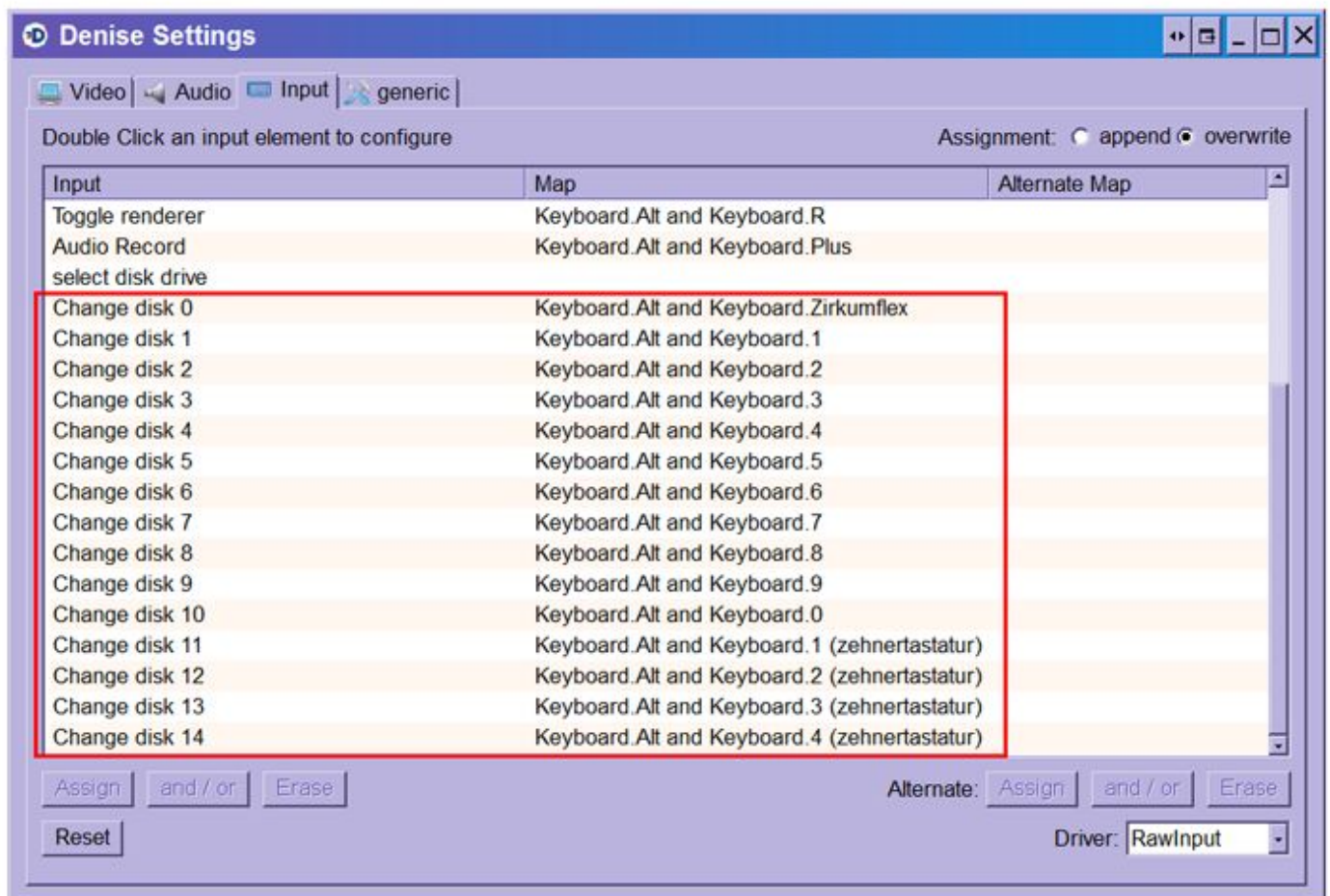


How to use the Disk-Swapper and it's advanced feature?

To use Denise's Diskswapper, you should first assign a few Hotkeys with it. That can be done in the "Options / Input-Hotkeys" menu:



