Ramload Reference

Copyright notice

Copyright © 2001 VM Labs, Inc. All Rights Reserved

The information contained in this document is confidential and proprietary to VM Labs, Inc. It may not be distributed or copied in any form whatsoever without the prior written permission of VM Labs.

This is a preliminary specification. VM Labs reserves the right to make changes to any and all of the interfaces described in this document.

Ramload

The ramload program builds disk image files that can be used with the Nui library.

There are two ways to specify the files to be included in a disk image:

- 1) specify the path to a directory containing the files
- 2) specify a control file listing the files to be included

To use the first approach, place all of the files you want to include in the disk image into a directory tree that mirrors the way they should appear in the image file. Then, pass the path to the root directory to the ramload program using the –d switch:

```
ramload -d files -o ramdisk.dat
```

This includes all of the files in the directory 'files'.

You can also use the old syntax:

```
ramload -o ramdisk.dat files
```

To use the second approach, create a control file listing the names of the files to be included and possibly partition names:

```
ramload -f files.lst -o ramdisk.dat
```

This parses the file 'files.lst' and adds files to the ramdisk image based on lines read from that file.

Each line in the file list file should be of the form:

```
flag name[=path]
```

Where flag is:

a to add the file with the current compression setting
u to add the file uncompressed
z to add the file compressed
for comments

If 'path' is omitted it is assumed to be the same as 'name'.

For example:

```
# this adds a file named 'images/setup.npx' from the file
# 'files/images/setup.npx' with the default compression
a images/setup.npx=files/images/setup.npx
# this adds a compressed file named 'dscript/viddie1.dsb' from the file of the
# same name
z dscript/viddie1.dsb
```

Other switches:

- -b<n> set block size to <n> 2048 byte sectors
- -q quiet mode
- -s to sort the files by name has been removed
- -u turns off compression for the arguments that follow
- -z turns on compression for the arguments that follow