

# 1LibDsk v0.9.9

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## **Abstract**

LibDsk is a library intended to give transparent access to floppy drives and to the “disc image files” used by emulators to represent floppy drives.

This library is free software, released under the GNU Library GPL. See COPYING for details.

# Contents

<b>1</b>	<b>Introduction</b>	<b>4</b>
1.1	What's new?	4
1.2	Terms and definitions	4
<b>2</b>	<b>Architecture</b>	<b>5</b>
2.1	Logical and physical sectors	5
2.1.1	DSK_GEOMETRY in detail	5
<b>3</b>	<b>LibDsk Function Reference</b>	<b>7</b>
3.1	dsk_open: Open an existing disc image	7
3.2	dsk_creat: Create a new disc image	8
3.3	dsk_close: Close a drive or disc image	8
3.4	dsk_pread, dsk_lread : Read a sector	8
3.5	dsk_pwrite, dsk_lwrite: Write a sector	8
3.6	dsk_pcheck, dsk_lcheck: Verify sectors on disc against memory	9
3.7	dsk_pformat, dsk_lformat: Format a disc track	9
3.8	dsk_apform, dsk_alform: Automatic format	9
3.9	dsk_psecid, dsk_lsecid: Read a sector ID.	10
3.10	dsk_xread, dsk_xwrite: Low-level reading and writing	10
3.10.1	dsk_xread(), dsk_xwrite(): Deleted data	11
3.11	dsk_lthead, dsk_ptread, dsk_xtread	11
3.12	dsk_lseek, dsk_pseek	12
3.13	dsk_drive_status	12
3.14	dsk_getgeom: Guess disc geometry	12
3.15	dg_*geom : Initialise disc geometry from boot sector	13
3.16	dg_stdformat : Initialise disc geometry from a standard LibDsk format.	13
3.17	dsk_*_forcehead: Override disc head	14
3.18	dsk_type_enum	15
3.19	dsk_comp_enum	15
3.20	dsk_drvname, dsk_drvdesc	15
3.21	dsk_compname, dsk_compdesc	15
3.22	dg_ps2ls, dg_ls2ps, dg_pt2lt, dg_lt2pt	15
3.23	dsk_strerror: Convert error code to string	16
3.24	dsk_get_psh	16
3.25	Structure: DSK_FORMAT	16
3.26	LibDsk errors	16
3.27	Miscellaneous	17
<b>4</b>	<b>LibDsk under Windows</b>	<b>17</b>
4.1	Windows 3.x	18
4.2	Windows 4.x (95, 98 and ME)	18
4.3	Windows NT (NT 3.x, NT 4.x, 2000, XP)	18
4.4	General comments on programming floppy access for Windows	18
4.4.1	The Win16 driver.	18
4.4.2	The Win32c driver.	18
4.4.3	The Win32 driver.	18
4.4.4	Other floppy APIs	19

<b>5</b>	<b>Writing new drivers</b>	<b>19</b>
5.1	The driver header . . . . .	19
5.2	The driver source file . . . . .	19
5.3	Driver functions . . . . .	20
5.3.1	dc_open . . . . .	20
5.3.2	dc_creat . . . . .	21
5.3.3	dc_close . . . . .	21
5.3.4	dc_read . . . . .	21
5.3.5	dc_write . . . . .	21
5.3.6	dc_format . . . . .	21
5.3.7	dc_getgeom . . . . .	22
5.3.8	dc_secid . . . . .	22
5.3.9	dc_xseek . . . . .	22
5.3.10	dc_xread, dc_xwrite . . . . .	22
5.3.11	dc_status . . . . .	23
5.3.12	dc_tread . . . . .	23
5.3.13	dc_xtread . . . . .	23
<b>6</b>	<b>Adding new compression methods</b>	<b>23</b>
6.1	Driver header . . . . .	23
6.2	Driver implementation . . . . .	23
6.3	Compression functions . . . . .	24
6.3.1	cc_open . . . . .	24
6.3.2	cc_creat . . . . .	25
6.3.3	cc_commit . . . . .	25
6.3.4	cc_abort . . . . .	25
<b>A</b>	<b>DQK Files</b>	<b>26</b>

# 1 Introduction

LibDsk is a library for accessing floppy drives and disc images transparently. It currently supports the following disc image formats:

- Raw “dd if=foo of=bar” images;
- CPCEMU-format .DSK images (normal and extended);
- MYZ80-format hard drive images;
- CFI-format disc images, as produced by FDCOPY.COM under DOS and used to distribute some Amstrad system discs;
- The floppy drive under Linux;
- The floppy drive under Windows. Windows support is a complicated subject - see section 4 below.
- The floppy drive under DOS.

LibDsk also supports compressed disc images in the following formats:

- Squeeze (Huffman coded)
- GZip (Deflate )
- BZip2 (Burrows-Wheeler; support is read-only)

## 1.1 What’s new?

For full details, see the file ChangeLog.

- LibDsk compiles under DOS. Makefiles are provided for DJGPP and Pacific C.
- LibDsk compiles under 16-bit Windows. Project files are provided for the Borland and Microsoft compilers.
- A bug fix in the Posix and MYZ80 drivers, in which files were extended with zeroes (Unix) or random data (Win32).
- IMPORTANT CHANGES: Version 0.9.0 breaks backward compatibility in a number of ways. Most importantly, you must replace “DSK\_DRIVER \*” with “DSK\_PDRIVER “ throughout your programs.
- Disc images can be compressed and decompressed on the fly.

## 1.2 Terms and definitions

In this document, I use the word CYLINDER to refer to a position on a floppy disc, and TRACK to refer to the data within a cylinder on one side of the disc. For a single-sided disc, these are the same; for a double-sided disc, there are twice as many tracks as cylinders.

## 2 Architecture

LibDsk is composed of a fixed core (files named `dsk*.c`) and a number of drivers (files named `drv*.c`). When you open an image or a drive (using `dsk_open()` or `dsk_creat()`) then a driver is chosen. This driver is then used until it's closed (`dsk_close()`).

Each driver is identified by a name. To get a list of available drivers, use `dsk_type_enum()`. To get the driver that is being used by an open DSK image, use `dsk_drvname()` or `dsk_drvdesc()`.

### 2.1 Logical and physical sectors

LibDsk has two models of disc geometry. One is as a linear array of “logical” sectors - for example, a 720k floppy appears as 1440 512-byte sectors numbered 0 to 1439. The other locates each sector using a (Cylinder, Head, Sector) triple - so on the 720k floppy described earlier, sectors would run from (0,0,1) to (79,1,9).