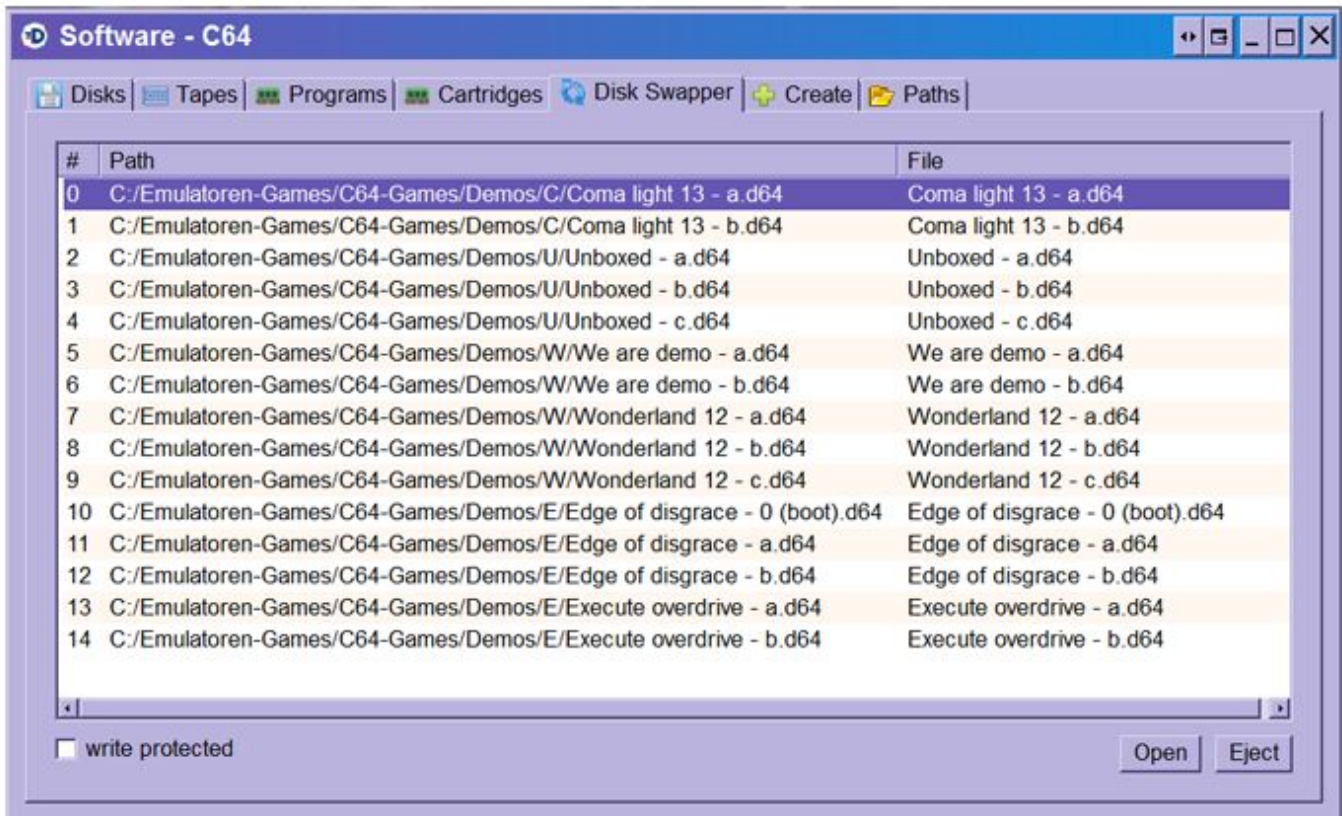
It's recommended for the disknumber, to map it to the same number-key on the keyboard, together with another key. Like for example:

map [Change disk 4] to [ALT and 4] or to [STRG and 4] and so on.

Then it's easy later, to remember the mapped hotkeys.

The field [Change disk 0] will be explained later, this is for software, that has a bootdisk.

Then we look at our Diskswapper, that can be found in "Software / Disk Swapper". Here the user now can fill the slots like in alot other emulators too. This works the same way almost everywhere. You can doubleclick a field and insert a disk there:



All these inserted disk-images can now be called up directly with the hotkeys, that we have allocated for them before. Until then, everything as usual.

But here we have an advanced function of the Diskwapper. Denise has a new feature, that can find and load follow-up disks automatically, activated with only a Hotkey by the user.

For this function to work, the Diskswapper must always be completely emptied. If it is not, what has been described so far applies. The new function tries to automatically recognize further disk-images of a multi-disk game or demo, based on the inserted disk-image, without having to insert them manually, when the demo or game wants them and also without of having to fill the Diskswapper manually with all these disk-images before. The emulator will find these following disk-images automatically and look for them in the folder, from which the first disk was started.

The only thing the user has to do is, stick to one of certain naming conventions for his disk files. Here are some examples, that all works with this function:

Turrican 2 - 1.d64
Turrican 2 - 2.d64

Turrican 2 - a.d64 Turrican 2 - b.d64
--

Turrican 2 - Disk1.d64 Turrican 2 - Disk2.d64
--

even the next one is possible:

Edge of Disgrace - boot.d64 Edge of Disgrace - 1.d64 Edge of Disgrace - 2.d64

... and so on.

In practical application this means the following. The user comes up with the idea of spontaneously watching the demo "Coma Land 13" in Denise.

He starts the first disk of the demo and can watch the whole demo continuously, without having to do anything again, except to press the hotkey, that he had mapped for "change disk 2" (in our screenshot [ALT+2])" when the demo asks for the second disk, [ALT+3] when the third disk is asked for and [ALT+4] when the fourth disk is needed.

Denise will find all these following disks by itself, if they are in the same folder than the first disk and if they are named in one of the mentioned forms. There is no longer any need, to manually fill the Diskswapper beforehand, and it is also no longer necessary, to insert the other diskimages by hand, if the demo asks for them. This works automatically now. The user can click through all disk-sides of the game/demo and they will be found.

Bootdisks, like for example the demo "Edge of Disgrace" has one, are sometimes referred to as "Disk 0" in some games. When assigning the Diskswapper hotkeys, it is therefore advisable to either map "insert disk 0" to the keyboard-key left of the key 1, together with the ALT key, or to map it to the 0 key, also together with ALT. The advantage then is, that with this, in all other hotkeys the disknumber still matches exactly the respective number-key on the keyboard. Like it's here in our screenshot.