

BootIt Bare Metal

User Manual



TeraByte Unlimited
Las Vegas, Nevada, USA
<http://www.terabyteunlimited.com>

Copyright © 2011 TeraByte, Inc. All Rights Reserved

Contents

What You Can Do With BootIt Bare Metal	6
Installing BootIt Bare Metal	7
Limitations	7
System Requirements	8
Changes from BootIt Next Generation	8
Before You Begin	9
Create a Windows 7 System Repair Disc.....	9
Create a Windows XP/Vista/Windows 7 startup disk	9
Create a Windows 95/98/ME startup disk	9
Create an MS-DOS startup disk	9
Prepare for a BootIt BM setup	10
Review the two-step installation process.....	10
Step A: Creating the Boot Media or ISO Image	10
Step A: Create the boot media using the MakeDisk utility (Windows users)	11
Mouse Support.....	13
Video Method	13
Video Mode	14
Boot Options.....	14
Device Options	15
USB Device Options	15
Global Geometry and MBR Options.....	16
Step A: Create the boot disk or ISO image (DOS users)	19
Step A: Create the boot disk or ISO image (Linux users).....	19
Step B: Installing BootIt Bare Metal on Your Hard Disk	19
Step B: Boot from the floppy disk, CD/DVD, or USB flash drive	20
Install BootIt BM for the first time.....	20
Upgrade from an earlier version of BootIt BM	22
Choose the partition manually	22
Upgrade from an earlier BootIt Product.....	23
Complete the installation	23
Uninstalling BootIt Bare Metal	23
Set the correct partition active using the BootIt BM Setup media	24
BootIt Bare Metal Overview for First-time Users	25
Using Image for DOS.....	27
Using BootIt Bare Metal	28
The Boot Menu	28

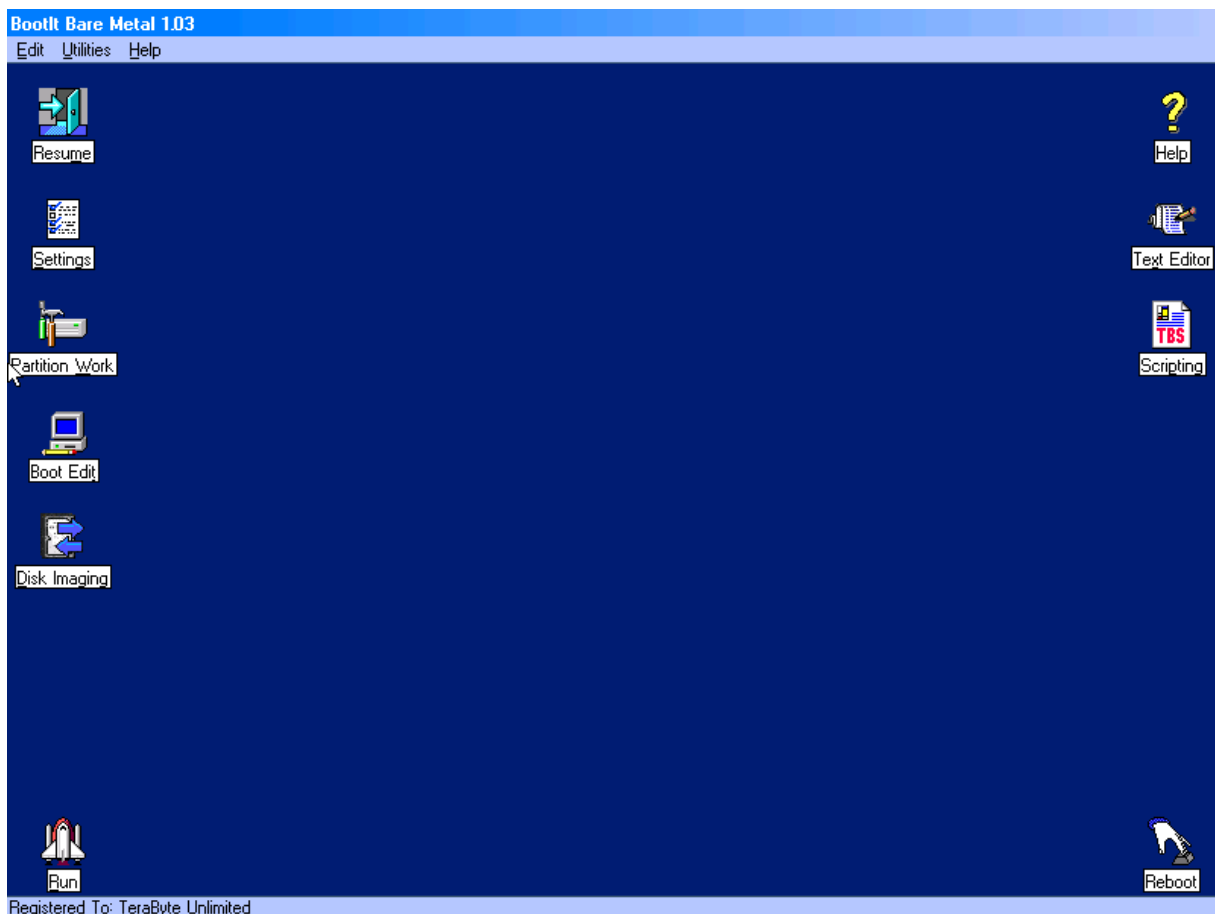
The Normal Boot Menu.....	28
Set up the Normal Boot Menu	29
Add or edit a normal boot menu item.....	30
Boot Details	30
One Time Option	31
Keystrokes.....	32
Password.....	32
MBR Details	32
The Direct Boot Menu	33
Boot an item using the Direct Boot Menu	33
Active Column	34
Swap Column	34
Hide Column.....	34
Item Menu	34
View Menu.....	35
The Installation & Recovery Boot Menu	35
Working with Partitions	36
Selecting a Drive.....	37
Partition Operations	38
Create a partition or volume.....	38
Delete a partition or volume	38
Undelete a partition or volume	39
Format a partition or volume	39
Resize a partition or volume.....	40
Copy a partition or volume	40
Slide a partition or volume.....	41
Align a FAT/FAT32 partition.....	42
View partition properties.....	42
BCD Edit.....	43
Editing a file.....	44
Working with Partition Groups	45
Add or Edit a partition group	45
Delete a partition group.....	46
Copy a partition group.....	46
Drive Settings.....	46
Wipe Entire Drive	50
Change Disk Type	52
View MBR	53
Program Settings.....	54
Startup	55

General	56
Device	58
Global Geometry and Alignment.....	60
Security	62
Time Zone.....	63
Users.....	63
Display Settings.....	64
Creating and Using Sound	65
Install a sound file	65
Creating Icons and Backgrounds	66
Copying Files into the EMBRM Partition	66
Using the Multi-OS Feature.....	67
Setting Up Multi-OS Groups on Different Operating Systems.....	67
DOS	67
Windows 95/98/ME	67
Windows NT/2000/XP/2003.....	68
OS/2.....	68
Setting Up a Multi-OS Partition	68
Enable Multi-OS on a partition.....	68
Installing Operating Systems	70
Install an OS in its own single partition— <i>the most common choice</i>	70
Create paired partitions or Multi-OS installations	70
Advanced Program Options.....	72
INI File Options.....	72
Video.....	72
Options.....	73
HD <i>n</i>	78
License.....	79
SVGA/VGA	79
TBOSBOOT.STR Options.....	80
Using Terabyte OSDT Pro for BootIt	82
Obtaining Technical Support.....	83
Ordering and Licensing BootIt Bare Metal	83
Trademarks	83
Definition of Shareware.....	84
Ombudsman Statement	84
TeraByte Unlimited (Trial-Use) License Agreement	85
TeraByte Unlimited (Full-Use) License Agreement.....	88

What You Can Do With BootIt Bare Metal

While you can read a detailed description of each BootIt Bare Metal (BootIt BM) feature in [Using BootIt Bare Metal](#) on page 28, the following is a brief overview of just some of the many tasks you can accomplish using BootIt BM:

- Create over 200 primary partitions (if desired).
- Create volumes in extended partitions (logical partitions).
- Configure detailed boot items to fit your needs.
- Boot from any partition or volume on up to sixteen hard drives.
- Boot multiple operating systems from a single FAT, FAT32, NTFS or Ext partition.
- Logically swap the boot hard drive to look like the first.
- Logically swap floppy disk drives.
- Boot from drive A: or B: on the fly.
- Resize Ext2/3/4, FAT, FAT32, and NTFS file system partitions without data loss.
- Edit text files on Ext2/3/4, FAT, FAT32, and NTFS file system partitions.
- Edit the Windows BCD file.
- Convert between FAT and FAT32 without data loss.
- Format FAT, FAT32, and NTFS partitions.
- Partition GPT (GUID Partition Table) drives.
- Set up users and passwords.
- Create and restore compressed images of your partitions using the included GUI version of Image for DOS (supports USB 2.0, IEEE 1394, and eSATA drives).
- ... and Yes, it supports Windows Server Operating Systems for the same price.





Installing BootIt Bare Metal

Before you install BootIt Bare Metal (BootIt BM), take a moment to read about BootIt BM's limitations and system requirements. Next, complete the procedures in [Before You Begin](#) on page 9. Finally, create the boot media or ISO image as described on page 10, and then install BootIt BM on your hard drive as described on page 19.

Limitations

BootIt BM supports accessing the drives through the BIOS (basic input/output system) as well as directly using the *BIOS (direct)* option. However, if direct access is not successful and the computer's BIOS limits access to the hard drive for any reason (i.e. speed or size) and no Master Driver Table (MDT) driver is available to correct the limitation, BootIt BM is also limited (in BIOS mode). BootIt BM also supports BIOS LBA Mode and Interrupt 13h extensions.

System Requirements

Verify that your computer system meets the minimum requirements listed below. Note that current systems will exceed these requirements and should support BootIt BM.

- IBM-compatible personal computer
- i80386-compatible microprocessor
- 16 megabytes (MB) of random access memory (RAM)
- Video graphics adapter (VGA)
- Floppy disk drive, CD/DVD drive, or USB flash drive (needed to create the boot media)
- BIOS-accessible hard drive

Changes from BootIt Next Generation

For users of BootIt Next Generation (BootIt NG), the following differences should be noted:

New

- BootIt BM runs in Protected Mode and is not limited by the restrictions imposed by Real Mode.
- GPT (GUID Partition Table) drive support for partitioning (not booting).
- Direct support for PATA/SATA hard drives (bypassing the BIOS for IO).
- Resizing Ext2/3/4 partitions directly as well as editing text files contained on them.
- Multi-OS supports other file systems (for non-FAT type, the boot sector is not controlled; you would use it to change files on boot only).
- Drive geometry can be overridden (note that many of these settings apply to drive imaging only).
- BootIt BM can be installed from a USB flash drive (UFD) booted as a hard drive.

