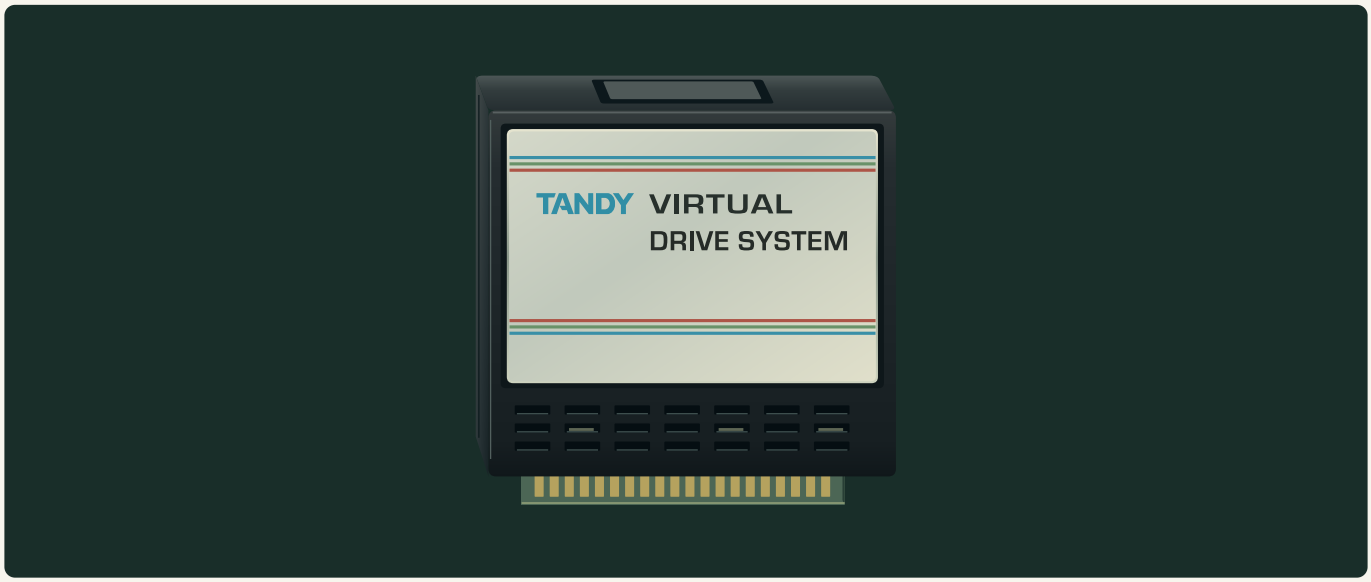
NitrOS-9 on VCC Plus — A Practical Quick Start

Leave a captain's log on a disk, start a fresh session, and find your message again. Meet the shell, follow a path through directories, and discover which computer is listening.



VCC Plus illustration of the dark Virtual Drive System cartridge, its silver nameplate and gold edge connector.

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Book 8 · VCC Plus 3.7.1

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A different desk on the same CoCo

Chapter 1 of 6

The familiar green screen is one way to talk to your Color Computer. Today you will visit another. NitrOS-9 can keep several programs at work, organize files in directories and give you a shell where you can start programs by name. Your first mission is small: leave a captain's log on a disk, come back in a fresh session and find it again.

You already know how to choose a VCC Plus profile and save a BASIC program. If those steps are new, start with Back at the CoCo. This visit uses the supplied **NitrOS-9 L2 V3.3.0** setup. The book works offline with the installed profile's prepared media.

Make a practice setup

Save any program, disk changes or cassette recording you want to keep before changing profiles. Loading a profile restarts the emulated computer. A saved profile remembers settings and file locations; it does not preserve the contents of RAM.

For this book, make your own fresh media. That gives the log a clean home and keeps the files in your everyday setup separate.

1. Choose **Machine** → **Configuration Profiles…**. Select **NitrOS-9 L2 V3.3.0** under **System Profiles**.
2. Under **Make it yours**, choose **Create Fresh Starter Media…**. Give the personal profile a recognizable name, such as **Mission Lab**, then choose **Save**.
3. Select that copy under **My Profiles**, choose **Load…**, and confirm **Load Profile** after reviewing the change.
4. The personal profile loads paused. Close the profile window and choose **Run** in the emulator.

