



FLIPPER V 1.0 USER MANUAL



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NB: In the course of the manual, all references to LocoScript refer to LocoScript 2. FLIPPER does not work with LocoScript 1 in general, and is less than satisfactory with those versions it can handle. There's probably no harm in trying, but be warned!



WHAT FLIPPER IS AND DOES

FLIPPER is an environment-switching utility. It splits an 8512, 9512 or expanded 8256 into two 'environments' and lets you flip between them. An environment is a complete machine-within-a-machine, consisting of a task - either the CP/M command line, a CP/M application or LocoScript 2 - plus an M: drive and some crucial information about what state the task is in.

Getting going with FLIPPER is simple. Just boot CP/M, run one of the four FLIPPER installation programs and follow the onscreen instructions. Once the installation program has finished, pressing SHIFT-EXTRA-EXIT on the keyboard will flip you between the two environments in memory, rather than rebooting the machine as it normally would.

Once FLIPPER's properly installed you can also save the 'dormant' environment - the one you're not using, that is - with the FLIPSAVE utility. You can then load a new one from disk using FLIPLOAD, or remove FLIPPER from memory using the FLIPKILL utility, so that SHIFT-EXTRA-EXIT will reset the machine again.



FLIPPER INSTALLATION PROGRAMS

FLIPCPM1.COM

This creates two CP/M environments, one slightly larger than the other. The larger one lets you run big applications like AMS's Stop Press, while the other is still perfectly adequate for most well-behaved applications.

In use you'll notice that the larger environment, CP/M [ij], is a double '>' prompt at the command line. This is just a little trick to help you keep track of where you are, and shouldn't affect the way CP/M behaves.

FLIPCPM2.COM

This is a 'hard case' utility for programs that don't get on with FLIPCPM1. It creates one 'normal' CP/M environment and an 'Ersatz 8256' environment (henceforth known as 'ersatz mode'). In general, if a CP/M application runs properly on an 8256, it'll run okay in ersatz mode. The big exception here is Database Software's Mini Office Professional, which refuses to be fooled by the operating system: you can't win 'em all.

Running FLIPCPM2 is slightly more complex than FLIPCPM1, because it actually appears to reboot CP/M halfway through. When the CP/M copyright message comes up however, you'll notice that it claims to have a 112K drive M: rather than the normal 368K. This is ersatz mode: pressing SHIFT-EXTRA-EXIT will now flip you to normal CP/M, where the onscreen messages resume. Do make sure to flip to the normal CP/M environment at least once before using FLIPSAVE or FLIPLoad. The installation process isn't finished until I've flipped!

(Notice that the normal CP/M environment has the double '>' prompt in this case, even though it's the smaller of the two.)

FLIPLoc1.COM

This sets up one CP/M and one LocoScript environment, Loco-

Script getting the more memory of the two. You'll need to have ready a LocoScript 2 disk which boots with at least 256K of free space on the M: drive, so LocoSpell's probably out of the question. Make sure there's enough room, or you may crash the machine.

Follow the onscreen instructions, and you'll end up in LocoScript. If all has gone well, hitting SHIFT-EXTRA-EXIT will no flip you back to CP/M where the onscreen instructions resume. To complete FLIPPER's anti-crash precautions, flip back to LocoScript and press the function key f7 as if you'd just changed disks. You'll see the amount of free space on the M: drive drop sharply, and several hidden files appear in group 0. This means that everything is now secure and ready for use.

FLIPLLOC2.COM

This is very much like FLIPLLOC1, but makes CP/M the larger of the two environments. This is particularly handy when you want to run a large application in CP/M, but does squeeze LocoScript very hard indeed: you'll need a disk that boots with at least 272K free on the M: drive this time.

NB: For both FLIPLLOC1 and FLIPLLOC2, the LocoScript M: drive must contain at least one file. See Warning 8 below for details.



FLIPPER ANCILLARY PROGRAMS



F L I P K I L L . C O M

This removes FLIPPER, so that SHIFT-EXTRA-EXIT reboots the machine again. NB it doesn't work very satisfactorily from ersatz mode: see Warning 3 below.

F L I P K E Y . C O M

This utility stops the spurious characters which flipping some times generates in CPM. (See Warning 5 for causes of the problem and other ways round it.) in particular, you'll probably want to use FLIPKEY in ersatz mode.

