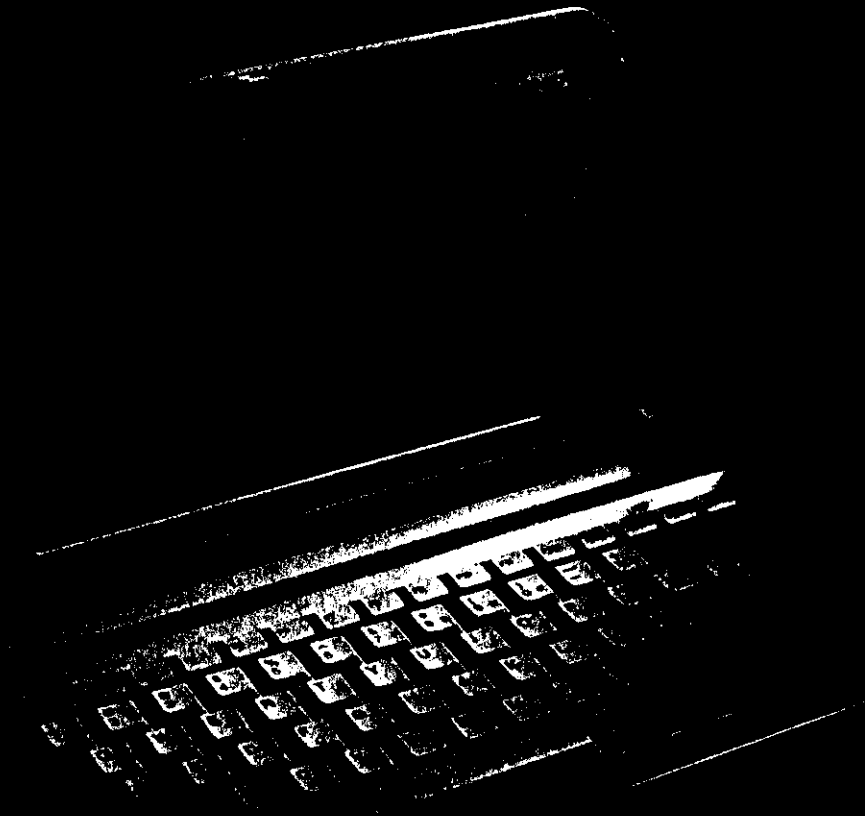


TANDEM

Cat. No. 25-3531

1110 HD

User's Guide



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TEXT CONVENTIONS

This manual uses a simple method of notation to distinguish among text you type, keys you press, and what you see on the computer screen.

Example	Description
BACKSPACE	Key names that appear in small, heavy, capital letters represent keys that you press.
CTRL+C	Two or more keys separated by a plus sign represent what we call a key combination. To use a key combination, press and hold down the first key. Then, press the other key(s).
format ENTER	Characters that you type are displayed differently from the regular text in this manual. You must press ENTER after you type your text. With most programs, you can type in either uppercase or lowercase letters.
A:\	Characters that appear on the screen are also displayed differently from the regular text, like the example shown here.

STANDARD FEATURES

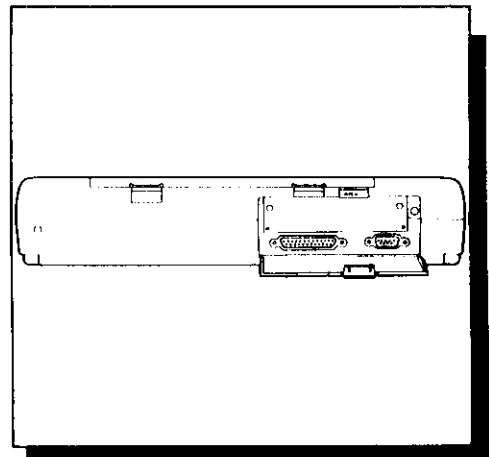
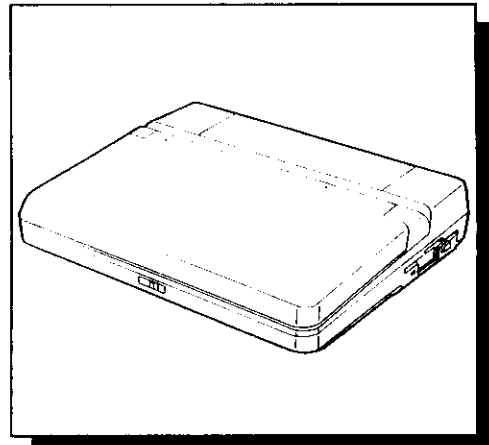
Your Tandy 1110 HD Notebook computer is a versatile, simple-to-use computer. You can use it at home or take it with you to school, work, or as you travel, giving you instant access to useful information and productivity software. We have included everything you need to immediately begin using your computer.

- IBM PC software compatibility
- Full-portability
- A 20MB hard disk drive with MS-DOS and DeskMate installed.
- A 3 1/2-inch 720K diskette drive
- Full-feature, 84-key keyboard with 101-key emulation
- MS-DOS version 5.0 operating system
- Serial and parallel ports that let you use options such as a printer, mouse, or modem.

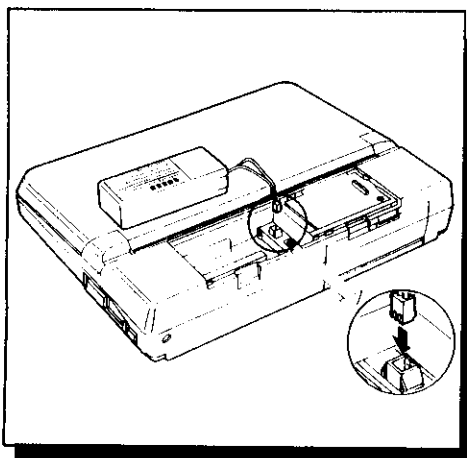
OPTIONS

You can add options to make your computer even more useful. For example, you can add a printer to print copies of the documents you create. You can use any printer your software supports. You can connect a mouse or an external modem to your computer's serial port. You can also add an internal modem (Radio Shack Cat. No. 25-3538) to your computer.

For more information about adding options to your computer, refer to "Getting More ..." in this manual.



GETTING STARTED



INSTALLING THE BATTERY

"Starting Your Computer" provides information to help you set up and begin using your computer.

Caution: Be sure you install all optional devices before you turn on your computer.

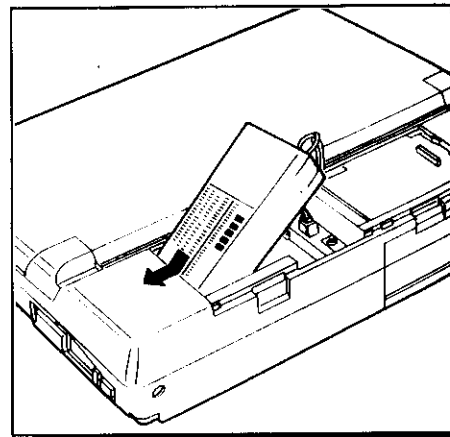
1. Place the computer on a flat, level surface.
2. To open the battery compartment, lift the two **OPEN** tabs under the battery compartment's cover. Then, slide off the cover.
3. Place the battery in the compartment. Be sure to position the battery so that it does not pinch or crimp the wires.
4. Plug the battery cord's connector into the battery jack.

5. Replace the battery compartment cover.
6. Insert the AC adapter's connector into the DC IN 9.5V jack. Then, plug the other end into a standard AC outlet, and let the battery charge for at least 10 hours.

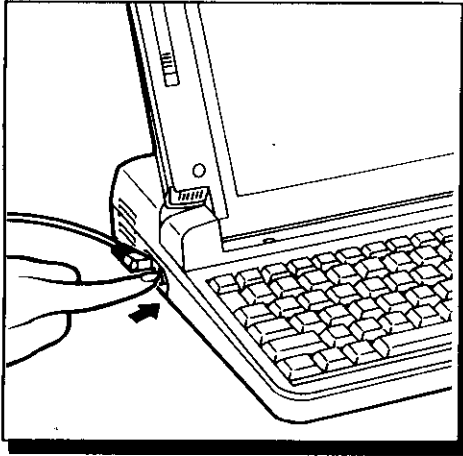
Warning: Be sure to match the notch on the connector with the notch in the plug. Do not force the connector into the jack. Forcing the connector in backwards can damage the battery and your computer.

Notes:

- You must connect the AC adapter to charge the battery. Charge it for about 10 hours before you use the computer with the battery only.
- We recommend you use your computer with the AC adapter whenever possible. The AC adapter supplies power for the computer and charges the battery.
- Never store the battery uncharged. If you store the battery uncharged for more than two weeks, the battery can be permanently damaged.
- Do not store your battery in high temperature locations for extended periods.

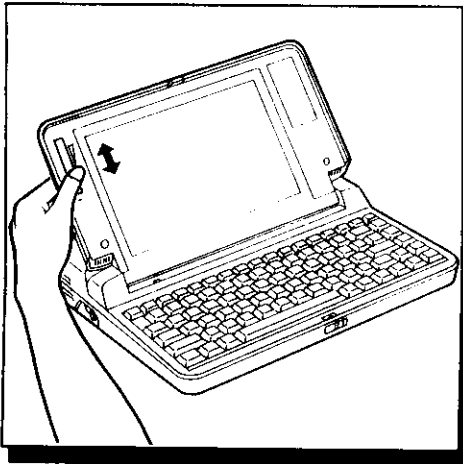


STARTING YOUR COMPUTER



1. To open the computer's cover, slide the latch to the right and raise the cover.
2. To turn on the computer, press the power switch.

After a few seconds, the screen shows:



3. Tilt the screen to a comfortable viewing angle.
4. If necessary, adjust the contrast control.
5. Because DeskMate is installed onto the hard drive, you can begin using it as soon as you turn on the computer. See the *DeskMate Getting Started* magazine.

OPERATING YOUR COMPUTER

You do not need to know every key's function to use your computer. In fact, many keys have different functions, depending on what program you run. In general, you use the keyboard like a standard typewriter's keyboard. You use the **ENTER** key on the computer like the return key on a typewriter. To erase a character, press **BACKSPACE** (to erase the previous character) or **DELETE** (to erase the current character). Then, type the correct character.

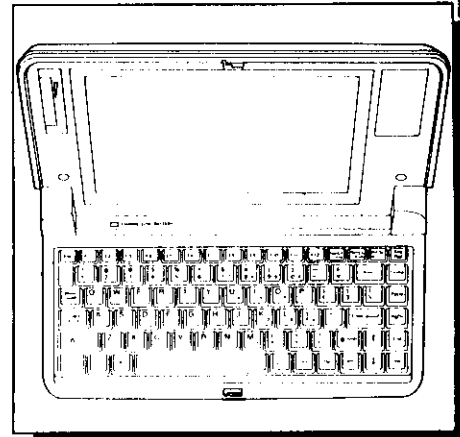
Your computer has some keys that are not on a standard typewriter. These extra keys have special purposes depending on which program you use. For more information about these extra keys, see "Using the Keyboard" in this manual.

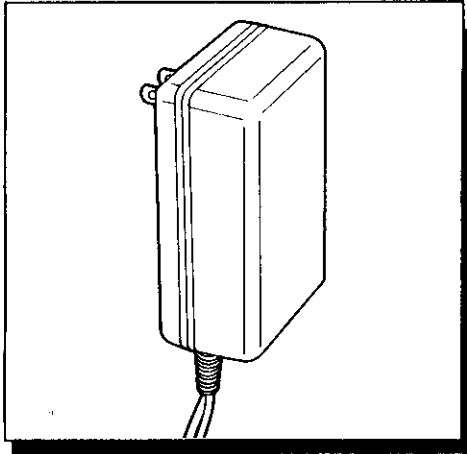
You can use the DeskMate programs to easily learn your way around the keyboard. DeskMate can also show you how to store, copy, delete, move, and print documents that you create. You will enjoy exploring all the different ways that you can use your computer.

