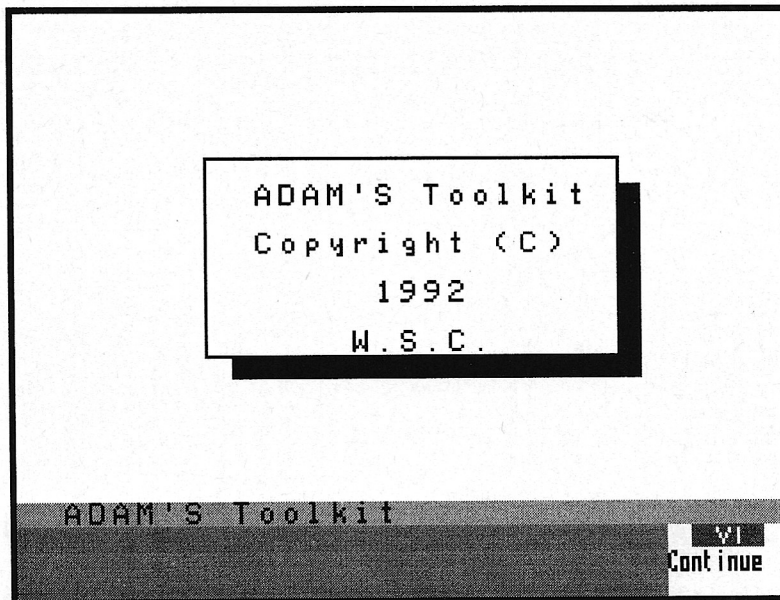


# ADAM'S Toolkit



Copyright (C) 1992  
By  
Walters Software Co.

**User Manual**  
**For the Coleco ADAM**  
**Computer System**  
**Rev. 1.0**

**Copyright**

Copyright (C) 1992 Walters Software Co. All right reserved. No part of this publication may be reproduced, transmitted, rewritten, scanned, stored mechanically or electronically, translated into other languages or adapted for any use without the express written permission of Walters Software Co.

**Software License**

The purchaser of this product is licensed to duplicate and or store this software program for the use of the purchaser for one computer only. The unauthorized duplication and /or storage of this product in any storage medium is illegal and is prohibited by federal and international laws. Reproduction of ADAM'S Toolkit for the use of others or for installation on more than one computer constitutes software piracy, a criminal offense.

**Warranty**

Walters Software Co. makes no warranties, either express or implied, regarding this enclosed computer software package, its merchantability or its fitness for any particular purpose.

Walters Software Co. warrants the magnetic media to be free from physical defects for 90 days after purchase. Walters Software Co. will replace the media free of charge should they fail within this time.

**Customer Support**

Walters Software Co. provides free customer service by phone and mail.

**Phone line:** 814-827-3776 (8am - 2pm Eastern time, Monday to Saturday)

**Program design:** James N. Walters.

Walters Software Co.  
Rd#4 Box 289-A  
Titusville, PA 16354

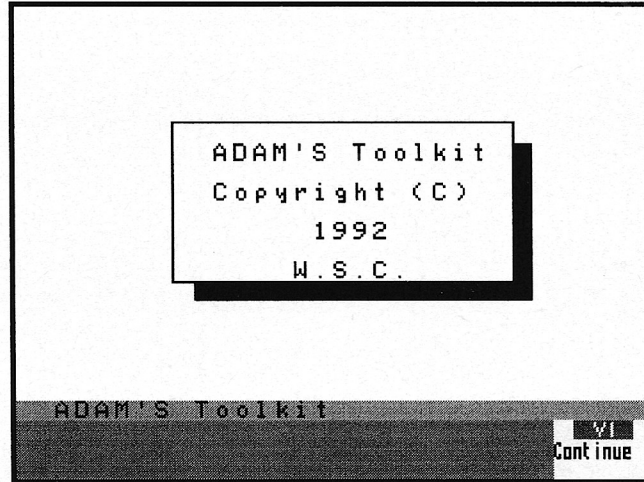
<b>Contents</b>	<b>Page</b>
Getting Started, Title Screen, Using the Program and Ramdisk options.	2
Main Menu, About Program, Media Tools, Zero Media, and Format Disk.	3
Init Media, Volume Name, Device Size, Memory Expander Size, and Catalog Amount.	4
Modify ASCII, Set Offset (ASCII), Display Buffer (ASCII), and Redraw Screen.	5
Page Up (ASCII), Page Down (ASCII), More Options, Previous Menu, and WP/Escape Key.	6
Modify Decimal, Set Offset (Decimal), Display Buffer (Decimal), Redraw Screen, Page Up (Decimal), and Page Down (Decimal).	7
Modify Decimal Buffer, More Options, Print Options, And Move Options.	8
Clear Options, Search Options, and Display Different Locations.	9
Load Save, Save Buffer, Block Copy, and Load buffer.	10
Buffer Information, Up and Down Arrow Keys, and Default Settings	11
Device Errors, and Buffer Errors.	12