Internally, all LibDsk drivers are written to use the Cylinder/Head/Sector model. For those calls which take parameters in logical sectors, LibDsk uses the information in a `DSK_GEOMETRY` structure to convert to C/H/S. `DSK_GEOMETRY` also contains information such as the sector size and data rate used to access a given disc.

Those functions which deal with whole tracks (such as the command to format a track) use logical tracks and (cylinder,head) pairs instead. To initialise a `DSK_GEOMETRY` structure, either:

- call `dsk_getgeom()` to try and detect it from the disc; or
- call `dg_stdformat()` to select one of the “standard” formats that LibDsk knows about; or
- call `dg_dosgeom()` / `dg_cpm86geom()` / `dg_pcwgeom()` to initialise it from a copy of a DOS / CP/M86 / PCW boot sector; or
- Set all the members manually.

#### 2.1.1 DSK\_GEOMETRY in detail

```
typedef struct
{
```

**dsk\_sides\_t dg\_sidedness;** /\* This describes the logical sequence of tracks on the disc - the order in which their host system reads them. This will only be used if `dg_heads` is greater than 1 (otherwise all the methods are equivalent) and you are using functions that take logical sectors or tracks as parameters. It will be one of:

**SIDES\_ALT** The tracks are ordered Cylinder 0 Head 0; C0H1; C1H0; C1H1; C2H0; C2H1 etc. This layout is used by most PC-hosted operating systems, including DOS and Linux. Amstrad's 8-bit operating systems also use this ordering.

**SIDES\_OUTBACK** The tracks go out to the edge on Head 0, and then back in on Head 1 (so Cylinder 0 Head 0 is the first track, while Cylinder 0 Head 1 is the last). This layout is used by Freek Heite's 144FEAT driver (for CP/M-86 on the PC) but I have not seen it elsewhere.

**SIDES\_OUTOUT** The tracks go out to the edge on Head 0, then out again on Head 1 (so the order goes C(last)H0, C0H1, C1H1, ..., C(last)H1). This ordering is used by Acorn-format discs.

\*/

**dsk\_p cyl\_t dg\_cylinders;** /\* The number of cylinders this disc has. Usually 40 or 80. \*/

**dsk\_p head\_t dg\_heads;** /\* The number of heads (sides) the disc has. Usually 1 or 2. \*/

**dsk\_p sect\_t dg\_sectors;** /\* The number of sectors per track. \*/

**dsk\_p sect\_t dg\_secbase;** /\* The first physical sector number. Most systems start numbering their sectors at 1; Acorn systems start at 0, and Amstrad CPCs start at 65 or 193. \*/

**size\_t dg\_sectsize;** /\* Sector size in bytes. Note that several drivers rely on this being a power of 2. \*/

**dsk\_rate\_t dg\_datarate;** /\* Data rate. This will be one of:

**RATE\_HD** High-density disc (1.4Mb or 1.2Mb)

**RATE\_DD** Double-density disc in 1.2Mb drive (ie, 360k disc in 1.2Mb drive)

**RATE\_SD** Double-density disc in 1.4Mb or 720k drive

**RATE\_ED** Extra-density disc (2.8Mb) \*/

**dsk\_gap\_t dg\_rwgap;** /\* Read/write gap length \*/

**dsk\_gap\_t dg\_fmtgap;** /\* Format gap length \*/

**int dg\_fm;** /\* Set to nonzero to use FM (single density) recording mode. Not all PC floppy controllers support this mode; the National Semiconductor PC87306 and the Future Domain TMC series SCSI controllers seem to. The BBC Micro used FM recording for its 100k and 200k DFS formats. The Windows / DOS floppy drivers do not support FM recording. \*/

**int dg\_nomulti;** /\* Set to nonzero to disable multitrack mode. This only affects attempts to read normal data from tracks containing deleted data (or vice versa). \*/

**int dg\_noskip;** /\* Set to nonzero to disable skipping deleted data when searching for non-deleted data (or vice versa). \*/

} DSK\_GEOMETRY;

## 3 LibDsk Function Reference

### 3.1 dsk\_open: Open an existing disc image

```
dsk_err_t dsk_open(DSK_PDRIVER *self, const char *filename, const char *type, const char *compress)
```

Enter with:

- “self” is the address of a DSK\_PDRIVER variable (treat it as a handle to a drive / disc file). On return, the variable will be non-null (if the operation succeeded) or null (if the operation failed).
- “filename” is the name of the disc image file. On Win32, “A:” and “B:” refer to the two floppy drives.
- “type” is NULL to detect the disc image format automatically, or the name of a LibDsk driver to force that driver to be used. See `dsk_type_enum()` below.
- “compress” is NULL to auto-detect compressed files, or the name of a LibDsk compression scheme. See `dsk_comp_enum()`.

Returns: A `dsk_err_t`, which will be 0 (DSK\_ERR\_OK) if successful, or a negative integer if failed. See `dsk_strerror()`. The error DSK\_ERR\_NOTME means either that no driver was able to open the disc / disc image (if “type” was NULL) or that the requested driver could not open the file (if “type” was not NULL).

Standard LibDsk drivers are:

“dsk” : Disc image in the DSK format used by CPCEMU.

“edsk” : Disc image in the extended CPCEMU DSK format.

“raw” : Raw disc image - as produced by “`dd if=/dev/fd0 of=image`”. On systems other than Linux, DOS or Windows, this is also used to access the host system’s floppy drive.

“floppy” : Host system’s floppy drive (under Linux, DOS or Windows).

“myz80” : MYZ80 hard drive image, which is *nearly* the same as “raw” but has a 256 byte header.

“cfi” : Compressed floppy image, as produced by FDCOPY.COM under DOS. Its format is described in [cfi.html](#).

Compression schemes are:

“sq” : Huffman (squeezed). The reason for the inclusion of this system is to support .DQK images (see appendix A).

“gz” : GZip (deflate). This will only be present if libdsk was built with zlib support.

“bz2” : BZip2 (Burrows-Wheeler compression). This support is currently read-only, and will only be present if LibDsk was built with bzip support.

### 3.2 dsk\_creat: Create a new disc image

```
dsk_err_t dsk_creat(DSK_PDRIVER *self, const char *file-
name, const char *type)
```

In the case of floppy drives, this acts exactly as `dsk_open()`. For image files, the file will be deleted and recreated. Parameters and results are as for `dsk_open()`, except that “type” cannot be NULL (it must specify the type of disc image to be created) and if “compress” is NULL, it means that the file being created should not be compressed.

