# NextBASIC file-related commands and features (Updated 14 Sep 2018)

This document describes the changes in file-related commands and features between the version of +3e BASIC currently available from the +3e website (+3e v1.43) and the cased machines launch version of NextBASIC (released as part of NextZXOS v2.00).

For reference, v1.43 commands are described here: http://www.worldofspectrum.org/zxplus3e/commands.html

Additionally, all the file-related commands in +3 BASIC are available (unless otherwise stated). These are described in part 20 of the +3 manual: http://www.worldofspectrum.org/ZXSpectrum128+3Manual/chapter8pt20.html

This should be read in conjunction with the other documents:

NextBASIC new commands and features NextZXOS Editor features NextZXOS API NextZXOS Unimplemented features

A list of updates made to this document is now provided at the end.

### Automatic mappings and startup procedure

NextZXOS now supports any FAT16 and FAT32 partitions on the SD card or cards, instead of +3DOS partitions on an IDEDOS-formatted card.

All FAT partitions detected on the SD card(s) are automatically mapped to drives C: onwards on startup.

The RAMdisk is automatically mapped to drive M:. [This is a +3DOS drive and so does not support directories or long filenames etc]

Finally, any files in the **C:/NEXTZXOS** directory are mapped to the appropriate drive letters (if the drive letter in question has not already been mapped) if they are named as follows and are valid +3DOS partition images:

DRV-A.P3D DRV-B.P3D ... DRV-P.P3D CPM-A.P3D CPM-B.P3D ... CPM-P.P3D DRV-A.DSK DRV-B.DSK ...

If both a DRV-A.P3D and CPM-A.P3D are present (for example), the DRV-A.P3D file is used in preference and CPM-A.P3D will not be automatically mapped (if both a DRV-A.P3D and DRV-A.DSK is present, there is no preference and whichever file appears first in the directory will be mapped).

The default drive (highlighted in the list of drives on the startup screen) is set to C: if available. If not, it is set to M:

Once all drives have been mapped appropriately, if there is a BASIC file named C:/NEXTZXOS/AUTOEXEC.BAS it will be automatically LOADed (and RUN if it was SAVEd using the SAVE...LINE option). This could contain additional preferences (such as editor colour settings) or just run some desired program.

Additionally, if the RUN command is entered without any BASIC program lines being present, the file **C:/NEXTZXOS/RUN.BAS** will, if present, be LOADed (and RUN if it was SAVEd using the SAVE...LINE option).

#### Changing SD cards

The **REMOUNT** command can be entered when the user wishes to change the SD card. When the prompt "Remove/insert SD and press Y" is shown the SD card may be changed, and then the **Y** key should be pressed.

This command unmaps all existing drives and re-starts the initialisation and automatic mappings procedure described in the previous section (although it does not execute the AUTOEXEC.BAS program).

#### Partition management

NextZXOS usually uses FAT16 and FAT32 partitions, and these should be created on a PC. Therefore the following +3e commands have been removed:

FORMAT TO unit, maxpart#[, cyls]
MOVE part\$ BIN
MOVE part\$ FOR name\$

The following command is still available but no longer supports the old "EXP" option:

CAT [#stream] TAB

It is still possible to create +3DOS-compatible data and swap partitions, using these dot commands, which replace the NEW DATA/EXP commands on the +3e (the main use for these is for use by CP/M and for copying data between FAT and +3DOS partitions whilst in NextBASIC):

.mkdata filename size creates a +3DOS data partition image creates a swap partition image

The filename can be any valid filename, but in order to be automatically mounted should be named as below. (Additionally, +3DOS data images should have the .P3D extension, and floppy disk images should have the .DSK extension, so they can be selected and mounted with the *Browser*).

If the partitions are named appropriately (DRV-A.P3D to DRV-P.P3D, DRV-A.DSK to DRV-P.DSK, CPM-A.P3D to CPM-P.P3D) and located in the **C:/NEXTZXOS** directory then they will be automatically mapped at startup or when the CP/M loader is selected. If two such files are present with the same letter, on startup the DRV version will take precedence, but when the CP/M loader is selected, the CPM version will take precedence.

Swap partitions named SWP-0.P3S to SWP-9.P3S which are present in the **C:/NEXTZXOS** directory will be available for machine-coded application programs to use (via the IDEDOS API).

