITE] key.

Lines 12 to 20 : The directory is displayed here.

File names and directory names are displayed ("\" is appended at the end of directory names).

If no file name is displayed, it means that the selected device does not contain files.

When the cursor is located at a file name and the WRITE key pressed, the selected file name is entered at the position of the edit pointer.

When the cursor is located at a directory name and the WRITE key pressed, the directory changes to the selected directory.

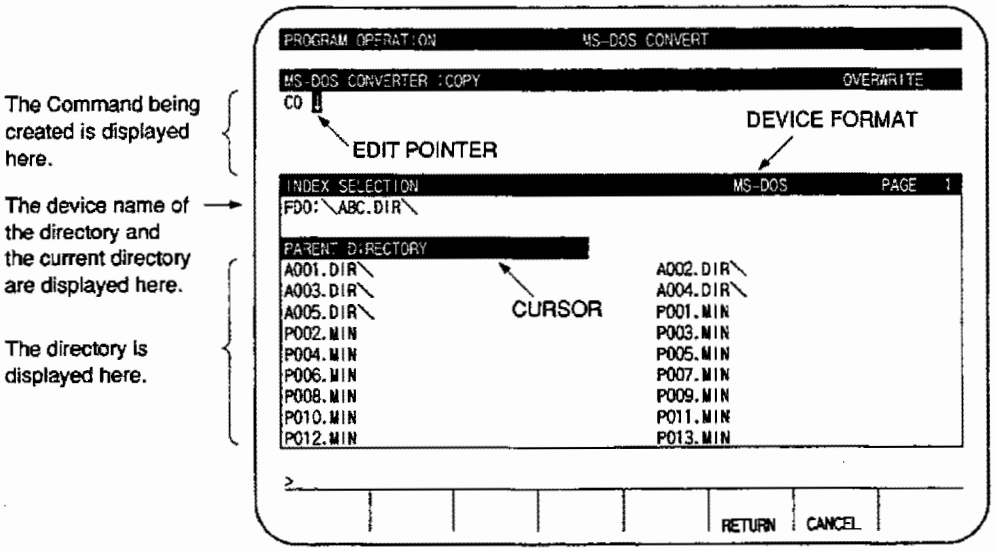


Fig. 2-19 Directory Selection Screen (for MS-DOS Format Devices)

15-5-3. Changing the Directory

The directory can be changed by locating the cursor at the required directory name and pressing the WRITE key.

If the cursor is located at "PARENT DIRECTORY" and the WRITE key pressed, the directory changes to the parent directory.

