

'Game Browser / Launcher' for the 'Interface 1bis'

Specification Monday, 16 March 2020

The application (GBL.ZZP) can be used to browse and launch **'.TAP'** or **'.TZX'** tape files, **'.Z80'** snapshots and **BASIC programs** or view **'.SCR'** screen dumps and text files from several sources:

- The interface's on-board **SD card**,
- A **server** machine, connected to the interface through its **USB** port,
- Up to seven **'stations'**, servers or peers, on an IP network,
- The 'Games' and 'Utilities' directories of the **WoS** archive, its **archive.org** mirror, as well as the 'Games' and 'Applications' Libraries from **archive.org**, via a server machine's internet connection.

The program can also perform the entire range of **file management** functions.

1. User Interface

The file list header displays the **station number** of the current device, the 'drive/directory' field, representing the current:

- Logical drive number (1, 2 - 255), of an SD card, or
- Logical drive literal (a:/, c:/ - z:/), of a server machine, or
- Directory (0, 123, a - z), of the internet archive's 'Utilities' directory and respectively 'Games' subdirectories, the current and last page, as well as the last 20 characters of the current path.

The navigation control keys are shown in the right pane.

The 'Device' (**V**) key switches between the current and the alternate device, and the (**T**) key, between these and the internet archives, while 'SYMBOL SHIFT-**T**' (**>**) switches between the different internet archives.

The current device can be changed by pressing 'SYMBOL SHIFT-**V**' (**/**), and entering either **'m'**, for the on-board SD card, **'v'**, for the server connected via the USB port, or a **station number** (1-7), at the prompt. If the station was not previously defined, a **name** or an **IP address** needs to be provided, at a second prompt.

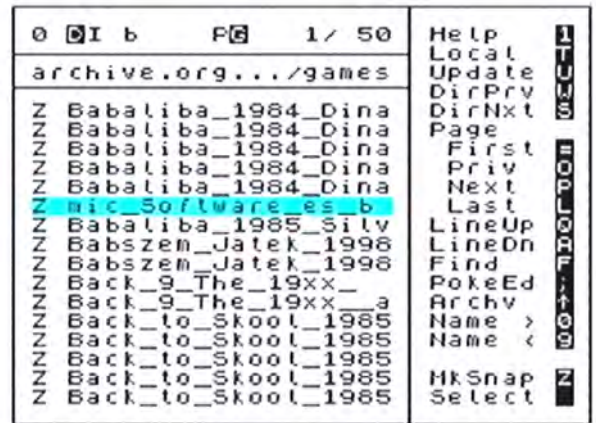
The current drive and page can be changed either incrementally

0 DR	10 PG	2/ 4	
/Utils/MUSIC			Help
MELODY_M	T	26862	Inet
MENZER_1	T	10125	Device
MIX200	T	33856	DrvPrv
MUSICB128	T	63233	DrvNxt
MUSIC	Z	9271	Page
MUSICS	T	8552	First
MUSICA	Z	10201	Priv
MUSICENT	Z	19435	Next
MUSICMKR	T	9137	Last
MUSICM_1	T	24970	LineUp
MUSICR_1	T	4641	LineDn
MUSICSYN	T	33969	Find
MUSICTP2	T	19819	PokeEd
MUSICTYP	T	29595	DirUp
MUSIC_CO	T	5584	GoHome
MUSIC__1	T	3542	GoBack
			LdSnap
			HkSnap
			Select

HOME RA COPY MOV REN NDI BAK

or by selecting 'DRV' (**D**) or 'PAG' (**G**) and entering the new value at the prompt.

Functions 'GoHome' (**I**) and 'GoBack' (**Y**) change the location from the current one to the assigned destination (home) directory and back, while 'DirUp' (**U**) changes to the parent, except when browsing the internet archives, when it updates the list of available files.



Functions 'Name <' (**9**) and 'Name >' (**0**) can be used to view the previous / next 18-character segment of a **long filename**. The long name is automatically retrieved and recorded on the SD card, if the file exists in the current directory of a connected server, or else, it can be entered manually.

Pressing 'SYMBOL SHIFT-N' (**,**) retrieves **long names** for all the files in the current SD card directory, from the current directory of a connected server.

The file **search** function (**F**) prompts for a string, which may contain the wildcards '?' and '*', and finds the first best matching name, starting from the current one. Pressing 'SYMBOL SHIFT-F' (**TO**) or right-clicking the 'Search' field repeats the search for the same string.

The 'Select' (**Space** or **Enter**) key **launches** the game or **changes** to the **directory** displayed in the current (highlighted) line. Directories, including '..', standing for the 'parent', are always grouped at the end of the file list.

If a file is launched via the 'MkSnap' (**Z**) function, a version 1.45 **48k** '.Z80' type file, with the same name, is first created in the 'SNAPS/' subdirectory of the current location, to store the **snapshot** produced when a non-maskable interrupt is triggered by pressing the interface's button for less than 0.5 seconds. Holding the 'Caps Shift' key during this process, until the border stops flashing, keeps the file open, so that it can be overwritten by a subsequent snapshot. Exiting the game by pressing the button for 2.5 seconds closes any open snapshot file.

Pressing 'SYMBOL SHIFT-Z' (**:**) or right-clicking the 'MkSnap' field creates a version 3.05 uncompressed **128k** snapshot file, if possible.

Function 'LdSnap' (**J**) launches the previously created snapshot from the 'SNAPS/' subdirectory rather than the highlighted file and prepares a new snapshot in the 'SNAPS/SNAPS/' subdirectory of the current location.

