GS/OS: Bard's Tale II Format Incompatibility

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GS/OS: "Bard's Tale II" Format Incompatibility

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The Electronic Arts' program "Bard's Tale II" does not recognize a disk
formatted under GS/OS. The game requires the user to format a disk that
will store the character player information and statistics. When formatted
under GS/OS, the disk is not recognized as a ProDOS disk. Electronic Arts
has verified that the problem exists regardless of what format options are
chosen.

The only workaround is to format using an earlier version of System
Software, like 3.1. Here's why...

The ProDOS format has not changed. The information stored in the directory
blocks has changed. The change consists of including additional
information in the directory structure than in previous versions of ProDOS.
The additional information is fully documented in the description of
ProDOS/16 directories and is correctly handled by ProDOS/16 directory
access routines.

"Bard's Tale II" reads these directories without calling the ProDOS
routines. Their program only understands the information previously stored
in the directory, despite the documentation for future expansion to the
directories. Programs that use the ProDOS calls to access the directory
continue to work.

Using earlier versions of ProDOS (v3.2 or earlier) will not write the
additional information to the directory and make it possible for "Bard's
Tale II" to read the disks. The problem is purely a compatibility issue
due to the implementation of accessing files in "Bard's Tale II".

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