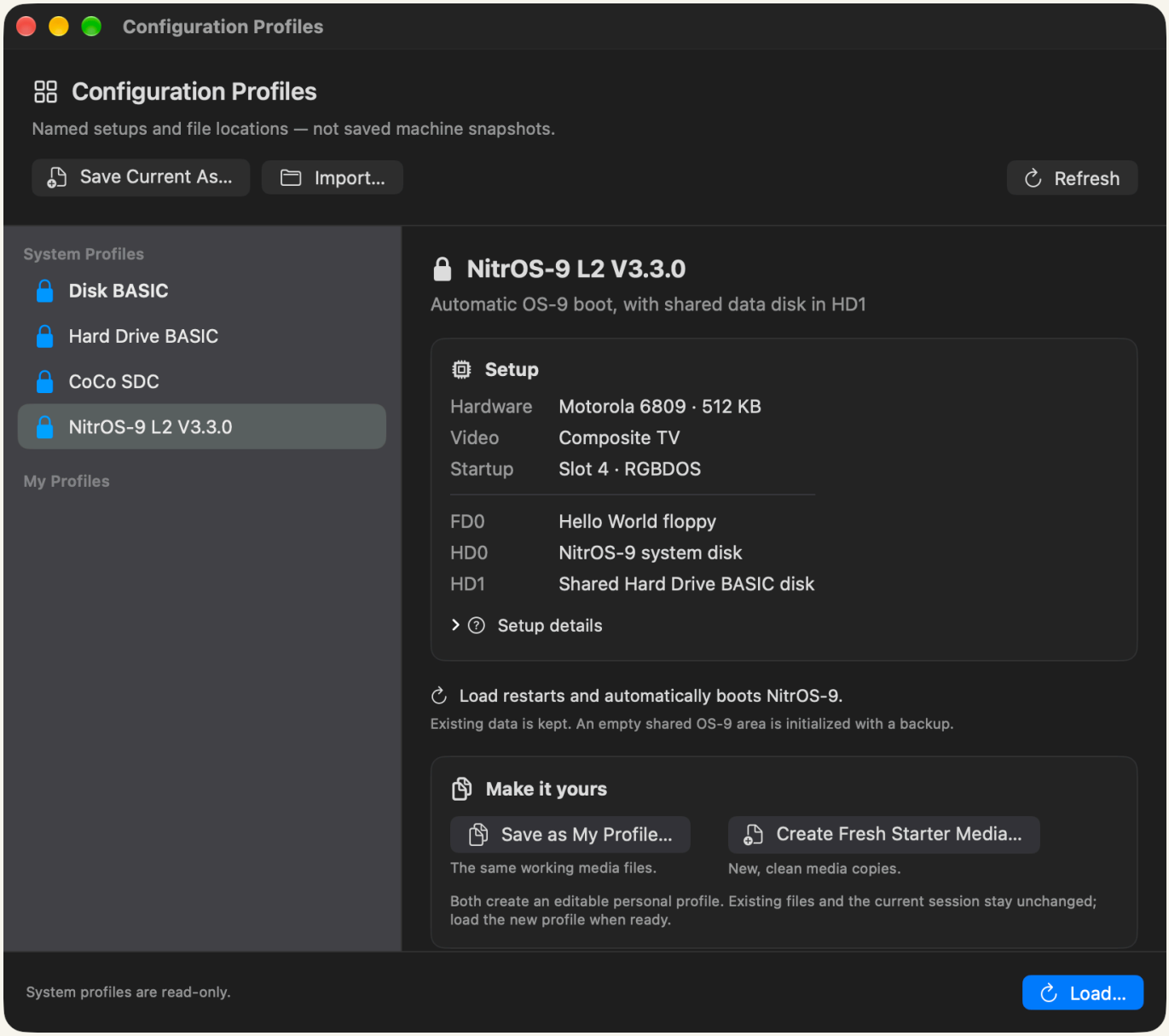


Figure 1: Configuration Profiles shows the locked NitrOS-9 setup. Under Make it yours, Create Fresh Starter Media makes a separate practice set.

Copying a system profile and loading it are separate actions. **Save as My Profile...** keeps references to the same working media; **Create Fresh Starter Media...** supplies separate clean copies. Choose the fresh-media action for this exercise. Keep the resulting personal profile for the whole book. Creating another fresh copy later would give you another empty data disk.

The setup uses **Motorola 6809**, **512 KB** and **Composite TV**. The examples were also checked on the emulated HD6309, but you do not need to change processors. A source build without the privately supplied ROMs and system image can show an unavailable-profile explanation. Use a build with the prepared media to follow the lesson.

Wait for your new prompt

VCC Plus enters the boot command for this profile. Leave the keyboard alone while the system starts. Eventually a prompt appears ending in **/DD:**. The beginning of the prompt may include a terminal name and process number, such as **{Term|02}**.

A **shell** reads a command, finds the program that carries it out, and presents another prompt when that command finishes. Here the shell is **Shell+**, running under NitrOS-9. You can type lowercase commands. There are no BASIC line numbers before them.

Where you are	Who handles the request?	A clue
Configuration Profiles or a Mac menu	The VCC Plus application on your Mac	Native windows and buttons
The BASIC screen	The CoCo's BASIC interpreter	**OK** after a command
The NitrOS-9 command line	The guest OS and its shell	A prompt ending in a directory such as **/DD:**

The same emulated CPU and keyboard serve both BASIC and NitrOS-9. Different software is now receiving the keys. BASIC's `PRINT` command is not a shell command. We will deliberately return to BASIC in chapter 5, so you can see the change yourself.

Locate the two working images

Open **Media → Virtual Hard Disks...**. Read the assignments for **HD0** and **HD1** before writing anything. In this practice copy, HD0 is the prepared NitrOS-9 system image and HD1 is the fresh data image. Note their filenames. In Configuration Profiles, the personal profile's **Files** list shows the locations; two copies can have the same filename in different folders. Keep the images writable with automatic saving for this lesson. Close the controls, choose **Run** if the guest is paused, and click the CoCo display before typing.

The built-in system profile normally shares its HD1 working file with **Hard Drive BASIC**. Your fresh-media copy has its own files. Inside HD1, the OS-9 filesystem and the BASIC disk volumes occupy separate areas. The lesson writes only to the OS-9 area.

An operating system supplies a way to name devices and find files. The next chapter connects **HD0** and **HD1** in the Mac window to the names you will type at the shell.

Find the disk behind the name

Chapter 2 of 6

The prompt ends in **/DD:**. In the Mac's Virtual Hard Disks window, the drives are called **HD0** and **HD1**. Why do the names disagree? Each belongs to a different layer of your computer. The Mac attaches an image file to a drive; OS-9 gives a name to the filesystem it opens there.

Ask three names for their directories

Click the CoCo display. At the ready shell prompt, enter these commands separately, pressing Return after each one:

```
dir /dd
dir /h0
dir /h1
```

In the supplied profile, **/dd** and **/h0** show the same system directory. Look for names such as **CMDS**, **GAMES** and **SOURCES**. **/h1** opens the data filesystem on the second hard disk. On fresh practice media, its heading is followed by the next prompt: there are no files there yet.

