

# HOW TO MAKE A NEW SYSTEM TAPE FOR BEAD 4.0

## 1) BASIC PROCEDURE

```
C,DISK,S  
GET,SYSGET,LIST  
LGET,SYSGET,LIST  
FIN  
C,SCOPE,S  
FILE,SYSFXT  
DONE  
C,NEWSYS,S,SYSTAPE
```

THIS SHOULD CREATE A COPY OF THE CURRENT SYSTEM.

## 2) TO PRODUCE A SYSTEM TAPE DIFFERENT FROM THE CURRENT.

### METHOD A

DO ALL THE ABOVE UP TO C,NEWSYS,S,SYSTAPE

AT THIS TIME THE FOLLOWING FILES ( WITH CURRENT USER NAME ) HOLD INDICATED CONTENTS. MODIFICATIONS MAY THEN BE DONE AT WILL.

```
PPUCODE          PPU,CODE  
CPUCODE          CPU,CODE
```

INFORMATION FOR THE BEAD SYSTEM IS ON

```
BEAD1           BEAD1.CODE ( NEW FILE FOR 4.0 )  
BEAD2           BEAD2.CODE ( NEW FILE FOR 4.0 )  
BEAD            BEAD.CODE  
ERROR           ERROR,OPERATE  
DISK            DISK,S
```

INFORMATION FOR THE BUILDER IS ON

```
BUILDER         BUILDER.CODE  
SYSFILE         SYSFILE.CODE  
SYSFXT          SYSFXT,SOURCE
```

( RUNNING SYSFXT UNDER SCOPE PRODUCES, FROM SYSFILE, THE FOLLOWING )

```
SYSTAPE         ( LIST OF FILES TO BE WRITTEN  
                OUT ON TAPE )  
INAMES  
BEADNMS
```

### METHOD B

USE A DIFFERENT VERSION OF SYSGET,LIST TO BRING IN THE FILES YOU DESIRE. IN PARTICULAR YOU COULD USE A DIFFERENT VERSION OF SYSFILE AND THUS WRITE A DIFFERENT SET OF FILES ON TAPE.