AmigaDOS commands and info (2.x and 3.x):

CTRL C   To stop a command:

/   To move up one directory.

:   To go to the root directory.

///   To move up three directories.

Note: if a directory or filename has a space in it, it must be surrounded with quotes.

To list every file in the directory you're in and all dirs below it:
DIR ALL

Copying text entry to a file:

COPY * TO myfile

After entering this line, whatever you type will be copied to a file

named myfile.

To send the contents of the file named myfile to the printer, type:

TYPE>PRT:myfile

To list all files the contain the characters   bob:

LIST SUB bob

List all directories and their files:

dir all

To append all files in a directory with the same extension (for example, .pic):

LIST> rename.script WORK:PICTURES LFORMAT RENAME %S%S %S%S.pic

EXECUTE rename.script

To list all commands on ROM:

RESIDENT

To delete a file:

delete file.ext

Deleting a protected file:

delete file.ext force

To delete a directory and its contents:

delete directoryname all

To make a diskette bootable (OFS Original File System):

install df0:

To make a diskette bootable (FFS Fast File System):

install df0: ffs

To make a disk non-bootable:

install df0: noboot

To search for the file gravitar in the DH1:Graphics/pics directory:
SEARCH DH1:GRAPHICS/PICS gravitar

To search the entire drive DH1:, type:

SEARCH DH1:filename FILE ALL

To set your prompt to say BY YOUR COMMAND:

PROMPT "BY YOUR COMMAND:"

(Note: If the prompt contains spaces, surround it with quotes).

To have the shell free to use while you use AZ, type:

RUN AZ FileToUseInAZ

To end or break a process, use the STATUS command to see which running program has which process number.

Type:

break process #

Use CTRL C to break the process.

Aborting:

CTRL C -- aborts a COMMAND.

CTRL D -- aborts a SCRIPT.

Amiga M -- switch tasks.

For system information, type:

INFO - info on all drives attached to the system.

or

CPU   - processor info.

AVAIL   - memory information.

VERSION - operating system information.

Changing the tree structure:

 e.g.) adding another directory between the graphics and pics directories:

RENAME DH1:graphics/pics to DH1:graphics/images/pics

To delete a directory named "HoldingArea" and its contents:

DELETE DH1:holdingarea all

Write protecting a volume (for example, a floppy disk):

LOCK DF0: ON

To unlock it, type:

LOCK DF0: OFF

To add descriptions to files that can be seen when you use the list command:

FILENOTE bubba.txt "This is a silly text file called bubba"

To remove the file note, type:
FILENOTE bubba.txt ""

To make a diskette bootable, use:

INSTALL DF0:

Note:

SPEAK: is the speech synthesizer. It must be mounted before use.

To make the Amiga speak the contents of the mountlist, enter:

TYPE>SPEAK:DEVS:mountlist

To set speak's parameters, use OPT:

TYPE>SPEAK:OPT/r/p300/s350 S:Startup-sequence

The options are:

p###   Sets the pitch to a # between 65 and 320

s###   Sets the speed from 30 to 400
m
f   Sets the voice to FEMALE.

m   sets the voice to MALE.

r   Gives the voice a robot-like quality.

d1   Break on-line feeds, carriage returns, and punctuation.

Even simpler than the Speak command is the Say command.

 To have it say "Hello
world" just open a CLI shell and type:

say hello world

To have it speak a text file that's sitting on DF1:, type:

say -f -r -s160 -x df1:Textfile.txt

(The -f -r -s and -x parameters are optional. In this case, the Amiga will talk like a robot).

Or, if it still doesn't work, try:

sys:utilities/say df1:Textfile.txt

(This goes to the Utilities directory and looks for the Say command there. Then it tells it to recite the file
Textfile.txt from the second floppy drive).

To check a drive for a new disk:

DISKCHANGE

This is useful for removable-media drives like ZIP and JAZ drives.

- Remove the existing disk and insert the new disk.