# Manual partition mapping

The following commands are still available for manually mapping and unmapping partitions, but no longer support the old "ASN" option (permanence can be achieved by adding such commands into a C:/NEXTZXOS/AUTOEXEC.BAS file if required):

MOVE drive\$ IN part\$
MOVE drive\$ OUT

part\$ can be:

- any FAT partition listed on units 5 or 6. These can be referred to by partition id or name or both. Examples which all map the same partition:
  - MOVE "e:" IN "5>1s0>MyFat32"
  - MOVE "e:" IN "5>1s0>"
  - MOVE "e:" IN "5>MyFat32"
- any IDEDOS partition listed on units 0 or 1 (these will only appear if a card formatted by the +3e is inserted), eg:
  - ∘ MOVE "f:" IN "0>Games"
- "4>" for RAMdisk, eg:
  - MOVE "m:" IN "4>"
- any .P3D file, located anywhere on a FAT drive, eq:
  - MOVE "e:" IN "myp3dos.p3d"
- any unprotected .DSK (+3 disk image) file in a standard format, located anywhere on a FAT drive, eq:
  - MOVE "A:" IN "C:/Plus3 Disks/TasCalc.dsk"

There is no longer any limit to how many partitions can be mapped at one time; all 16 drives A-P can be mapped to partitions. However, a maximum of 8 drives can be mapped to drive images (.P3D or .DSK files) at any one time.

#### **Filenames**

On FAT partitions, filenames can be up to 255 chars in length and include any valid FAT32 LFN characters. Invalid characters are:

< >

£ (c) - the copyright symbol

graphics characters and keyword tokens

In addition, \* and ? are wildcard characters whilst : and / and  $\setminus$  are path separators, and so cannot be part of a filename.

## Wildcards

Wildcards can now be used in any command which expects to open/read a single file or directory, and will open/read the first matching file (this only works on FAT filesystems):

eg LOAD "\*.BAS" loads the first BASIC program found SPECTRUM "Gregory Lo\*.z80" to load "Gregory Loses His Clock.z80" cd "sna\*" to change to the "Snapshots" directory

## Additional commands for working with FAT partitions

esxDOS dot commands are now supported (must be in **C:/BIN**) and can be used in 48K BASIC mode selected from the NextZXOS menu, as well as in NextBASIC mode.

The following new commands are available:

### CD path\$

Change current drive and/or directory.

eg **CD** "e:"

CD "c:/snapshots"

CD "games"

### MKDIR path\$

Create new directory

eg MKDIR "newdir"

MKDIR "D:/olddir/newdir"

### RMDIR path\$

Remove directory (will only allow empty directories to be removed)

eg RMDIR "newdir"

RMDIR "D:/olddir/newdir"

### **PWD** [#n]

Prints the current working directory to the screen (or optionally specified stream number).

eg **PWD** 

(Displays, eg C:/snapshots/)

PWD #4

Outputs current working directory to stream 4.

**DIR** and **LS** have been added as aliases of the **CAT** keyword, and can be used instead in any **CAT** command (when entered into a BASIC program they will be shown as **CAT** since they share the same keyword token value).

### Modified +3e BASIC commands

As noted earlier, "permanence" settings are no longer available (replaced with automatic mappings and, if necessary, use of the C:/NEXTZXOS/AUTOEXEC.BAS file). Therefore the following +3e BASIC commands no longer accept the "ASN" option: LOAD drive\$
SAVE drive\$
VERIFY drive\$

SPECTRUM INK *i*SPECTRUM PAPER *p*SPECTRUM BRIGHT *b*SPECTRUM FLASH *f* 

SPECTRUM ATTR n

**MERGE** drive\$

### **Enhanced +3e BASIC commands**

The following command will continue to work as described on the +3e website, and additionally supports ZX80 (.0) and ZX81 (.P) snapshots.

**SPECTRUM** *f*\$

In order to run ZX80 and ZX81 snapshots, Paul Farrow's ZX80/ZX81 emulator ROMs must be present in **C:/TBBLUE/** as ZX80.ROM and ZX81.ROM.