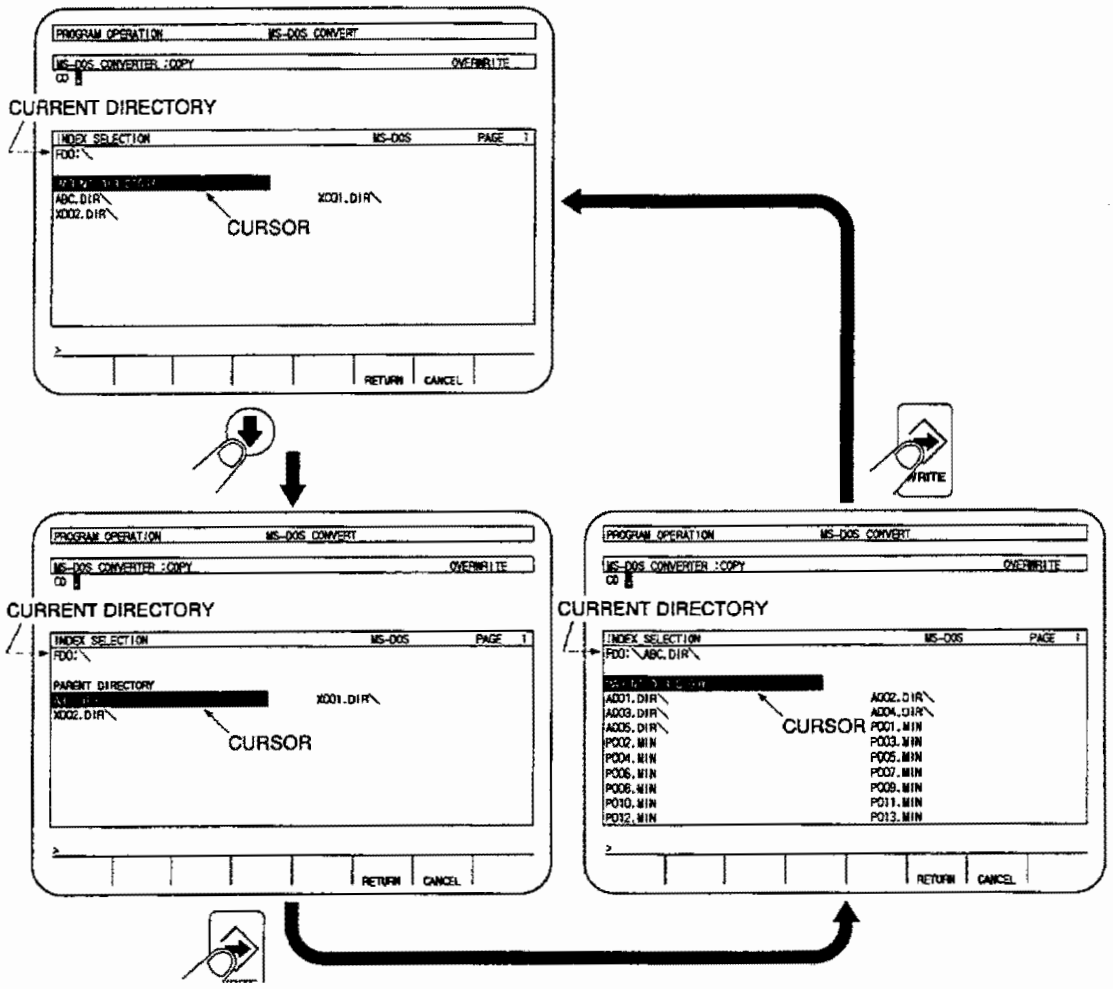


Fig. 2-20 Changing the Directory

15-5-4. Function Key [F6] (RETURN), [F7] (CANCEL) and Cancel Key

When function key [F6] (RETURN) is pressed, the command creation screen is displayed and the device and current directory names are entered at the position of the edit pointer. The file name that was at the cursor position is not entered.

When function key [F7] (CANCEL) or the Cancel key is pressed, the command creation screen is displayed and the device name, current directory name and the file name at the cursor position are not entered on it.