TURNING OFF YOUR COMPUTER

We recommend that you exit any program, return to the system prompt (**C:\>**), and remove the diskette before you turn off your computer. Then, press **POWER** to turn off your computer.

Note: You can exit some programs by pressing **BREAK** or **CTRL+C**. However, if you exit a program in this way, you might lose information. We recommend you always follow the instructions in the software documentation for exiting a program.





Using the AC Adapter

The supplied AC adapter powers your computer and charges the battery. We recommend you use the adapter whenever possible. The following procedure tells you how to install the AC adapter.

Caution:

- Using an AC adapter other than the one supplied might harm the battery or the computer.
- Unplug the AC adapter before you disconnect the connector from the computer.

To use the AC adapter and charge the battery:

1. Slide the battery into the battery compartment and plug the battery connector into the battery jack.
2. Insert the AC adapter's barrel connector into the computer's DC IN 9.5V jack.
3. Plug the adapter into a standard AC outlet and let the battery fully charge before you use the computer on battery power. You can immediately begin using the computer on AC power.

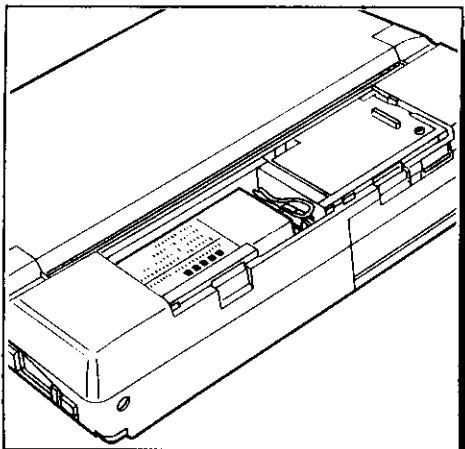
Charging the Battery

Your Tandy 1110 HD comes with a battery that lets you use your computer anywhere you go. **Before operating the computer on battery power, you must charge the battery for about 10 hours.**

You can operate the computer for up to 3 1/2 hours from a fully-charged battery.

Your computer uses a sealed lead-acid rechargeable battery similar to your car battery. The battery lasts longest if you:

- Keep the battery fully charged as much as possible.
- Avoid completely draining the battery.
- Keep the computer connected to AC power whenever possible.
- Never store the battery fully discharged.



If you follow these guidelines, the battery can power your computer for hundreds of recharge cycles.

Low-Battery Indications

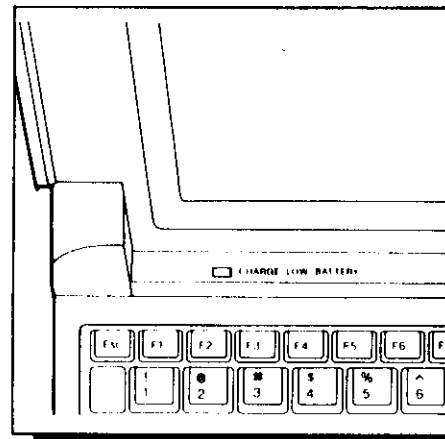
The low battery (CHARGE/LOW BATTERY) indicator above the keyboard and the computer's beeper tell you the condition of the battery in the following four ways:

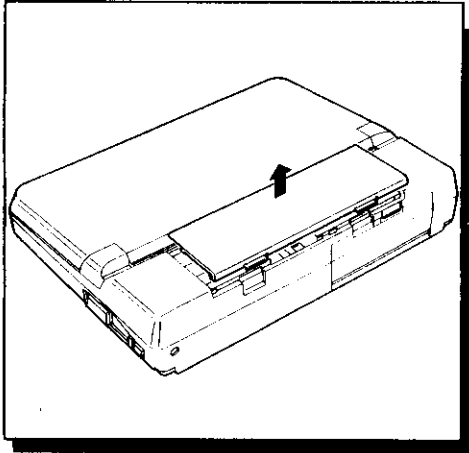
- Indicator lights yellow during charging.
- Indicator blinks slowly and beeper sounds for 30 seconds when the battery drains below the power level needed for normal operation. When this happens, save all important information and turn off the computer or connect the AC adapter.

Note: The indicator might blink during disk operations. If the indicator turns off after the disk drive turns off, the battery still has plenty of power.

- Indicator blinks rapidly about 20 minutes after it first starts blinking. You now **must** use the AC adapter, because the computer does not have enough power to save your information on the hard drive or a diskette.
- About 5 minutes after the indicator starts blinking rapidly, the battery will not have enough power to operate the computer.

Warning: Your computer loses all information not saved onto the hard drive or a diskette when the power turns off.





Replacing the Battery

After a period of time, your computer's battery loses its ability to maintain a charge. This time period varies depending upon use, storage conditions, and several other complex factors. When this occurs, you must replace the battery. Replace the battery only with the same type of battery, available from your local Radio Shack store.

To replace the battery:

1. Exit the current program and turn off your computer.
2. Unplug the AC adapter.
3. Turn the computer around so that the back panel faces you.
4. Press the OPEN tabs up under the battery compartment's cover and slide the cover toward you.
5. Unplug the connector and lift out the battery.
6. Place the new battery in the battery compartment. Take care to place the power leads so that the battery does not pinch either wire.
7. Plug the new battery cord's connector into the computer's battery jack.
8. Replace the battery compartment cover by sliding it toward the front of the computer.

USING THE KEYBOARD

Your computer's keyboard consists of four sections: the function keys, the typewriter keys, the numeric keypad area, and the cursor keys.

Function Keys

The way the function keys operate depends on the program that you run. Some of these keys perform special Power Management functions when the computer is not running DeskMate or another program. Refer to "Power Management Key Combinations."

Typewriter Keys

The main part of the keyboard, below the function keys, looks like the keyboard of a standard typewriter. However, when you hold down a character or number key, the keystroke repeats automatically until you release the key. This section of the keyboard also contains some keys not found on a standard typewriter.

ESC

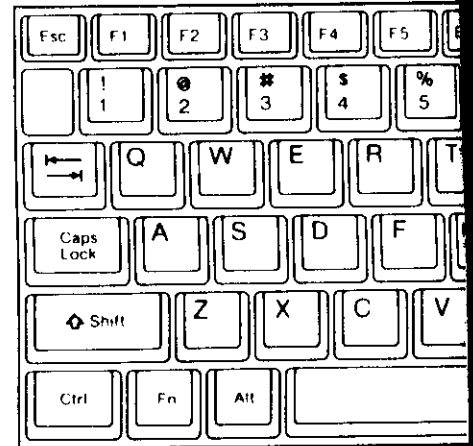
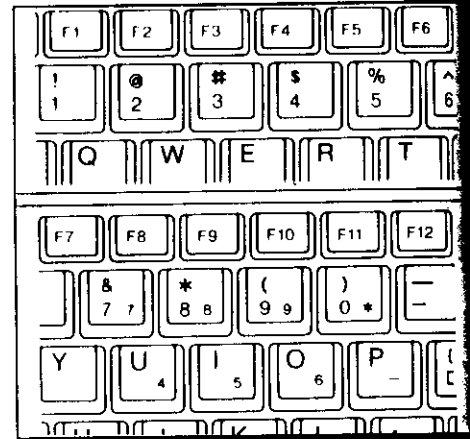
The function of the **ESC** key depends on the program that you run.

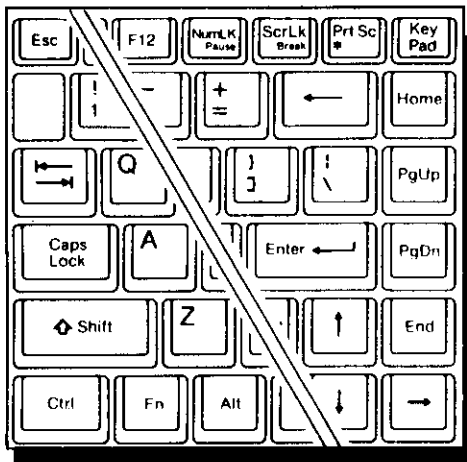
CTRL

You use the **CTRL** key in combination with certain other keys to perform specific operations. The combinations available and their functions depend on the program that you run. To use a **CTRL** key combination, hold down the **CTRL** key, and press the other key. For example, **CTRL+C** performs a break or program interrupt in many programs.

Notes:

- Some software manuals refer to **CTRL** as **CNTRL**.
- In some programs, the right and left **CTRL** keys are not interchangeable and might be used to perform separate functions. Your 1110 HD has only a left **CTRL** key, but you can press **FN+CTRL** to emulate the right **CTRL** key function.



**ENTER**

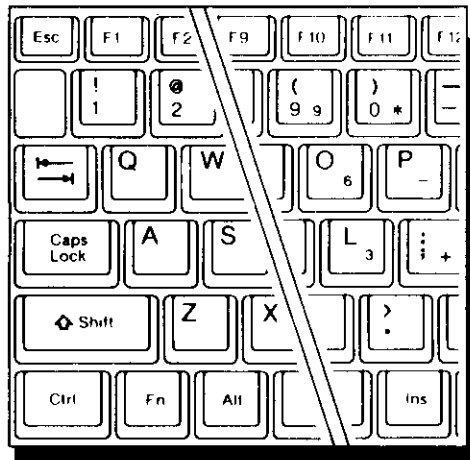
The ENTER key enters typed commands and information into the computer. After you press ENTER, the program or operating system your computer is running processes the command you typed.

Note: Some software manuals might refer to ENTER as RETURN, CR, or J.

ALT

Use the ALT key in combination with certain other keys to perform operations. The combinations available and their functions depend on the program that you run. To use an ALT key combination, hold down ALT, and press the other key.

Note: In some programs, the right and left ALT keys are not interchangeable and might be used to perform separate functions. Your 1110 HD has only a left ALT key, but you can press FN+ALT to emulate a right ALT key function.

**FN**

Use FN in combination with certain keys to control special hardware functions of the 1110HD.

INS

The function of the INS key depends on the program you run. In some programs, this key changes the typing mode from the normal overstrike (typeover) mode to the insertion mode so that you can insert information into a line of text. Pressing the key again returns the keyboard to the overstrike mode.

CAPS LOCK Pressing the **CAPS LOCK** key causes the alphabet keys to produce only capital letters. (This function affects only the keys A-Z.) Press this key once to activate the mode. Press the key again to return to the normal typing mode.

DEL The function of the **DEL** key depends on the program you run. In some programs, this key erases the character at the current cursor position.

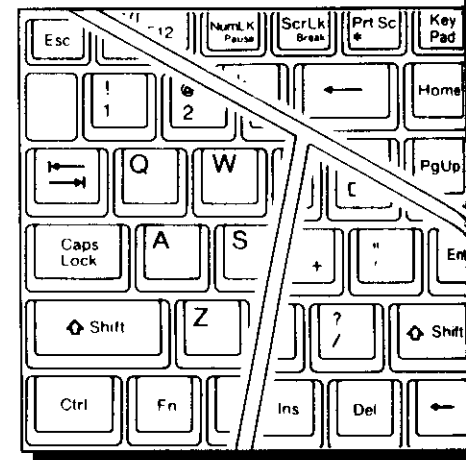
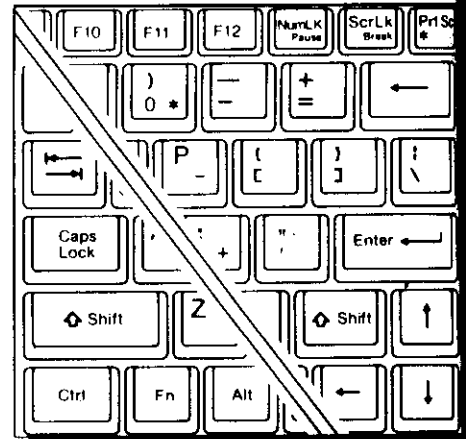
FN+KEY PAD The **FN+KEY PAD** key combination activates the numeric keypad area. It includes the numbers, operators (-, +, /, and *), and punctuation labeled in blue on the keyboard, as well as cursor motion keys. Press the combination again to return to the normal keyboard function. See "Numeric Keypad Area" for more information.

