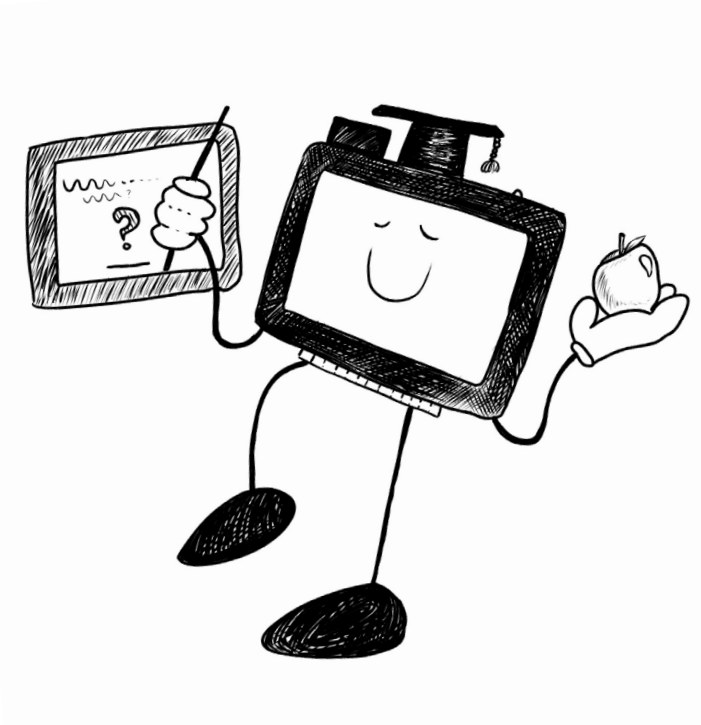
Color Computer CoCo SDC and SDC-2

Quick Reference Guide

* TRADEMARKS OF SOME CORPORATION

Color Computer SDC-DOS



Quick Reference Guide

Blocks in grey, are only for the first CoCo SDC.

Blocks in green, are only for the SDC-2.

Learn more: https://cocosdc.blogspot.com/

COPY MEM @bank, source, destination, count

Copy RAM from source to destination.

@bank	The flash bank number to activate during the copy (0-7)
source	Starting address of the source block
destination	Address where the block will be copied to
count	Number of bytes in the block

```
COPY MEM @1,23647,23452,128
```

COPY MEM source, destination, count USING *slot*

Copy RAM from source to destination.

source	Starting address of the source block
destination	Address where the block will be copied to
count	Number of bytes in the block
USING slot	The Multi-Pak Interface slot to activate during the copy (1-4)

```
COPY MEM 23647,23452,128 USING 2
```

DEF DW = *n*

Set DriveWire serial speed.

1	38,400 bps
2	57,600 bps
3	115,200 bps

```
DEF DW=1
```

DEF PALETTE = [RGB | CMP]

Set default CoCo 3 palette. Will be applied when rebooted, if battery is present.

DEF STEP = *n*

Set real floppy disk track step rate. Valid values are 6, 12, 20, 30. 30 is the default.

```
DEF STEP=6
```

DIR -

Displays directory listing of the current directory of the SD Card.

```
DIR -
APPS                    - <DIR>
GAMES                   - <DIR>
DISK    DSK             - 157K
STARTUP CFG             - 0K
```

DIR ”*path name*”

Displays directory listing at the path specified. asterisk (*) and question mark (?) can be used to filter results.

```
DIR “GAMES/”
DIR “GAM*”
```

DIR = “*path name*”

Set the current directory.

```
DIR = “GAMES”
DIR = “UTIL*”
DIR = “..”
DIR = “/”
```

DRIVE

Display of the current drive configuration. First column is the drive number. Second column is a label indicating if a disk image is being use, instead of a real physical drive. The third column is the name of the image or the DriveWire virtual drive number. The fourth column is the drive index.

```
DRIVE
0: ON   GAMEPAK1.DSK    0
1: OFF  ----            0
2: ON   DW #0           2
3: ON   DW #0           3
```

DRIVE *drivenum*, “*path name*”

Mount a disk image to a drive number.

```
DRIVE 0, ”DISK.DSK”
DRIVE 1, ”DI*”
DRIVE 1, ”DI?K.DSK”
DRIVE 0, “PATH/DISK.DSK”
```

DRIVE *drivenum*, “*path name*”, *image number*

Mount an image to a drive number and choose the HDB-DOS image index number.

```
DRIVE 0,“MULTI.DSK”,34
```

DRIVE *drivenum*, “*path name*”, NEW

Create and mount a new disk image.

```
DRIVE 0,“NEWDSK.DSK”,NEW
```

DRIVE *drivenum*, “*path name*”, NEW+

Create and mount a new disk image using the SDF format.

```
DRIVE 0,”NEWDSK.SDF”,NEW+
```