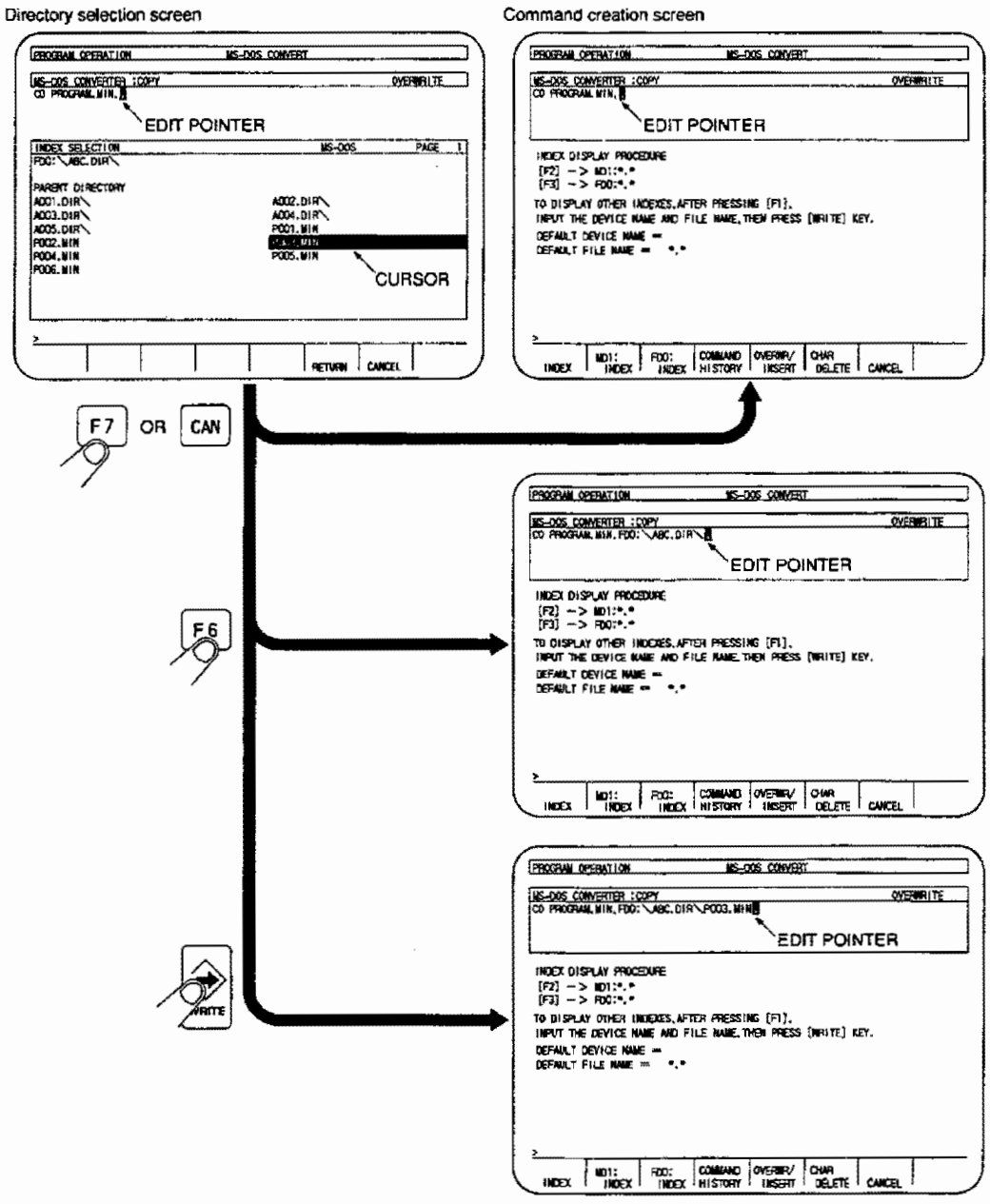


Fig. 2-21 Function Key [F6] (RETURN) and Cancel Key

15-5-5. Directory Display Method

(1) To Display Floppy Disk "FD0:" Directory

Press [F3] function key (FD0: INDEX).

The input examples given below show how to designate which file directory is to be displayed.

(2) When function key [F1] (INDEX) is pressed, "ISO" will be displayed at the console line.

Following the "ISO" character string, enter the desired device name, path name, and file name, then press the [WRITE] key. The following examples apply when an MS-DOS formatted floppy disk is being used.

```
>ISO  FD0: [WRITE]
```

The directory for the default path name and file name at the FD0: device will be displayed.

The default file name is indicated at the directory display procedure.

The default path name used at the MS-DOS file convert function is route directory "\". The default path name used at the MacMan mode can be designated as desired at the environment setting operation.

(3) When a path name is entered before pressing the WRITE key:

```
>ISO  FD0:\ABC\     [WRITE]
```

(Absolute path designation)

The directory for the FD0: device, "\ABC\" path name, and default file name will be displayed.

If the path "\ABC\" does not exist in the device, the message "SPECIFIED PATH DOESN'T EXIST." is displayed on the console line.

```
>ISO  FD0:ABC\     [WRITE]
```

(Relative path designation)

A path name which doesn't begin with "\" is interpreted as a relative path from the default path name.

```
>ISO  FD0:\*.*\ [WRITE]
```

The message "ERROR IN SPECIFIED PATH NAME." is displayed on the console line.

The wild cards "*" and "?" cannot be used in any of the directory names that make up a path name.

```
>ISO  FD0:\ABC.1234\ [WRITE]
```

```
>ISO  FD0:\123456789.ABC\ [WRITE]
```

The message "ERROR IN SPECIFIED PATH NAME." is displayed on the console line.

The following restrictions apply to the directory names that make up path names: the main directory name must comprise no more than eight alphanumeric characters and the extension must comprise no more than three alphanumeric characters.

```
>ISO  FD0:\ABC\123456789.ABC
```

```
>ISO  FD0:\ABC\ABC.1234
```

The message "ERROR IN SPECIFIED FILE NAME." is displayed on the console line.

If a path name is specified, the format is taken to be MS-DOS and therefore the main file name must consist of no more than eight alphanumeric characters and the extension name must consist of no more than three alphanumeric characters.