Changed

- Supports up to sixteen drives.
- The **Limit Primaries** option can now be controlled on individual drives. A global option is still available to change this setting on all drives.

Obsolete / Removed

- Backup/Restore option for backing up and restoring the EMBR (entire first track) of hard drives.
- Backup/Restore option for backing up and restoring the BootIt BM files to a floppy disk.
- Use of third-party UDMA utility. This is no longer needed as BootIt BM supports direct access to devices.
- Partition imaging is no longer an integrated feature of the program. It has been replaced with a GUI (graphical user interface) version TeraByte's Image for DOS program and supports entire drive operations as well as single partitions. This provides full compatibility with TeraByte's V2 imaging programs.

Before You Begin

TeraByte Unlimited has taken every effort to make BootIt BM as safe as possible. However, it is not possible to provide a 100-percent guarantee of safety.

It is extremely important that you do not use any partitioning software (such as Windows Disk Management, DISKPART, or FDISK) if you are not limiting the number of primary partitions (**Limit Primaries** option is *not* enabled). If you ignore this warning, you are taking a serious risk of data corruption. For more details, read [BootIt Bare Metal Overview for First-time Users](#).

Before using BootIt BM on any system for the first time, back up all data on all hard drives. It's better to be safe than sorry.

It's always a good idea to have a System Repair Disc, installation disc, or system disk (for older operating systems) that can be used to boot the system and perform repairs should something ever go wrong. Windows 7 and Vista include repair capabilities on the installation discs, while XP includes the much more limited Recovery Console. Older versions of Windows and all versions of MS-DOS use a startup disk (usually a floppy). You should configure the disk to give you all the functionality you may need by adding any drivers or utilities as well as configuring the configuration files. The following sections explain this process.

Create a Windows 7 System Repair Disc

1. Click the **Start** button.
2. Click **All Programs**.
3. Select **Maintenance >> Create System Repair Disc**.
4. Follow the instructions presented to create the disc.

Create a Windows XP/Vista/Windows 7 startup disk

1. From within Windows Explorer, right-click **3½ Floppy (A:)** or **Floppy Disk Drive (A:)**, and then click **Format**.
2. Select **Create an MS-DOS startup disk**, and then click **Start**.

Note

While this type of floppy disk can boot the computer, it will not provide access to any NTFS partitions nor boot into Windows.

Create a Windows 95/98/ME startup disk

1. Click **Start**, point to **Settings**, and then click **Control Panel**.
2. Double-click **Add/Remove Programs**.
3. In the **Add/Remove Programs** dialog box, click the **Startup Disk** tab, and then follow the on-screen instructions to create the disk.

Create an MS-DOS startup disk

1. At the command prompt, type:
FORMAT A:/S

Note

- You should also copy the following external commands to the diskette: **SYS**, **FDISK**, **FORMAT**,

ATTRIB, and DEBUG.

- If you think you may need access to your CD/DVD drive or another device, be sure to copy the required drivers to the disk.

Prepare for a BootIt BM setup

1. Be sure to read *Before You Begin* on page 9.
2. Verify that you have the latest version of and support information for BootIt BM by visiting: www.terabyteunlimited.com
3. If not already done, consider creating a startup disk as described in *Before You Begin*.
4. Back up all the data on all of your hard drives.
5. Create the **BootIt BM Setup** CD/DVD, USB flash drive (UFD), or floppy disk as described on page 10.
6. Read *BootIt Bare Metal Overview for First-time Users* on page 25.
7. Consider reviewing the example tutorials available on the TeraByte website. While these tutorials were created using the previous version of the program (BootIt NG), the basics of the procedures are very similar (<http://www.terabyteunlimited.com/howto/index.htm>).
8. Install or upgrade BootIt BM on your hard disk as described on page 19.
9. Read *Using BootIt Bare Metal* on page 28.
10. If you are going to activate the multiple operating system (**Multi-OS**) option on a partition, refer to *Using the Multi-OS Feature* on page 67.
11. For some examples of how to install operating systems, refer to *Installing Operating Systems* on page 70.

Review the two-step installation process

- A. Create the installation media, floppy boot disk, or bootable ISO (International Standards Organization) image or CD/DVD disc as described in *Step A: Creating the Boot Media or ISO Image*.
- B. Use the installation media to install BootIt BM on your hard disk as described in *Step B: Installing BootIt Bare Metal on Your Hard Disk* on page 19.

Note

- Verify that you have the latest version of and support information for BootIt BM by visiting: www.terabyteunlimited.com
- Before beginning the BootIt BM installation, be sure to read *Before You Begin* on page 9.

Step A: Creating the Boot Media or ISO Image

The first of two steps in setting up BootIt BM from a downloaded copy of the software is to create the installation boot media. Therefore, you need either one formatted floppy disk that matches the floppy disk drive A: of the computer that will have BootIt BM installed, or one blank writable CD/DVD disc. If you are installing on multiple computers, each computer should have its own boot media and license. If the computer does not have a floppy disk drive, then you must create a bootable CD/DVD disc or use a USB

flash drive. Depending upon your version of Windows, you can either use Windows Explorer or File Manager to complete the following procedure.

Step A: Create the boot media using the MakeDisk utility (Windows users)

1. Extract the contents of **bootitbm_en.zip** (Full version) or **bootitbm_en_trial.zip** (Trial version) to a folder of your choice.
 - If you are using a version Windows that includes a built-in compressed folders feature (XP or later), you can double click the ZIP file and then use the **Extract all files** link shown in the left pane or toolbar of Explorer to extract the contents. Alternatively, after opening the ZIP file, you can select all the files listed, and copy them to another folder to extract the contents. Please note that whichever foregoing method you use, the contents of the ZIP file must be extracted to another folder before proceeding.
2. Run **MakeDisk.exe** from the folder of Step 1. For versions of Windows with UAC enabled, this will trigger a UAC prompt. Select to allow the program to run.
3. The MakeDisk welcome screen is displayed. Click **Next** to continue.



4. Select the product to include in the build:

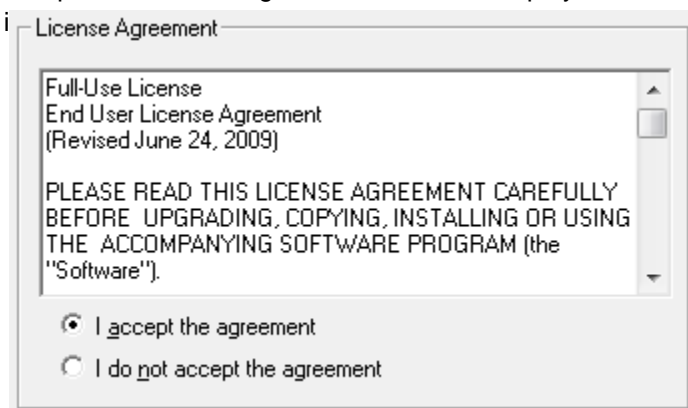
Select the product to build

BootIt Bare Metal

Image for DOS (GUI)

BootIt Bare Metal	Select to include BootIt BM and, optionally, Image for DOS and Scripting Support (selected in a later step) on the boot media.
Image for DOS (GUI)	Select to include only Image for DOS on the boot media.

- The product license agreement screen is displayed. Read the license agreement, and, if you accept



- The options available on this step depend on which product you selected in Step 4.

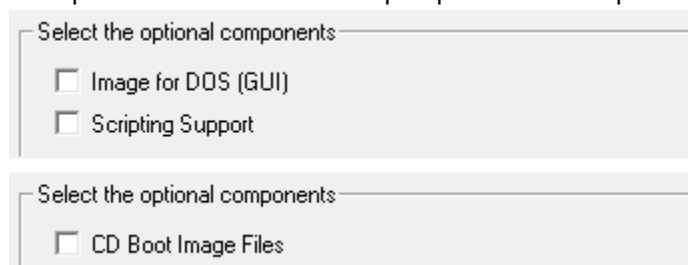


Image for DOS (GUI)

Select to include the GUI version of Image for DOS and the files necessary for Image for DOS to make backup image CD/DVD media bootable. Image for DOS will also be installed on the system when you install BootIt BM using the boot media. When creating the floppy disk version of the boot media, using this option requires a 2.88MB floppy disk.

This option is available if **BootIt Bare Metal** was selected in Step 4.

Scripting Support

Select to include TBOSDT Pro for BootIt. Supports adding, deleting, sliding, copying, and resizing partitions in addition to the standard features of TBOSDT Pro.

This option is available if **BootIt Bare Metal** was selected in Step 4 and you are using the purchased version.

CD Boot Image Files

Select to include the files necessary for Image for DOS to make backup images saved to CD/DVD media bootable. When creating the floppy disk version of the boot media, using this option requires a 2.88MB floppy disk.

This option is available if **Image for DOS (GUI)** was selected in Step 4.

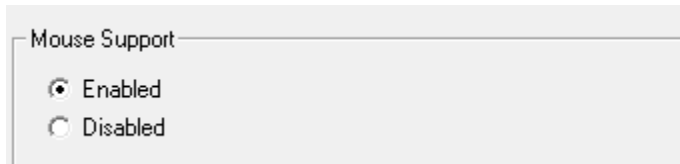
- The MakeDisk wizard will now proceed through the option screens, each of which is detailed below. Select the desired options on each screen and then click **Next** to proceed.

Note

When booting a computer using the BootIt BM setup media, be aware that all settings except the video mode/method and mouse support come from the installed copy of BootIt BM if it's installed. The video mode/method and mouse support option are updated when BootIt BM is reinstalled/updated, but the other settings are not. For example, the USB hang options, etc. as

configured on the setup media would never get used since they would be read from the installed `bootitbm.ini` file. For systems on which BootIt BM is not installed the settings as configured here will be used when the setup media is booted.

Mouse Support



Mouse Support

Enabled

Disabled

Enabled

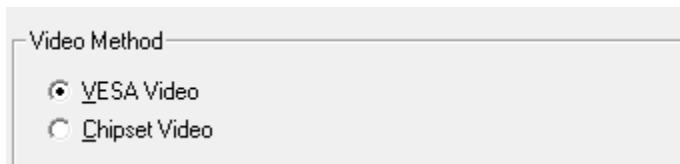
Loads the mouse driver. Note that the BIOS must support the mouse. This may require enabling the *USB Legacy Support* option in the BIOS.