DRIVE *drivenum*, “*path name*”, NEW++

Create and mount a new double sided disk image using the SDF format.

```
DRIVE 0,”NEWDKS.SDF”,NEW++
```

DRIVE *drivenum*, UNLOAD

Eject disk image from specified drive number.

```
DRIVE 0,UNLOAD
```

DRIVE *drivenum*, #*drivewire drive*

Mount the DriveWire virtual drive to the specified drive number.

```
DRIVE 1,#0
```

DRIVE *drivenum*, #*drivewire drive*, *image index*

Mount the DriveWire virtual drive to the specified drive number and choose the specified disk index.

```
DRIVE 0,#1,24
```

DRIVE *drivenum*, ON *or* OFF

Set a drive number to OFF to tell the CoCo SDC to use a real floppy disk drive. Requires Multi-Pak and Floppy Disk Controller.

```
DRIVE 1,OFF
```

EXP

Search the root directory for a disk image named “SDCEXP.DSK”. If found, mount it and run a program named “AUTOEXEC.BAS”

```
EXP
```

FIX +/- *seconds*

Adjusts the realtime clock to add or subtract the number of seconds specified. It also recalbrates the clock source to more acurately keep time.

```
FIX +3
```

FIX OFF

Turns off the automatic clock adjustment.

```
FIX OFF
```

GET$(*n*)

Read the real time clock.

0	24 hour format: hh:mm:ss
1	12 hour format: hh:mm:ss AM/PM
2	Date: 20yy-mm-dd

```
A$=GET$(2)
PRINT GET$(0)
```

KILL MEM @bank

Erase (set to $FF) all four sectors of flash bank.

```
KILL MEM @3
```

KILL MEM @bank, address

Erase (set to $FF) a single sector of flash bank.

$C000	Sector 0
$D000	Sector 1
$E000	Sector 2
$F000	Sector 3

```
KILL MEM @6,&HE000
```

RUN @bank

Transfers control to a CoCo SDC flash bank. On reset the CoCo SDC will use the DIP switch to set the current flash slot.

```
RUN @0
```

RUN @bank, R

Transfers control to a CoCo SDC flash bank and keep this bank when reset.

```
RUN @2,R
```

RUN @0

Cold start SDC-DOS

```
RUN @0
```

RUN @1

Cold start DECB 1.1

```
RUN @1
```

RUNP "*pathname*"

Load and execute the Program Pak ROM stored on the SD Card. The ROM will still be active even after a reset.

```
RUNP "CARTS/DAGGORATH.CCC"
```

RUNP "*pathname*", OFF

Load the Program Pak ROM stored on the SD Card and restart the CoCo. The auto execute signal will not be engaged. You'll need to use EXEC &HC000 on a CoCo 1 or 2, or EXEC &HE010 on a CoCo 3 to start it.

```
RUNP "DLX232.CCC",OFF
```

SET$(*n*, *string*)

Sets the date or time of the real time clock to the value in string.

0	24 hour format: hh:mm:ss
1	12 hour format: hh:mm:ss AM/PM
2	Date: 20yy-mm-dd

```
SET$(2,"2025-06-19")
```

WRITE MEM @bank, source, destination, count

Writes memory to a flash bank.

@bank	Bank number in which the data will be written (0-7)
source	Starting address of the source block
destination	Address where the block will be copied to
count	Number of bytes in the block

```
WRITE MEM @3,23647,23452,128
```

SDC-DOS Special Files

AUTOEXEC.BAS

A file within a Color BASIC disk image that will be automatically run.

STARTUP.CFG

File on SD card that allows setting initial configuration.

```
0=disk.dsk
1=disk2.dsk
D=/CoCo/Games
```

0	Path name disk image inserted into drive number 0
1	Path name disk image inserted into drive number 1
D	Current directory set to this path

SDC-2/STARTUP.CFG

File on SD card that allows setting initial configuration for an SDC-2. SDC-DOS 2 will use STARTUP.CFG file in root directory if not found in the SDC-2 directory.

0	Path name disk image inserted into drive number 0
1	Path name disk image inserted into drive number 1
2	Path name disk image inserted into drive number 2
3	Path name disk image inserted into drive number 3
D	Current directory set to this path
DD	Path name of a Dragon DOS ROM image
EB	Path name of an Extended BASIC ROM Image
PK	Path name of a Program Pak ROM or alternate DOS ROM

```
0=disk1.dsk
D=/CoCo/Games
DD=dgndos.rom
EB=extbas.rom
PK=rompak.ccc
```