SCRLK The function of the **SCRLK** key depends on the program you run. Its use is defined in your operating system or program manual.

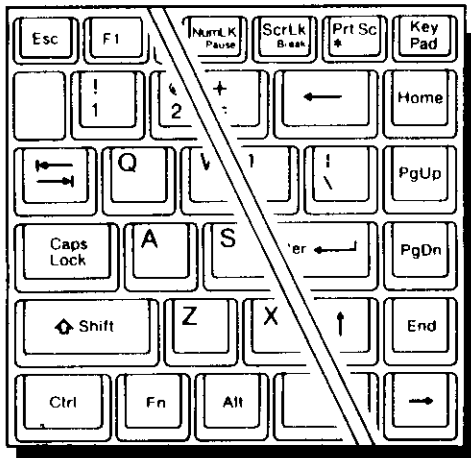
SHIFT+PRTSC Depending on the program you run, this key combination sends everything currently displayed on the screen to the printer.

CTRL+SHIFT+PRTSC
or **CTRL+P** Toggles the printer echo function on and off. When printer echo is on, everything you type goes to the printer.

CTRL+SCRLK The function of this key combination depends on the program you run. In some programs, this combination stops the program from running.

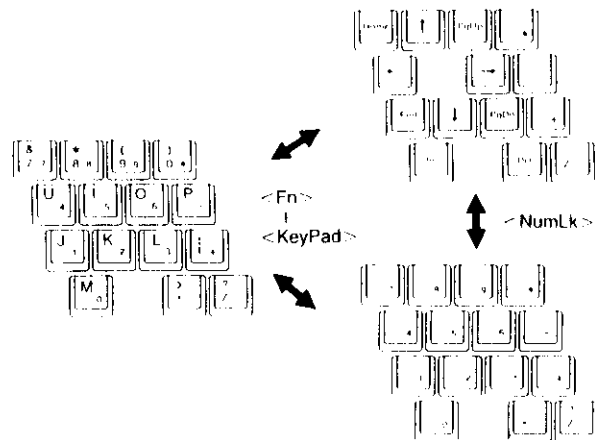


Numeric Keypad Area



The keyboard's numeric keypad area is arranged similar to a calculator keyboard. Press the FN+KEY PAD to use the keypad for extensive number entry. The values of the keys on the numeric keypad are 0-9, decimal (.), plus (+), minus (-), multiplication (*), and division (/) as printed blue on the keyboard. You might need to press NUMLK to use the numbers on the keypad. Press FN+KEY PAD again to return to the normal keyboard function.

On full 101-key keyboards, the numeric keypad also provides arrow keys, HOME, END, PgUp, PgDn, INS, and DEL. Some programs require you to use the keypad area versions of these keys rather than the separately provided keys. See the diagram below for the alternate functions. Press NUMLK to switch between numeric key entry and cursor control.



Cursor Keys

The arrow keys at the lower right of the keyboard are cursor keys. Pressing a cursor key moves the cursor one position in the direction of the arrow. Holding down a cursor key repeats the action.

HOME

Executes a *home function*. The function depends on the program you are running. In some programs, **HOME** moves the cursor to the upper left corner of the screen.

END

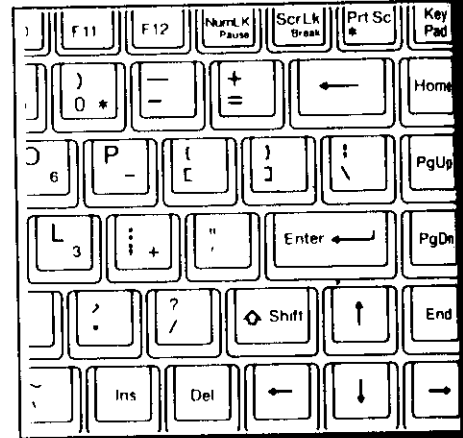
Executes an *end function*. The function depends on the program you are running. In some programs, **END** moves the cursor to the right of the last character in the current line.

PGUP

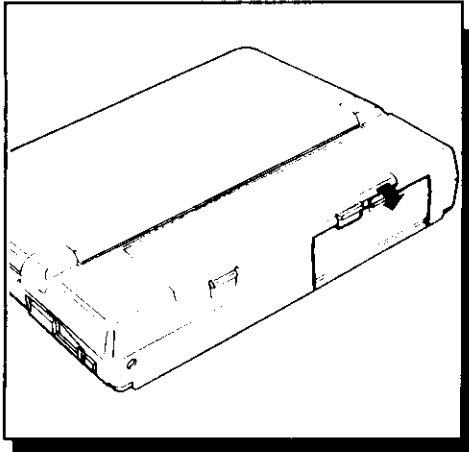
Executes a *page up function*. The function depends on the program you are running.

PGDN

Executes a *page down function*. The function depends on the program you are running.



GETTING MORE

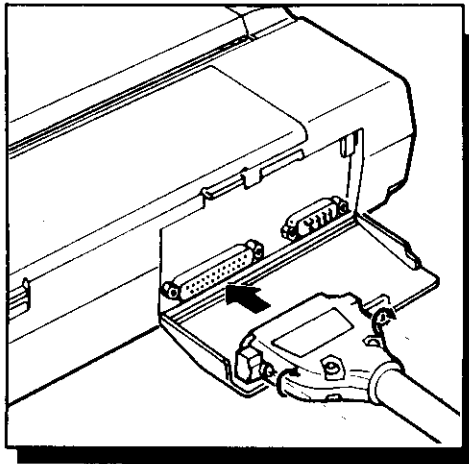


You can get even more from your computer by adding options such as a printer, mouse, and modem. For example, you can add an optional printer to print copies of the documents that you create.

ADDING AND USING A PRINTER

You can connect a printer to your computer's parallel printer port.

1. Prepare the printer according to its owner's manual.
2. Turn off your computer.
3. Turn the computer around so that you face the back panel.
4. Press the latch down for the serial/parallel compartment.
5. Connect the printer cable's DB-25 connector to the large connector in the compartment.
6. First, turn on the printer. Then, turn on the computer.



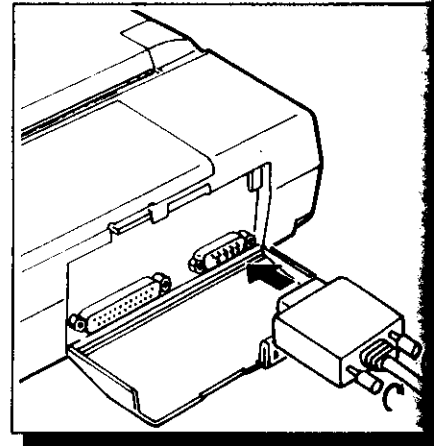
You can use the printer with most programs. Be sure the computer is set up to work with your printer. Check your program's documentation and your printer's owner's guide for information on setting up and using a printer.

Note: With some printers it may be necessary to turn the 1110 HD on prior to turning on the printer to have it initialize properly.

ADDING A MOUSE OR OTHER SERIAL DEVICE

You can connect a serial mouse, an external modem, or another serial device to your computer's built-in serial port.

1. Prepare the serial device according to its owner's manual.
2. Turn off your computer.
3. Turn the computer around so that you face the back panel.
4. Press the latch down for the serial/parallel compartment.
5. Connect your serial cable's DB-9 connector to the small connector in the compartment.



ADDING AN INTERNAL MODEM

You can install a 2400 Baud internal modem (Cat. No. 25-3538) in your computer. Refer to the modem's manual for installation instructions.

Caution: Before installing or removing a modem, turn off your computer and disconnect the AC adapter. Installing or removing a modem with the power turned on can damage the modem as well as your computer.

CHANGING YOUR COMPUTER'S FUNCTIONS

Your Tandy 1110 HD computer comes with two programs that let you control some of the computer's start-up parameters and let you set the computer to use less power when you use battery power. The programs are called *Setup111* and *Power111*.

Start-up parameters you can control include serial port assignment, DOS cursor type, the start-up program (MS-DOS or DeskMate), memory diagnostics on/off, and the internal speaker on/off.

The Power Management parameters let you set the hard drive, diskette drive, and display to automatically turn off after a selected number of minutes of inactivity. Of course, each of these devices turn on again whenever they are needed.

The Setup program lets you select Start-up and Power Management parameters, and store the parameters you select in memory. The computer uses these parameters each time you start it up, unless you change the parameters using Setup. Whenever you use the Setup program, you must turn off the computer or press CTRL+ALT+DEL to initialize the new parameters.

The Power program lets you temporarily change the Power Management parameters without restarting the computer. However, changes you make using this program are not stored in memory, and when you restart the computer, it returns to the parameters you stored using the Setup program.

You can run Setup and Power from DeskMate or MS-DOS. In both cases, you select parameters from easy-to-use menus.

There is also a group of MS-DOS Power Management *line commands* that lets you temporarily change the Power Management parameters without running Setup or Power. You can use these commands in batch files. This could be convenient if you often switch from AC power to battery power. You can make one batch file to set Power Management parameters for AC-power operation and another for battery power operation. (For more information about batch files, buy an optional *MS-DOS Reference Guide*).

PARAMETER DEFAULTS AND DESCRIPTIONS

Now that you understand the basics of the Setup and Power programs, use the following information and procedures to set the 1110 HD to work the way you want it to.

The following chart lists the parameters that are set at the factory. You can return to these at any time by accessing the options menu in the Setup and Power programs.

After the chart are brief descriptions of each parameter.

Parameter	Factory Setting
Date and Time	Valid Date and Time
Start-up Diagnostics	No
Serial Ports	COM1 = Serial Port COM2 = Modem
Cursor Type	Line
Start-up Program	MS-DOS
Hard Disk Standby	2 minutes
Display Standby	8 minutes
Floppy Standby	Enable
Low Battery Beeper	Enable
System Beeper	Enable

Date and Time—This parameter lets you set the computer's time and date for DeskMate and MS-DOS.

Start-up Diagnostics—Selecting Yes tells your computer to test the memory on startup. Unless you suspect a problem with the memory, you probably will not use this parameter.

Serial Port Swap—This parameter lets you select from a pair of internal ports. You can choose either the COM1 or COM2 serial port. The default settings assign COM1 as a mouse port and COM2 as a modem port.

Cursor Type—Select a cursor type you prefer. You can choose a line or block style cursor.

Start-up Program—These parameters allow you to choose some of the internal settings that activate when you turn on your computer.

Hard Disk Standby—Select the number of minutes of hard disk inactivity before the hard disk turns off. You can timeout the hard disk after 15 seconds or 30 seconds. Or you can set the timeout for 1, 2, 4, 8, or 16 minutes. Of course, the hard disk stays on if you choose Never.

Display Standby—Use these selections to set the number of minutes of keyboard inactivity before the display turns off. Your computer turns off the display after 1, 2, 4, 8, 16, 32, or 64 minutes. The display stays on if you select Never.

Floppy Standby—Enabling this option tells your computer to turn off the floppy disk controller when the diskette is not being accessed. You can turn off the diskette drive to save battery power.

Low Battery Beeper—Enabling this option tells your computer to sound a tone when the battery power is low. This helps to tell you about a low battery condition while you are using your computer.

System Beeper—This option allows you to turn the computer's speaker on and off.

USING THE SETUP PROGRAM IN DESKMATE

To run the Setup program from DeskMate, do the following:

1. Use the arrow keys to select the Setup icon.

Press ENTER. The Setup Program menu appears.

