CP/M 2.2 Disks and Files

Original manuals for most of the software present on these disks are available under the "Original Altair and CP/M Manuals" link on the AltairClone.com support page. The manuals are also present in the support package zip file. Finally, the manuals can also be found at http://deramp.com/downloads/altair/software/manuals/.

The files **cpm48k.dsk**, **cpm56k.dsk** and **cpm63k.dsk** are disk images of Altair (Burcon) CP/M 2.2 for systems with 48K , 56K and 63K of available RAM respectively.

The file **sysdev.dsk** is an Altair CP/M 2.2 floppy image with the source files and tools needed to edit the BIOS and reassemble CP/M from source.

The **sysdev** folder contains the source files present on the sysdev disk so they can be viewed directly on a PC.

The **CPM 2.2B** folder contains version "B" of Altair CP/M 2.2. This version greatly improves disk performance and implements the IOBYTE feature of CP/M. IOBYTE allows re-assignment of the four logical CP/M devices (CON, RDR, PUN and LST) to a variety of different physical devices. Some programs, like Kermit, require IOBYTE in order to function properly.

The **movcpm** folder contains MOVCPM.COM and SYSGEN.COM for Altair (Burcon) CP/M 2.2. Most disk images in this directory already include these files, however, if you have an older disk image and want just the MOVCPM and SYSGEN programs, you can retrieve them here. Instructions for using MOVCPM and SYSGEN are also provided in this folder.

The **BASIC Compiler 5.3a** folder contains a bootable disk image (bascom.dsk) which contains the Microsoft BASIC compiler version 5.3a.

The **PCET and PCPUT** folder contains the PCGET and PCPUT utilities for transferring files between a PC and an Altair.

The **Programs** folder contains a few miscellaneous programs including a CP/M auto-run demonstration and a program for punching human readable messages on a paper tape.

The **bdsc.dsk** file is a bootable disk image containing the BDS C Compiler.

The **kermit** folder contains a bootable disk image (kermit.dsk) which contains the Kermit file transfer program (version 4.11). Kermit requires full implementation of the CP/M IOBYTE feature in order to function properly. However, Altair CP/M 2.2 does not implement the IOBYTE. This disk uses an updated version of Altair CP/M, version 2.2a. The BIOS in this version of CP/M fully implements the IOBYTE feature.

The **games.dsk** file is a disk image of a CP/M 2.2 disk containing a few popular games including LADDER (a Super-Mario like chutes and ladders game) and CATCHUM (a Pac-Man like game). These two games require a VT-100 compatible terminal or terminal emulator. You'll find

that increasing the game "Level" makes the play of the game faster, which is especially needed for CATCHUM.

The **supercalc2.dsk** file is a disk image of the supercalc2 spreadsheet CP/M application

The **zork.dsk** file is a disk image of a the popular text adventure game Zork.

The **wordstar.dsk** image file contains WordStar version 3.00 along with the SpellStar overlay and the INSTALL program for WordStar to allow modification of the WordStar installation.

WS.COM is configured for an ADDS Viewpoint terminal which works with HyperTerm and the AUTO or VT52 emulation setting in HyperTerm. Tera-Term does not have an emulation setting that supports the VT52 or any other terminal option present in WordStar.

WS.COM can be reconfigured using the INSTALL program on the disk. Run INSTALL and choose "N" at the very first prompt. In the "Installation Options Menu" choose option "D" to modify the existing WS.COM file. You can then configure the terminal type, printer type, communication parameters, apply patches, etc., as desired.

The **wordstar.dsk** image file boots a 62K CP/M 2.2, but it can be used as a drive B: with CP/M 1.4 if desired.