Default: Selected

Disabled

The mouse driver will not be used and you will not be able to use the mouse in BootIt BM or Image for DOS.

Video Method



Video Method

VESA Video

Chipset Video

VESA Video

Uses the VESA Video standard for the display instead of a specific chipset implementation. Support is provided by the video card's BIOS. This is the recommended video method.

Will fall back to **Chipset Video** if VESA is not supported.

Default: Selected

Chipset Video

Attempts to access the video chipset directly for supported chipsets. It is not recommended to select this option unless you know for certain it is required (e.g. VESA doesn't work or you're instructed to use it by TeraByte support).

Will fall back to **VESA Video** if chipset detected is not supported.

Note

While each video method should fall back to the other one if it fails, this may not always happen. In this case, try the other video method.

Video Mode



Video Mode

- 640x480 - 64K Colors
- 800x600 - 64K Colors
- 1024x768 - 64K Colors
- 640x480 - 256 Colors
- 800x600 - 256 Colors
- 1024x768 - 256 Colors
- Standard VGA - 16 Colors

For the best viewing experience, it is recommended to select 800x600 or higher with 64K colors.

**640x480,
800x600,
1024x768,
– 64K Colors**

The selected video resolution will be used with a color depth of 64K.
A selected background image will be displayed when using one of these modes.

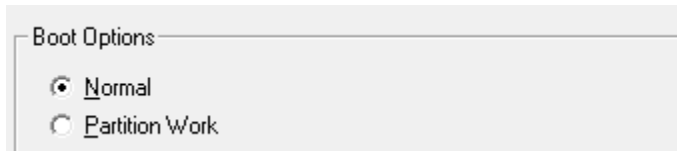
**640x480,
800x600,
1024x768,
– 256 Colors**

The selected video resolution will be used with a color depth of 256.
A selected background image will be displayed when using one of these modes if it is a 256 color image.

**Standard VGA
– 16 colors**

Standard VGA mode (640x480) will be used with only 16 colors.
A selected background image will not be displayed when using this mode.
Note: This video mode cannot be selected in BootIt BM's **Display Settings**. If you must use this video mode, select it here.

Boot Options



Boot Options

- Normal
- Partition Work

Normal

Select this option to enable the BootIt BM boot media to run normally and boot to the **Installation & Recovery Boot Menu**.

Default: Selected

Partition Work

Selecting this option causes the BootIt BM boot media to start in **Partition Work** mode instead displaying the **Installation & Recovery Boot Menu**. This is useful when you plan on using the BootIt BM boot media for doing partition work without installing BootIt BM.

Note: If BootIt BM or BootIt NG is already installed, the **Installation & Recovery Boot Menu** will still be displayed.

Device Options

Device Options (optional)

- Disable PATA Support
- Disable SATA Support
- Disable SATA Bias
- Disable 1394 Support

Make any desired changes to the default device options BootIt BM will use when booting the boot media on a system that does not have BootIt BM installed. These options will also be used when BootIt BM is installed. By default, all options are unselected.

Disable PATA Support	Select this option to prevent BootIt BM and Image for DOS from directly accessing PATA controllers. Drives connected to the PATA controller will only be accessible through the BIOS. <i>BIOS (direct)</i> access for these drives will be disabled.
Disable SATA Support	<p>Select this option to prevent BootIt BM and Image for DOS from directly accessing SATA controllers. Drives connected to the SATA controller will only be accessible through the BIOS. <i>BIOS (direct)</i> access for these drives will be disabled.</p> <p>This option should be selected if you are experiencing system hangs or drive access problems when using BootIt BM. These issues arise when BootIt BM cannot match a SATA drive to a BIOS drive and defaults to using the BIOS drive. When the BIOS drive is accessed, the BIOS will hang the system until it times out (if ever).</p> <p>Note: Disabling SATA support prevents access to SATA CD/DVD drives.</p>
Disable SATA Bias	Because some systems have no support whatsoever to match BIOS and SATA drives (see Disable SATA Support option), BootIt BM employs a special matching routine to try to identify the BIOS drives that relate to each SATA drive. In some cases, BootIt BM might inadvertently match a BIOS drive to a SATA drive incorrectly. If you experience such an issue, recreate the boot media with the Disable SATA Bias option selected.
Disable 1394 Support	When this option is selected, BootIt BM and Image for DOS will be unable to access IEEE1394 (FireWire) drives.

USB Device Options

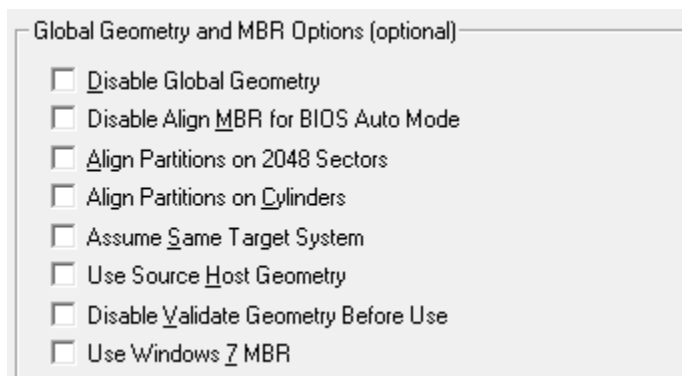
USB Device Options (optional)

- Disable USB2 Support
- Enable USB 1.1 (UHC)
- USB Controller Hang Fix
- USB Device Hang Fix

Make any desired changes to the USB options. Note that the **USB Controller Hang Fix** and **USB Device Hang Fix** options only apply to the command line which starts the BootIt BM program. Both of the “USB Fix” options may result in slower USB access, but will prevent hangs with certain controllers and/or devices. By default, all options are unselected.

Disable USB2 Support	<p>Disables support for USB 2.0 hard drives and CD/DVD drives.</p> <p>If disabled, USB 2.0 hard drives will still be available through the BIOS if it supports them (note that most newer systems only have them show up if connected when the computer is booted).</p> <p>It may be necessary to disable this option if BootIt BM or Image for DOS locks up when looking for USB drives.</p>
Enable USB 1.1 (UHCI)	<p>Select to enable USB 1.1 (UHCI) support for older systems that don't support USB 2.0. Some new systems require this option or the USB port will hang and stop detection of any USB devices. This option does not affect USB 2.0 support.</p>
USB Controller Hang Fix	<p>If you experience problems with USB 2.0 devices hanging, you can enable this option to attempt to correct it. This option can degrade USB IO performance, but will prevent hangs with certain controllers and/or devices.</p>
USB Device Hang Fix	<p>If you experience problems with USB 2.0 devices hanging, you can enable this option to attempt to correct it. This option can degrade USB IO performance, but will prevent hangs with certain controllers and/or devices.</p>

Global Geometry and MBR Options



These options control how BootIt BM and Image for DOS manage drive geometry (they will be the default for all drives in the system that have the **Use Global Settings** options selected in **Drive Settings**). Note that all of these options can also be changed in BootIt BM. By default, all options are unselected.

Disable Global Geometry	<p>Disables the global geometry settings. BootIt BM and Image for DOS will revert to using program defaults or drive specific overrides (equivalent to those used by Image for DOS prior to version 2.52).</p> <p>For normal use, it is not recommended to disable Global Geometry, which provides an easy method of applying geometry settings system-wide.</p>
--------------------------------	--

Disable Align MBR for BIOS Auto Mode	The Align MBR for BIOS Auto Mode option is enabled by default to prevent problems with unaligned partitions on systems with their BIOS using Auto Mode. Many newer systems use Auto Mode by default, and some even don't have an option to turn it off. Select this option if you want to disable Align MBR for BIOS Auto Mode .
Align Partitions on 2048 sectors	This option provides a convenient way to enable 2048 sector alignment for all drives. When this option is enabled, partition alignment will be configured using the Windows Vista and Windows 7 standard. This is popular with users of SSD type drives, which require this alignment for optimal performance.
Align Partitions on Cylinders	This option is used in conjunction with Align Partitions on 2048 sectors to provide an easy way to auto determine alignment and to default a blank drive to use either 2048 sector or cylinder alignment. For more details, please see Settings Align on Cylinder on page 60.
Assume Same Target System	Enable this option to prevent problems when a backup image of another system's drive is restored to a drive connected to a different system and drive will be put back into the original system. This option uses drive geometry based on the MBR entry of the first partition in the backup image file and applies only when restoring a backup image. For more details, please see Settings Assume Same Target System on page 61.
Use Source Host Geometry	Enables the use of the drive geometry saved in the backup image that represents the geometry from the environment (Windows, Linux, or DOS) used to create the backup file. The saved drive geometry is used for the restored partition(s) instead of the geometry in use on the current system (which may differ). For more details, please see Settings Use Source Host Geometry on page 62.
Disable Validate Geometry Before Use	The Validate Geometry Before Use option is used to ensure that the geometry from the MBR on the original system is aligned to known standards before accepting it for use. It only applies when the Assume Same Target System option is enabled. Select this option if you want to disable Validate Geometry Before Use . For more details, please see Settings Validate Geometry Before Use on page 61.
Use Windows 7 MBR	Enable this option to have BootIt BM use Windows 7 compatible MBR code as the standard MBR code. The Windows 7 compatible MBR code will be used any time the MBR code on a drive needs written or updated. For more details, please see Settings Win7 MBR on page 62.

- The **Additional bootitbm.ini Options** screen is displayed. Enter any additional bootitbm.ini file options you require. If unsure, just leave the fields blank (most of the options you should set to use

BootIt BM or Image for DOS are set for you by default). For example, you might want to use the **TimeZone** variable to identify your time zone (as shown below). Click **Next** to continue.

Additional bootitbm.ini Options (optional)

Separate multiple options with semicolons:

TimeZone=EST5EDT

More:

More:

- The **BootIt BM Registration Screen** is displayed. If you have purchased a BootIt BM license, enter the registration information you were provided with in the text boxes shown on this screen. If you wish to use the trial version of BootIt BM, simply leave the text boxes empty, which will result in BootIt BM operating in a 30-day time-limited trial mode. Click **Next**.

License

Licensed Name:

John Smith

Product Key:

0000-1111-2222

- The **Select Target** screen is displayed. Choose the target that MakeDisk should use.

