

SDCard HxC Floppy Emulator HXCSDFE.CFG File format

(Note : All informations in this file are subject to change)

First part : 0x0000-0x0200 (512 bytes) : File header

```
typedef struct cfgfile_
{
    char signature[16];           //"HXCFCFGV1.0"
    unsigned char step_sound;    //0x00 -> off 0xFF->on
    unsigned char ihm_sound;    //0x00 -> off 0xFF->on
    unsigned char back_light_tmr; //0x00 always off, 0xFF always on, other -> on x second
    unsigned char standby_tmr;  //0xFF disable, other -> on x second
    unsigned char disable_drive_select; //0xFF disable the drive selection menu.
    unsigned char buzzer_duty_cycle; // Set to 0x60
    unsigned char number_of_slot; // If != 0 -> Slot mode – total number of slot
    unsigned char slot_index;   // Last slot index selected
    unsigned short update_cnt;  // Incremented at each write of the config file
    unsigned char load_last_floppy; // 0xFF -> Do not load the last loaded image at power up.
    unsigned char buzzer_step_duration; // Set to 0xD8
    unsigned char lcd_scroll_speed; // Default value : 0x96
}cfgfile;
```

Second part : 0x0200-0x0400 (512 bytes) : Last loaded images (non-slot mode)

0x0200:

struct ShortDirectoryEntry DirEnt; <- Last loaded floppy image Fat32 entry (drive A).

0x0240

struct ShortDirectoryEntry DirEnt; <- Last loaded floppy image Fat32 entry (drive B).

Third part 0x0400-0x8400 (variable) : Slot list

Slot 0: (Note : Slot 0 not used -> correspond to the AUTOBOOT.HFE slot)

0x0400:

struct ShortDirectoryEntry DirEnt; <- Slot 0 Drive A floppy image Fat32 entry.

0x0440

struct ShortDirectoryEntry DirEnt; <- Slot 0 Drive B floppy image Fat32 entry.

Slot 1:

0x0480:

struct ShortDirectoryEntry DirEnt; <- Slot 0 Drive A floppy image Fat32 entry.

0x04C0

struct ShortDirectoryEntry DirEnt; <- Slot 0 Drive B floppy image Fat32 entry.

Slot 2:

0x0500:

struct ShortDirectoryEntry DirEnt; <- Slot 0 Drive A floppy image Fat32 entry.

0x0540

struct ShortDirectoryEntry DirEnt; <- Slot 0 Drive B floppy image Fat32 entry.

HxC Floppy Emulator Project

© 2006 – 2012 HxC2001

<http://hxc2001.com/>

<http://torlus.com/floppy>

....
....
....

Slot 255:

0x8380:

struct ShortDirectoryEntry DirEnt; <- Slot 0 Drive A floppy image Fat32 entry.

0x83C0

struct ShortDirectoryEntry DirEnt; <- Slot 0 Drive B floppy image Fat32 entry.

ShortDirectoryEntry Struct :

```
struct ShortDirectoryEntry {
    unsigned char name[12];           // Short name
    unsigned char attributes;        // File attribute
    unsigned long firstCluster;      // File cluster
    unsigned long size;              // File size
    unsigned char longName[17];     // Long name (truncated)
};
```