Name	In this profile
HD0, in the Mac controls	The image containing the prepared NitrOS-9 system
/dd and **/h0**, in the shell	Two device names reaching that system filesystem
HD1, in the Mac controls	The working data image
/h1, in the shell	The OS-9 filesystem in the working data image

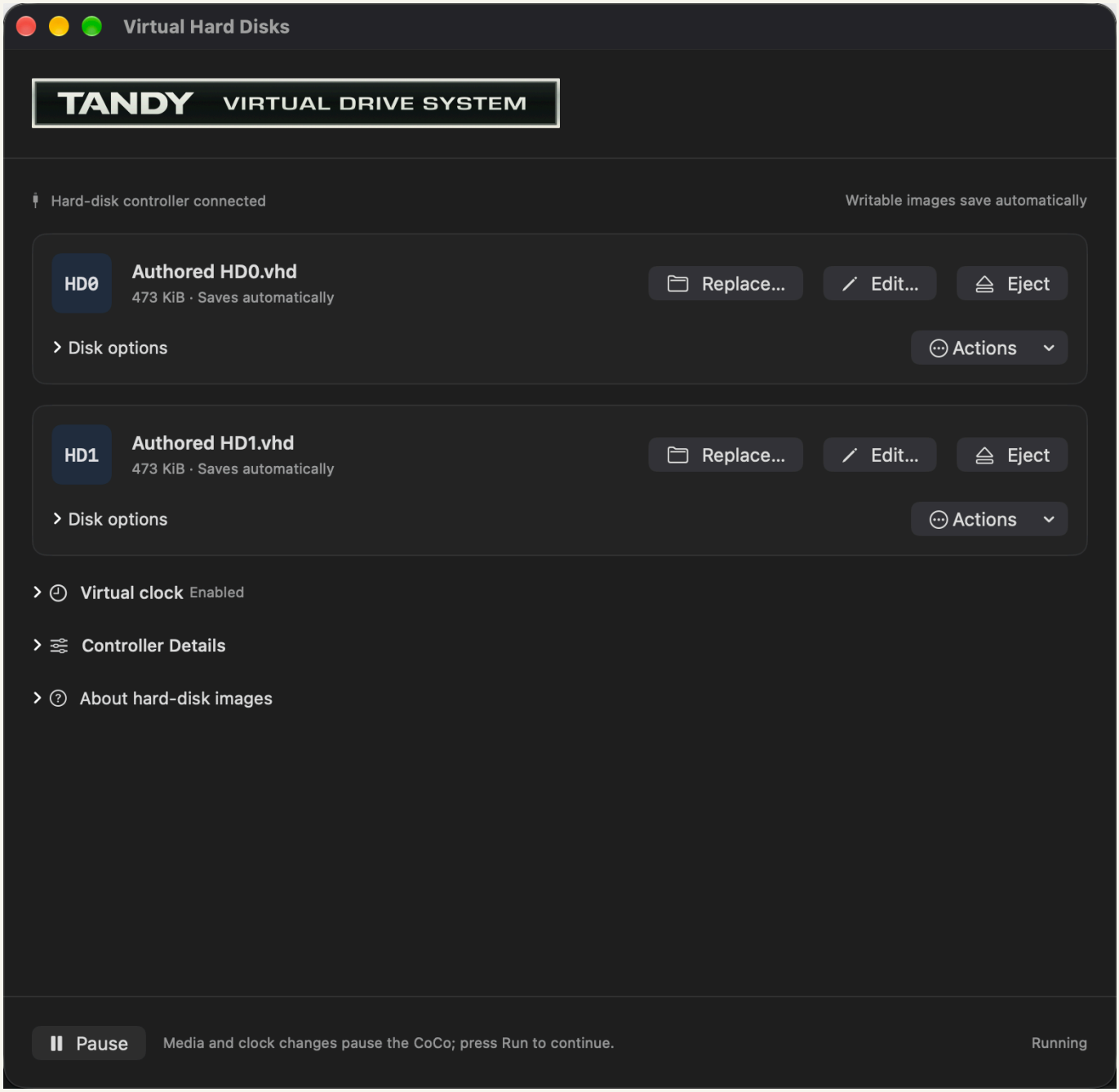


Figure 2: The current Virtual Hard Disks window shows separate HD0 and HD1 assignments, save modes and Edit buttons using small authored examples. Your practice profile uses its NitrOS-9 system image in HD0 and working data image in HD1; check those filenames in your own window.

Keep the **in this profile** qualification. Device names belong to a configured OS-9 system. Another boot disk can use a different arrangement.

If **/h1** already contains files, keep them. You may have opened your existing working media instead of a new practice copy. The log lesson needs one unused directory name. It does not need an empty hard disk.

Read a path from left to right

Here is the destination you will create in the next chapter:

```
/h1/mission/captains.log
```

Part	Job
The first **/**	Start with a device name, rather than the current directory
h1	Choose the data filesystem
mission	Enter a directory on it
captains.log	Name a file in that directory

The slashes separate the steps. This is an *absolute path*: it gives the route from the device to the file. In historical OS-9 documentation, you will also see the word *pathlist*.

A shorter name such as **captains.log** is relative to your current data directory. It becomes useful after you have moved into **mission**. That will save typing, but it also makes your current location important. A perfectly good filename can produce an error when you ask for it in the wrong place.

OS-9 file lookup here ignores letter case. The prompt may show **/H1** while you type **/h1**. Those names reach the same device. Text stored inside a file keeps its own case; **beacon in sight** will stay lowercase.

Keep BASIC and OS-9 files apart

The working data image supplied with the system profiles contains separate space for OS-9 files and RGB-DOS BASIC volumes. That explains something that can look alarming on a first visit: **/h1** can be empty even though you remember a HELLO program on that image.

HELLO belongs to the BASIC part. An OS-9 directory lists the OS-9 part. Neither listing is a catalog of every byte in the Mac image file.