## Getting Started

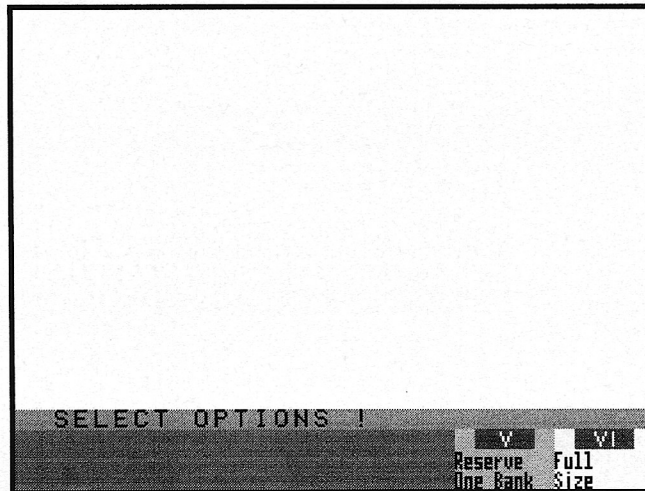
Insert the ADAM'S Toolkit media into one of your drives, and pull the computer reset switch toward you. In a few moments the title screen will appear on your computer screen.

### Title Screen



Push Smartkey VI to Continue.

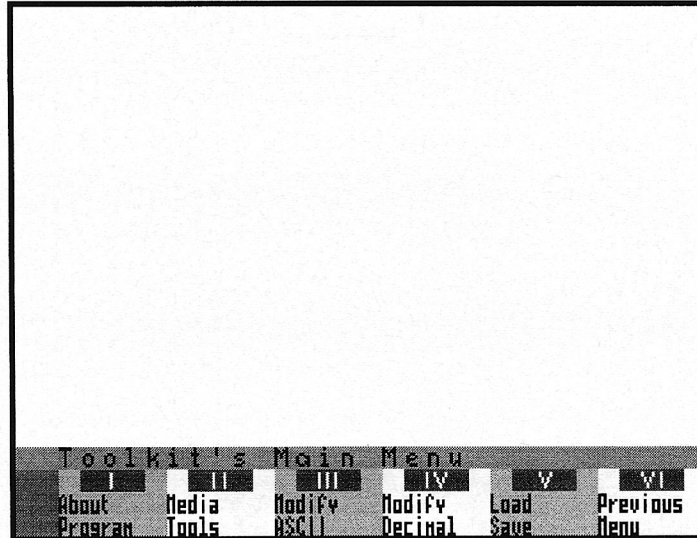
### Ramdisk Options



The next Smartkey menu will let you select a Full Size ramdisk or to Reserve One Bank of the memory expander for other programs. The full size option will use the entire memory expander for the ramdisk. The reserve one bank option will reserve one bank if the memory expander is larger than 64K. The reserve option, will allow you to use other programs that use a 64K memory expander without destroying the contents of the ramdisk.



## Main Menu



### Smartkey I (About Program)

Push Smartkey I to view information about the ADAM'S Toolkit program. Push Smartkey VI to return to the Main Menu.

### Smartkey II (Media Tools)

Push Smartkey II to use the ADAM'S Toolkit Media Tools. The Tools consist of Zero Media, Format Disk, and Init Media.

### Zero Media

Select this option to zero out the complete media. This option erases the catalog blocks, use the Init option to apply new EOS catalog blocks.

### Format Disk

Select this option to format a disk. This option uses the default Init settings to put an EOS catalog on a disk. If you prefer a special catalog on your disk select them from the Init Option before formatting your disk.

## **Init Media**

This option installs an EOS catalog on your media. You can use the default setting or type in the ones you wish to use. Push Smartkey IV (Continue) to use the default settings, or Smartkey V (New Entry) to enter what you type in. Select the device that contains the media to init. Push Smartkey V (continue) to initialize the media.

## **Volume Name**

The EOS Volume Name can contain up to 11 characters, type in a name and push Smartkey V (New Entry) to enter. This name will be the default until a new name is entered or the program is rebooted.

## **Enter Device Size (Dec.)**

Type in the block amount of the device you wish to initialize. An example: 160K disk drive, type in 160 and push Smartkey V (New Entry).

<b>Memory Expander</b>	<b>Device Size</b>
64K.....	63
128K.....	126
256K.....	252
512K.....	504
1024K.....	1008

## **Enter Catalog Amount**

Type in the amount of catalog blocks you wish the media to contain. 1 - 9, each catalog block can hold up to 39 entries.

