

AMIGA

LEGAL EMULATION

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HOW TO Make An ADF

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Introduction To Tutorial

This tutorial will show you how to convert all those Amiga disks you have stashed away in your wardrobe into fully working ADF images for use on any of the current Amiga emulators.

I hope this tutorial proves useful.

Requirements

You will need the following to follow this tutorial:

- A real Amiga (A500+ or higher)
- Kickstart 2.0 (or higher)
- [DISK2FILE](#)
- [LHA](#) (Amiga version)
- [LHA](#) (PC version)

Once you have all of the above proceed to the guide.

Guide

Insert your workbench disk and turn on your Amiga computer or reboot if it's already switched on and hold both your left and right mouse buttons to access the boot screen and ensure that you boot without a startup-sequence. So you can access the AmigaDOS screen. Now copy the DISK2FILE program to your RAM DISK by typing:

```
COPY DISK2FILE RAM:
```

Once you have done this access your RAM: drive by typing:

```
RAM:
```

Take out your Workbench disk and insert your game disk into drive 0 (DF0:). If you get an error message (disk in drive DF0: is not a DOS disk) simply press cancel to get back to the AmigaDOS prompt. Now we are going to create an ADF image from the disk in drive DF0: and store it in the RAM: drive temporarily, so at the AmigaDOS prompt type:

```
DISK2FILE 0 RAM:..ADF
```

AmigaDOS will now start to read the sectors of the disk in DF0: (0-79) and store them in a single file in your RAM: drive. Now once this has finished you can re-insert your workbench disk in DF0: and type:

```
LIST RAM:
```

This will list the contents of your RAM: drive with the file size to the right of each file, if LIST is not installed on your Workbench then don't worry. All we are trying to show here is that the ADF image will be too big for a 720KB PC disk!....sounds like a problem?. Well not really, we can use Amiga LHA to bring the file down to a reasonable size so that it will fit on our PC disk. At the DOS prompt type:

```
LHA A RAM:.LHA NAMEOFGAME.ADF
```

This will create a new LHA archive on your RAM: drive, if you run out of memory during this operation then insert a blank disk in DF0: and type:

```
LHA A DF0:NAMEOFGAME.LHA RAM:NAMEOFGAME.ADF
```

Now it's time compress the ADF files and create an LHA archive on the blank disk. Now you need to mount your CrossDOS drivers to be able to read a 720KB PC disk, so at the DOS prompt insert your Workbench disk and type:

```
MOUNT PC0:
```

Eject your Workbench disk and insert your blank 720KB PC disk. You can now access this disk by typing PC0: at the AmigaDOS prompt, all that remains is to copy the LHA archive over to the PC disk, so type:

```
COPY RAM:NAMEOFGAME.LHA PC0:
```

If you ran out of space while creating the archive and the LHA file is stored on a blank Amiga disk simply delete the contents of the RAM: drive by typing:

```
DELETE RAM:NAMEOFGAME.LHA DELETE RAM:NAMEOFGAME.ADF
```

Insert your Amiga disk and copy the LHA archive over to the RAM drive. If you have 2 Amiga drives just insert it in DF1: and type

```
COPY DF0:NAMEOFGAME.LHA PC0:
```

For details on uncompressing the LHA on the PC click [here](#). Congratulations you have just created your first ADF image for use on your favourite emulator.

File Not Found? - Contact the [webmaster](#) for an excuse and maybe a fix.

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