### 3.3 dsk\_close: Close a drive or disc image

```
dsk_err_t dsk_close(DSK_PDRIVER *self)
```

Pass the address of an opaque pointer returned from `dsk_open()` / `dsk_creat()`. On return, the drive will have been closed and the pointer set to NULL.

### 3.4 dsk\_pread, dsk\_lread : Read a sector

```
dsk_err_t dsk_pread(DSK_PDRIVER self, const DSK_GEOMETRY *geom, void *buf,
der, dsk_phead_t head, dsk_psect_t sector)
dsk_err_t dsk_lread(DSK_PDRIVER self, const DSK_GEOMETRY *geom, void *buf,
tor)
```

These functions read a single sector from the disc. There are two of them, depending on whether you are using logical or physical sector addresses.

Enter with:

- “self” is a handle to an open drive / image file.
- “geom” points to the geometry for the drive.
- “buf” is the buffer into which data will be loaded.
- “cylinder”, “head” and “sector” (`dsk_pread`) or “sector” (`dsk_lread`) give the location of the sector.

Returns:

- If successful, `DSK_ERR_OK`. Otherwise, a negative `DSK_ERR_*` value.
- If the driver cannot read sectors, `DSK_ERR_NOTIMPL` will be returned.

### 3.5 dsk\_pwrite, dsk\_lwrite: Write a sector

```
dsk_err_t dsk_pwrite(DSK_PDRIVER self, const DSK_GEOMETRY *geom, const void
der, dsk_phead_t head, dsk_psect_t sector)
dsk_err_t dsk_lwrite(DSK_PDRIVER self, const DSK_GEOMETRY *geom, const void
tor)
```

As `dsk_pread` / `dsk_lread`, but write their buffers to disc rather than reading them from disc. If the driver cannot write sectors, `DSK_ERR_NOTIMPL` will be returned.



### 3.6 dsk\_pcheck, dsk\_lcheck: Verify sectors on disc against memory

```
dsk_err_t dsk_pcheck(DSK_PDRIVER self, const DSK_GEOMETRY *geom, const void *data, dsk_phead_t head, dsk_psect_t sector)
dsk_err_t dsk_lcheck(DSK_PDRIVER self, const DSK_GEOMETRY *geom, const void *data, dsk_ltrack_t track)
```

As `dsk_pread` / `dsk_lread`, but rather than reading their buffers from disc, they compare the contents of their buffers with the data already on the disc. If the data match, the functions return `DSK_ERR_OK`. If there is a mismatch, they return `DSK_ERR_MISMATCH`. In case of error, other `DSK_ERR_*` values are returned. If the driver cannot read sectors, `DSK_ERR_NOTIMPL` will be returned.

### 3.7 dsk\_pformat, dsk\_lformat: Format a disc track

```
dsk_err_t dsk_pformat(DSK_PDRIVER self, DSK_GEOMETRY *geom, dsk_p cyl_t cyl, dsk_phead_t head, const DSK_FORMAT *format, unsigned char filler)
dsk_err_t dsk_lformat(DSK_PDRIVER self, DSK_GEOMETRY *geom, dsk_ltrack_t track, const DSK_FORMAT *format, unsigned char filler)
```

Enter with:

- “self” is a handle to an open drive / image file.
- “geom” points to the geometry for the drive. The formatter may modify this if (for example) it’s asked to format track 41 of a 40-track drive.
- “cylinder” / “head” (`dsk_pformat`) or “track” (`dsk_lformat`) give the location of the track to format.
- “format” should be an array of (`geom->dg_sectors`) `DSK_FORMAT` structures. These structures must contain sector headers for the track being formatted. For example, to format the first track of a 720k disc, you would pass in an array of 9 such structures: { 0, 0, 1, 512 }, { 0, 0, 2, 512, } ..., { 0, 0, 9, 512 }
- “filler” should be the filler byte to use. Currently the Win32 driver ignores this parameter. If the driver cannot format tracks, `DSK_ERR_NOTIMPL` will be returned.

Note that when formatting a .DSK file that has more than one head, you must format cylinder 0 for each head before formatting other cylinders.

### 3.8 dsk\_apform, dsk\_alform: Automatic format

```
dsk_err_t dsk_apform(DSK_PDRIVER self, const DSK_GEOMETRY *geom, dsk_p cyl_t cyl, dsk_phead_t head, unsigned char filler)
dsk_err_t dsk_alform(DSK_PDRIVER self, const DSK_GEOMETRY *geom, dsk_ltrack_t track, signed char filler)
```

These function calls behave as `dsk_pformat()` and `dsk_lformat()` above, except that the sector headers are automatically generated. This saves time and trouble setting up sector headers on discs with standard layouts such as DOS, PCW or Linux floppies. If the driver cannot format tracks, `DSK_ERR_NOTIMPL` will be returned.

### 3.9 `dsk_psecid`, `dsk_lsecid`: Read a sector ID.

```
dsk_err_t dsk_psecid(DSK_PDRIVER self, const DSK_GEOMETRY *geom, dsk_p cyl_t
der, dsk_phead_t head, DSK_FORMAT *result)
dsk_err_t dsk_lsecid(DSK_PDRIVER self, const DSK_GEOMETRY *geom, dsk_ltrack
sult)
```

Read a sector ID from the given track. This can be used to probe for discs with oddly-numbered sectors (eg, numbered 65-74). Enter with:

- “self” is a handle to an open drive / image file.
- “geom” points to the geometry for the drive.
- “cylinder” / “head” (`dsk_psecid`) or “track” (`dsk_lsecid`) give the location of the track to read the sector from.
- “result” points to an uninitialised `DSK_FORMAT` structure.

On return:

- If successful, the buffer at “result” will be initialised with the sector header found, and `DSK_ERR_OK` will be returned.
- If the driver cannot provide this functionality (for example, the Win32 driver under NT), `DSK_ERR_NOTIMPL` will be returned.

Note that the DOS, Win16 and Win32 (under Win9x) drivers implement a limited version of this call, which will work on normal DOS / CP/M86 / PCW discs and CPC discs. However it will not be usable for other purposes.