The default floppy is also a BASIC disk. Attaching it to FD0 does not turn it into an OS-9 filesystem. Keep it as it is. This book uses the already prepared hard disks, so no formatting is required. Software, Storage, and Peripherals follows the same working image from the BASIC side.

The Mac's **Disk Image Editor** can browse supported raw OS-9 and Disk BASIC filesystems without booting them. Choose **Edit…** beside HD0 or HD1 in **Virtual Hard Disks…**. The mounted machine pauses and stays locked while the editor is open; applying edits requires a restart. In an image shared by OS-9 and HDB-DOS, the volume selection distinguishes the OS-9 filesystem from its numbered BASIC disks. Selecting one does not show the files in the others, and the editor's volume names do not replace guest names such as **/h1**. A numbered BASIC disk that overlaps declared OS-9 boot data is protected and omitted from the editable choices. For these lessons, continue with the guest commands below; follow the native editor guide when you want to inspect a working copy from the Mac.

Give commands their own home

OS-9 keeps a current **data directory** for your files and a current **execution directory** for finding commands. The prepared system puts its commands in **CMDS**. Moving your data directory to **/h1/mission** will let you use a short log filename while still running commands such as **dir** and **list**.

Think of the data directory as your desk and the execution directory as the tool cupboard. You can move your papers to a different desk without carrying the cupboard along. We will change only the data directory in this lesson.

The next chapter turns those names into something worth finding again: your first captain's log.

Leave a captain's log

Chapter 3 of 6

The beacon is in sight. You want to leave a message that will survive after this CoCo session ends. A line on the screen can disappear; a file on your working disk can wait for you.

Make a place for the message

Use the fresh practice media from chapter 1. At the OS-9 shell prompt, type:

```
makdir /h1/mission
```

makdir makes a directory. The path chooses the OS-9 data filesystem on HD1 and names the new directory **mission**. Now move into it:

```
chd /h1/mission
pwd
```

chd changes your current data directory. **pwd** prints that directory's path. Look for **/H1/mission** in the reply and at the end of the prompt. You now have two ways to check where your short filenames will go.

If making the directory reports **ERROR #218**, the name already exists. Perhaps you tried the lesson before. You can use **chd /h1/mission** to visit that directory and **dir** to inspect it. Keep any file you find. For a completely separate repeat, choose a different directory name and use it consistently in the following commands.

Write one line, then read it

Enter this command exactly, with a space before **>** and no space inside the filename:

```
echo beacon in sight >captains.log
```

echo produces the words **beacon in sight**. The **>** asks the shell to send that output into a new file. You have redirected the output from the screen to **captains.log**. Since you are in **/H1/mission**, that short filename means **/h1/mission/captains.log**.

The prompt should return. Check the directory, then read the message:

```
dir
list captains.log
```

dir includes **captains.log**. **list** displays:

```
beacon in sight
```

```
{Term!02}/DD:dir /h1

 Directory of /h1  2026/11/06 18:51


{Term!02}/DD:makdir /h1/mission

{Term!02}/DD:chd /h1/mission

{Term!02}/H1/mission:pwd
/H1/mission

{Term!02}/H1/mission:echo beacon in sight >captains.log

{Term!02}/H1/mission:dir

 Directory of .  2026/11/06 18:51
captains.log

{Term!02}/H1/mission:list captains.log
beacon in sight

{Term!02}/H1/mission:
```

Figure 3: The running CoCo creates /h1/mission, changes into it, and prints the path with pwd. After echo writes captains.log, dir lists the file and list reads back beacon in sight.

You have used several small programs together. One made a directory, one reported your location, one produced a line of text, and another read the file. The shell connected the text producer to a file through **>**. That ability to combine tools is one of the pleasures of an operating system.

If the log already exists

With this supplied shell, repeating the same **echo … >captains.log** reports **ERROR #218** and leaves the existing file intact. Read it with **list captains.log**. To make a second log, choose a new filename. We will leave overwriting, appending and deleting for later lessons.

Make sure the Mac can keep it

OS-9 has finished its command when the prompt returns. VCC Plus also needs to save the changed image to its backing file on the Mac.

Open **Media → Virtual Hard Disks…** and inspect **HD1**. Your practice image should be writable and report **Saves automatically**. Expand **Disk options** if needed: **Write protected** and **Temporary changes** should both be off for this exercise. Let **Saving automatically…** finish before leaving the session.

If the row shows **Temporary changes**, your new bytes are being kept in memory. Use **Save As…** to retain a copy, or deliberately turn off Temporary changes to allow pending changes to save to the assigned file. If you used **Save As…**, update your personal profile's HD1 file reference to the saved copy before reloading it. The saved profile still points to the earlier file until you update it. Save As retains the temporary-changes mode. If saving reports an error, resolve it before continuing.

There are now three places you can identify:

Place	What belongs there
The current CoCo display	The commands and replies you just saw
/h1/mission/captains.log	The text file OS-9 created
The Mac image assigned to **HD1**	The saved disk containing that filesystem and its files

Write down the HD1 filename or keep the personal profile created for this practice session. Where is my work? explains what a profile remembers. The next chapter gives the file a stronger test: finding it after a fresh start.

Find your way back

Chapter 4 of 6

Your last screen showed **beacon in sight**. That proves the file could be read in that session. Now give the CoCo a fresh start and find the message from its saved disk.

Bring back the same working image

Finish the previous chapter's save check first. The OS-9 command must have returned, and HD1 must have finished saving to its assigned Mac image.

Quit VCC Plus, reopen it, and load the **same personal practice profile** you made for this book. Do not create another fresh set of starter media for this step. A fresh set would contain a fresh, empty data filesystem. Loading your saved profile brings back its existing media assignments while starting a new guest session. If VCC Plus is paused, click **Run** and let NitrOS-9 boot.