F L I P S A V E . C O M

This saves the currently 'dormant' (ie unused) environment to disk. It doesn't compact at all, so the resulting file is BIG. (If you've got an 8256 with extra memory but only your A: drive you probably won't be able to use FLIPSAVE at all.) Saving takes about a minute, so don't do it lightly. Together with the faster FLILOAD below, FLIPSAVE can provide a very nice alternative to PROFILE.SUB files as a way of setting your machine up at start of day. It also lets you switch off your machine overnight or turn it to another task without losing your place in a complex project.

The correct syntax is:

FLIPSAVE d:filename.ext

...where d:filename.ext is the specification of the file you want to create.

F L I P L O A D . C O M

This is the companion program to FLIPSAVE, and lets you reload FLIPSAVE'd files. This takes about 30 seconds, and is a

destructive process. That is, it overwrites the existing dormant environment. Loading big environments on top of small ones (or vice versa) is possible, but can be unwise. Loading Loco-Script environments on top of CPM ones (or vice versa) is also possible and can be useful – see 'HANDY HINT' below. In general, experimenting with FLILOAD can make flip-time messages and double-prompts rather inappropriate but is otherwise safe. Needless to say, FLILOADing files created other than by FLIPSAVE is asking for trouble!

The correct syntax is:

FLILOAD d:filename.ext

H A N D Y H I N T

If you want to combine ersatz mode CPM and a small Loco-Script environment – and it'll have to be a small one! – you'll have to go by a rather roundabout route:

1. Run FLILOC2, and then use FLIPSAVE to save the Loco-Script environment to disk as (say) LOCSAVE.FLP
2. Remove FLIPPER using FLIPKILL.
3. Run FLIPCPM2, being sure to flip to the normal environment at least once.
4. From ersatz mode, run FLILOAD to reload LOCSAVE.FLP (or whatever) – and away you go!



FLIPPER WARNINGS

FLIPPER is (for the most part) a pretty simple product to use, but the job it has to do is very comple indeed. Because of this, there are a few restrictions on what you can do which aren't entirely obvious. The main ones are:

1. Don't flip while your PCW's accessing a disk, and preferably not while a disk motor's running at all. Normally the latter will have the motor running indefinitely, and it could crash or lock up the machine.
2. Similarly to the above, flipping while the PCW's speaker is in use could cause a sustained and very annoying whine. This is highly unlikely to happen in practice however, and flipping back would switch the bleep off in any case.
3. Ersatz mode really does look very much like an 8256 as far as software is concerned. It will even fool FLIPPER itself! For this reason, FLIPKILL is only halfway useful from within ersatz mode: it will re-enable SHIFT-EXTRA-EXIT as reset keys, but will leave you with no access to the extra 256K of RAM. The only remedy from this situation is to reboot.
4. The FLIPPER installation programs are very sensitive about the environment they run in. Don't try running them from within an application (the 'No File' menu of New Word, for example), with a debugger in memory, with RSXs installed (eg HiSoft's Write Hand Man) or from a submit file. With RSXs, your best bet is to install them after you've installed FLIPPER. As for PROFILE.SUB files, you'll probably want to remove any file transfers to the M: drive and put these in a separate SUBMIT file, running this after FLIPPER's been installed.
5. FLIPPER does a certain amount of key redefining, so it can

clash with SETKEYS. If you have problems here in the form of unwanted characters generated every time you flip, either (a) run SETKEYS first (from a PROFILE.SUB file, perhaps), (b) run FLIPKEY afterwards or (c) remove any redefinition of the EXIT key from your key definition file.

6. Always make back-ups of important data, including the FLIPPER master disk. The programmer, publisher and retailer of this software cannot be held liable for loss of or damage to data, software or hardware caused by it. (This does not affect your statutory rights.)

7. All the FLIPPER installation programs need to wipe the M: drive clean in order to work properly. They'll warn you in advance about this and give you the chance to abandon, but you'll still kick yourself if you waste time getting the M: drive just the way you want it first.

8. FLIPLOC1 and FLIPLOC2 will both fail to find LocoScript's M: drive if there's nothing on it at all. One TEMPLATE.STD file is all you need to make M: visible to them so this won't normally be a problem. (Strange characters in group names could conceivably cause a problem in this area, though this seems unlikely.)

9. Don't rename the .EMS files on your boot disks: the FLIPPER installation programs rely on the LocoScript .EMS file containing a capital L in its name, and on CP/M's .EMS filename containing a capital P. Booting a CP/M .EMS file LocoScript (or vice versa) is not a good idea at all!

10. On the CP/M M: drive, don't erase any large, R/O, SYS files you find in obscure User groups. Tamper with them in any way and you're liable to crash the machine!