Hard times

It's cheap, and it should be easy to get more mileage from your hard-disk space. But beware of some common problems, says Terence Green.

▲Fig 1 IBM is preparing to ship the first beta of Warp Server 5, codenamed 'Aurora', later this year, with a shipping date set for early 1999

Now that gigabytes-worth of hard-disk storage costs pennies, many people are discovering problems when they try to install Warp 4 and Warp 3 which shipped before disk sizes began to escalate. There are some common problems. For instance, adding a new drive and discovering that Warp doesn't like it, or adding a new ATAPI (IDE) CD-ROM drive, or attempting to install Warp 3 or Warp 4 onto a new, large drive [Fig 1].

Reader Colin George discovered the problem when he bought a new Quantum 6.4Gb drive for his PC, which dual-boots Windows 95 and Warp 3. Having formatted and partitioned the new drive under Windows 95, he discovered when booting into Warp that OS/2 FDISK reported that the partition data "may be corrupt". This is expected behaviour. Since Warp 3 pre-dates Windows 95, it has no way of understanding what Windows 95 does to

...the OS/2 FDISK reported that the partition data 'may be corrupt'

the FAT data in the drive partition tables in order to enable long filenames. The answer is to obtain and install the latest version of **IDEDASD.EXE** from IBM's Device Driver Repository at ftp://service. boulder.ibm.com/ps/products/os2/ os2ddpak/idedasd.exe. This contains updated device drives for EIDE drivers and IDE CD-ROM drives. Note that this update specifically addresses drives which attach to EIDE interfaces — it is not required for SCSI hard drives or devices. IDEDASD.EXE is only a small file (about 130Kb) but I've placed a copy of it anyway on our cover-mounted CD.

This version (which I downloaded in early August) supports hard disks up to and over 8Gb in size. Place it in a temporary directory and execute it to extract the files, then read the README.TXT file for instructions. You will need to install the files in IDEDASD.EXE if you plan to add a new multi-gigabyte hard drive — or a removable drive such as a CD-ROM or Zip drive — to the EIDE interface in your PC. You also require the files if you are planning to install Warp 3 or Warp 4 onto a new system which contains any of the aforementioned drives. Finally, this version of IDEDASD.EXE also updates some glitches in the files of the same name which were included in the Fix Paks on July's *PCW* cover disc, so you should install it if you applied either Fix Pak #35 for Warp 3 or Fix Pak #6 for Warp 4.

The readme.txt file in IDEDASD.EXE explains the various procedures in detail, but readers may still find the odd glitch preventing them from accessing their new large hard disks. If, having installed the files correctly, you still have a problem accessing your new drive, you may have a motherboard that does not fully support BusMaster DMA. Since the new device drivers set

busmastering on by default, try disabling it by editing the following line in CONFIG.SYS;

```
basedev=ibm1s506.add /a:0
 /!BM
```

The "a" refers to the IDE channel number beginning with 0 (zero) for the primary channel. You can type HELP IBM1S506.ADD at an OS/2 command prompt to display the full set of help information for this device driver.

■ **A fair number of readers** say they would like to run dual Windows 95 or

▲ Fig 2 PartitionMagic is by far the best way to partition an existing Windows 95 or Windows 98 system to run Warp as well

Windows 98 and Warp systems. The best way to do this is to use IBM Boot

Manager to switch between them at boot time. You need a partitioned hard disk with one partition for Boot Manager and another partition for Warp, in addition to the primary C: partition in which Windows 95/98 usually resides.

If the drive only has a single partition, setting it up to install Warp as well will entail deleting the Windows partition in order to create multiple partitions. You can do this manually by backing up all your data, deleting all partitions and re-partitioning. Or you can use PartitionMagic from PowerQuest [Fig 2] to do it on the fly. You should still back up all vital data, but at least you can prepare the drive from a graphical console without requiring a master's degree in PC drive partitioning.

Unless you are a drive partitioning expert, I recommend PartitionMagic because it will also help you to bypass the FAT32 problem. Warp cannot see partitions formatted with the FAT32 file system which was introduced with Windows 95 OSR2 and carried into Windows 98. In order to install Warp on a PC, it must have at least one partition formatted for FAT16. You don't have to keep the partition formatted FAT16, but Warp Installation won't work if it can't find either a virgin, unpartitioned, first physical drive or a FAT16 partition on that drive.