Open **Media → Virtual Hard Disks…** and confirm that HD1 has the same working image. Close the drive window and click the CoCo display. Wait for the shell prompt ending in **/DD:**. Your current directory has returned to the system disk; it is no longer **/H1/mission**.

A profile is useful here because it remembers the setup. The message itself lives in the disk image. Saving a profile and saving a changed disk solve different problems.

To recover an entire practice disk and prove which version you have, see Restore the right copy.

Take one deliberate wrong turn

At the fresh shell prompt, enter:

```
list /h1/captains.log
```

The supplied system reports **ERROR #216**. That can be an unsettling greeting after a restart, but examine the path. You asked for **captains.log** directly in the top directory of **/h1**. You created it inside **mission**.

This error is evidence about the path you requested. It is not proof that the file disappeared. The next step is to inspect the directory where you put it.

Follow the complete path

Enter:

```
dir /h1/mission
list /h1/mission/captains.log
```

The first command lists **captains.log**. The second reads:

```
beacon in sight
```

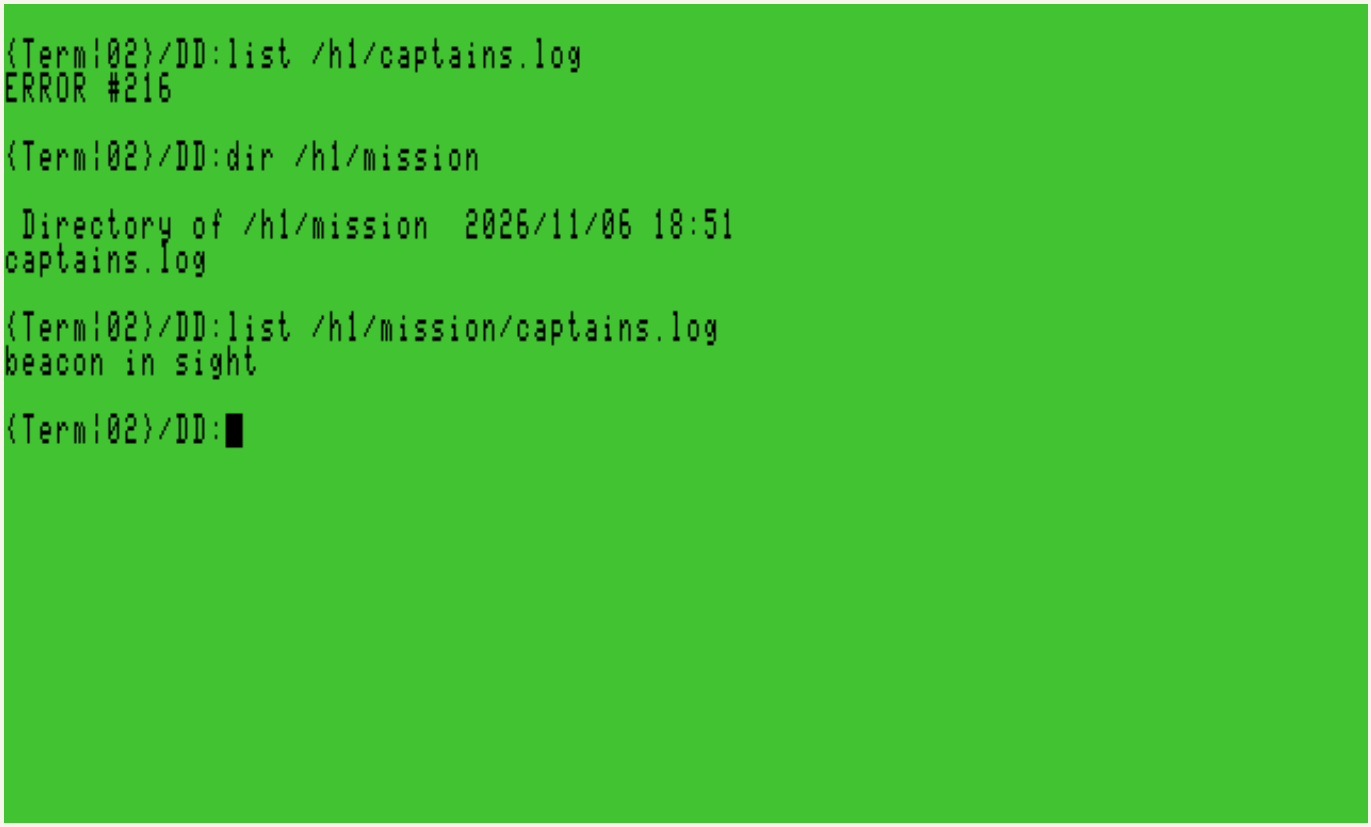


Figure 4: A fresh guest reports error 216 for /h1/captains.log. The directory /h1/mission contains captains.log, and its full path reads the saved message, beacon in sight.

The prompt still ends in **/DD:**. You did not need to move into **mission** to read a file there: the full path gave **list** everything it needed. Compare that with the short name you used while working inside the directory.

Your current directory	Name supplied to list	Result for this exercise
/H1/mission	**captains.log**	Finds the log relative to your current directory
/DD	**/h1/captains.log**	Looks in the wrong directory; error 216
/DD	**/h1/mission/captains.log**	Follows the complete path and reads the log

You have now recovered a file from saved storage. The old guest's RAM is gone, but the working disk supplies the message again.

When your result differs

Start with the smallest question that explains the difference.

What you see	What to check
/h1/mission cannot be found	Is HD1 the same working image used in chapter 3? Did you choose a different directory name?
The directory exists, but the log is missing	Use **dir /h1/mission** to inspect its actual filenames. Check whether you chose a different log name.
HD1 reports unsaved changes or a save error	Keep that session and its data. Follow the save message before replacing or ejecting the image.