The standard +3 BASIC CAT command now supports a "-" option to display short filenames instead of long filenames:

**CAT**[-] [#n[,]][f\$][EXP]

eg

CAT-

CAT- "\*.bas"

CAT- EXP

CAT- "\*.z80" EXP

CAT- #4

CAT- #4,"\*.z80"

CAT- #4,"\*.z80" EXP

The expanded version of the **CAT** command (**CAT EXP**) now gives a more detailed listing than before, showing date/timestamps as well as exact filesizes and file attributes.

#### **Extended commands**

The standard **LOAD**, **SAVE** and **VERIFY** commands (which work with tape as well as SD/RAMdisk files) now also have the following new variants (all with **LOAD**, **SAVE** or **VERIFY**; only **LOAD** shown):

LOAD f\$ BANK n

load/save/verify 16K of data in memory bank n

**LOAD** f\$ BANK n, offset, len

load/save/verify len bytes of data starting at offset offset in bank n LOAD f\$ LAYER

load/save/verify screen for the active layer (like **SCREEN\$** but may use 6.75K, 12K or 48K of data depending upon active layer)

## **Unchanged +3e BASIC commands**

The following commands will continue to work as described on the +3e website:

CAT [#stream] ASN

**OPEN** #n, f\$

CLOSE #n

**GOTO** #n, m

The following 3 commands have had their syntax changed (**TO** is used instead of a comma), but otherwise continue to work as described on the +3e website:

**RETURN** #n **TO** var

**DIM** #n **TO** var

**NEXT** #n **TO** var

### Miscellaneous additional +3e BASIC commands

#### **COPY** f\$ **TO** #n

This command works like the standard +3 COPY f\$ TO SCREEN\$ and COPY f\$ TO LPRINT commands, but any stream can be specified.

#### NOTE

All three of these commands filter out any control codes from the file before sending them to the stream/screen/printer, except for end-of-line markers (which can be CR, LF or CRLF).

### <u>Deprecated +3 BASIC commands</u>

The standard +3 BASIC sector-by-sector disk copy operation below is no longer supported (dangerous, and not useful without floppies anyway):

COPY "a:" TO "b:"

The standard +3 BASIC screendump commands below are no longer supported (these take up a lot of space, won't be useful unless somebody creates a +3-compatible printer interface, and could easily be replaced with esxDOS dot commands):

COPY

**COPY EXP** 

**COPY EXP INVERSE** 

These printer configuration commands are also removed, as the +3 printer interfaces are not provided. They would be better replaced by an external driver for any printer interfaces, and controlled with the new **DRIVER** command:

**FORMAT LINE** *n* 

**FORMAT LPRINT** *f1*[;*f2*]

The following command is also removed. It is no longer necessary since it is now possible to load headerless files as **CODE** files.

COPY f\$ TO SPECTRUM FORMAT

### **List of updates**

### Updates: 8 Jul 2018

Removed the .mkdsk dot command; it's better to create .P3D files.

Removed the MOVE d2\$=d1\$ command. It's not really needed since +3 software can now be run from .DSK images and don't need to run directly on a FAT drive.

Updated the descriptions of the auto-mapping procedure and manual mapping of drives.

### <u>Updates: 12 Feb 2018</u>

Removed the **NEW DATA** and **NEW EXP** commands, replacing with **.mkdata**, **.mkswap** and **.mkdsk** dot commands.

Changed the syntax of the **NEXT \#/\text{RETURN}** #/DIM # commands to use the **TO** keyword instead of the final comma.

### Updates: 28 Jan 2018

Noted that the FORMAT LINE and FORMAT LPRINT commands are now also deprecated.

### **Updates: 17 Jan 2018**

Added descriptions of **REMOUNT** and **LOAD/SAVE/VERIFY/MERGE** commands, moved here from the "new commands" document.

Moved the program-line related commands to the "new commands" document.

Added note about filtering of control codes on COPY f\$ TO SCREEN\$/LPRINT/#n commands.

# Updates: 15 Jan 2018

Updated description of LINE command, and added new ERASE command.

## Updates: 12 Dec 2017

Removed editor notes as they are superseded by the "editor changes" document.

Updated descriptions of the AUTOEXEC.BAS and RUN.BAS files: these are LOADed but will only be RUN if they were saved with SAVE...LINE.