Pressing 'SYMBOL SHIFT-J' (**-**) or right-clicking the 'LdSnap' field has the same effect as the 'LdSnap' function, except that the snapshot in the 'SNAPS/' subdirectory is first replaced with the newer one, from the 'SNAPS/SNAPS/' subdirectory, if it exists.

Screenshots and Info files associated with a game and stored in the 'SCRSHOT/' or 'INFO/' subdirectories of the current location, can be viewed by pressing 'SYMBOL SHIFT-**S**' (**NOT**) or respectively 'SYMBOL SHIFT-**I**' (**AT**).

The '**POKEs** edit' function 'SYMBOL SHIFT-**O**' (;) can be used to selectively enable 'trainers', from a text file in .POK format, with the same name as the game, located in the 'POKES/' subdirectory of the current location. The POKEs are applied automatically when snapshots are launched, but for tape files, only upon triggering a NMI while holding 'SYMBOL SHIFT'.

The 'Play Tape' function (**2**), allows .TAP and .TZX files to be loaded via the EAR port, if the interface is equipped with a suitable cable.

The 'Fix TZX' function 'SYMBOL SHIFT-**X**' (**£**) eliminates block types #**24** and #**25** in .TZX files, by expanding the corresponding loops.

Function 'SYMBOL SHIFT-**D**' (**STEP**) extracts all files from an Interface 1 .MDR type Microdrive image to a separate subdirectory in the /MDR directory of the SD card's logical disk 1. The image file needs to have its extension changed to .ZZF, in order to be accessible.

If a Sinclair ZX Interface 1 is attached, the image of a Microdrive cartridge can be saved, in the /MDR directory of the SD card's logical disk 1, using the 'Microdrive Image' function 'SYMBOL SHIFT-**2**' (@). The opposite function: 'SYMBOL SHIFT-**4**' (\$), copies the selected image to the Microdrive cartridge. It is also possible to add a file to the Microdrive cartridge: 'SYMBOL SHIFT-**3**' (#) or to format it: 'SYMBOL SHIFT-**1**' (!).

When the current device is a server, key 'SYMBOL SHIFT-**9**' ()) starts a chat session with up to 15 other users that are connected to the same PC. Pressing **Enter**, while not in message entering mode, ends the chat session.

Finally, pressing key (**3**) sorts the current SD card directory alphabetically and 'SYMBOL SHIFT-**0**' (__) formats the current SD card logical drive.

When **exiting**, as a result of pressing key (**X**) or launching a game, the **last location is saved** and then restored after the program is started again.

The Spectrum + supplementary keys are mapped as follows:

Key	Function	Key	Function	Key	Function
A	'Line Up'	TRUE VIDEO	'Device'	EDIT	'Home'
B	'Line Down'	INVERSE VIDEO	'WoS'	DELETE	'Era'
C	'Page Priv'	CAPS LOCK	'Dir Up'	GRAPH	'Cpy'
D	'Page Next'	EXTENDED MODE	'*'		

In parallel with the keyboard, the user interface features support for a pointing device, that is the **mouse**, if connected and enabled, or otherwise the **joystick**, and also for capturing the **server machine's keyboard or mouse** output, which can be turned on or off by pressing the (4) key.

Besides the regular fields, in the right pane and the bottom row, the following are also available when using a pointing device:

Field	Left click	Right click
'DRV'	'Device'	'WoS'
'PAG'	'GoHome'	'GoBack'
Current drive number	'Drive Next'	'Drive Prev'
Current page number	'Page Down'	'Page Up'
Last page number	'Page Last'	'Page First'
Current Path	'Dir Up'	
Current file list line	'Select'	'Left' / 'Right'
Non-current file list line	Make current	
Below last file list line	'Page Up'	'Page Down'

2. File management

The current (highlighted) file or directory can be **renamed**, by selecting 'Ren' (**R**) and entering the new name at the prompt.

The 'BAK' (**K**) function creates a backup copy (file type 'K') of the current (highlighted) file, in the current directory.

Before a copy or move operation can be performed, a **destination** (home) directory must be assigned, by navigating to the desired location and selecting 'Home' (**H**). This assignment, visualized by the flashing key literal (**H**), remains valid until replaced by another one and determines whether copy or move operations are possible from a certain location, indicated by the flashing key literals (**C**) and respectively (**M**), as source and destination directories must be different. For **move** operations it is also required that the source and destination directories are located on the **same device and logical drive**.

Files may be erased (**E**), copied (**C**) or moved (**M**) either individually, when highlighted, or **in bulk**, after selecting '*' (**B**), which removes the current line highlight and at the same time disables line and page navigation. When '*' is selected, erase, copy or move operations process **all files** of the current directory, but **not its subdirectories**.

Existing files are **not overwritten** in copy (**C**), move (**M**), rename (**R**) or backup (**K**) operations, unless 'SYMBOL SHIFT' is also pressed, or the field is right-clicked.

To **append** a file to another, the destination file must be first assigned by pressing 'SYMBOL SHIFT'-A (**STOP**), followed by selecting the source file, while the ' ' (Select) field is flashing, or pressing Home (**H**), to cancel the operation.

Erasing, copying or moving a **directory** may be performed only individually and affects all **files and subdirectories**, of any order, that it may contain.

Directories can be **created**, at the current location, by selecting 'NDI' (**N**) and entering a suitable name at the prompt.