What you see	What to check
You created a new set of starter media	Load the earlier personal practice profile, or reattach its saved working image.
You see BASIC's **OK**, not an OS-9 shell	Load the practice profile, choose **Run**, and wait for NitrOS-9 to boot.

Avoid formatting a disk to solve a missing-file problem. Formatting prepares a filesystem; it does not search for your old message. The useful clues are the assigned Mac image, the directory path and the filename.

Keep your log. In the next part of the journey, you will visit BASIC and then come back to the same disk.

Return to familiar BASIC

Chapter 5 of 6

Your log is safely on disk, and the shell is waiting for another command. Now leave NitrOS-9, ask BASIC a tiny question, and return. This round trip makes an important distinction visible: restarting a computer changes the running software, while a saved file remains on its disk.

Go through the archive's menu

Finish the current command and let automatic disk saving complete. Save work in any other guest programs before restarting. Then use the emulator toolbar's **Restart → Cold Restart – Clear RAM...** and confirm **Cold Restart**.

The supplied system image has its own startup menu. After this restart you see **R.Gault's Emulator Hard Drive System**, rather than an ordinary BASIC command prompt. Its sixth choice is **EXIT TO BASIC**. Type **6** and press Return.



Figure 5: The supplied hard-drive menu after Cold Restart. Its sixth choice is EXIT TO BASIC.

When **HARD DISK BASIC** and **OK** appear, type this command and press Return:

```
PRINT 2+3
```

BASIC prints **5**, then **OK**. You are still using the hard-drive setup with RGBDOS. Cold Restart kept the mounted image files and cleared the emulated RAM. Choosing the exit item completed this image's route back to BASIC.

Boot the operating system again

At the BASIC prompt enter:

```
DOS 255
```

Wait for the shell prompt ending in **/DD:**. Then enter:

```
list /h1/mission/captains.log
```

The answer is still **beacon in sight**. BASIC and NitrOS-9 took turns running on the same computer, and the file survived because it was saved to the image that remains in HD1.

In this supplied setup, **255** identifies the BASIC hard-disk volume containing the OS-9 boot information. It is not the number of a physical drive attached to the Mac. Other images may boot differently; keep this command paired with the profile used in the book.

Change back to your ordinary setup

If you want the familiar floppy-based environment, open **Machine → Configuration Profiles...**, select **Disk BASIC**, and choose **Load...**. Read and confirm the restart. This changes the equipment and media assignments as well as starting BASIC again. Your Mission Lab personal profile still points to its own working images.

Later, load **Mission Lab** and choose **Run** to boot its OS-9 system again. The profile gives you the settings and disks. The saved file on HD1 gives you the message. Those are two separate pieces of the journey.

For the differences between Pause, Soft Reset and Cold Restart, see the User's Handbook. Before you leave the quick start, there is one optional visit to a different computer: the Mac that is hosting this CoCo.

A connection to another computer

Chapter 6 of 6

You have used a shell inside the emulated CoCo. Your Mac has a shell too. VCC Plus can let an OS-9 terminal program talk to it, while keeping the two machines' files and permissions distinct.

This chapter is optional. It needs no public server, account or internet service. Keep this first visit to identifying the host and leaving it.

Open the two gates

Start at the OS-9 shell. If you switched to Disk BASIC at the end of chapter 5, load **Mission Lab**, choose **Run**, and wait for **/DD:**.

Open **Machine → Machine Settings…** and find **Enable DriveWire networking**. The supplied NitrOS-9 system disk loads the required guest drivers during boot. For **Mission Lab**, turn the switch on if it is off. A personal profile does not turn on networking by itself. The built-in NitrOS-9 profile defaults to on, and VCC Plus honors your explicit choice across profiles.

That switch allows supported guest software to open outbound TCP connections. The **Mac shell** has a separate permission because it runs commands as your Mac user. Those commands can read or change real Mac files. The shell starts in your Mac home folder and uses your normal shell startup files.

Return to the CoCo, resume if paused, click its display, and type:

```
telnet macshell 2323
```

The name **macshell** identifies VCC Plus's guest-only connection. It does not publish a shell for other computers to connect to. A permission request appears in the Mac interface. Read it and choose **Allow** for this visit. You can choose **Deny** and skip the exercise instead.