■ **Good news arrived** in August when the first beta of Netscape Communicator

ASSIGNING DRIVE LETTERS

Reader Esmond Poynton, having moved from Warp 3 to Windows 95 and now wishing to reinstate Warp, would like to partition: a 4.3Gb drive with Windows 98 on C:, a Zip drive as D:, a CD-ROM on E:, and Warp on F:.

Clearly, he wants the drive letters to remain the same in both systems, but Warp will not allow drive letters to be assigned to removable drives ahead of fixed drives. So, in practice, the drive letters will be assigned as follows:

☛ **C:** Windows 98 (fixed drive)

☛ **D:** Warp (fixed drive)
☛ **E:** ZIP drive
☛ **F:** CD-ROM drive

This holds true with a FAT-formatted Warp partition but if you select HPFS for Warp, Windows 98 will not see the Warp partition and the ZIP drive will become D: when booted into Windows 98, while the CD-ROM will become E:.

The solution is to assign the required drive letters to the ZIP and CD-ROM drives in Windows 98. This can be done from Windows 98/Control Panel/System/ Device Manager by highlighting the drive,

clicking on Properties and assigning the same letter to the drive as it has when booted into Warp.

It is also necessary to install Fix Pack #35 (or later) for Warp 3. FP35 adds the full support for removable drives which enables Warp to automatically assign drive letters to the ZIP drive. The same holds true for Fix Pak #6 and Warp 4. Both Fix Pak #35 and Fix Pak #6 can be found on *PCW*'s July 1998 cover-mounted CD-ROM. *See page 10 of this issue for information on how to obtain back issues.*
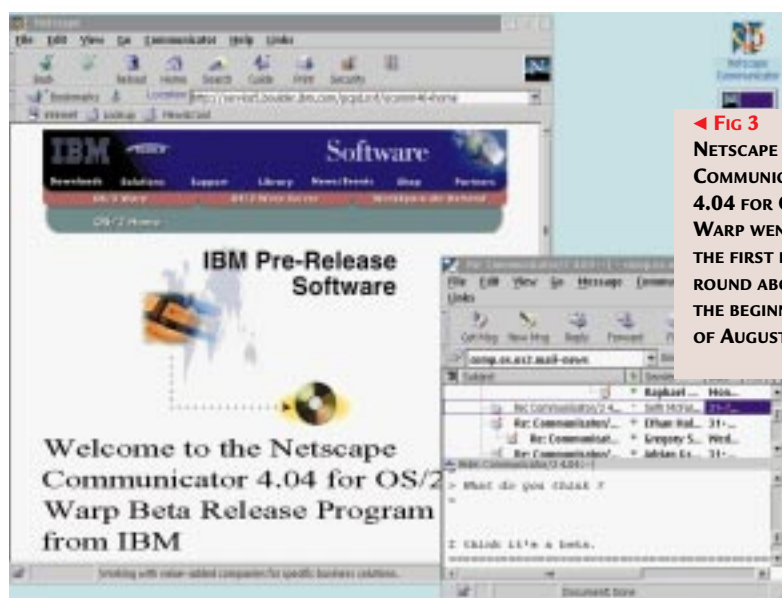
4.04 for OS/2 shipped [Fig 3]. I've had a chance to play with it and it looks pretty good. There's another round of beta testing to come which may not be out by the time you read this; but if not, it won't be long. It's modelled on the same code as the Windows-based Communicator

versions and has pretty much the same look-and-feel to it. You won't find the Netscape Communicator beta on our cover-mounted CD-ROM, as I've decided against including beta software for two reasons. First, given the long editorial lead times for this column, we could find ourselves publishing beta software around the time the shipping product appeared. And second, I have received only one reply in favour of providing betas on the *PCW* cover disc — so, sorry, Phil Harrison, but you've been outvoted.

Phil also suggested keeping major downloads, such as Fix Paks, on cover-mounted CD-ROMs for as long as they are current. This is a fine idea, but unfortunately the pressure for space on the *PCW* CD-ROM makes this impossible. You will just have to buy the magazine every month or, better still, subscribe [*see p10*].

◄ **FIG 3**
NETSCAPE COMMUNICATOR 4.04 FOR OS/2 WARP WENT INTO THE FIRST BETA ROUND ABOUT THE BEGINNING OF AUGUST

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