## **Modify ASCII**

Use this option to view and modify the ASCII contents of the buffer. You must load the information you wish to view or modify with the LOAD/SAVE options. Push Smartkey III (Modify ASCII) to use this option.

## **ASCII Buffer Menu Set Offset**

The default buffer is from location 0 to 32767, you can change by typing in a new starting location for the buffer. Type in the offset number and push Smartkey V (Continue) to enter. An example: if you typed in 32768 then the buffer would be from 32768 to 65535.

## **Display Buffer**

Type in the location you wish to display and push Smartkey V (Continue) to enter. The number must be within the buffer offset. 256 bytes will be displayed starting with the number you typed in.

0	ADAM Computer
16	Systems are the
32	best. 123456789
48	ABCDEFGHIJKLM
240	abcdefghijklmno

## **Redraw Screen**

Use this option to view the current buffer contents.



## **Page Up**

Push Smartkey II (Page up) to display the next 256 bytes of the buffer.

## **Page Down**

Push Smartkey III (Page Down) to display the previous 256 bytes.

## **Modify Buffer**

Use this option, Smartkey IV (Modify Buffer), to modify buffer locations. Type in the location you wish to modify and push Smartkey V (Continue). The location will be displayed below the buffer screen. Type in the ASCII character to replace the current one and push the return key. When finished push Smartkey VI (Previous Menu) to return to the ASCII Menu. **The up and down arrow keys can be used to move up and down the buffer without modifying any locations.**

## **More Options**

Push Smartkey V (More Options), to view the remaining options. Smartkey IV (Adam printer) and Smartkey V (Dot Matrix) will print the screen to the corresponding printer.

## **Previous Menu**

Use Smartkey VI (Previous Menu) to return to the previous option menu.

## **WP/Escape Key**

Use this key to return to the Main menu. This option will erase the screen and return you to the Main Menu.

## **Modify Decimal**

This set of options are the most powerful part of ADAM'S Toolkit. Push Smartkey IV (Modify Decimal) to modify, search, clear, move, print, and copy.

## **Get Offset {Decimal}**

Use this option Smartkey V (Set Offset) to select the starting buffer location. Type in the location and push Smartkey V (Continue).

## **Display Buffer (Decimal)**

Push Smartkey IV (Display Buffer) to display the buffer in decimal. Type in the location you wish the display to start with and push Smartkey V (Continue) to enter. The number must be within the buffer, 0 - 32767, or the offset + 32768 or 65535. 128 locations will be displayed starting with the one you typed in.

## **Redraw Screen (Decimal)**

Use Smartkey I (Redraw Screen) to update the screen display without changing the locations.

## **Page Up (Decimal)**

Push Smartkey II (Page Up) to display the next 128 locations of the buffer.

## **Page Down (Decimal)**

Push Smartkey III (Page Down) to display the previous 128 locations of the buffer.

## **Modify Buffer (Decimal)**

Push Smartkey IV (Modify Buffer) to modify locations in the buffer. Type in the location to modify and push Smartkey V (Continue). The location will be displayed below the buffer screen. Type in a number and push the return key to enter and move to the next location. Use the up and down arrow keys to move without modifying the locations. Push Smartkey VI (Previous Menu) to return to the Decimal Buffer Menu.

## **More Options**

Push Smartkey V (More Options) to view the More Option Menu. Four options, Print, Move, Clear, and Search are available from this menu.

## **Print Options**

Push Smartkey I (Print Options) to print the buffer screen on the Adam Printer or a dot matrix printer. Push Smartkey IV (Adam Printer) to print with the Adam printer. Push Smartkey V (Dot Matrix) to print with a dot matrix printer.

## **Move Options**

Push Smartkey II (Move Options) to move a block of memory within the buffer. Type in the starting location of the block you wish to move and push Smartkey V (Continue) to enter. Type in the ending location of the block you wish to move and push Smartkey V (Continue). Type in the new starting location of the block and push Smartkey V (Continue). Push Smartkey IV (Move) to move the block to it's new location and erase the original locations. The Move Option has a 3K limit. Push Smartkey V (Copy) to copy the block to it's new location. Copy does not erase the original locations. Push Smartkey VI (Previous Menu) to return to the More Options Menu.



## **Clear Options**

Push Smartkey III (Clear Options) to clear a block of memory in the buffer. Type in the starting location of the block of memory you wish to clear and push Smartkey V (Continue). Type in the end location of the block you wish to clear and push Smartkey V (Continue). Push Smartkey IV (Select Number) to select a number from 0 - 255 to clear the block with. The default number is (0), and will be used if one is not selected from the Select Number Option. Push Smartkey V (Clear Memory) to clear the block of memory you have selected. Push Smartkey VI (Previous Menu) to return to the More Options Menu.