### 3.10 `dsk_xread`, `dsk_xwrite`: Low-level reading and writing

```
dsk_err_t dsk_xread(DSK_PDRIVER self, const DSK_GEOMETRY *geom, void *buf,
der, dsk_phead_t head, dsk_p cyl_t cyl_expected, dsk_phead_t head_expected,
tor, size_t sector_len, int *deleted);
dsk_err_t dsk_xwrite(DSK_PDRIVER self, const DSK_GEOMETRY *geom, const void
der, dsk_phead_t head, dsk_p cyl_t cyl_expected, dsk_phead_t head_expected,
tor, size_t sector_len, int deleted);
```

`dsk_xread()` and `dsk_xwrite()` are extended versions of `dsk_pread()` and `dsk_pwrite()`. They allow the caller to read/write sectors whose sector ID differs from the physical location of the sector, or to read/write deleted data.. The “cylinder” and “head” arguments specify where to look; the “cyl\_expected” and “head\_expected” are the values to search for in the sector header.

These functions are only supported by the CPCEMU driver and the Linux floppy driver. Other drivers will return DSK\_ERR\_NOTIMPL. Unless you are emulating a floppy controller, or you need to read discs that contain deleted data or misnumbered sectors, it should not be necessary to call these functions.

### 3.10.1 dsk\_xread(), dsk\_xwrite(): Deleted data

The “deleted” argument is used if you want to read or write sectors that have been marked as deleted. In `dsk_xwrite()`, this is simple value; pass 0 to write normal data, or 1 to write deleted data. In `dsk_xread()`, pass the address of an integer containing 0 (read normal data) or 1 (read deleted data). On return, the integer will contain: If the requested data type was read: 0 If the other data type was read: 1 If the command failed: Value is meaningless. Passing NULL acts the same as passing a pointer to 0.

The opposite type of data will only be read if you set `geom->dg_noskip` to nonzero. Some examples:

geom->dg_noskip	deleted	Data on disc	Results	*deleted becomes
0	-> 0	Normal	DSK_ERR_OK	0
0	-> 0	Deleted	DSK_ERR_NODATA	??
0	-> 1	Deleted	DSK_ERR_NODATA	??
1	-> 0	Normal	DSK_ERR_OK	0
1	-> 0	Deleted	DSK_ERR_OK	1
1	-> 1	Normal	DSK_ERR_OK	1
1	-> 1	Deleted	DSK_ERR_OK	0

## 3.11 dsk\_lthead, dsk\_ptread, dsk\_xtread

```

dsk_err_t dsk_lthead(DSK_PDRIVER self, const DSK_GEOMETRY *geom, void *buf,
dsk_err_t dsk_ptread(DSK_PDRIVER self, const DSK_GEOMETRY *geom, void *buf,
der, dsk_phead_t head)
dsk_err_t dsk_xtread(DSK_PDRIVER self, const DSK_GEOMETRY *geom, void *buf,
der, dsk_phead_t head, dsk_p cyl_t cyl_expected, dsk_phead_t head_expected)

```

These functions read a track from the disc, using the FDC’s “READ TRACK” command. There are three of them - logical, physical and extended physical.

If the driver does not support this functionality, LibDsk will attempt to simulate it using multiple sector reads.

Enter with:

- “self” is a handle to an open drive / image file.
- “geom” points to the geometry for the drive.
- “buf” is the buffer into which data will be loaded.
- “cylinder” and “head” (`dsk_ptread`, `dsk_xtread`) or “track” (`dsk_lthead`) give the location of the track to read.
- (`dsk_xtread`) “cyl\_expected” and “head\_expected” are used as the values to search for in the sector headers.

Returns:

- If successful, DSK\_ERR\_OK. Otherwise, a negative DSK\_ERR\_\* value.
- (dsk\_xtread( ) only) If the driver does not support extended sector reads/writes, then DSK\_ERR\_NOTIMPL will be returned.

### 3.12 dsk\_lseek, dsk\_pseek

```
dsk_err_t dsk_lseek(DSK_PDRIVER self, const DSK_GEOMETRY *geom, dsk_ltrack_t track, dsk_err_t dsk_pseek(DSK_PDRIVER self, const DSK_GEOMETRY *geom, dsk_p cyl_t cyl, dsk_phead_t head)
```

Seek to a given cylinder. Only the CPCEMU driver and the Linux floppy driver support this; other drivers return DSK\_ERR\_NOTIMPL. You should not normally need to call these functions. They have been provided to support programs that emulate a uPD765A controller.

### 3.13 dsk\_drive\_status

```
dsk_err_t dsk_drive_status(DSK_PDRIVER self, const DSK_GEOMETRY *geom, dsk_signed char *result)
```

Get the drive's status (ready, read-only etc.). The byte "result" will have one or more of the following bits set:

**DSK\_ST3\_FAULT:** Drive fault

**DSK\_ST3\_RO:** Read-only

**DSK\_ST3\_READY:** Ready

**DSK\_ST3\_TRACK0:** Head is over track 0

**DSK\_ST3\_DSDRIVE:** Drive is double-sided

**DSK\_ST3\_HEAD1:** Current head is head 1, not head 0. Usually this just depends on the value of the "head" parameter to this function.

Which bits will be "live" depends on which driver is in use, but the most trustworthy will be DSK\_ST3\_READY and DSK\_ST3\_RO. This function will never return DSK\_ERR\_NOTIMPL; if the facility is not provided by the driver, a default version will be used.

### 3.14 dsk\_getgeom: Guess disc geometry

```
dsk_err_t dsk_getgeom(DSK_PDRIVER self, DSK_GEOMETRY *geom)
```

This attempts to determine the geometry of a disc (number of cylinders, tracks, sectors etc.) by loading the boot sector. It understands DOS, CP/M-86 and PCW boot sectors. If the geometry could be guessed, then “geom” will be initialised and DSK\_ERR\_OK will be returned. If no guess could be made, then DSK\_ERR\_BADFMT will be returned. Other values will result if the disc could not be read.

Some drivers (in particular the MYZ80 driver, and the Win32 driver under NT) only support certain fixed disc geometries. In this case, the geometry returned will reflect what the driver can use, rather than what the boot sector says.

### 3.15 dg\_\*geom : Initialise disc geometry from boot sector

```
dsk_err_t dg_dosgeom(DSK_GEOMETRY *self, const unsigned char *bootsect)
dsk_err_t dg_pcwgeom(DSK_GEOMETRY *self, const unsigned char *bootsect)
dsk_err_t dg_cpm86geom(DSK_GEOMETRY *self, const unsigned char *bootsect)
```

These functions are used by dsk\_getgeom( ), but can also be called independently. Enter them with:

- “self” is the structure to initialise;
- “bootsect” is the boot sector to initialise the structure from.

Returns DSK\_ERR\_BADFMT if the sector does not contain a suitable disc specification, or DSK\_ERR\_OK otherwise.