Select Target:

- ISO File
- Floppy
- CD/DVD
 - F: SONY DVD RW AW-Q170A
- USB/SD
 - J: LEXAR JUMPDRIVE

USB Mode

Normal No Partition Partition Partition Ex

Geometry Calculation Method

Default LBA Large Normal Bit-Shift

If you choose the **ISO File** option, you must supply an ISO file name.

If you choose the **USB/SD** option to create a bootable flash drive, select the USB Mode to use:

Normal	Creates a 1.44MB floppy diskette image on the flash drive.
No Partition	The entire flash drive is created as a big floppy.
Partition	The entire flash drive is used as a single bootable partition. The computer's BIOS will usually detect this type of flash drive as a hard drive.

Partition Ex

Same as **Partition** mode except that the INT 13 Extension is used (this is required for some computers to boot a flash drive).

The **Geometry Calculation Method** options control how the drive geometry is calculated for the USB/SD device. It is recommended to try the **Default** option first. If the device fails to boot properly (e.g. black screen, boot failure, device not found, etc.), the other options can be tried. Make note of which option works properly for future use.

More information on the above can be found in the following KB article:

<http://www.terabyteunlimited.com/kb/article.php?id=317>

11. Click **Finish**, and respond to subsequent prompts as necessary. MakeDisk will then create your bootable media or ISO image. When it is done, the success screen should appear.
Note: *If you created a boot CD/DVD the disc will appear blank, but it is still bootable.*
12. If you opted to create bootable media in Step 7, you are done with Step A, proceed to [Step B: Installing BootIt Bare Metal on Your Hard Disk](#). If you selected the **ISO File** option instead, you will first have to use other CD/DVD authoring software, such as BurnCDCC, to create a bootable BootIt BM installation disc from the ISO file. Once you have done that, proceed to [Step B: Installing BootIt Bare Metal on Your Hard Disk](#).

Step A: Create the boot disk or ISO image (DOS users)

DOS users will need to create the boot media using a Windows system (see [Step A: Create the boot media using the MakeDisk utility \(Windows users\)](#)).

Step A: Create the boot disk or ISO image (Linux users)

1. Uncompress the contents of [bootitbm_en.zip](#) (Full version) or [bootitbm_en_trial.zip](#) (Trial version) to its own folder on your hard disk, open a Terminal, and then change to that directory.
2. Do one of the following:

- **To create the floppy boot disk** using the `cp` or `dd` command (if you accept the license agreement), verify that the disk is not mounted and that you are signed on as root, and then type:
`cp BOOTITBM.F35 /dev/fd0`
or
`dd if=BOOTITBM.F35 of=/dev/fd0 bs=1024`
- **To create the bootable CD/DVD disc** (if you accept the license agreement):
Type:
`mkisofs -o bootitbm.iso -V BootItBM -c boot.cat -b BOOTITBM.F35 BOOTITBM.F35`

Then place a blank disc into the burner and type:

```
cdrecord -v speed=8 dev=/dev/scd0 bootitbm.iso
```

Note: *Be sure to adjust `dev=` to the appropriate value. With the disc not mounted, you can run `cdrecord --devices` to determine the value for your CD burner.*

3. Proceed to [Step B: Installing BootIt Bare Metal on Your Hard Disk](#).

Step B: Installing BootIt Bare Metal on Your Hard Disk

In this step, you will install BootIt BM onto your hard drive using the installation media that you created in Step A.

Step B: Boot from the floppy disk, CD/DVD, or USB flash drive

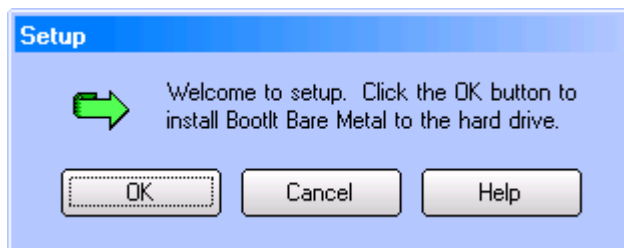
1. Consider doing the following:
 - From within BIOS (basic input/output system) setup, verify that your system boot up sequence (boot order) is correct:
 - Most newer computers display either a list of devices containing all boot devices or separate lists for each type of device. Make sure to place the drive or device from which you will be booting the BootIt BM Setup media *before* the internal hard drive.
 - Older computers usually have a single boot order menu and display generic names for the devices:
 - For the floppy disk drive, it should be something similar to: **A:/C:** and not **C:/A:**
 - For the CD/DVD drive, it should be something similar to: **CDROM/C:**
 - For a USB flash drive, it should be something similar to **USB-FDD** or **USB-ZIP**.
 - Disable the Boot-Sector/MBR virus protection option (if it exists). If you leave the virus protection option enabled, it may cause issues.
2. Insert the BootIt BM Setup media in the correct drive or, if using a USB flash drive, plug it into a USB port.
3. Restart or reboot the computer.
 - BootIt BM should begin loading from the CD/DVD, USB flash drive, or floppy disk.
 - If BootIt BM doesn't seem to load and your system starts as it normally does, double-check that you configured the BIOS boot order correctly.
 - An **EMBRL Missing** message when booting from a floppy typically means a bad diskette. The same message for CD/DVD typically means a bad disc or the BIOS does not properly maintain 1.44MB emulation (contact the BIOS or motherboard manufacturer for a BIOS update).

Note

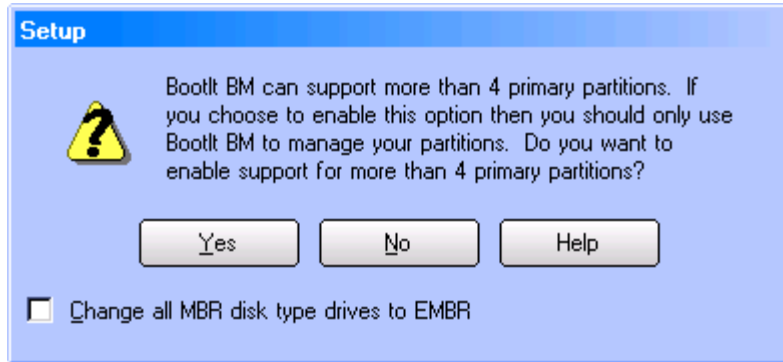
- If you are installing BootIt BM for the first time, refer to [Install BootIt BM for the first time](#).
- If you are upgrading from a version of BootIt NG, refer to [Upgrade from an earlier BootIt Product](#).
- If you are upgrading from an existing BootIt BM installation, refer to [Upgrade from an earlier version of BootIt BM](#).

Install BootIt BM for the first time

1. After you boot from the **BootIt BM Setup** media, at the **Welcome to setup** prompt, click **OK**.



2. You are then asked if you want to enable support for more than four primary partitions.

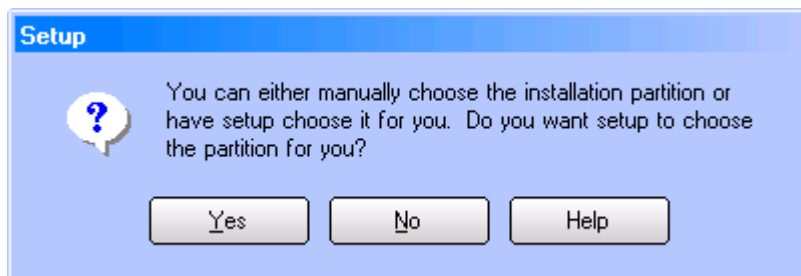


Select the **Change all MBR disk type drives to EMBR** option to have BootIt BM convert all MBR type drives to EMBR. Existing EMBR and GPT drives will not be changed.

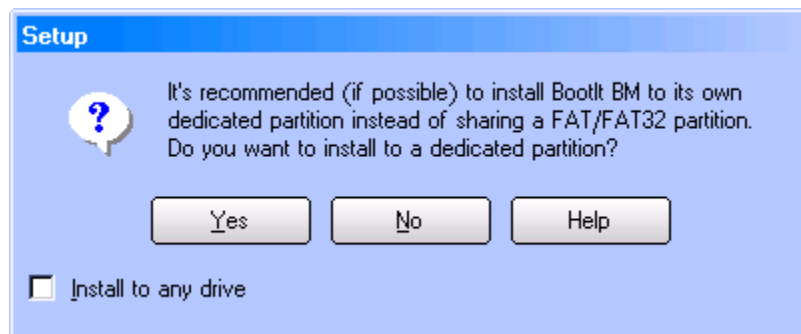
Click **Yes** to enable support for more than four primary partition. Note that you then must partition your hard drives only using BootIt BM.

Click **No**, to limit primary partitions to four. You can continue to use any other partitioning software, such as Windows Disk Management, DISKPART, or FDISK.

3. When asked how you want the partition chosen, click **Yes** to have Setup choose the partition for you or click **No** to choose the partition manually as described on page 22.



4. You are then be asked if you want to install BootIt BM to its own dedicated partition.



Installing BootIt BM to its own partition requires unpartitioned space and takes up one primary partition, which could be an issue if you chose not to enable support for more than four primary partitions.

If Setup cannot accommodate your choice, it notifies you later and gives you the option to change your selection. If you don't want to change your selection and need further help, review the first part of tutorial one by visiting: www.terabyteunlimited.com/bootit-next-generation-tutorials.htm

Select the **Install to any drive** option to allow BootIt BM to install itself to any drive. If not selected, BootIt BM will only attempt to install to the booting drive (HD0). Note that BootIt BM will convert MBR

type drives to EMBR as it searches for the first available drive. Conversions will stop once an installation location is found.

Click **Yes** to have BootIt BM use a dedicated partition. This is the recommended option.

Click **No** to have BootIt BM search for a FAT/FAT32 partition to share.

5. When Setup indicates that it has all of the needed information, click **OK** to begin copying files to your hard disk, and then refer to [Complete the installation](#) on page 23.

Upgrade from an earlier version of BootIt BM

1. After you boot from the BootIt BM Setup media, on the **Installation & Recovery Boot Menu**, click **Upgrade BootIt Bare Metal**, and then click **OK**.
2. At the **Welcome to setup** prompt, click **OK**.
3. When asked how you want the partition chosen, click **Yes** to have Setup choose the partition for you or click **No** to choose the partition manually as described in [Choose the partition manually](#).
4. When Setup indicates that it has all of the needed information, click **OK** to begin copying files to your hard drive, and then refer to [Complete the installation](#) on page 23.

If Setup is unable to find the BootIt EMBRM partition, a message will be displayed and you will need to reinstall BootIt BM. When asked if you want to enable support for more than four primary partitions, the **Update choice on all drives** option will be available. If selected, the **Limit Primaries** option for each drive will be updated to reflect your choice. The **Limit Primaries** option will not be changed for any existing EMBR type drives with more than four primary partitions.