Help F1 Jul 3, 1991 Setup - 3:44 PM

Options

Date and time PM

Start-up program MSDOS DeskMate

Cursor type Block Line

Start-up diagnostics

Serial port swap Floppy standby

Low battery beeper System beeper

Hard disk standby

<input checked="" type="radio"/> NEVER	<input type="radio"/> 2 min.
<input type="radio"/> 15 sec.	<input type="radio"/> 4 min.
<input type="radio"/> 30 sec.	<input type="radio"/> 8 min.
<input type="radio"/> 1 min.	<input type="radio"/> 16 min.

Display standby

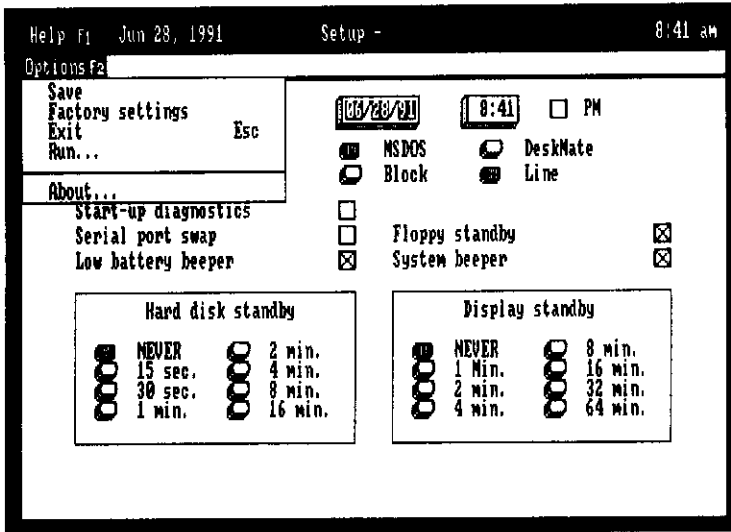
<input checked="" type="radio"/> NEVER	<input type="radio"/> 8 min.
<input type="radio"/> 1 min.	<input type="radio"/> 16 min.
<input type="radio"/> 2 min.	<input type="radio"/> 32 min.
<input type="radio"/> 4 min.	<input type="radio"/> 64 min.

2. To change Setup Program parameters, do the following:

- A. Use the arrow keys to select the parameter you want to change.
- B. Use the spacebar to *press* a button.

Note: When you select Floppy Standby, Low Battery Beeper, Start-up Diagnostics, and Serial Port Swap with the spacebar, X appears in the boxes.

- After you have made the desired changes, press F2. The options menu appears.



Note: You must first exit Des Mate and then reboot your computer for any changes saved take effect.

- Use the arrow keys to select one of the following options:
Save—Press ENTER to save the changes. The options menu disappears.
Factory Settings—Press ENTER twice to restore the default settings.

Rebooting Your Computer

Use the following steps to activate the Setup changes:

1. Exit from DeskMate so that the MS-DOS prompt appears.
2. Press CTRL+ALT+DEL to reset your computer, or turn off the power and restart.

Other Setup Options

The options menu in Setup has two other choices you can choose from. The selections are named Run and About. The Run option lets you directly exit Setup and begin running an MS-DOS or DeskMate program from DeskMate. When you exit the specified program, the desktop screen reappears.

When you choose the about option, a dialog box appears with a list of supporting programs and copyright information.

USING THE POWER PROGRAM IN DESKMATE

You can change several of the computer's power parameters by running the Power program from DeskMate. The Power program temporarily overrides the Setup program's Power Management parameters.

The Power program lets you:

- Enable or disable Floppy Standby
- Enable or disable the System Beeper
- Enable or disable the Low Battery Beeper
- Set the Display standby
- Set the Hard Disk standby

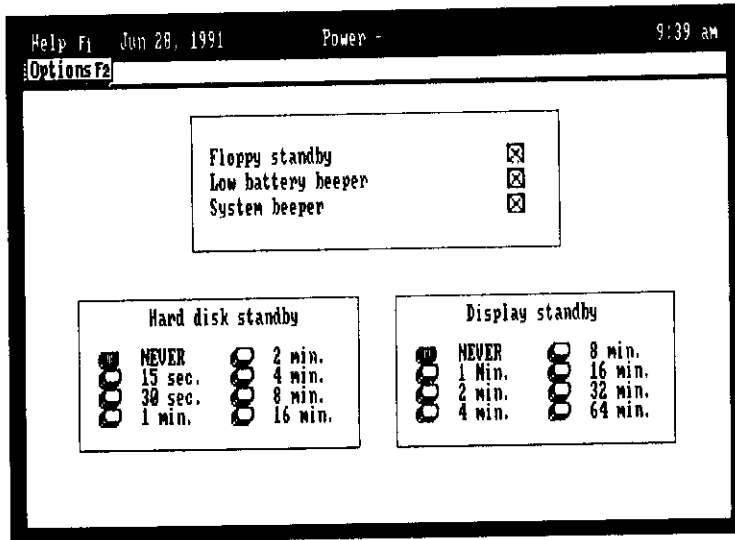
Notes:

- The changes you make using the Power program are immediately active.
- The changes you make using the Power program are lost when you turn off your computer.
- When you turn on your computer again, it returns to the parameters last saved in Setup.

To run the Power program, follow these steps:

1. Use the arrow keys to select the Power icon.

Press ENTER. The Power program menu appears.



2. Use the arrow keys to select the parameter. Then, use the spacebar to *press* the desired button.

Note: When you select Floppy Standby, Low Battery Beeper, and the System Beeper, x appears in the boxes.

3. When you have selected the desired parameters, press F2—the options menu appears. Use the arrow keys to select one of the following options:

Save—Press **ENTER** to immediately activate the parameters you selected.

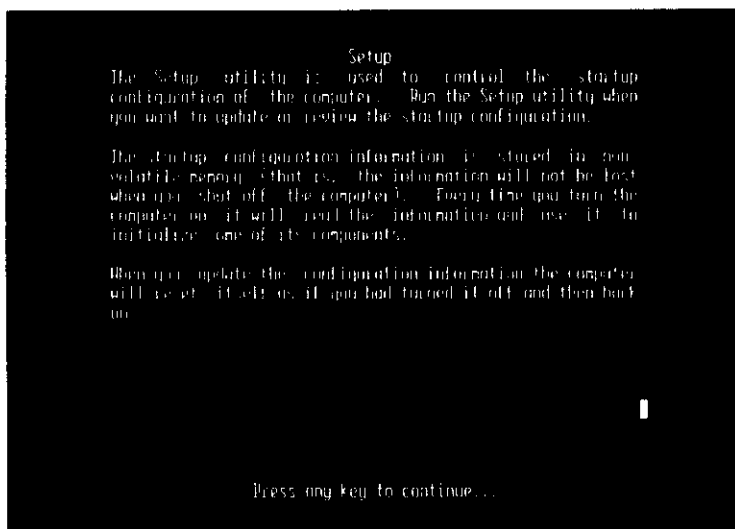
Exit/Esc—Press **ENTER** to exit the Power program and return to the previous parameters. If you selected changes on the Power menu, an additional dialog box appears to give you one more chance to accept or reject the changes.

USING THE SETUP PROGRAM IN DOS

The Setup Program in DOS is for you to use when you are not using DeskMate. The DOS version lets you change identical startup and power management parameters that you are used to using in DeskMate. The DOS program is *Setup111*.

You use a different screen format in Setup111 when you change parameters. Changes you make to the parameters are done by using the arrow keys. You can use the commands at the bottom of the screen to easily select and change the parameters.

The Setup program has an initial screen that describes how the program saves information in non-volatile memory and resets itself when you update the configuration. This summary screen appears first.



Startup Parameters

The Startup parameters allow you to select internal programs to automatically run when you turn on your computer.

The machine Startup parameters let you:

- Enable or disable Startup diagnostics
- Change the serial port assignment
- Select the initial Startup program
- Select the cursor type
- Enable the beeper

Power Management Parameters

The power management section can save battery power by automatically turning off hardware, such as the disk drives and the display, when you are not using your computer.

The power management section lets you :

- Set the Hard Disk Standby
- Enable or disable the Floppy Standby Mode
- Set the Display Standby
- Enable or disable the Low Battery Beeper

To run the Setup program in DOS, use the following steps:

1. Exit from DeskMate (or any other program).

2. If you are not in Drive C, type:

`c: ENTER`

3. Select the DOS directory by typing:

`cd \dos ENTER`

4. At the MS-DOS prompt, type:

`Setup111 ENTER`

The Setup program screen appears.

Note: You must reset your computer by pressing CTRL+ALT+DEL, or by turning off the power and restarting, for the changes to take effect.

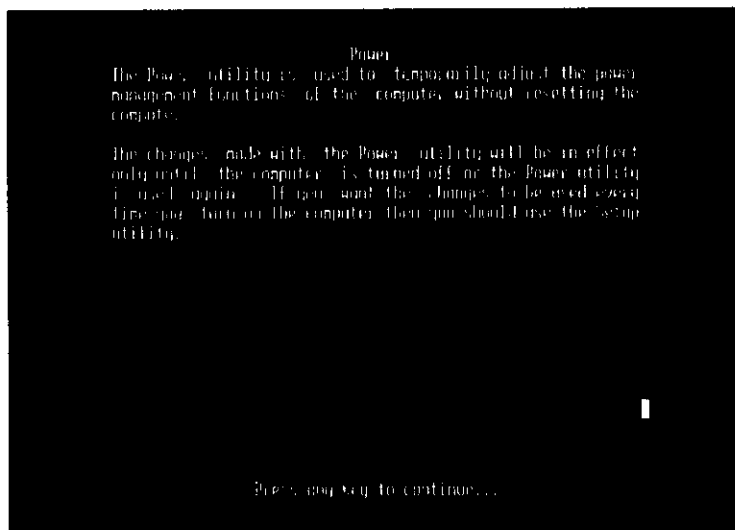


5. Use the arrow keys to select the parameter you want to change and press the spacebar to choose the setting.
6. Press F2 if you want to save your changes .
 - If you do not want to save changes, press ESC.
 - If you want to restore all parameters to the default settings, press F10.

USING THE POWER PROGRAM IN DOS

You can change several of the computer's parameters by using the Power program in DOS within the DOS directory. The DOS program is *Power111*.

The initial screen for the Power Program lets you know that the changes made will not be saved. To save changes to the configuration of the computer use the Setup Program.



To run the Power program, use the following steps:

Note: The changes you make to this program are temporary and will return to the preset parameters if you reboot or turn off the computer.

1. Exit from DeskMate (or any other program).
2. If you are not in Drive C, type:

```
c: ENTER
```

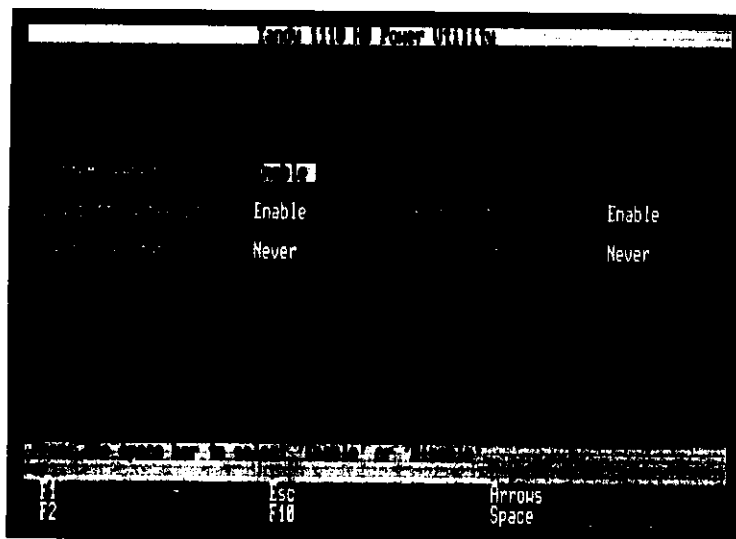
3. To change to the DOS directory, type:

```
cd \dos ENTER
```

4. At the prompt, type:

```
power111 ENTER
```

The Power Utility screen appears.



Use the arrow keys to select the parameter you want to change. Then, press the spacebar to select the setting for the parameter.

5. Press F2 to save your changes. If you do not want to save changes, press ESC.

Press F10 to recall the defaults.

USING POWER MANAGEMENT LINE COMMANDS

You can also use command lines to set the options, without entering the menu mode. The command-line mode is useful if you want to change Power Management settings using batch files. Any changes made by this method will be temporary and will change to the original program selection when you reboot or turn off your computer.

Floppy Disk Standby command-lines:

power111 /fdstandby—displays the current status of the Automatic Floppy Disk Standby Mode

power111 /fdstandby:enable—enables the Automatic Floppy Disk Standby Mode and displays a status message

power111 /fdstandby:disable—disables the Automatic Floppy Disk Standby Mode and displays a status message

System Beeper command-lines:

power111 /beeper—displays the beeper status

power111 /beeper:enable—enables the beeper

power111 /beeper:disable—disables the beeper

You can turn off the speaker so that no sounds come from the computer while the power is turned on.

Low Power Beeper command-lines:

power111 /lpbeep—displays the Low Power Beeper status

power111 /lpbeep:enable—enables the Low Power Beeper and displays a status message

power111 /lpbeep:disable—disables the Low Power Beeper and displays a status message

To receive a low battery tone, you can turn on the Low Power Beeper to tell you when the battery is low, in case you do not notice the battery indicator.

Display Timeout command-lines:

power111 /lcdtime—displays the Display Timeout value

power111 /lcdtime:xxx—sets the display to turn off after not using the keyboard for 1–255 minutes and displays a message indicating the new timeout value. Entering zero will not allow the display to turn off.

power111 /lcdtime:never—sets the display to remain on all the time.

If you need to leave your computer turned on and unattended, you can set the Display Timeout parameter to turn off the display after a specified time period. This option can help you save battery power.

Hard Disk Timeout command-lines:

power111 /hdstandby—displays the Hard Disk Standby Timeout value

power111 /hdstandby:mm:ss—This command sets the Hard Disk Standby Timeout value and displays a message indicating the new timeout value. *mm:ss* indicates the minutes and seconds format. Five second intervals in the range 00:15–18:20 must be used for *mm:ss*.

power111 /hdstandby:never—This command will not allow the hard disk to enter the standby mode.

You can save battery power savings by using the Hard Disk Timeout command to turn off the hard disk after a few minutes of inactivity.

POWER MANAGEMENT KEY COMBINATIONS

There are also some key combinations that can help you to save power as you use your computer. These key combinations override the Setup program and Power program parameters.

- | | |
|-------------------------|---|
| FN+F4 (Disk) | This key combination causes the hard disk controller to turn off until accessed. No special keystrokes or commands are needed to turn the disk controller on again. |
| FN+F5 (Spkr) | This key combination enables and disables the speaker. |
| FN+F7 (Display) | You can press this key combination to turn off the LCD. Any normal keyboard entry you make will turn the LCD back on. |
| FN+F10 (Standby) | This key combination puts the computer in a standby mode. The hard disk, LCD, and floppy disk controller are turned off until a normal keyboard entry is made. |

BASIC DESKMATE COMMANDS

Your Tandy 1110 HD computer has DeskMate software installed that appears when your computer is turned on. DeskMate is a graphical interface that allows you to choose from a variety of programs with graphics-oriented screens.

The following section tells you how to do things simply in DeskMate that you used to have to do from the MS-DOS prompt. For more information about DeskMate, refer to the *DeskMate Getting Started* magazine that comes with your computer.



GETTING AROUND IN DESKMATE

You can easily move around DeskMate's desktop screen by using the arrow keys, or the tab key. These keys allow you to select an application box in the current drive that contains a program and a list of any created files for that program.

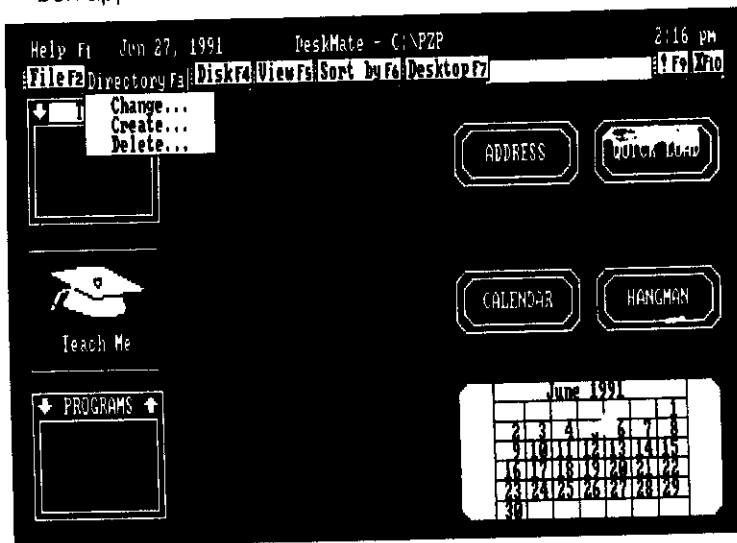
After choosing an application box, you can also use the arrow keys to select the file you want to open. Both the program box title and the file name are highlighted with the cursor.

CHANGING THE CURRENT DRIVE

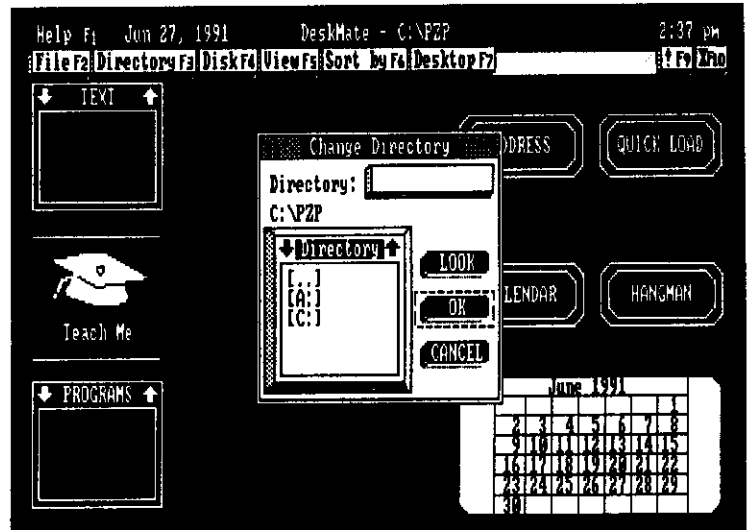
The current drive is the one that the desktop screen and your programs normally read from and write to. You can access information on a drive other than the current one by entering a drive reference with a DeskMate command. DeskMate regards the drive from which the system is started up as the current drive.

To change the current drive to another drive, follow these steps:

1. Press F3 to select the Directory menu. The following dialog box appears.



- Use the arrow keys to select Change. Then, press **ENTER**. The following dialog box appears.



- Use the **TAB** or arrow keys to move to the directory field and type the drive and directory you want, or select a drive from the directory list box.
- Use the arrow keys to select **OK**. Then, press **ENTER**.

The desktop screen displays the new current drive and directory.

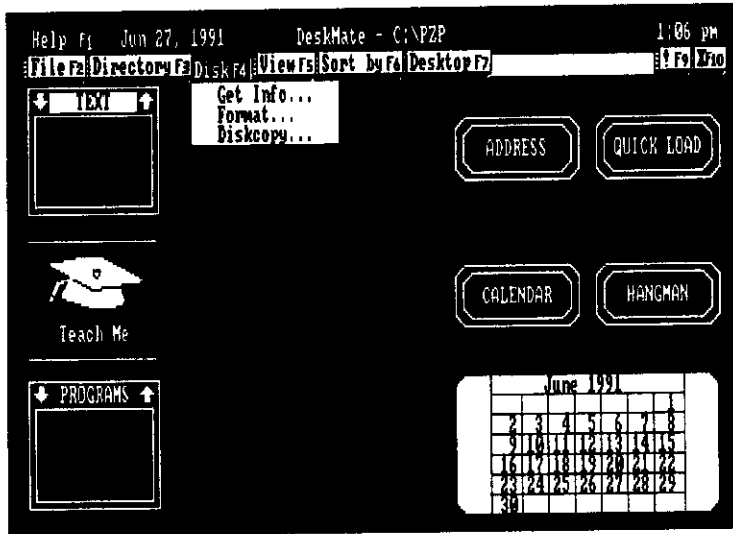
Note: To access a disk in a drive other than the current one, you must first change to the drive that has the disk you want to access.

Caution: The floppy disk drive indicator lights whenever the drive is reading from or writing to a diskette. Do not remove the diskette when the indication is on. The data on the diskette can be lost or distorted.

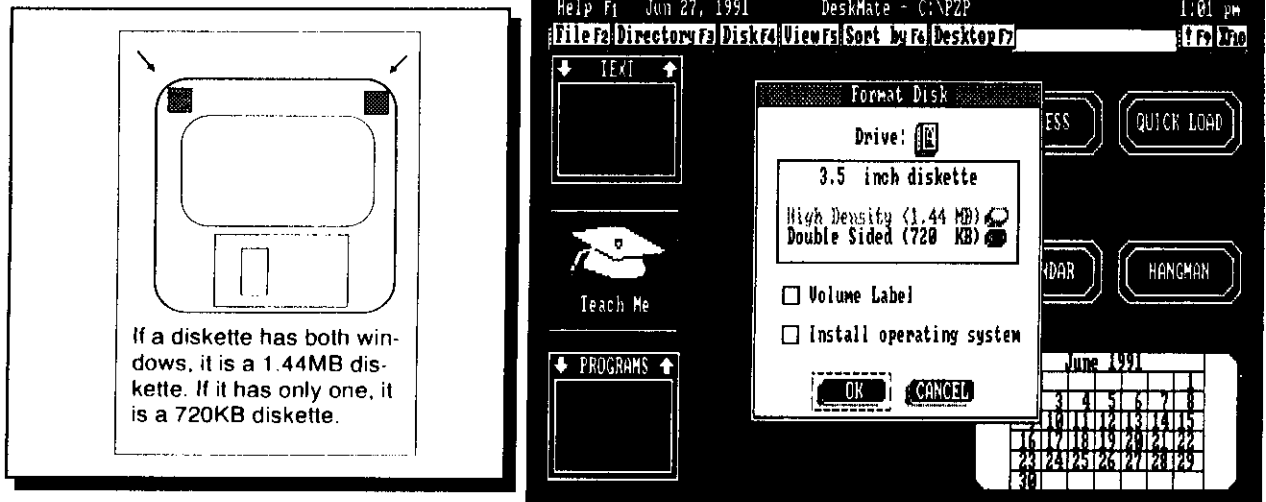
FORMATTING A DISKETTE

Before you can store information on a diskette, you must format the diskette. To format a diskette from DeskMate, do the following:

1. Press **F4** to select the Disk menu. The following dialog box appears.



2. Select Format and press **ENTER**. The following dialog box appears.



3. Enter **A** in the drive box.
4. Press **ENTER**.

Caution: If you format a disk with information stored on it, your computer erases all the information.

When your system finishes formatting the diskette, it displays:

format another (Y/N)?

5. To do so, press **Y**, and repeat Step 4. Otherwise, press **N**.
6. Remove the formatted diskette from the disk drive.
7. Store formatted diskettes in a safe place until you need them.

COPYING FILES

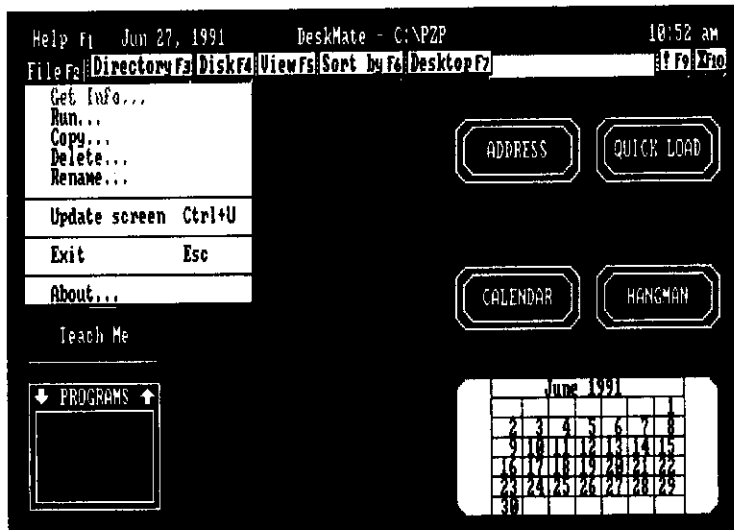
You can copy programs or data files using DeskMate. To copy files in DeskMate, you must be in the drive that holds the file you are wanting to copy. The current drive is shown above the menu.

For example, if your current drive is the floppy disk drive, the system would display:

DeskMate - A:\

If the file to be copied is in a separate drive, you should first change the current drive and directory by following "Changing the Current Drive" in this manual. This allows you to access the file you want to copy. To copy a file, follow these steps:

1. Use the arrow keys to select the file you wish to copy.
2. Select the File menu.



3. Select Copy and Press ENTER

Then:

1. Select the Copy To box and type the drive and directory where you want to copy your file.
2. Select OK, then press ENTER.

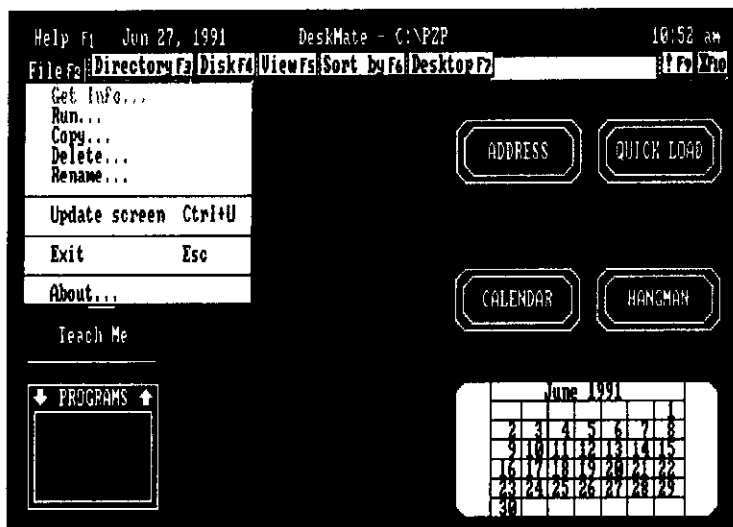
DeskMate will copy your file to the drive you specified. After the file has been copied, the desktop screen appears.

RENAMING FILES

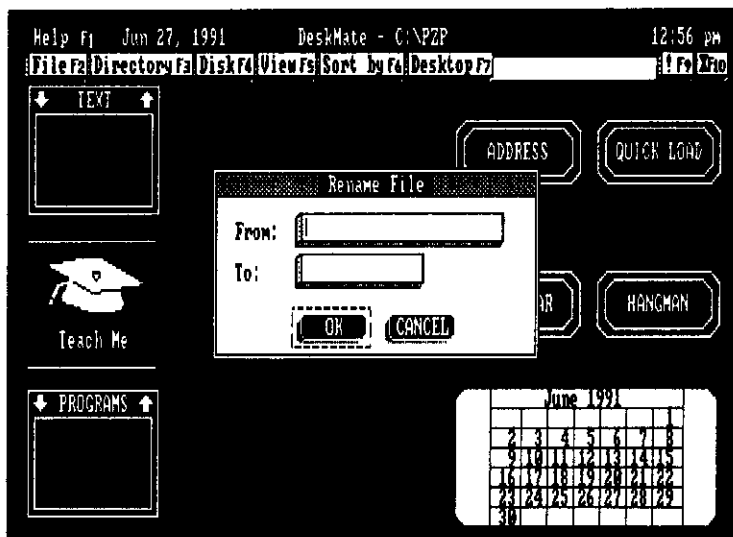
DeskMate also lets you change the names of files. You can use Rename to give your old file a new name.

To rename a file, follow these steps:

1. Select the file you want to rename. The file is displayed in an application box.
2. Select the File menu. The following dialog box appears.



3. Select Rename and press ENTER. The following dialog box appears.



4. Type the old file name and extension in the From box.
5. Type the new file name and extension in the To box and use the arrow keys to select OK. Then, press ENTER.

DeskMate renames your file and the desktop screen appears.

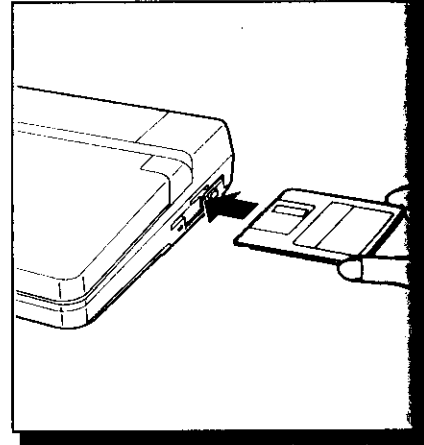
COPYING DISKETTES

Exposing a diskette to magnetic fields or improperly using or handling a diskette can destroy the information on the diskette. In DeskMate, use the following procedure to make several copies of important diskettes. If anything happens to a copy, immediately make another.

Some programs you purchase might be copy protected. You cannot make copies of these program disks. Check the program manual for information on protecting the data on copy protected disks.

Notes:

- The diskette that you copy is called the source diskette. The new diskette is called the target diskette.
- You must use the same type of diskette for the source and target diskettes. If the source diskette is a 720K double-density type, the target diskette must also be a 720K double-density type.



1. Press **F4** to select the Disk menu.
2. Select Diskcopy and press **ENTER**. The following dialog box appears.



3. Enter **A** in the From and To drive boxes.
4. Select **OK** and press **ENTER**.

The screen displays:

```
Insert SOURCE diskette in drive A:
Press any key when ready ...
```

5. Place the diskette you want to copy in the drive. Then, press a key. The screen displays:

```
Copying 80 tracks
9 Sectors/Track, 2 sides
```

This message can differ according to the diskette you are copying. After a few moments, the screen displays:

```
Insert TARGET diskette in drive A:
Press any key when ready ...
```

6. Remove the source diskette and insert the target diskette into the drive, and press any key. Be sure the target diskette is not write-protected (window should be closed).

Diskcopy formats the target diskette (if not already formatted) and copies the information taken from the source diskette to the target diskette. In some instances, MS-DOS might ask you to swap the source and target diskettes one or more times. When the Diskcopy procedure is complete, this message appears:

Copy another diskette (Y/N)?

7. To create more copies, press **Y** **ENTER**, and follow the prompts again.

After you finish making copies, press **N** at the Copy another diskette? prompt. You now automatically return to DeskMate.

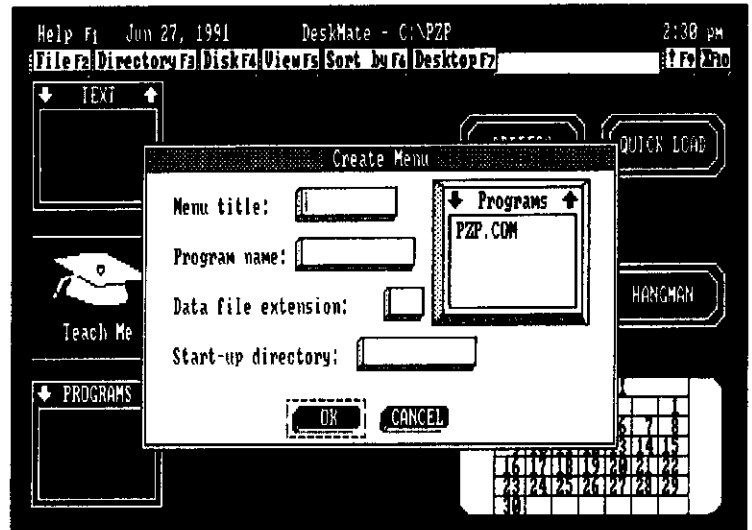
Use one set of the copies for daily use. Store the original diskettes and all additional copies in a safe place until you need them.

RUNNING NON-DESKMATE PROGRAMS FROM DESKMATE

Programs perform specific tasks such as word processing, spreadsheet analysis, and creating graphics. You can use the following procedure to add non-DeskMate programs to the DeskMate desktop so that you can run the programs by simply selecting a DeskMate icon.

When the desktop appears, you can run non-DeskMate programs by following these steps:

1. Press F7 to select the desktop menu.
2. Select Create, and press ENTER. The following dialog box appears.



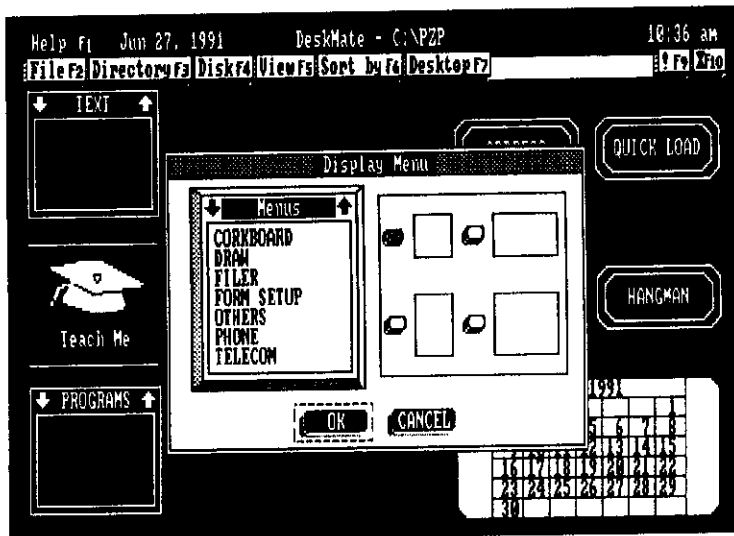
3. In the Menu title type the title that you want to appear on the desktop, using ten or fewer characters.
4. In the program name prompt, type the command you normally use to run the program from MS-DOS.
5. In the Data file extension prompt, type the extension the program normally assigns to files.

Note: If your program does not create files, leave this prompt blank.

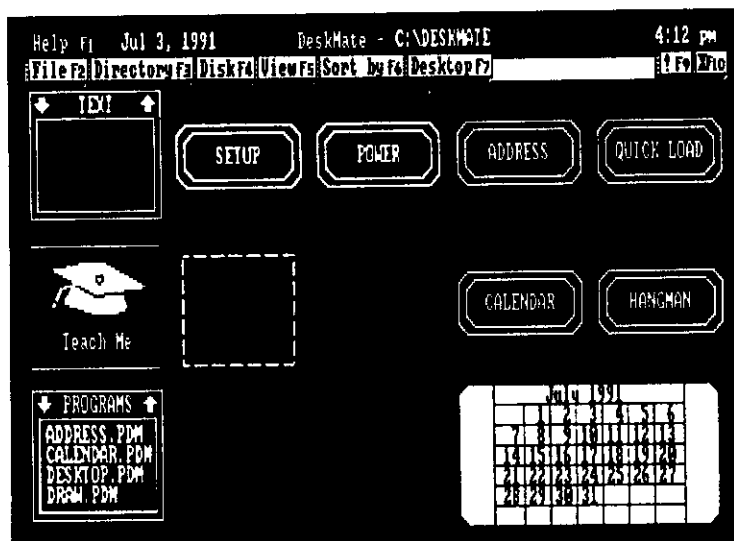
6. In the Start-up directory box, type the prompt and path for the directory you want to use when you run this program. Some applications require that the Start-up directory be specified.

Note: If you leave this box blank, the program runs from the current directory displayed at the top of the desktop.

7. Press ENTER. The following dialog box appears.



8. Choose the list box size you want to appear on the desktop.
9. Press ENTER. The desktop reappears, displaying a dotted box.



Use the arrow keys to position the box in a blank area on the desktop, and press ENTER.

You can now run your program by simply highlighting the box and pressing ENTER.

See the DeskMate online tutorial and DeskMate Getting Started for other things that you can do with DeskMate.

USING MS-DOS

ENTERING MS-DOS COMMANDS

MS-DOS is a group of programs that manages your computer's operations and conveys your instructions to the computer. How much you need to know about the MS-DOS operating system depends on how you plan to use your computer. If you use your computer only for running programs such as DeskMate, your program can teach you almost everything you need to know to operate your computer.

On the other hand, if you plan to use advanced operating system features or create your own programs, you need to become quite familiar with the MS-DOS operating system.

If your computer system includes options such as a modem, you need to learn about those MS-DOS command features that you use with those options.

You type MS-DOS instructions, or commands, at the system prompt (C:\>), which tells you that MS-DOS is ready to accept commands.

You must enter MS-DOS commands exactly as given. Your computer carries out MS-DOS commands exactly as you enter them. If you mistype a command, MS-DOS gives you an error message.

You can type your instructions to MS-DOS in either uppercase or lowercase letters. However, do not use substitute characters on the computer's keyboard as you might on a standard typewriter's keyboard. For example, do not type the letter O for the number 0, or the letter I for the number 1.

ABOUT THE DRIVES

The Tandy 1110 HD has an internal floppy diskette drive and a hard disk drive. You can start the operating system and most application programs either from the hard disk or the diskette.

The hard disk drive is called Drive C, and can store 20 million bytes (20 MB) of data. The hard disk can store much more information than a floppy disk, and it takes less time to find information on a hard disk than on a floppy disk.

When you store programs (such as MS-DOS) and other information on a hard disk, we recommend that you keep backup copies of the programs and data on a floppy disk. This prevents the loss of all your programs and data, even if the hard disk is accidentally damaged.

The diskette drive is called Drive A, and uses 3 1/2-inch 720K floppy diskettes (Cat. No. 26-417).

USING THE DISKETTE DRIVE

You seldom need to use your floppy disk drive except for copying files and making backups of hard disk files. You also can use this disk drive to copy your application programs to the hard disk.

BACKING UP YOUR HARD DISK

Making backups of hard disk files is extremely important. Because the storage capacity of a hard disk is so much greater, loss of data can result in the loss of thousands of hours of work.

You can use the BACKUP command to make copies of one or more directories or of the entire hard disk. For example, if you have a subdirectory named Mystuff in the root directory of your hard disk, you can use BACKUP to copy it to a diskette. With a formatted diskette in Drive A, type:

```
backup c:\mystuff a: /s ENTER
```

Note: Unless you specify otherwise, using this method causes MS-DOS to erase any files currently on the diskette used for the hard disk backup. Be sure that you are using a newly formatted diskette or a diskette containing files you do not want to keep.

To accomplish the same backup without erasing files currently on the diskette, add the /a switch to the command. The /a switch causes the BACKUP command to add the new files to any existing files on the diskette. In MS-DOS, a switch is always preceded by a slash (/) symbol. The same command with the /a switch is:

```
backup c:\mystuff a: /s/a ENTER
```

The /s switch, used in the previous command, instructs MS-DOS to back up all the files in a directory and all the directories and files that branch from that specified directory.

You can use the BACKUP command with the /s switch to back up the entire hard disk to diskettes. Before using this command, use the FORMAT command to prepare enough diskettes to hold all the files you want to back up. To back up everything on Drive C, type:

```
backup c:\ a: /s ENTER
```

The backward slash (\) is an abbreviation for the root directory of any disk. This command line instructs MS-DOS to copy all files from the root directory of Drive C (the hard disk) to the diskette in Drive A. Because all directories branch from the root directory, BACKUP copies all the files in all the directories. For more information on BACKUP and its switches, see BACKUP in the *MS-DOS Reference Guide*, which is sold separately.

RESTORING BACKUPS TO YOUR HARD DISK

Use the RESTORE command to copy one or more backed up directories from diskette to hard disk. Use RESTORE only for those directories that were copied to diskette with the BACKUP command.

To restore the directory Mystuff from the diskette in Drive A back to the hard disk (Drive C), type:

```
restore a: c:\mystuff\*. * /s ENTER
```

To restore all the files that were backed up from all directories of Drive C, insert the first backup diskette into Drive A and type:

```
restore a: c: /s ENTER
```

The /s switch instructs MS-DOS to copy all files and directories that were saved on diskettes with the BACKUP command. If the backup required more than one diskette, MS-DOS prompts you to change diskettes during the restore procedure.

For more information on RESTORE and its options, consult an *MS-DOS Reference Guide*.

WRITE PROTECTION

Diskettes have a special safety feature that protects recorded information from being altered. This special feature is a write-protect window.

To write-protect your diskette, slide the cover to open the write-protect window.

To be able to edit and store information on your diskette, close the write-protect window.

Note: This write-protection feature does not prevent the information on the diskette from being lost from exposure to a magnetic field or a bulk diskette eraser.

HOW MS-DOS STORES INFORMATION

If you want to learn more about how your operating system works, you need to know how MS-DOS organizes and stores information.

About Files

Your computer stores all information on the diskette in files. A file is a collection of information. These are the main types of files:

- *System files* contain operating system information that manages the computer's operations.
- *Program files* contain information that causes the computer to perform a task or set of tasks.

- *Data files* contain information you enter, such as the documents and spreadsheets you create with software.

About Directories

All files on a diskette reside in directories. A directory is simply a storage space for your files. When you format a diskette, you create one directory called the root directory. On your MS-DOS system disk, the root directory contains all command and system files. When you start up your computer using MS-DOS, you are automatically in (operating from) the root directory.

You can create other directories using the *md* command. The new directory is a subdirectory of the directory you are in when you create the directory. For instance, if you created a subdirectory named *Documnts*, it would reside in the root directory, and your disk organization would look like this:

```
Root directory
├── Documnts
```

You can now store files in the *Documnts* subdirectory. If you change your current directory to the *Documnts* directory using the *cd* command, then make two more subdirectories called *Letters* and *Invoices*, your directory would look like:

```
Root directory
├── Documnts
│   ├── Letters
│   └── Invoices
```

In each subdirectory you can save files with related information. For example, save your correspondences in the *Letters* subdirectory of *Documnts* and invoices in the *Invoices* subdirectory of *Documnts*.

Your computer uses a shorter way of referring to subdirectories and files. The computer always refers to the root directory as \. Your computer refers to files and subdirectories of the root directory as that directory or file's name, preceded by \. In the above example, we would refer to the Documnts directory as \Documnts. To refer to the next level of subdirectory or a file in \Documnts, add a \, then the name of the file or subdirectory. For example, your reference is \Documnts\Letters.

Note: Files should not be stored in the root directory because they can be easily overwritten by many application programs, which have a tendency to name their overlays the same. The root directory also has a limit to the number of files it can store. To assure that your files are in order and safe from being overwritten, it is recommended that you make directories for your work, using the *md* command.

About Filenames

Following is a complete list of acceptable characters for filenames:

- Uppercase letters A through Z
- Lowercase letters a through z
- Decimal digits 0-9
- Symbols \$ & # % ' () @ ^ { } ! _

When creating filenames and subdirectory names, do not use more than eight characters. MS-DOS ignores any characters after the eighth. For example, MS-DOS regards both Accounts1 and Accounts2 as Accounts. If you save both files, MS-DOS writes over the first file with the second, destroying the first file. Also, MS-DOS does not distinguish between upper and lowercase letters.

Other than the ones listed above, you cannot use symbols in filenames. There are also a few special words (MS-DOS device names) that you cannot use. These are:

Clock\$
CON
AUX
COM
LPT
NUL
PRN

Filename Extensions

Any filename can contain an extension, which further identifies the file. An extension appears at the end of a filename, preceded by a period. You can not assign an extension to a subdirectory name.

Extensions can have up to three characters and can include the same characters allowed in filenames. If you attempt to give extensions more than three characters, MS-DOS uses only the first three.

If you include an extension in a filename, you must use that extension whenever you specify the file.

Note: Some programs automatically assign an extension to your filename.

Examples of valid filenames are:

mydata1	SAMPLE
1.TST	\$100GIFT
records.art	'HELP'.fil
XXX.XX	File#1.txt
10%SALES	par@64.gam
PROG1.BAS	Check.bal
PROG2.bas	myprog.sor

Examples of invalid filenames are:

his*hers—The asterisk is not a valid character for filenames.

.DATA—The period is valid in a filename only when separating the filename from its extension.

regionsales—Filenames have a maximum of eight characters. MS-DOS uses only the first eight characters of the filename (regionsa).

COST+INT—The plus symbol is not a valid character for filenames.

CON.dat CON is a word reserved by MS-DOS.

MORE ABOUT MS-DOS COMMANDS AND KEYS

The MS-DOS operating system includes both internal and external commands. MS-DOS stores its internal commands in memory when you startup your computer. Internal commands remain in memory at all times. These commands execute immediately when you enter them. COPY and DIR are examples of internal MS-DOS commands.

External MS-DOS commands are stored on the hard drive or diskettes as program files. When you enter an external command, MS-DOS searches for the command that you specify and, if the command is found, executes it. Because all MS-DOS commands are stored on the 1110 HD's hard drive, you do not have to insert a diskette to access these external commands.

Typing Commands

You can enter a command whenever the screen displays the system prompt.

A command consists of one word, the command name. A *command line* consists of one or more command names and their associated parameters and switches.

Parameters and switches are special information you include with a command. They provide information to the command, or they determine how the command operates.

A command line can have a maximum of 127 characters, including any combination of uppercase or lowercase letters. To execute a command line, press **ENTER**. For example, to clear the screen, type:

```
cls ENTER
```

Editing Commands

MS-DOS tries to carry out the commands you type. If you make a typing mistake that results in an invalid command, MS-DOS tells you so with an error message. If you make a typing mistake, but the resulting command is valid, MS-DOS carries out the command as you entered it.

If you notice a typing mistake before you press **ENTER**, You have two choices:

- Backspace to the mistake, and retype to the end of the line.
- Press **ESC** to exit the line you are typing and start over.

If you use **ESC** to end a line, the system prompt does not reappear. Type the command line, and press **ENTER** to execute it.

Special Keys

The following keys and key combinations have special significance to MS-DOS.

SPACE BAR-- Moves the cursor (the blinking underline character displayed on the screen) one space to the right, and adds a space to a line.

CTRL --Lets you give commands to your computer by pressing only two or three keys. Press and hold **CTRL**. Then, while you hold **CTRL**, press the other keys.

BACKSPACE- Moves the cursor left one character and erases the character in that position.

CTRL+C or **CTRL+BREAK** - Stops the execution of an MS-DOS command or a program that uses MS-DOS functions. If the program does not access MS-DOS, the program does not recognize this key combination. (The computer might take a few seconds to recognize the key combination.)

CTRL+PRTS or **CTRL+P**—Depending on the program used, this combination sends each character of output to the printer. Press the combination again to stop print echo.

PRTS —Depending on the program used, this combination sends the current display to the printer.

ESC—Terminates the current line without processing it, and performs a carriage return. (The cursor moves down one line and returns to the left margin.) Although the system prompt does not appear, the system is ready for a command.

ENTER—Executes a command and begins processing the command line you type. **ENTER** also causes a carriage return and line feed. (The cursor moves down one line and returns to the left margin.)

CTRL+J—Ends the current line, and moves the cursor to the next line without processing the line. Press **ENTER** to execute the command line when it is complete.

CTRL+ALT+DEL—Resets your computer the same as if you had turned it off and then on again.

CTRL+S or **PAUSE**—Stops scrolling information on the screen to let you view it. Press any key to resume scrolling.

MS-DOS provides several key combinations to help you edit an MS-DOS command line. These keys act on the command line in the last-command memory, or template. Press **F3** to display the template. You can execute the command line again by pressing **ENTER**, or you can use the following keys to edit the command line in the template.

ENTER—Enter line. Make the new line the new template, and executes the command line.

ESC—Void line. Voids the new line but does not affect the template.

INS—Insert character. Goes into the insert mode to enable you to insert characters into the template. Press **F3** to end the insert function.

DEL—Delete character. Erases the next character from the template. The character is skipped and is not copied to the command line.

F1—Copy character. Copies the next character from the template, and displays it on the command line.

F2 CHAR—Copy to character. Copies all characters in the template up to the specified character, and displays them on the command line.

F3—Template. Redisplays the entire template.

F4 CHAR—Delete to character. Deletes all characters up to the character indicated. These characters are skipped and not copied to the command line.

F5 —Replace template. Makes the line you type the new template but does not execute the command.

F6 or CTRL+Z —End-of-file. Puts an end-of-file marker in the template.

Special Commands

You have learned several commands that help you set up and use your computer. There are many commands available. This section contains information about some of the most helpful commands. Learning these commands makes it easy for you to look up other commands and functions in a *MS-DOS Reference Guide*.

Viewing a Directory

To look at the directory (a list of files) of a diskette, use the DIR command. For example, to view the contents of the diskette in the current drive, type:

```
dir ENTER
```

If a diskette contains more filenames than can appear on the screen at one time, all but the last 22 entries scroll off the top of the screen. MS-DOS has three ways to help you avoid this problem:

- Press **CTRL+S** to stop the screen from scrolling. (Press any key to restart the scrolling.)
- Use the **/P** switch with the **DIR** command. The **/P** switch tells MS-DOS to display only 23 lines of the directory at one time. Press the space bar to display another screen. To use the **/P** switch, type:

```
dir /p ENTER
```

- Use the **/W** switch to display the files in five columns. This format usually lets all of the filenames appear on the screen at once. The format for this command line is:

```
dir /w ENTER
```

Looking Inside Files

TYPE is a command that lets you examine files that consist of text characters. For instance, to view the `joe.sls` file, type:

```
type joe.sls ENTER
```

The file contents appear on the screen. If there are too many lines in the file to fit on the screen, use **CTRL+S** or **CTRL+PAUSE** to stop the screen from scrolling. Press any key to resume scrolling.

If you use **TYPE** to display a file that is not a text file, it displays meaningless data.

USING OTHER COMMANDS

MS-DOS has more than 50 commands and functions. The guidelines you learned in this manual provide the background you need to make use of MS-DOS's capabilities.

By referring to the *MS-DOS/QBASIC Reference Manual*, sold separately, you can learn how to create and edit data files, create command files to accomplish numerous tasks in sequence, create directories, send information to your printer, and much more.

HARD DISK FORMATTING

The hard disk in the 1110 HD is pre-formatted, and you should not need to use this procedure in most cases. But if you want to reformat the hard disk for a different version of DOS, add partitions, or reformat for any other reason, use the following procedure.

Caution: Formatting the hard disk erases all information on the drive.

The initialization process has three steps. To perform the three steps, use the following three commands found on the MS-DOS diskettes:

1. Run HSECT to low-level format the drive.
2. Run FDISK to partition the drive.
3. Run FORMAT to high-level format the drive.

USING HSECT

Caution: The HSECT command initializes the hard disk's tracks and sectors, and erases all information on the disk. Before you use HSECT, be sure you have copied all data from your hard disk to diskettes. Then, follow these steps:

1. Insert the MS-DOS Install diskette in the diskette drive and type this command at the A:\> prompt:

```
hsect
```

Then, press ENTER.

The following prompt appears:

```
Which hard drive do you  
want to format (C/D)  
?
```

1. Type **c** and press **ENTER** to format the hard disk drive.

The screen displays the following warning:

```
All data on drive c will be
DESTROYED!!
```

```
Do you want to continue (Y/N) ?
```

2. Type **N** and press **ENTER** to exit the formatting procedure, or type **Y** and press **ENTER** to continue.

If you continue, HSECT prompts:

```
Hard drive is type 6
number of heads = 4
Number of cylinders = 615
Is this correct (Y/N)
?
```

3. Type **Y** and press **ENTER**.

The following prompt is displayed:

```
Do you want to flag defective
tracks (Y/N)
?
```

4. Type **N** and press **ENTER**:

The following prompt is displayed:

```
Formatting. . .
```

5. The formatting procedure begins. Do not interrupt HSECT while it is formatting the drive.

When the format is complete, HSECT displays:

```
Format complete!
```

After using HSECT, use FDISK. Then, use FORMAT to complete the hard disk format process.

USING FDISK

To prepare the hard disk for the MS-DOS operating system, you must create a DOS partition. Using FDISK, you can do the following:

- Create an MS-DOS partition
- Display partition information

Caution: Reconfiguring the hard disk with FDISK destroys all existing files. Be sure to have backup diskettes for all files on the hard disk before you run FDISK.

The FDISK utility is easy to use because it uses menus to lead you through each procedure. To start FDISK, place the first MS-DOS diskette in Drive A. Then, type FDISK and press **ENTER**.

In response, FDISK displays its main menu on your screen. This menu lists four choices.

Disk Options

Current Fixed Disk Drive: 1

Choose one of the following:

1. Create DOS Partition
2. Change Active Partition
3. Delete DOS Partition
4. Display Partition Information

Enter choice: [1]

Press **ESC** to return to DOS

Note: The following sections describe Options 1 and 4. Options 2 and 3 are not necessary to the operation of the Tandy 1110 HD hard disk, so they are not described here. However, detailed explanations are available in many MS-DOS books.

To return to MS-DOS from the main menu, press **ESC**. You can also use the **ESC** key to return to the main menu from any FDISK menu.

Most FDISK menus display a default value. To choose the default value, press **ENTER**. To choose another value, simply type the value you want, and press **ENTER**.

How to Create a DOS Partition

Choose the first option on the main menu. FDISK displays a screen like the following. If no extended partitions exist, the third option is not displayed:

Create DOS Partition

Current Fixed Disk Drive: 1

1. Create Primary DOS Partition
2. Create Extended DOS Partition
3. Create Logical DOS Drive(s) in
the Extended DOS Partition

Enter choice: [1]

Press ESC to return to Fdisk Options

Selection: Create Primary DOS Partition

Press **ENTER** to accept the default selection and create a primary MS-DOS partition.

The Create Primary DOS Partition menu appears next:

Create Primary DOS Partition

Current Fixed Disk Drive: 1

Do you wish to use the maximum size
for a DOS partition and make the DOS
partition active

(Y/N).....? [Y]

Press ESC to return to FDISK Options

Press ENTER to accept the default selection (Y).

FDISK pauses and then displays the following message:

System will now restart

Insert DOS diskette in drive A:

Press any key when ready . . .

Now that you have created your MS-DOS partition, you must format your hard disk so that MS-DOS can use it. Enter the FORMAT command as outlined in "Using Format", if you intend not to use the Display Partition Data option.

How to Display Partition Data

If you choose the fourth option on the main menu, FDISK displays a menu that contains information about each of the partitions on your hard disk.

For example, the Display Partition Information menu might look like this:

Display Partition Information

Current Fixed Disk Drive: 1

Partiti on	Stat us	Type	Vol. MB Label	SYS	Usage
C:1	A	PRIDOS	DOS5 20	FAT16	100%

Total disk space is 614 cylinders.

Press ESC to return to Fdisk Options

This information screen shows the partition's number, status, type, starting and ending cylinder numbers, and size (in cylinders).

USING FORMAT

The FORMAT command prepares the hard disk to accept MS-DOS files by creating the disk's directory and file allocation

tables. You must use this command to format all new disks (hard disks or diskettes) before MS-DOS can use them.

Caution: Formatting destroys any previously existing data on a disk.

To start the FORMAT command, follow these steps:

1. Place the first MS-DOS diskette in Drive A. Type the following command and press **ENTER**:

```
format c:/s
```

In response, FORMAT displays the following:

```
WARNING, ALL DATA ON NON-REMOVABLE DISK DRIVE  
X: WILL BE LOST!
```

```
Proceed with Format (Y/N)?_
```

2. To format the hard disk, press **Y** (for Yes) and press **ENTER**.

When formatting is complete, the FORMAT command displays a message showing the total disk space, any space marked as defective, the total space used by the operating system, and the space available for your files.

REINSTALLING MS-DOS AND DESKMATE ON THE HARD DRIVE

After formatting the hard disk, you can recreate a DOS directory and recopy the MS-DOS and DeskMate files to the hard drive. To do so, use the following steps:

1. Be sure the first MS-DOS 5.0 diskette is in drive A and then press CTRL+ALT+DEL to reboot your computer.
2. The MS-DOS installation program starts automatically. Enter your answer to each question displayed and press enter.
When installation is completed, the MS-DOS prompt is displayed.
3. Remove the MS-DOS diskette from drive A and insert the first DeskMate diskette. At the A:\ prompt, type:

INSTALL ENTER

4. When the DeskMate installation is over, type at the DOS prompt:

```
Copy      C:\DOS\AUTOEXEC.DSK      C:\AUTOEXEC.BAT  
ENTER
```

For more information on organizing the hard disk, consult a *MS-DOS Reference Manual*. Many MS-DOS books are available at your local Radio Shack Store.

COMPUTER CARE

Your computer is an example of superior design and craftsmanship. The following suggestions will help you care for the computer so that you can enjoy it for years.

- Keep your computer and its diskettes dry. If they do get wet, wipe them dry immediately. Liquids can contain minerals that can corrode electronic circuits.
- Handle your computer gently and carefully. Dropping it can damage circuit boards, the display, and the case and can cause your computer to work improperly.
- Use and store your computer and its diskettes only in normal temperature environments. Temperature extremes can shorten the life of electronic devices, damage batteries and diskettes, and distort or melt plastic parts.
- Keep your computer and its diskettes away from dust and dirt, which can cause premature wear of parts.
- Wipe your computer with a dampened cloth occasionally to keep it looking new. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean your computer.

Modifying or tampering with your computer's internal components can cause a malfunction and might invalidate your computer's warranty. If your computer is not performing as it should, take it to your local Radio Shack store. Our personnel can assist you and arrange for service, if needed.

Cautions:

- Keep a reasonable clearance space around the computer and any optional device(s) to prevent overheating.
- Avoid extreme temperature and humidity changes when using, storing, or transporting your computer.

SPECIFICATIONS

Processor: μ PD70108-10 (V20), 10MHz

Dimensions: $12^{5/32}$ " \times $2^{7/16}$ " \times $9^{13/16}$ "

Weight: 6.6 LBS

Power Requirements: 120-volt AC/60 Hz AC adapter/charger

Output: 9.5V DC 2.1A

Battery Type & Life: Lead-acid rechargeable, 3.5 hours with 1% FDD duty and 10% HDD, 4.5 hours without using FDD or HDD

Temperature:

Operating: 41°F–95°F (5°C–35°C)

Storage: –14°F–110°F (–40°C–66°C)

Humidity:

Operating: MAX 80% (30°C)

Storage: MAX 80% (40°C)

Display Type: LCD super-twisted nematic, green

Screen Size: 640 dots x 200 dots, 80 characters x 25 lines

Hard Disk Drive: 20MB capacity with 23 msec seek time

Disk Drive Capacity: 720K (formatted)

Media Standard: 3¹/₂-inch, double-sided, 80 track

Interface: Serial DB-9, Parallel DB-25