### 3.16 dg\_stdformat : Initialise disc geometry from a standard LibDsk format.

```
dsk_err_t dg_stdformat(DSK_GEOMETRY *self, dsk_format_t formatid, dsk_cchar_t *fname, dsk_cchar_t *fdesc)
```

Initialises a DSK\_GEOMETRY structure with one of the standard formats LibDsk knows about. Formats are:

**FMT\_180K:** 180k, 9 512 byte sectors, 40 tracks, 1 side

**FMT\_200K:** 200k, 10 512 byte sectors, 40 tracks, 1 side

**FMT\_CPCSYS:** Amstrad CPC system format - as FMT\_180K, but physical sectors are numbered 65-73

**FMT\_CPCDATA:** Amstrad CPC data format - as FMT\_180K, but physical sectors are numbered 193-201

**FMT\_720K:** 720k, 9 512 byte sectors, 80 tracks, 2 sides

**FMT\_800K:** 800k, 10 512 byte sectors, 80 tracks, 2 sides

**FMT\_1440K:** 1.4M, 18 512 byte sectors, 80 tracks, 2 sides

**FMT\_160K:** 160k, 8 512 byte sectors, 40 tracks, 1 side

**FMT\_320K:** As FMT\_160K, but 2 sides

**FMT\_360K:** As FMT\_180K, but 2 sides

**FMT\_720F:** As FMT\_720K, but the physical/logical sector mapping is “out-and-back” rather than “alternate sides”. See section 2.1.1 for details.

**FMT\_1200F:** As FMT\_720F, but with 15 sectors

**FMT\_1440F:** As FMT\_720F, but with 18 sectors

**FMT\_ACORN160:** Acorn 40 track single sided 160k (used by ADFS 'S' format)

**FMT\_ACORN320:** Acorn 80 track single sided 320k (used by ADFS 'M' format)

**FMT\_ACORN640:** Acorn 80 track double sided 640k (used by ADFS 'L' format)

**FMT\_ACORN800:** Acorn 80 track double sided 800k (used by ADFS 'D' and 'E')

**FMT\_ACORN1600:** Acorn 80 track high density 1600k (used by ADFS 'F' format)

**FMT\_BBC100** BBC micro 40 track single sided 100k (using FM encoding)

**FMT\_BBC200** BBC micro 80 track single sided 200k (using FM encoding)

If the “fname” is not NULL, it will be pointed at a short name for the format (suitable for use as a program option; see `tools/dskform.c`).

If the “fdesc” is not NULL, it will be pointed at a description string for the format. With these two, it's possible to enumerate geometries supported by the library without keeping a separate list in your program - see `tools/formnames.c` for example code that does this.

### 3.17 `dsk_*_forcehead`: Override disc head

```
dsk_err_t dsk_set_forcehead(DSK_PDRIVER self, int force)
dsk_err_t dsk_get_forcehead(DSK_PDRIVER self, int *force)
```

(This option is only effective for the Linux floppy driver)

Forces the driver to ignore the head number passed to it and always use either side 0 or side 1 of the disc. This is used to read discs recorded on PCW / CPC / Spectrum+3 add-on 3.5" drives. Instead of the system software being programmed to use both sides of the disc, a switch on the drive was used to set which side was being used. Thus discs would end up with both sides saying they were head 0.

Anyway, when using `dsk_set_forcehead`, pass:

**-1:** Normal - the head passed as a parameter to other calls is used.

**0:** Always use side 0.

**1:** Always use side 1.

### 3.18 dsk\_type\_enum

```
dsk_err_t dsk_type_enum(int index, char **drv-
name)
```

If “index” is in the range 0 -> number of LibDsk drivers, (\*drvname) is set to the short name for that driver (eg: “myz80” or “raw”). If not, (\*drvname) is set to NULL.

### 3.19 dsk\_comp\_enum

```
dsk_err_t dsk_comp_enum(int index, char **comp-
name)
```

As dsk\_type\_enum( ), but lists supported compression schemes.

### 3.20 dsk\_drvname, dsk\_drvdesc

```
const char *dsk_drvname(DSK_PDRIVER self)
const char *dsk_drvdesc(DSK_PDRIVER self)
```

Returns the driver name (eg: “myz80”) or description (eg “MYZ80 hard drive driver”) for an open disc image.

### 3.21 dsk\_compname, dsk\_compdesc

```
const char *dsk_compname(DSK_PDRIVER self);
const char *dsk_compdesc(DSK_PDRIVER self);
```

Returns the compression system name (eg: “gz”; NULL if the disc image isn’t compressed) or description (eg: “GZip compressed”) for an open disc image.

### 3.22 dg\_ps2ls, dg\_ls2ps, dg\_pt2lt, dg\_lt2pt

Convert between logical sectors and physical cylinder/head/sector addresses. Normally these functions are called internally and you don’t need to use them.

```
dsk_err_t dg_ps2ls(const DSK_GEOMETRY *self, dsk_p cyl, dsk_phead_t head,
dsk_psector_t sector)
```

Converts physical C/H/S to logical sector.

```
dsk_err_t dg_ls2ps(const DSK_GEOMETRY *self, dsk_lsect_t log-
ical, dsk_p cyl, dsk_phead_t *head, dsk_psector_t *sec)
```

Converts logical sector to physical C/H/S.

```
dsk_err_t dg_pt2lt(const DSK_GEOMETRY *self, dsk_p cyl, dsk_phead_t head,
dsk_psector_t sector)
```

Converts physical C/H to logical track.

```
dsk_err_t dg_lt2pt(const DSK_GEOMETRY *self, dsk_ltrack_t logical, dsk_p cyl_t *cyl, dsk_phead_t *head)
```

Converts logical track to physical C/H.

### 3.23 **dsk\_strerror: Convert error code to string**

```
char *dsk_strerror(dsk_err_t err)
```

Converts an error code returned by one of the other LibDsk functions into a printable string.

### 3.24 **dsk\_get\_psh**

```
unsigned char dsk_get_psh(size_t sector_size)
```

Converts a sector size into the sector shift used by the uPD765A controller (eg: 128 -> 0, 256 -> 1, 512 -> 2 etc.) You should not need to use this. The reverse operation is:  $\text{sectorsize} = (128 << \text{psh})$ .