Choose the partition manually

When installing BootIt BM for the first time (page 20), upgrading from an earlier BootIt product (page 23), or upgrading an earlier version of BootIt BM (page 22), when asked how you want the partition chosen, if you click **No** and decide *not* to have Setup choose the partition for you, then you must manually complete this procedure to prepare and choose the partition.

1. Read the displayed message indicating that you must ensure that an Extended Master Boot Record (EMBR) exists on hard disk 0 (HD0) and on the drive chosen for installation, and then click **OK**.
2. In the **Work with Partitions** dialog box that appears, in the **Actions** section, you'll see the **Setup** button which only appears in this dialog box when accessed during installation.
3. Ensure that HD0 has an EMBR. Select **HD0** (if not already selected). If the text above the partitions does not read *EMBR Partitions*, click the **Change Disk Type** button and then click the **EMBR** button.
4. If the partition that you want to create or use is not on HD0, select the desired drive to create an EMBR on it. If the text above the partitions does not read *EMBR Partitions*, click the **Change Disk Type** button and then click the **EMBR** button.
5. With the appropriate hard drive selected, click the desired FAT, FAT32, or BootIt EMBRM (Extended Master Boot Record Manager) primary partition for installation.
6. If one does not exist, you can create and format it at this time. If there is no Free Space (unpartitioned space) to create it, then resize one of the existing primary partitions to be 8 MB smaller. Ensure the desired partition is highlighted before continuing with the next step.
7. Click **Setup** to continue.

If the **Setup** button is grayed out and unavailable, then it either means that HD0 does not have an EMBR, the current drive does not have an EMBR, or the partition that you highlighted is not a FAT, FAT32, or BootIt EMBRM type.

- When Setup indicates that it has all of the needed information, click **OK** to begin copying files to your hard disk and then refer to [Complete the installation](#).

Upgrade from an earlier BootIt Product

When BootIt Next Generation (BootIt NG) is already installed on your computer, the BootIt BM upgrade will use your existing partition and volume names.

Note

For older versions of BootIt (BootIt 2.x, BootIt Lite, or BootIt Direct), it is necessary to first upgrade to BootIt NG before upgrading to BootIt BM. Otherwise, you must perform a clean install of BootIt BM.

- After you boot from the BootIt BM Setup media, at the **Welcome to setup** prompt, click **OK**.
- When asked how you want the partition chosen, click **Yes** to have Setup choose the partition for you or click **No** to choose the partition manually as described on page 22.
- When Setup indicates that it has all of the needed information, click **OK** to begin copying files to your hard disk, and then refer to [Complete the installation](#), below.

Note

Make sure to keep your BootIt NG boot media if you need to be able to restore IMG image files. BootIt BM will not restore IMG files.

Complete the installation

- Use your operating system's disk copy feature to create a backup copy of the startup disk and keep it in a safe place.
You will need the startup disk to recover from any problems or situations that may arise in the future. If you ever update your startup disk or use a new one, be sure to update your backup disk as well.
- Consider changing the BIOS boot sequence to boot from the hard drive first and the CD/DVD drive (or floppy drive) second. This will allow you to use the **Next BIOS Device** option in BootIt BM.

Uninstalling BootIt Bare Metal

- If you *do not* have primaries limited, then the first step to uninstalling BootIt BM is to make sure that you have no more than four primary partitions per hard drive.
- Use the **Work with Partitions** dialog box to delete any extra primary partitions as described in [Working with Partitions](#) on page 36.
- On the **Utilities** menu, click **Uninstall**.
- In the **Uninstall** dialog box, select the **Remove BootIt Bare Metal** checkbox.
- Optional:* To also remove all groups and captured operating system files, select the **Remove Group/Captured OS Files** checkbox.
- Click **OK**.

Note

The uninstall option is option is only available when using a copy of BootIt BM that has been installed to the hard drive. The currently active partition will remain the active partition when BootIt BM is uninstalled. If your system boots the incorrect partition or won't boot at all, you will need to set the correct partition active. This can be done using DISKPART or FDISK, or by using the BootIt BM Setup media as described in the next procedure, [Set the correct partition active using the BootIt BM Setup media](#).

Set the correct partition active using the BootIt BM Setup media

1. After you uninstall BootIt BM (as described earlier in *Uninstalling BootIt Bare Metal*), if your system boots the incorrect partition or won't boot at all, boot the **BootIt BM Setup** media.
2. To enter maintenance mode, click **Cancel**.
3. Click **Partition Work**.
4. Click **View MBR**.
5. Select the partition that you want active, and then click **Set Active**.
6. Use the **Move Up** or **Move Down** buttons to reorder the partitions if necessary.
7. Click **Std MBR** if you want to ensure the standard MBR boot code is being used. For Windows 7 systems, **Win7 MBR** can be used instead.
8. Click **Apply**.

BootIt Bare Metal Overview for First-time Users

To help you understand BootIt BM, let's start with a description of the partition table and how your system boot process normally works.

The first sector (or block of data) on your hard disk is called the Master Boot Record (MBR). The MBR contains the partition table that defines the partitions (or areas) on your hard drive and a small program that transfers control to the first sector (boot sector) of one of the partitions.

The partition table can contain up to four primary partition entries that contain information on where the partition begins and ends, a flag to mark the active (or bootable) partition, and the type of file system used in the partition.

You can divide a special type of primary partition—an extended partition—into several smaller areas (i.e. volumes or logical partitions). The volumes are contained entirely within the extended partition and they do not require extra space in the partition table.

Some point after the system starts, the BIOS reads in the MBR and transfers control to the program in the MBR. This program then looks for the active partition and, if found, loads the boot sector of that partition and transfers control to it.

Boot sectors are operating- and file-system specific. The program located in this boot sector is responsible for starting the process that loads and executes the OS kernel.

Now that you know the basics of how the system normally boots, let's focus on the EMBR and how it is used with BootIt BM.

The Extended Master Boot Record (EMBR) specification dynamically extends the capabilities of the system.

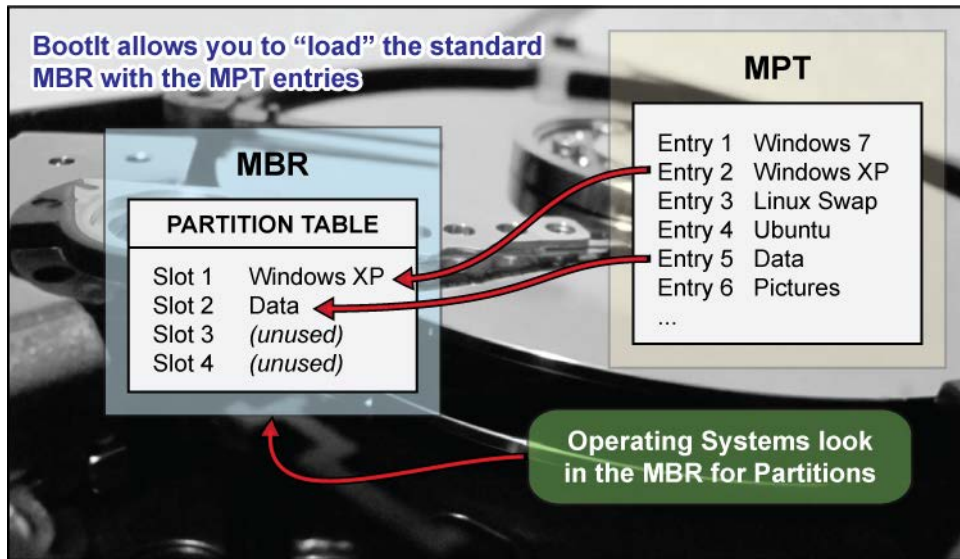
The EMBR contains a block of code, called the EMBR Loader, and three tables—one for partition information, one for boot file information, and one for information on drivers that may need to be loaded on your system. Each of these tables can contain up to 255 entries.

The table in the EMBR that contains partition information is called the Master Partition Table (MPT). This table is used in place of the partition table to contain all partition information.

When an operating system is loading, at some point it looks for partitions in the partition table. At the very least it must find itself and typically assigns access to any of the other partitions or volumes that it recognizes.

BootIt BM handles the MPT and partition table by letting you create bootable configurations (or boot items) allowing you to choose which partitions from the MPT are to be placed into the partition table (as seen in the following graphic and on page 30). If you are using the **Limit Primaries** setting, then all partitions from the MPT are automatically placed into the partition table. When the boot item is booted, the MBR partition table is updated to match the configuration of the boot item's MBR Details.

You should now understand why, unless you're using the **Limit Primaries** setting, you must not use any utilities that expand, move, or create a partition if it recognizes only the partitions in the partition table.



To get other partitions to show up in the operating system, as you can see from the figure above, you must assign the partitions to be loaded (up to four). Failure to correctly load the MBR Details section of the Boot Item—see the screen capture in [Set up the Normal Boot Menu](#) on page 29—is the most common cause of missing partitions.

Using Image for DOS

BootIt Bare Metal includes the GUI (graphical user interface) version of TeraByte's Image for DOS program, supporting imaging entire drives as well as single partitions and providing full compatibility with TeraByte's V2 imaging programs.