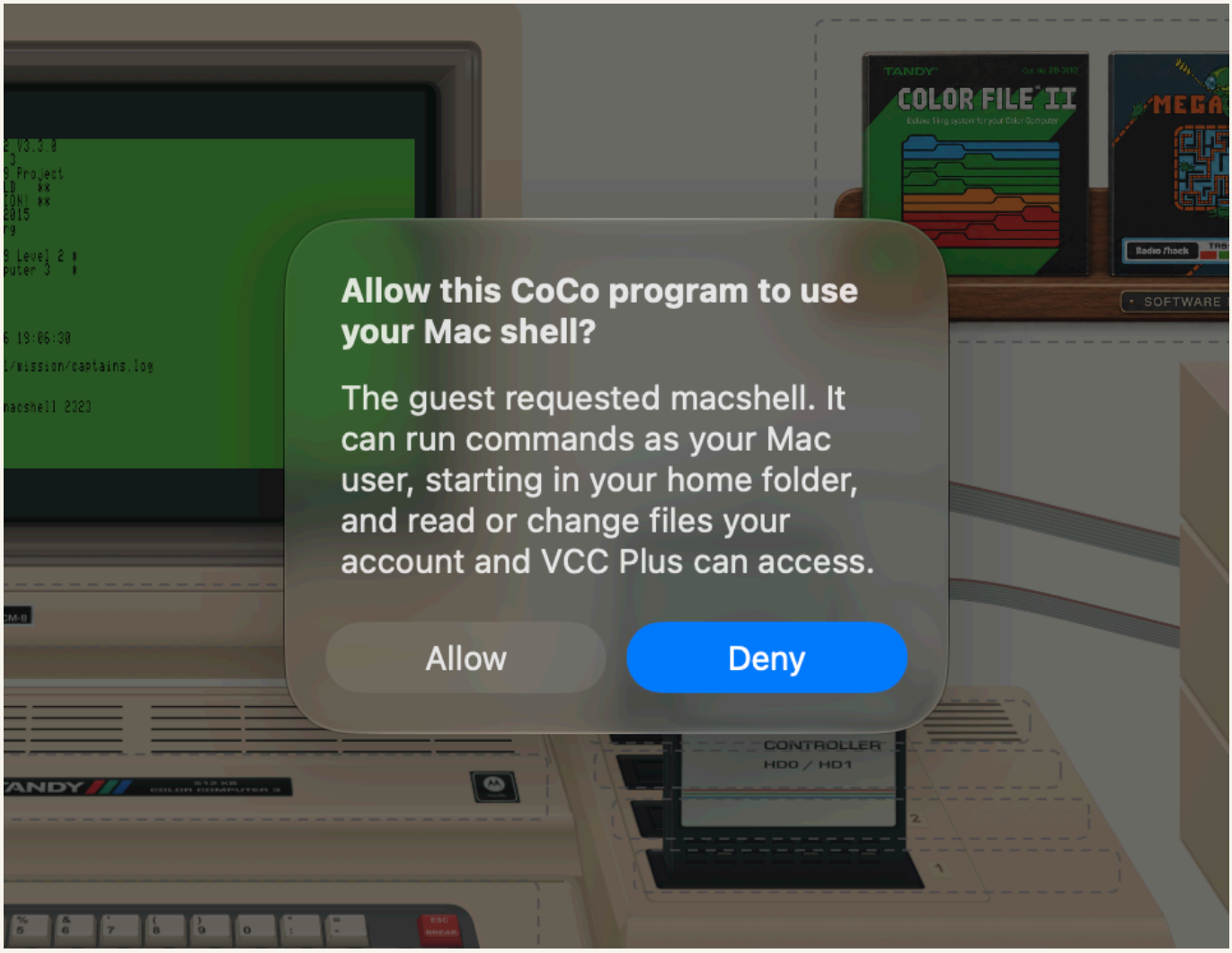


Figure 6: VCC Plus asks whether to let the guest use the Mac shell. Deny declines the request; Allow admits this one connection from the practice setup.

On the personal Mission Lab setup, **Allow** is for this connection. Only a recognized built-in NitrOS-9 setup can offer a remembered grant. That grant applies to guest programs using that setup. Machine Settings also offers **Start Mac Shell Session** to prepare one guest connection explicitly.

Ask which computer answered

At the new Mac shell prompt, type the following and press Return:

```
/usr/bin/uname
```

The reply includes **Darwin**, the name reported by the Mac's underlying operating system. The prompt itself depends on your shell and startup files; it may look different from someone else's. You are now issuing a Mac command through the CoCo's terminal display.

The directory **/h1/mission** you used earlier belongs inside an emulated disk image. It is not the same as a directory in the Mac shell. Pause to read the prompt whenever you change connections. The same keyboard can be addressing a different filesystem.

For a second console or a graphics window inside the CoCo, see the OS-9 terminal lesson.

Close the connection

Type:

```
exit
```

The connection closes and the OS-9 prompt returns. If you need to end the session from the Mac side, use **Stop Mac Shell Session** in Machine Settings. **Forget Mac Shell Permission** removes a remembered grant. Turning networking off closes active connections too.

The short identification-and-exit sequence was checked on both guest processors. More elaborate terminal programs can depend on the guest client's key handling and display capabilities. This quick start does not require an interactive Mac editor.

For the controls in one place, see Let OS-9 connect. For the commands and device names used throughout this book, turn to the field guide. You can now find a disk, make a file, recover it after a restart, and tell which computer is listening. Those are useful foundations for the deeper OS-9 journey ahead.

At the OS-9 prompt

Appendix A

Keep this page beside the emulator while you explore. Begin by looking at the prompt. Commands belong to the computer that is listening: BASIC, the OS-9 shell, or an explicitly opened Mac shell.

Which prompt is this?

What you see	Who is listening	What to do next
A Shell+ prompt ending in `/DD:` or `/H1/mission:`	The CoCo's OS-9 shell	Try the directory and file commands below. The path names the current data directory.
`OK` after the HARD DISK BASIC banner	CoCo BASIC with RGBDOS	`PRINT 2+3` prints `5`. `DOS 255` starts the supplied NitrOS-9 system again.
R.Gault's **Emulator Hard Drive System** menu	The archive's BASIC menu program	Choose **6**, **EXIT TO BASIC**, and press Return. This is the extra step after the cold restart.
Your Mac's shell prompt after allowing `telnet macshell 2323`	Your Mac user account	`/usr/bin/uname` prints `Darwin`. `exit` ends that shell and returns to OS-9.

A Mac shell prompt can vary with your own settings. Recognize it by the connection you deliberately opened, rather than by expecting a particular symbol. See An optional connection to another computer.

Find a disk, directory or file

Type one command, press Return, and wait for the next prompt before entering another. These examples use the supplied NitrOS-9 L2 V3.3.0 setup and the log created in Leave a captain's log.