### 3.25 **Structure: DSK\_FORMAT**

This structure is used to represent a sector header. It has four members:

**fmt\_cylinder:** Cylinder number.

**fmt\_head:** Head number.

**fmt\_sector:** Sector number.

**fmt\_secsz:** Sector size in bytes.

### 3.26 **LibDsk errors**

**DSK\_ERR\_OK:** No error.

**DSK\_ERR\_BADPTR:** A null or otherwise invalid pointer was passed to a LibDsk routine.

**DSK\_ERR\_DIVZERO:** Division by zero: For example, a DSK\_GEOMETRY is set to have zero sectors.

**DSK\_ERR\_BADPARAM:** Bad parameter (eg: if a DSK\_GEOMETRY is set up with `dg_cylinders = 40`, trying to convert a sector in cylinder 65 to a logical sector will give this error).

**DSK\_ERR\_NODRVR:** Requested driver not found in `dsk_open()` / `dsk_create()`.

**DSK\_ERR\_NOTME:** Disc image could not be opened by requested driver.

**DSK\_ERR\_SYSERR:** System call failed. `errno` holds the reason.



**DSK\_ERR\_NOMEM:** `malloc()` failed to allocate memory.

**DSK\_ERR\_NOTIMPL:** Function is not implemented (eg, this driver doesn't support `dsk_xread()`).

**DSK\_ERR\_MISMATCH:** In `dsk_lcheck()` / `dsk_pcheck()`, sectors didn't match.

**DSK\_ERR\_NOTRDY:** Drive is not ready.

**DSK\_ERR\_RDONLY:** Disc is read-only.

**DSK\_ERR\_SEEKFAIL:** Seek fail.

**DSK\_ERR\_DATAERR:** Data error.

**DSK\_ERR\_NODATA:** Sector ID found, but not sector data.

**DSK\_ERR\_NOADDR:** Sector not found at all.

**DSK\_ERR\_BADFMT:** Not a valid format.

**DSK\_ERR\_CHANGED:** Disc has been changed unexpectedly.

**DSK\_ERR\_ECHECK:** Equipment check.

**DSK\_ERR\_OVERRUN:** Overrun.

**DSK\_ERR\_ACCESS:** Access denied.

**DSK\_ERR\_CTRLR:** Controller failed.

**DSK\_ERR\_COMPRESS:** Compressed file is corrupt.

**DSK\_ERR\_UNKNOWN:** Unknown error

### 3.27 Miscellaneous

`LIBDSK_VERSION` is a macro, defined as a string containing the library version - eg "0.9.0"

## 4 LibDsk under Windows

This section mainly deals with the subject of direct floppy drive access. Other aspects of LibDSK remain relatively consistent across Windows versions.

As with so many other aspects of Windows, direct access to the floppy drive is a case of "write once - debug everywhere"<sup>1</sup>. Not only does support vary across different systems, it varies depending on whether LibDsk was compiled with a 16-bit compiler or a 32-bit one.

---

<sup>1</sup>Originally said by Microsoft respect to Java. Pot. Kettle. Black.

## **4.1 Windows 3.x**

Only the 16-bit build of LibDsk will run. The floppy support in Win16 is pretty much the same as in DOS; there is support for discs with arbitrary numbers of tracks and sectors, and arbitrary sector sizes. This means that LibDsk can, for example, read Acorn ADFS floppies.

## **4.2 Windows 4.x (95, 98 and ME)**

Both the 16-bit and 32-bit versions of LibDsk will run. The 16-bit version is more capable, but less stable; it can read Acorn ADFS floppies, which the 32-bit version cannot. Unfortunately, 32-bit programs can't link to the 16-bit version of LibDsk; this would only be possible using some form of RPC (such as mailslots).

## **4.3 Windows NT (NT 3.x, NT 4.x, 2000, XP)**

The floppy drive can only read/write formats which are supported by the floppy driver. This is the case using either version of LibDsk.

## **4.4 General comments on programming floppy access for Windows**

LibDsk has three independent drivers for accessing floppies under Windows. They are:

### **4.4.1 The Win16 driver.**

This uses INT 0x13 to do the reads and writes, just as in MSDOS. Again as in MSDOS, there is a diskette parameter table pointed to by INT 0x1E. This table seems not to be documented, which is perhaps why the Win16 subsystem in Windows 2000/XP doesn't implement it. You can, fortunately, tell if this is the case; if the first two bytes are both 0xC4, then what you have is a Windows 2000 trap rather than a diskette parameter table.

### **4.4.2 The Win32c driver.**

This driver uses VWIN32 services to make INT 0x13-style calls under Windows9x. However, there is no VWIN32 call to change the diskette parameter table, which is why the Win16 driver can do things the Win32 drivers can't. It isn't possible to get round this by thunking to a 16-bit DLL either; the INT 0x1E vector is zero for 16-bit DLLs in 32-bit processes.

### **4.4.3 The Win32 driver.**

Windows NT gets close (but not close enough) to the UNIX idea that everything is a file. So while in theory it would be enough to use the normal "raw" driver on "\\.\A:", in practice there are a number of nasty subtleties relating to such things as memory alignment and file locking.

#### 4.4.4 Other floppy APIs

Sydex produce a replacement floppy driver for 32-bit versions of Windows (SydexFDD) which removes most of the restrictions that Windows places on acceptable floppy formats. LibDsk does not support this.

## 5 Writing new drivers

The interface between LibDsk and its drivers is defined by the `DRV_CLASS` structure. To add a new driver, you create a new `DRV_CLASS` structure and add it to various files.

### 5.1 The driver header

Firstly, create a header for this driver, basing it on (for example) `lib/drvposix.h`. The first thing in the header (after the LGPL banner) is:

```
typedef struct
{
    DSK_DRIVER px_super;
    FILE *px_fp;
    int px_readonly;
    long px_filesize;
} POSIX_DSK_DRIVER;
```

This is where you define any variables that your driver needs to store for each disc image. In the case of the “raw” driver, this consists of a `FILE` pointer to access the underlying disc file, a “readonly” flag, and the current size of the drive image file. The first member of this structure must be of type `DSK_DRIVER`.

The rest of this header consists of function prototypes, which I will come back to later.

### 5.2 The driver source file

Secondly, create a `.c` file for your driver. Again, it’s probably easiest to base this on `lib/drvposix.c`. At the start of this file, create a `DRV_CLASS` structure, such as:

```
DRV_CLASS dc_posix =
{
    sizeof(POSIX_DSK_DRIVER),
    "raw",
    "Raw file driver",
    posix_open,
    posix_creat,
    posix_close
};
```

The first three entries in this structure are:

- The size of your driver’s instance data;

- The driver's name (as passed to `dsk_open()` / `dsk_creat()`)
- The driver's description string.