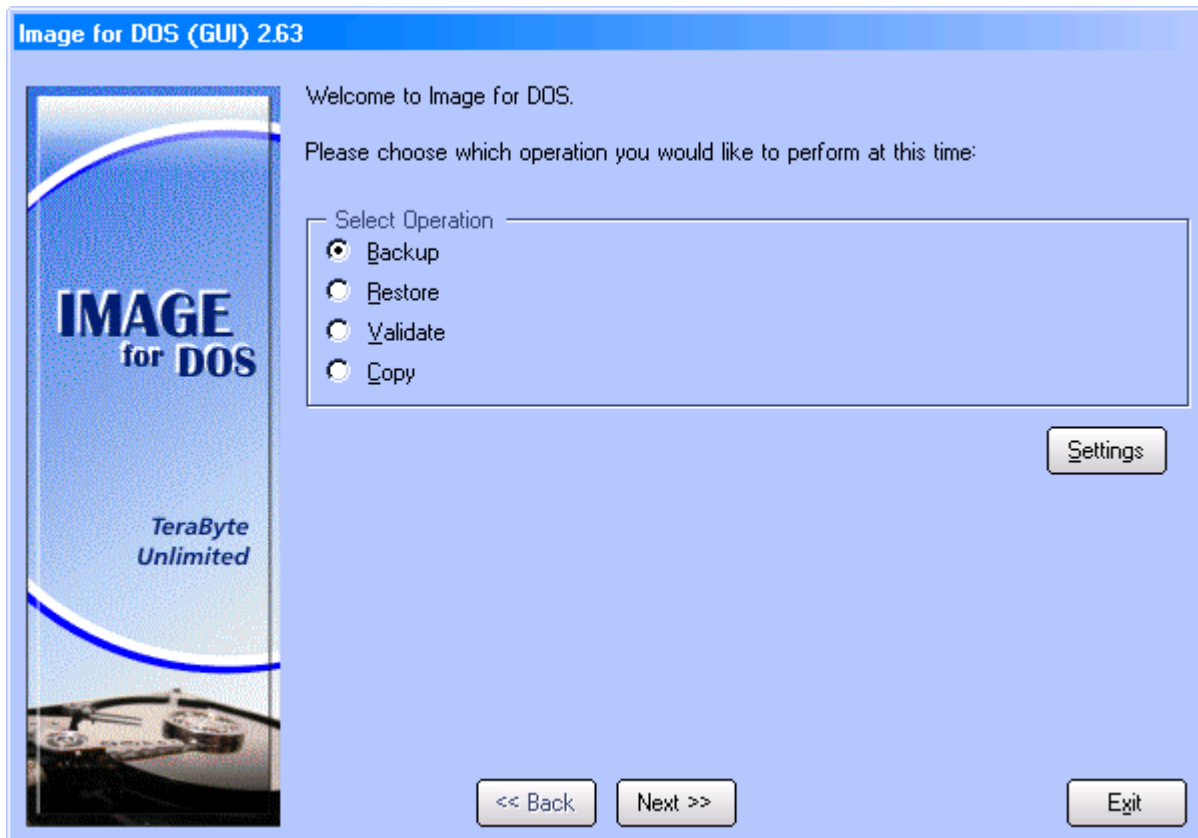


Image for DOS is automatically installed with BootIt BM if it was included on the Setup media.

To run Image for DOS, click the **Disk Imaging** icon on the desktop or select **Disk Imaging** from the **Utilities** menu.

For instructions on using Image for DOS, please see the Image for DOS manual.

Using BootIt Bare Metal

BootIt BM can be used with a mouse and keyboard or just a keyboard. The following shortcut keys work with most dialog boxes in BootIt BM:

Press	To
Esc	Cancel
F1	Help
F10	OK, Close, or Apply
F12	Capture Screen to Floppy Drive A:
Ins	Add, Create, or Fill
Del	Delete or Clear
Tab	Next control
Shift+Tab	Previous control
Arrow keys	Move highlight, Increment/Decrement
Spacebar	Activate, Toggle checkbox, Open drop-down box

Several special shortcut keys are also available:

Press	To
Alt+0 (<i>zero</i>)	Turn off most computers at the Boot Menu or main desktop. <i>You cannot use this shortcut when editing a Boot Menu.</i>
Ctrl+Alt+Del	Reboot the computer.
Ctrl+Z	Reset the mouse driver. <i>May cause loss of mouse control on some systems.</i>

Most controls can be access directly by using their shortcut key (underlined letter or number) with the **Alt** key. For example, on the **Boot Menu**, if you press and hold the **Alt** key and then press the **M** key, you will enter Maintenance Mode (**Alt+M**).

Shortcut keys specific to an area of BootIt BM will be listed in the appropriate section.

The Boot Menu

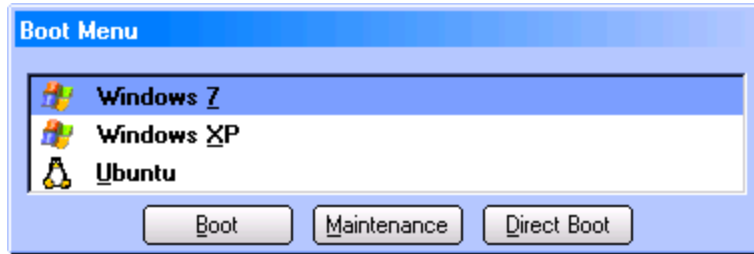
BootIt BM has the following two types of boot menus:

- The **Normal Boot Menu** displays the specific boot items configured for it as described in [The Normal Boot Menu](#) (below).
- The **Direct Boot Menu** displays all enabled partitions—those that haven't been disabled—as described in [The Direct Boot Menu](#) on page 33.

You'll use the Normal Boot Menu most frequently, especially if you have enabled support for more than four primary partitions and want more than the boot partition visible.

The Normal Boot Menu

The Normal Boot Menu (**Boot Menu**) displays the specific boot items configured for it. Click to select an item or use the keyboard arrow keys.

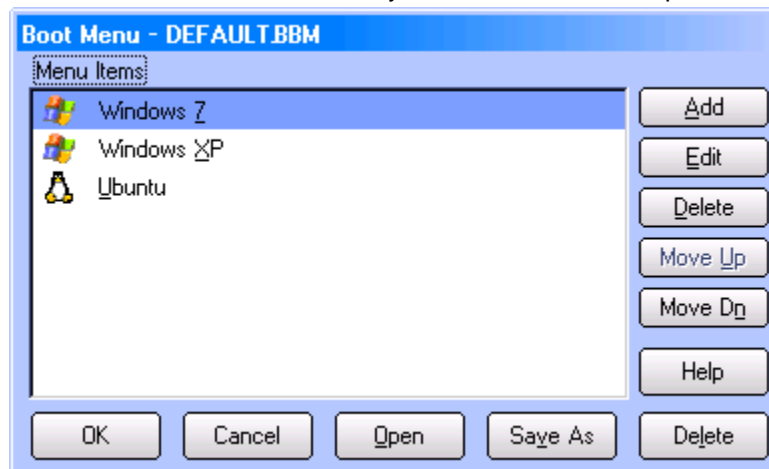


You can boot an item using this menu in the following ways:

- Double click the item.
- Select the item, and then press **Enter**.
- Select the item, and then click **Boot**.
- Press the associated shortcut key for the item (such as **X** for Windows XP).
- Select the item, press and hold **Alt** and then press **N** (**Alt+N**) to perform a one-time **Boot Next Device**, **Alt+S** to perform a one-time **BIOS Sequence**, or **Alt+F** to perform a one-time **Floppy boot**. These options requires the maintenance password, if set. These one-time hotkeys can be used in lieu of the one-time options setup in the boot item as described below.
- Select the item, and then press and hold down the **left Shift** key while selecting **Boot** to perform a *simulated boot* that only updates the partition table. You'll hear a beep when performing this option (if the computer's internal speakers work). This option is useful when the MBR needs loaded, but booting into the OS is not required.

Set up the Normal Boot Menu

1. On the **Edit** menu, click **Boot Menu**. Alternatively, from the main desktop screen, click **Boot Edit**.



2. In the **Boot Menu** dialog box, do any of the following:
 - To rearrange the order of the items, select an item, and then click **Move Up** or **Move Dn** as appropriate.
 - To delete an item, select the item that you want to delete, and then click **Delete**.
 - To create a menu item, click **Add**, and then refer to the following screen capture and [Add or edit a normal boot menu item](#).
 - To edit a menu item, select the item that you want to modify, click **Edit**, and then refer to the following screen capture and [Add or edit a normal boot menu item](#).

- To save the current Boot Menu to a file, click the **Save As** button. The saved menu can then be used when setting up users.
- To load a previously saved Boot Menu, click the **Open** button.

Add or edit a normal boot menu item

1. On the **Edit** menu, click **Boot Menu**. Alternatively, from the main desktop screen, click **Boot Edit**.
2. In the **Boot Menu** dialog box (as displayed in *The Boot Menu* on page 28), do one of the following:
 - To add a menu item, click **Add**.
 - To edit a menu item, select the menu item and then click **Edit**.
3. The **Add Menu Item** or **Edit Menu Item** dialog box will be displayed (depending on your selection in Step 2). The options for both are the same and are detailed below.

The **Menu Item** dialog contains all the settings for the menu item. These settings are categorized below by section for easy reference.

Boot Details

Identity

Type the name to be displayed in the boot menu. You can type **&** before any letter in the name that you want to become a shortcut key on the **Boot Menu**.

HD

Click the up or down arrows to enter the hard drive number (starting at zero) of the hard drive containing the partition or volume to boot. This should be set to the drive containing the booting partition for the operating system.

Icon

Select the desired icon to be displayed for this entry in the **Boot Menu**.

Boot	Select the name of the partition or volume to boot. This should be set to the booting partition for the operating system being booted by this menu item.
Group	Select the name of the group to use for Multi-OS partitions. See Using the Multi-OS Feature for more information.
Captured	Select the Captured MBR/LVM file to use, if any, for non Multi-OS partitions. This option only displays if captured MBR or LVM files exist. Logical Volume Manager (LVM) is used in OS/2. MBR/LVM files are rarely needed or used. If you need both an MBR and LVM file for a boot item, then use the same name for the captured MBR and LVM files. Files with the same base name are applied whether the MBR or LVM file is chosen.
Sound	Enter the file name of the Sound (.snd) file to play when this item is booted by clicking Browse and then locating the desired sound file. For details on creating a sound file, see Creating and Using Sound .
Floppy Drive	Select to boot from a floppy disk. The selected boot partition (Boot) will be the active partition.
Next BIOS Device	Select to boot from the next BIOS device. For example, if the BIOS is set to boot the hard drive and then the DVD drive, using this option will boot the DVD drive.
Swap	Select to enable swapping when booting this item. The selected hard drive (HD) will be swapped into the HD0 position when booted.
BIOS Sequence	Select to boot the system devices in the same order set up in the BIOS. The computer will boot as if the system is restarting.
Default	Select to designate the menu item that you are adding or editing to be the default menu item (the one that is always selected to boot on the next reboot).
Ignore A20	Select when an operating system won't boot properly. This is primarily used with older operating systems and for the boot function to operate the same as versions of BootIt NG prior to 1.87 did.

One Time Option

One Time options are automatically cleared after being used. These options perform identically to their Boot Details counterparts and allow you to easily boot to a different device and automatically return to normal booting on the next boot.

Floppy Drive	Select to boot from a floppy disk. The selected boot partition (Boot) will be the active partition.
Next BIOS Device	Select to boot from the next BIOS device. For example, if the BIOS is set to boot the hard drive and then the DVD drive, using this option will boot the DVD drive.
Swap	Select to enable swapping when booting this item. The selected hard drive (HD) will be swapped into the HD0 position when booted.