- Type diskchange
- then type the name of the disk that WAS in the drive originally.

A RAM disk that can survive a warm boot:

RAD:

to get rid of RAD:'s contents, use the REMRAD command.

Need a listing of your drives?

Open a shell or CLI and type:

info

ERROR MESSAGES:

If you double-click on a program's install file, and you get the error message, "Unable to open tool 'Installer'", you can solve the problem by

- inserting the Workbench 2.x or 3.x INSTALL disk.

- Double-click on the WB Install disk's icon, choose SHOW --> ALL FILES

- copy the file INSTALLER to the hd0: c directory.

The above error means that the file or 'tool' that AmigaDOS needs, is missing from the c directory. Remember -- anything in the c directory can be loaded by typing the name of the file from any directory on the hard drive.

STARTING ED (the text editor):

ed filename (to load or create).

ed

EXITING ED:

ESC Q - Quit without saving.

ESC X - Save file and Quit

CHIP RAM - memory set aside for use by the Amiga's custom processors.

FAST RAM - memory for general use (including the CPU).

CIA chips - for general tasks. Designed to take some of the load off of the CPU (incl. mouse and joystick ports).

FAST ROM - Maps the relatively slow Kick ROM into the comparatively fast system RAM.

KEYBOARD SHORTCUTS:

RT-AMIGA X   - Cut

RT-AMIGA C   - Copy

RT-AMIGA V   - Paste

RT-AMIGA Q   - Quit current program (or CTRL C)

CTRL D   - Interrupt script

Left AMIGA M   - Switch tasks

CTRL AMIGA AMIGA - Reset computer.

Emulating a mouse, using the keyboard:

- Hold Left-AMIGA
- Use Arrows

- Left and Right ALT = Mouse buttons

Type the first letters of the command and press shift up-arrow to display previous line using that command.

Making directory shortcuts:

Add an assign line to SYS:S/user-startup

eg)
assign MYFOLDER: DH1:projects/LW/starship01

This will show up as a device (along with DH0:, DH1:, DF0:, etc...).

Wildcards:

~bubba   - This matches anything OTHER THAN 'bubba'

AMIGA Hardware diagnostics:

Power On Self Test boot-up screen colors:

Dark grey   - Hardware okay.

Light Grey   - Software okay.

White   - Ready to boot.

PROBLEMS:

Red   - Error in O/S ROM (or loose KICK O/S ROM).

Green   - Bad CHIP RAM (or improperly seated CHIP RAM).

Blue   - Custom chip problem.

Yellow   - CPU found an error.

CIA chip errors - Joystick fire buttons not working, disks not recognized, keyboard not registering keypresses, serial port problems.

 The CIAs were likely fried from plugging and unplugging serial or parallel cables into the machine while it was on. You can do this on a PC, but DO NOT do this on an AMIGA.

Solution:

Replace the CIA chips (easy enough on an A500 or 2000, but the 1200 and 4000 are surface-mount).

GURU Meditation (AKA. Fatal system error message screen).

To make the diskette in the first floppy drive bootable, type:

install df0:

If you need it to execute commands on startup, place a file called startup-sequence in a directory called s

Then, type in the commands to be auto-executed (in the startup-sequence text file), using whatever text editor you prefer.

Some games and apps are on the web in .DMS archive format:

How to use DMS:

To make the disk in the first diskette drive into a DMS file, type:

dms read File.ext from df0:

To unpack a .DMS file to a diskette from DH0:, type:

dms write File.ext to DF0:

The other popular format for archiving diskettes on the web is .ADF:

How to use Transdisk:

To make an ADF file and place it on DH0:, put the disk in DF0: and type:

transdisk >dh0:File.adf

To turn an ADF back into a diskette, put a blank disk in DF0: and type:

adf2disk file.adf

Transrom is for copying the contents of the Amiga's ROM file for use in emulators.

To transfer the Amiga ROM to DF1:, type:

transrom >df1: