

COMPILER.BAT is DOS batch program that will compile the 16MB Atari HD images from the executable files in the Folder contained here. The BAT file can be run in Window by double clicking it or but running it from a DOS Command window. Either way will work. It is a menu driven batch file.

For this batch file to work, the dir2atr.exe file and the batch file have to be in the main directory containing the disk folders. The names of the disk folders can not be changed of the batch file will fail. Those folders must retain the names DISK1, DISK2, DISK 3, and DISK4.

Any of the subfolders under DISK1, etc and be changed to whatever you prefer. Those names will determine what is shown on the Atari as the directory structure. You may add or remove any Atari game files in those directories to customize your HD images.

Limitations to be considered:

1. Long file names can be up to 32 characters.
2. Up to 64 directories in root directory.
3. Up to 64 files/directories per directory

With the above limits you need to take into consideration that while the limit for the directory is 64 files, you can only put 63 game files in the directory as the PICONAME.TXT will need to be written or saved to the directory as well. If the file name is longer than 32 characters plus extension, the long file name will not be created; the file will be copied to ATR but will not show up in long file names.