BIOS Sequence

Select to boot the system devices in the same order set up in the BIOS. The computer will boot as if the system is restarting.

Keystrokes

Input

Click and then type up to 15 keystrokes to be played back when booting this item. The keystrokes are buffered and carried forward as if you had typed them yourself. For Windows, note that the keystrokes may not carry past the boot loader.

Clear

Click to remove any saved keystrokes previously entered.

Password

Keyword

Enter a password/keyword that will be required to boot this item. Note that a password protected boot item cannot be booted with BootNow.

MBR Details

In this section, each entry represents an entry in the standard MBR for a given hard drive. When this boot item is booted, the MBR of each drive will be updated to reflect the view you see here. To edit or adjust the entries, select a partition or blank entry, and then do any of the following:

Fill

Select a blank space (or a partition to be replaced) and then click **Fill** (or press **Ins**). If the **Limit Primaries** setting is enabled, then all partitions are already listed.

At minimum, the boot partition for the operating system must be loaded to the MBR (as seen in the illustration toward the end of [BootIt Bare Metal Overview for First-time Users](#) on page 25).

Clear

Removes the selected partition from the MBR. This option is disabled if the **Limit Primaries** setting is enabled or the drive is not configured as EMBR.

Hide / Unhide

If the selected partition is currently unhidden (default), the partition is marked as hidden. If the selected partition is currently hidden, the partition is set as unhidden. The **Spacebar** can also be used to toggle hidden status. This option cannot be used on GPT drives.

Volumes

To hide individual volumes (logical partitions), select an extended partition and then click **Volumes**.

If using DOS through Windows 98, be careful not to hide the last FAT/FAT32 volume as these operating systems have a bug that causes problems mounting partitions if the last volume of an extended partition is not a recognized FAT or FAT32 partition.

Move Up

Moves the selected partition or volume one slot up in the partition table. This option cannot be used on GPT drives.

Move Dn

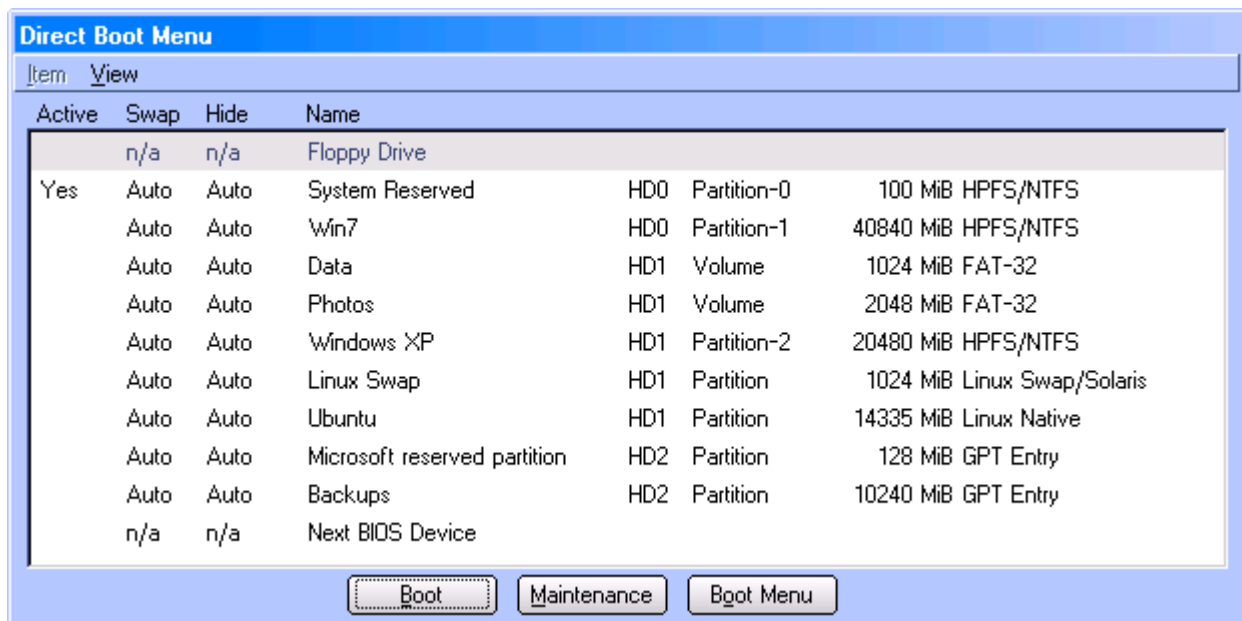
Moves the selected partition or volume one slot down in the partition table. This option cannot be used on GPT drives.

Retain	This setting applies to drives only. The selected drive will retain the items in the MBR at the time of booting instead of using the items in the MBR Details section of the boot item. This special use option is of value to those swapping in EMBR enabled drives with Limited Primaries disabled.
Ignore	This setting applies to drives only. The selected drive will be ignored by BootIt BM. This is necessary when using a non-standard drive. An example would be a drive that is fully encrypted (including the MBR) and appears to have no valid partition table. If this option is not used, when BootIt BM checks the drive it may write a valid empty partition table to the drive, corrupting the encrypted data.

Valid options for drive and partition items can also be accessed by right-clicking the item and selecting the desired option from the pop-up menu.

The Direct Boot Menu

The **Direct Boot Menu** dialog box displays all enabled partitions—those that haven't been disabled. From the **Direct Boot Menu**, just double-click an entry to boot from it. The **Active**, **Swap**, and **Hide** columns of the menu indicate the setting for that partition or volume (unless partitions are not limited, in which case booting from the **Direct Boot Menu** makes only the partition being booted visible; all other partitions will be hidden).



Boot an item using the Direct Boot Menu

1. If the **Direct Boot Menu** is not configured as the default menu, then, on the **Normal Boot Menu**, click **Direct Boot**.
2. In the **Direct Boot Menu** dialog box (as seen in *The Direct Boot Menu*), configure the settings for each partition as desired. These settings are categorized below for easy reference.
3. Click an entry to select it and then click **Boot**. Alternatively, you can double-click an entry to boot from it. To perform a *Simulated Boot* for the purpose of setting up the MBR without actually booting the operating system, hold down the **left Shift** key while you click the **Boot** button.

Active Column

The **Active** column indicates whether or not the partition or volume is active (**Yes**). To set the active partition, select an item and then press the **Spacebar** or select the **Item** menu and then the **Set Active** option.

Usually, the active primary partition on HD0 is drive C. When installing a new operating system to a new partition, verify that the installation partition is active or the installation may go to some other partition marked active. You can set a partition active only if it is in the MBR as indicated by the **-#** that follows the **Partition type** column. For example, in the screenshot you see **Win7** has **HD0 Partition-1** which means that partition is in the second partition table entry in the MBR.

Swap Column

The **Swap** column indicates whether or not the hard drive being booted will be swapped with HD0. To change swap options, select the item and then press **F4** to cycle through the options for this column. Alternatively, on the **Item | Swapping** menu, click one of the following options:

Auto	BootIt BM determines if the drive needs to be swapped.
On	Drive will be swapped.
Off	Drive will not be swapped.
Once	Drive will be swapped when booted and will then reset to Off .

For example, if you boot a partition on HD1 (the second hard drive) with the swap option **On**, BootIt BM swaps that hard drive with HD0 so that HD1 is now HD0 and (the real) HD0 is now HD1.

Keep in mind that, because swapping is done at the BIOS level, once an operating system boots into protected mode, it may ignore the BIOS and, in effect, undo the swap.

Hide Column

The **Hide** column indicates how and which partitions will be hidden. To change hide options, select the item and then each press **F6** to cycle through the options for this column. Alternatively, on the **Item | Hiding** menu, click one of the following options:

Auto	BootIt BM determine which partitions to automatically hide.
All	All partitions are hidden except the boot partition.
None	None of the existing partitions are hidden.
Some	Hides all but one primary partition per hard drive.
As-Is	This option does no hiding or unhiding of partitions or volumes.

When **Hide** is set to anything other than **As-Is**, volumes are always unhidden.

Item Menu

The **Item** menu commands are listed below:

Set Active	Sets the selected partition active. You can set a partition active only if it is in the MBR.
Hide/Unhide	Toggles the status of the selected partition between hidden and unhidden.
Hiding >>>	See <i>Swap Column</i> above.
Swapping >>>	See <i>Hide Column</i> above.
Set/Clear Default	Marks the selected partition as the default. An asterisk appears before the Name in the list.
Enable/Disable	Toggles the status of the selected partition or volume between <i>enabled</i> and <i>disabled</i> . The View menu controls which partitions are displayed. If only enabled partitions are being displayed, disabling a partition will remove it from the list.
Rename	Allows you to rename a partition or volume. F10 can also be pressed to rename.
Help	Displays help information for the Direct Boot Menu .

View Menu

The **View** menu controls which partitions are visible in the **Direct Boot Menu** dialog.

All	All partitions and volumes are displayed.
Enabled	Only enabled partitions and volumes are displayed.

Note

- When booting from the floppy disk or next BIOS device, the **Swap** and **Hide** options are determined by the active partition.
- To use the **Next BIOS Device** option to boot from your CD/DVD drive, set your BIOS boot sequence to have the CD/DVD drive immediately after the hard drive.
- When you boot an item via Direct Boot and you are not limiting primaries, only the selected primary partition will be visible in the MBR.

The Installation & Recovery Boot Menu

The **Installation & Recovery Boot Menu** dialog box appears when you boot with the BootIt BM boot media after BootIt BM has been installed (it is displayed if booting a CD/DVD, USB flash drive, or floppy disk).