The remainder of the structure is composed of function pointers; the types of these are given in `drv.h`. At the very least, you will need to provide the first three pointers (`*_open`, `*_creat` and `*_close`); to make the driver vaguely useful, you will also need to implement some of the others.

Once you have created this structure, edit:

- `drivers.h`. Add a declaration for your `DRV_CLASS` structure, such as

```
extern DRV_CLASS dc_myformat;
```

- `drivers.inc`. Insert a reference to your structure (eg: `"&dc_myformat,"`) in the list. Note that order is important; the comments in `drivers.inc` describe how to decide where things go.

Edit `"lib/Makefile.am"`. Near the top of this file is a list of drivers and their header files; just add your `.c` and `.h` to this list.

If your driver depends on certain system headers (as all the floppy drivers do) then you will need to add checks for these to `"configure.in"` and `"lib/drvi.h"`; then run `"autoconf"` to rebuild the configure script.

The function pointers in the `DRV_CLASS` structure are described in `drv.h`. The first parameter to all of them (`"self"`) is declared as a pointer to `DSK_DRIVER`. In fact, it is a pointer to the first member of your instance data structure. Just cast the pointer to the correct type:

```
/* Sanity check: Is this meant for our driver? */
if (self->dr_class != &dc_posix) return DSK_ERR_BADPTR;
pxself = (POSIX_DSK_PDRIVER)self;
```

and you're in business.

## 5.3 Driver functions

### 5.3.1 `dc_open`

```
dsk_err_t (*dc_open)(DSK_PDRIVER self, const char *filename)
```

Attempt to open a disc image. Entered with:

- `"self"` points to the instance data for this disc image (see above); it will have been initialised to zeroes using `memset()`.
- `"filename"` is the name of the image to open.

Return:

**DSK\_ERR\_OK:** The driver has successfully opened the image.

**DSK\_ERR\_NOTME:** The driver cannot handle this image. Other drivers should be allowed to try to use it.

**other:** The driver cannot handle this image. No other drivers should be tried (eg: the image was recognised by this driver, but is corrupt).

### 5.3.2 dc\_creat

```
dsk_err_t (*dc_creat)(DSK_PDRIVER self, const char *filename)
```

Attempt to create a new disc image. For the “floppy” drivers, behaves exactly as dc\_open. Parameters and results are the same as for dc\_open, except that DSK\_ERR\_NOTME is treated like any other error.

### 5.3.3 dc\_close

```
dsk_err_t (*dc_close)(DSK_PDRIVER self)
```

Close the disc image. This will be the last call your driver will receive for a given disc image file, and it should free any resources it is using. Whether it returns DSK\_ERR\_OK or an error, this disc image will not be used again.

### 5.3.4 dc\_read

```
dsk_err_t (*dc_read)(DSK_PDRIVER self, const DSK_GEOMETRY *geom, void *buffer, dsk_phead_t head, dsk_psect_t sector)
```

Read a sector. Note that sector addresses passed to drivers are *\_always\_* in C/H/S format. This function has the same parameters and return values as dsk\_pread().

### 5.3.5 dc\_write

```
dsk_err_t (*dc_write)(DSK_PDRIVER self, const DSK_GEOMETRY *geom, const void *buffer, dsk_phead_t head, dsk_psect_t sector)
```

Write a sector. This function has the same parameters and return values as dsk\_pwrite(). If your driver is read-only, leave this function pointer NULL.

### 5.3.6 dc\_format

```
dsk_err_t (*dc_format)(DSK_PDRIVER self, const DSK_GEOMETRY *geom, dsk_pcyt_t head, dsk_phead_t head, const DSK_FORMAT *format, unsigned char filler)
```

Format a track. This function has the same parameters and return values as dsk\_pformat(). If your driver cannot format tracks, leave this function pointer NULL.

### 5.3.7 dc\_getgeom

```
dsk_err_t (*dc_getgeom)(DSK_PDRIVER self, DSK_GEOMETRY *geom)
```

Get the disc geometry. Leave this function pointer as NULL unless your disc image does not allow a caller to use an arbitrary disc geometry.

The two drivers which currently do this are the Win32 one, because Windows NT decides on the geometry itself and doesn't let programs change it; and the MYZ80 one, which has a single fixed geometry.

Return DSK\_ERR\_OK if successful; DSK\_ERR\_NOTME to fall back to the standard LibDsk geometry probe; other values to indicate failure.

### 5.3.8 dc\_secid

```
dsk_err_t (*dc_secid)(DSK_PDRIVER self, const DSK_GEOMETRY *geom, dsk_pcyln_
der, dsk_phead_t head, DSK_FORMAT *result)
```

Read the ID of a random sector on a certain track/head, and put it in "result". This function is primarily used to test for discs in CPC format (which have oddly-numbered physical sectors); if the disc image can't support this (eg: the "raw" or Win32 drivers) then leave the function pointer NULL.

### 5.3.9 dc\_xseek

```
dsk_err_t (*dc_xseek)(DSK_PDRIVER self, const DSK_GEOMETRY *geom, dsk_pcyln_
der, dsk_phead_t head);
```

Seek to a given cylinder / head. For disc images, just return DSK\_ERR\_OK if the cylinder/head are in range, or DSK\_ERR\_SEEKFAIL otherwise. For a floppy driver, only implement this function if your FDC can perform a seek by itself.

### 5.3.10 dc\_xread, dc\_xwrite

```
dsk_err_t (*dc_xread)(DSK_PDRIVER self, const DSK_GEOMETRY *geom, void *buf,
der, dsk_phead_t head, dsk_pcyln_t cyl_expected, dsk_phead_t head_expected,
tor, size_t bytes_to_write, int *deleted);
dsk_err_t (*dc_xwrite)(DSK_PDRIVER self, const DSK_GEOMETRY *geom, const void *buf,
der, dsk_phead_t head, dsk_pcyln_t cyl_expected, dsk_phead_t head_expected,
tor, size_t bytes_to_read, int *deleted);
```

Read / write sector whose ID may not match its position on disc, or which is marked as deleted. Only implement this if your disc image emulates sector IDs or your floppy driver exposes this level of functionality. Currently it is only implemented in the Linux and CPCEMU drivers.

### 5.3.11 dc\_status

```
dsk_err_t (*dc_status)(DSK_PDRIVER self, const DSK_GEOMETRY &geom, dsk_phead_t head, signed char *result);
```

Return the drive status (see `dsk_drive_status()` for the bits to return). “\*result” will contain the value calculated by the default implementation; for most image file drivers, all you have to do is set the read-only bit if appropriate.