## **Search Options**

Push Smartkey IV (Search Options) to search the buffer for up to 4 numbers. Type in the first number and push the return key to enter. Push Smartkey V (Continue) to search for the number or type in the second number and push the return key to enter. If a match is found the location will be displayed at the bottom left area of the screen. You may then choose to display the location on the buffer screen, search for another match or return to the More Options Menu. The message (No Match Found) will be displayed if a match was not found.

## **Display a Different Location**

If you wish to display a different location, push Smartkey IV from the Decimal Buffer Menu or the More Options Menu.

## **More Options**

Push Smartkey V (More Options) to return the the Decimal Buffer Menu.

## Load Save

Push Smartkey V (Load Save) to Load Buffer, Save Buffer or to do a Block Copy.

## Block Copy

Push Smartkey III (Block Copy) to copy blocks from one media to another, or from one location to another on the same media. Type in the Start block, the first block you wish to copy and push Smartkey V (Continue). Type in the amount of blocks you wish to copy and push Smartkey V (Continue). Select the Source Device, the one that contains the blocks to be copied. Select the Destination Device, the one to receive the block(s) from the Source Device. If you wish, you can change the Destination start location, by using the (Change Start B) option, Smartkey IV. Type in the new Destination start block and push Smartkey V (Continue) to enter. Push Smartkey V (Copy Blocks) to start the copy process.

## Save Buffer

Push Smartkey IV (Save Buffer), to save the buffer to a media. Push Smartkey IV (Auto Save) to save the blocks that were previously loaded into the buffer to the original drive. Push Smartkey V (Manual Save), to copy buffer blocks to a media. The previous loaded blocks will be displayed on the screen. Push Smartkey V (Continue) to select the block(s) you wish to save the buffer to. Type in the starting block to receive the buffer and the amount to be saved.

## Load Buffer

Push Smartkey V (Load Buffer), to load blocks from a media into the buffer to be viewed or modified. Type in the starting block and the amount of blocks to be copied into the buffer. **Up to 32 blocks can be copied into the buffer.**

## **Buffer**

The buffer is located from memory location 0 - 32767. The offset option lets you change the memory location at the side of the screen, but the buffer is still located from 0 - 32767. The advantage of this is to be able to view memory as if it was located in it's correct location. An example: If you wished to view block zero of a media, you would set the offset to 51200 and load block 0 into the buffer. You can now view the block as if it was in it's correct memory location. Always use the offset memory locations to Search, Move, and Clear. When loading the buffer the first block always starts at location (0).

## **Up and Down Arrow Key**

When modifying locations you can use the up and down arrow keys to move one location at a time in either direction.

## **Default Settings**

Clear Option default setting is (0).

Init Option default setting, Volume Name (W.S.C.), Device Size (160), and Catalog Block Amount (3).

Volume Name location, Block (23) set offset to (51200) Starting location is (51345).

Device Size program location, Bloc"k (23), set offset to (51200), location is (51341).

Catalog Block Amount, Block (23), set offset to (51200), Location is (51339).



## **Device Errors**

These errors occur when something is wrong with either the media or a device. Below is a list of the most common error codes.

- (1). DCB not found, can't find the device.
- (2). DCB busy, this means a device is still busy.
- (3.) DCB idle error.
- (4). No date
- (5). No file.
- (6). File name exists.
- (7). No FBC, (file control block).
- (8). Match Error.
- (9). Bad file number, wrong number is being use to close file.
- (10). EOF error.
- (11). Too big error.
- (12). Full catalog.
- (13). Full media.
- (14). File error.
- (15). Rename file error.
- (16). Delete file error.
- (17). Range error.
- (20). File locked error.
- (21). Tape stat error.
- (22). Device stat error.
- (23). No program on media.
- (24). No catalog on media.

## **Buffer Errors**

These errors occur when you try to access a location that is not in the current buffer or the offset buffer, when using a Move, Copy, Clear, Search, Display, and Modify Option, you must be within the offset buffer settings. The default buffer setting is (0 - 32767).

## **Dot Matrix Printer Error**

This error lets you know that your dot matrix printer is not online, or is out of paper. You may fix the problem and retry or continue with the error.

## **ADAM'S ToolKIT**

Backups of ADAM'S ToolKIT are available to registered Walters Software Co. product users. To register, return the warranty card from the software package. Two types are available, Disk and DDP.

Limited life time warranty Backup \$7.50 Total.

90 day warranty backup \$3.50 Total.

**Catalogs, send address label and first class postage.**

Walters Software Co.  
Rd# 4 Box 289-A  
Titusville, PA 16354

Phone 1-814-827-3776