Your task	Command	Checkpoint
Look at the system disk	`dir /dd`	The listing includes `CMDS`, `GAMES` and `SOURCES`.
Use its other device name	`dir /h0`	You see the same system directory.
Look at the data filesystem	`dir /h1`	A fresh working copy is empty. Keep any files already present on your own copy.
Find the log's directory	`dir /h1/mission`	The listing includes `captains.log` after the exercise.
Work inside that directory	`chd /h1/mission`	The prompt's path changes to `/H1/mission:`.
Check your current data directory	`pwd`	It prints `/H1/mission`.
Read the file from that directory	`list captains.log`	It prints `beacon in sight`.
Read the file from another directory	`list /h1/mission/captains.log`	The full path reaches the same saved message.

An initial `/` makes the path start with a device name. In `/h1/mission/captains.log`, `/h1` names the data filesystem, `mission` names its directory, and `captains.log` names the file. Without that initial device path, OS-9 looks for a data file relative to your current data directory.

OS-9 file lookup is case-insensitive in this setup. The screen can display `/H1/mission` even when you typed `/h1/mission`. Text *inside* a file keeps its own case. The command name and its arguments also do different jobs: `list` is the program to run; `captains.log` is the data it reads. The shell has a separate execution directory for finding command programs. See Find the disk behind the name before assuming a command must live beside your log.

Leave a new log

Use these commands once on a fresh practice copy where `mission` does not yet exist:

```
makdir /h1/mission
chd /h1/mission
pwd
echo beacon in sight >captains.log
dir
list captains.log
```

`makdir` creates the directory. `chd` changes where the following relative filename will be found. The `>` sends the output of `echo` into a new file. `list` reads those saved characters back.

The output should finish with **beacon in sight**. Let the command complete and the app finish saving the writable hard-disk image. Preserve that same HD1 image when you restart. Find your way back shows how to recover the log from a new session.

When a command answers with an error

Message in this exercise	What happened	Useful next step
ERROR #216 after `list /h1/captains.log`	That path does not name the saved file. The log is inside `mission`.	Enter `dir /h1/mission`, then `list /h1/mission/captains.log`.
ERROR #218 after repeating `makdir /h1/mission`	The directory already exists.	Use `chd /h1/mission` to enter it and `dir` to inspect it.
ERROR #218 after repeating `echo beacon in sight >captains.log`	This shell's single `>` would create a file whose name already exists. The tested command leaves the original intact.	Read it with `list captains.log`, or repeat the lesson using a new filename.

An error number is a clue about the command that just ran. Check the path and the current directory before deciding that a disk or file has disappeared. A fresh practice copy is useful for repeating the lesson; it does not require replacing the disk that holds your earlier work.

Map the equipment to the names

The following map describes the built-in **NitrOS-9 L2 V3.3.0** profile. Fresh-media copies use their own files. Inspect the mounted assignments in VCC Plus to identify the actual Mac files for your session.

Mac image or component	VCC Plus assignment	Meaning inside this setup
Working `NitrOS-9 L2 V3.3.0.vhd`	**HD0**, through the hard-disk controller in Multi-Pak slot 1	`/dd` and `/h0` reach its OS-9 system filesystem.
Working `Hello World.vhd`	**HD1**, through the same controller in slot 1	`/h1` reaches its OS-9 data filesystem. This is where the captain's log goes.

Mac image or component	VCC Plus assignment	Meaning inside this setup
Working `Hello World.dsk`	**FD0**, through the FD-502 controller in slot 4	The supplied floppy holds a BASIC filesystem. It is not an OS-9 practice disk.
RGBDOS ROM	FD-502 in startup slot 4	BASIC can boot the supplied system with `DOS 255`. BASIC volume numbers and the app's HD0/HD1 labels describe different levels of storage.

The shared `Hello World.vhd` has separate OS-9 and BASIC areas. The ordinary **Hard Drive BASIC** profile mounts that shared working file as **HD0**. The NitrOS-9 profile mounts it as **HD1**. Changing the app's assignment does not turn its BASIC files into OS-9 files. See Which part of the image? for the broader storage map.

The tested starting machine uses the **MC6809**, **512 KB**, and **Composite** video. These exercises also passed on the **HD6309** in its startup mode. A profile saves equipment choices and file references. It does not preserve a running process or its memory. Where is my work? explains how to keep those different kinds of state straight.

See which guest drivers serve these devices in Trace three paths from the same shell.

Continue the journey

For the surrounding Mac controls, use The VCC Plus User's Handbook. For media formats and the difference between a mounted image and the files inside it, turn to Software, Storage, and Peripherals.

Take the next watch in Working with OS-9. Turn the log into a shell procedure, follow its bytes onto disk, or assemble a report writer inside OS-9. Keep the command finder handy while you work.

Books behind the journey

- The NitrOS-9 Project. *NitrOS-9 Operating System User's Guide*. Version 03.02.01, 2004. Sections 2.1–2.3, pp. 5–7, on the shell; sections 3.2–3.5, pp. 10–14, on devices, pathlists and directories; section 3.8, pp. 15–16, on working directories; section 4.2.2, pp. 23–24, on redirection.
- Tandy Corporation and Microware Systems Corporation. *OS-9 Commands Reference*. 1986. CHD/CHX, p. 6-12; DIR, pp. 6-35–6-37; ECHO, p. 6-42; LIST, p. 6-59; MAKDIR, p. 6-63; PWD/PXD, p. 6-82.
- Tandy Corporation. *Getting Started With OS-9*, in *OS-9 Level Two Operating System*. 1986. Chapter 4, pp. 4-5–4-6, on pathlists and device names; chapter 6, pp. 6-1–6-5, on directories and files.

The Color Computer Archive preserves historical documentation that informed this book. The lessons and command exercises here were written for VCC Plus.

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The CoCo 3 and CM-8 monitor presentation in VCC Plus's skeuomorphic System view was inspired by SockMaster's "pic of CoCo 3 and CM-8 monitor," published on CoCopedia. VCC Plus's artwork was designed and rendered independently. The remaining hardware illustrations were independently designed using historical photographs and renderings as references.

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