### 5.3.12 dc\_tread

```
dsk_err_t (*dc_tread)(DSK_PDRIVER self, const DSK_GEOMETRY *geom, void *buffer, dsk_phead_t head);
```

Read a track. You need only implement this if your floppy driver exposes the relevant functionality; if you don’t, the library will use multiple calls to `dc_read()` instead. This function has the same parameters and return values as `dsk_ptread()`.

### 5.3.13 dc\_xtread

```
dsk_err_t (*dc_xtread)(DSK_PDRIVER self, const DSK_GEOMETRY *geom, void *buffer, dsk_phead_t head, dsk_pcyll_t cyl_expected, dsk_phead_t head_expected);
```

Read a track, with extended sector matching (sector headers on disc differ from physical location). This function has the same parameters and return values as `dsk_xtread()`. As with `dc_tread()`, you need only implement this function if your floppy driver has a special READ TRACK command.

## 6 Adding new compression methods

Adding a new compression method is very similar to adding a driver, though you only have to implement four functions.

To add a new driver, you create a new `COMPRESS_CLASS` structure and add it to various files.

### 6.1 Driver header

This is done as for disc drivers. If you don’t need any extra variables (for example, gzip and bzip2 compression don’t) then you don’t have to declare a new structure type - see `lib/compgz.h` for an example.

### 6.2 Driver implementation

Secondly, create a `.c` file for your driver. It’s probably easiest to base this on `lib/compgz.c`. At the start of this file, create a `COMPRESS_CLASS` structure, such as:

```

COMPRESS_CLASS cc_gz =
{
    sizeof(COMPRESS_DATA),
    "gz",
    "Gzip (deflate compression)",
    gz_open, /* open */
    gz_creat, /* create new */
    gz_commit, /* commit */
    gz_abort /* abort */
};

```

The first three entries in this structure are:

- The size of your driver's instance data. The GZip driver has no instance data and so just uses COMPRESS\_DATA. If it had extra data these would be in a struct called GZ\_COMPRESS\_DATA, so the size here would be sizeof(GZ\_COMPRESS\_DATA).
- The driver's name (as passed to dsk\_open() / dsk\_creat() )
- The driver's description string.

The remainder of the structure is composed of function pointers. The types of these are given in drv.h. You must implement all four.

Once you have created this structure, edit:

- comp.h. Include your header.
- compress.inc. Insert a reference to your structure (eg: "&cc\_myzip,") in the list. Note that order is important.

Edit "lib/Makefile.am". At the bottom of this file is a list of drivers and their header files; just add your .c and .h to this list.

If your driver depends on certain system headers (eg, the gzip one depends on zlib.h) then you will need to add checks for these to "configure.in" and "lib/compi.h"; then run "autoconf" to rebuild the configure script.

The function pointers in the COMPRESS\_CLASS structure are described in lib/compress.h. The first parameter to all of them ("self") is declared as a pointer to COMPRESS\_DATA. In fact, it is a pointer to the first member of your instance data structure. Just cast the pointer to the correct type:

```

/* Sanity check: Is this meant for our driver? */
if (self->cd_class != &cc_sq) return DSK_ERR_BADPTR;
sqself = (SQ_COMPRESS_DATA *)self;

```

and you're in business.

## 6.3 Compression functions

### 6.3.1 cc\_open

```

dsk_err_t (*cc_open )(COMPRESS_DATA *self)

```



Attempt to decompress a compressed file.

- “self” points to the instance data for this disc image.
- self->cd\_cfilename is the filename of the file to decompress.

Return:

**DSK\_ERR\_OK:** The file has been decompressed.

**DSK\_ERR\_NOTME:** The file is not compressed using this driver’s method.

**other:** The file does belong to this driver, but it is corrupt or some other error occurred.

Two helper functions may be useful when you are writing cc\_open:

```
dsk_err_t comp_fopen(COMPRESS_DATA *self, FILE **pfp);
```

Open the the file whose name is given at self->cd\_cfilename. If successful, \*pfp will be the opened stream. If not, it will be NULL. If the file can only be opened read-only, sets self->cd\_readonly to 1.

```
dsk_err_t comp_mktemp(COMPRESS_DATA *cd, FILE **pfp);
```

Create a temporary file and store its name at self->cd\_ufilename. You should use this to create the file that you decompress into.

### 6.3.2 cc\_creat

```
dsk_err_t (*cc_creat)(COMPRESS_DATA *cd)
```

Warn the compression engine that a disc image file is being created, and when closed it will be compressed. The filename is stored at self->cd\_cfilename. Normally this just returns DSK\_ERR\_OK.

### 6.3.3 cc\_commit

```
dsk_err_t (*cc_commit)(COMPRESS_DATA *cd)
```

Compress an uncompressed file. self->cd\_ufilename is the name of the file to compress. self->cd\_cfilename is the name of the output file.

### 6.3.4 cc\_abort

```
dsk_err_t (*cc_abort)(COMPRESS_DATA *cd)
```

This is used if a file was decompressed and it’s now being closed without having been changed. There is therefore no need to compress it again. This normally just returns DSK\_ERR\_OK.

## A DQK Files

A DQK file is a .DSK file compressed using Richard Greenlaw's Squeeze file format (originally from CP/M as SQ.COM, and later built in to NSWP.COM; versions also exist for DOS and UNIX). SQ was used in preference to more efficient compressors such as gzip because it can be readily decoded on 8-bit and 16-bit computers.

The original reason for DQK files was software distribution. A disc image of a 180k disc won't fit on a 180k disc, owing to various overheads. However, the compressed DQK version may fit onto such a disc, and leave room for a tool to write the DQK back out as well.

Such a tool has been included in the "dskwrite" directory in this distribution. It contains the following files:

- dskwrite.com: Program to write .DSK or .DQK files out to a real disc. The .COM file works on PCs, Amstrad PCWs and Sinclair Spectrum +3s.
- dskwrite.txt: Documentation for dskwrite.
- dskwrite.z80: Z80 source for the CP/M version.
- dskwrite.asm: 8086 source for the DOS version.
- dskwrsea.com: The dskwrite distribution file - a self-extracting archive. It will self-extract under CP/M or DOS.

Note that the files in the "dskwrite" directory are not GPLed or LGPLed. They are public domain. You may do whatsoever you please with them.

LibDsk has been given .DQK support (use the "dsk" driver with "sq" compression) so that .DQK files don't have to be created and compressed in a two-state process.