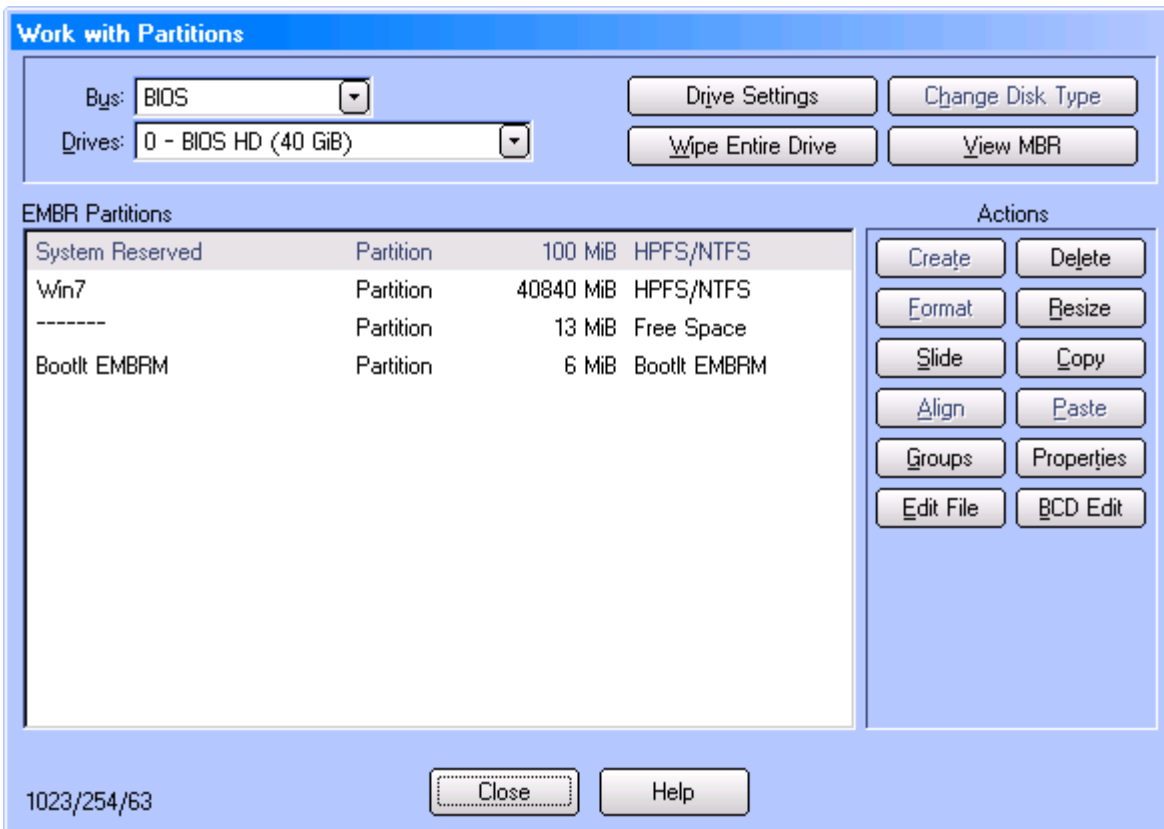
The following options are available:

Reactivate BootIt Bare Metal	Select to reactivate BootIt BM if it was deactivated after installing a new operating system (such as Windows) or by using the Deactivate option on the uninstall dialog.
Capture MBR	<p>Select if you have a special operating system or need to use a special MBR. This way, you can capture the MBR before you reactive BootIt BM. Once captured, you can use it in the boot items that you create for the Normal Boot Menu as described on page 28.</p> <p>Most users will not have a need to capture the MBR.</p>
Capture LVM Data	<p>Select if you have a special need to use this option. Once captured, you can use it in the boot items that you create for the Normal Boot Menu as described on page 28.</p> <p>Logical Volume Manager (LVM) is used in OS/2. Most users will not have a need to capture LVM data.</p>
Access BootIt Bare Metal Partition	<p>Select to mount and change the current drive to be the BootIt BM partition on the hard drive.</p> <p>This lets you use files or other items that may exist only on the hard drive partition. You can still access the hard drive partition if the partition is deleted. If you move the EMBRM partition after installation, you should reinstall BootIt BM to update the pointers on the installation disk. CD/DVD users will not get this option since you cannot write to a CD/DVD.</p>
Upgrade BootIt Bare Metal	Select to start the BootIt BM setup to upgrade the existing installation.

Working with Partitions

You can gain access to the **Work with Partitions** dialog box in two ways:

- On the desktop, click **Partition Work**.
- On the **Edit** menu, click **Partitions**.



Selecting a Drive

The drive is selected using the **Drives** drop-down box. The list shown may have generic drive names or it may include model numbers, depending on the access method in use and the details BootIt BM is able to obtain.

Use the **Bus** option to control the access method and select which type of drives are displayed. The list of available bus types will not include those disabled in BootIt BM **Settings**. The following types are supported:

BIOS	Drives are accessed using the system BIOS. Please note that any problems or limitations inherent to the system BIOS will apply.
BIOS (direct)	Attempts to access the drives directly, bypassing the BIOS. This can sometimes be helpful in cases where performance with the BIOS option is very poor. If access fails, BootIt BM will fall back to BIOS access.
USB	Lists drives attached via USB. Drives are accessed directly, bypassing the BIOS.
IEEE1394	Lists drives attached via IEEE1394 (FireWire). Drives are accessed directly, bypassing the BIOS.

Below the **Drives** drop-down box, the Disk Type (MBR, EMBR, and GPT) is displayed, followed by the partitions and Free Space on the drive. The C H S values are displayed in the lower-left of the dialog.

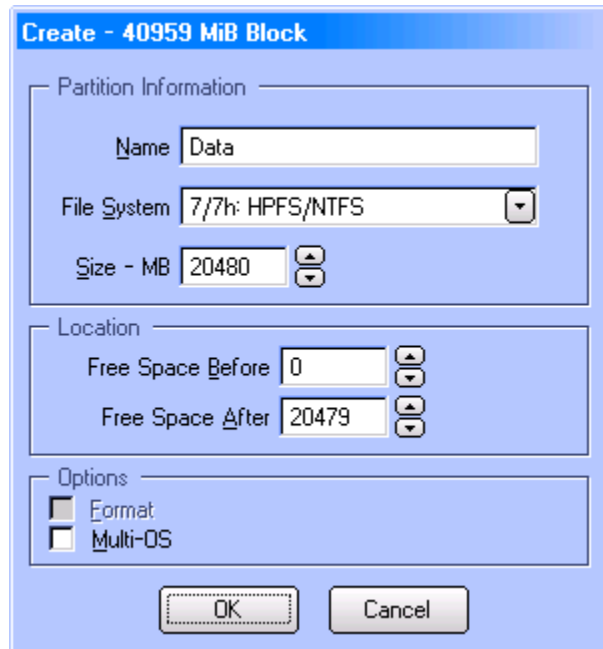
If errors are detected in the partition structures or layout, * **Errors Exist** * will be displayed above the top-right corner of the partitions box. The affected partitions will be marked with an **E**. Note that only one error is displayed at a time. Once the error is corrected, the next error (if any) will be displayed.

Partition Operations

The following sections detail the supported partition operations. Please note that there is an inherent risk in making partitioning changes. It is recommended to create a backup image if the data on the drive is of value.

Create a partition or volume

1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select a **Free Space** entry and then click **Create** under **Actions**.
3. In the **Create** dialog box under **Partition Information**, type the **Name** of the partition that you want to create. Note that the name will not be saved unless the partition is formatted or the drive type is EMBR.
4. Select the appropriate **File System** from the drop-down list. If the desired file system does not appear in the list, type it in decimal (or hex by starting with **0x** [zero x] or octal starting with a **0** [zero]).
5. Increase or decrease the **Size** of the new partition (in MB) using the keyboard or up and down arrows, respectively.
6. Optional:
 - To allow a specific amount of free space either before or after the new partition, enter the values using the **Free Space Before** and **Free Space After** controls. The default is for the partition to start at the beginning of the free space.
 - Under **Options**, select the **Format** checkbox if you want the partition formatted after it is created. If the **Format** checkbox is grayed out and unavailable, formatting is not supported for the selected file system.
 - If you want the option of having multiple operating systems boot from the new partition, select the **Multi-OS** checkbox. This does not mean that you are going to have multiple operating systems on the system itself. For more information on the Multi-OS option, please refer to [Using the Multi-OS Feature](#).
7. Click **OK**.
8. If the **File System** specified for the new partition is FAT, FAT32 or NTFS and the **Format** option is selected, you can suggest a cluster size. See [Format a partition or volume](#) for details.
9. The new partition is displayed in the list of partitions.

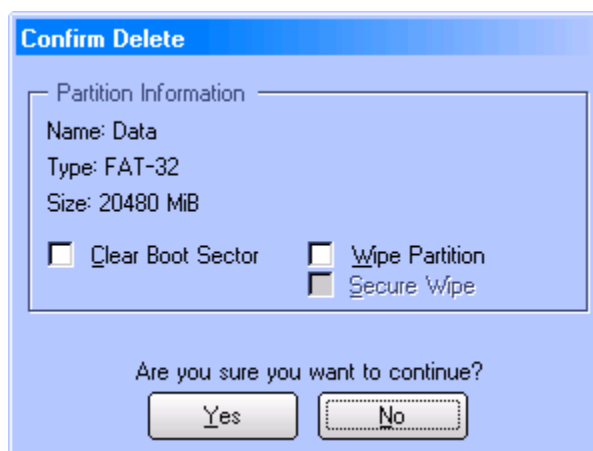


Delete a partition or volume

1. On the desktop, click **Partition Work**.

- In the **Partitions** list, select the partition or volume that you want to delete and then click **Delete** under **Actions**.
- In the **Confirm Delete** dialog box, you may complete these optional tasks (that *cannot* be undeleted or reversed):
 - To clear several boot sectors at the beginning of the partition, select the **Clear Boot Sector** checkbox.

Caution: *The partition will not be able to be undeleted if this option is used.*
 - To clear all sectors in the partition with zeros, select the **Wipe Partition** checkbox. To use one of the standard wipe patterns or specify one of your own, select the **Secure Wipe** checkbox (see [Wipe Entire Drive](#) on page 50 for details).
- After reviewing the Partition Information to verify that you are about to delete the correct partition, click **Yes**.
- The partition is removed from the drive and the list of partitions.



Undelete a partition or volume

- On the desktop, click **Partition Work**.
- In the **Partitions** list, select the Free Space entry that you want to undelete and then click **Undelete** under **Actions**.
- In the **Undelete** dialog box that appears, click **OK** to recover missing FAT, HPFS, NTFS, Ext2fs, ReiserFS, and Extended partitions or volumes.

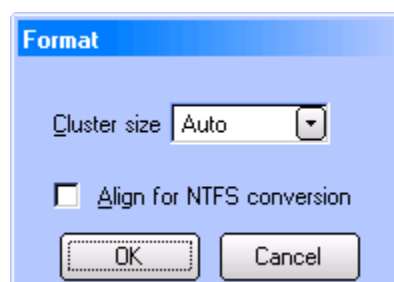
Note

If the partition or volume recovered is not correct, select it in the **Partition** list, click **Delete**, select the **Clear Boot Sector** checkbox, click **Yes**, and then repeat Steps 2 and 3.

Format a partition or volume

- On the desktop, click **Partition Work**.
- In the **Partitions** list, select the partition or volume that you want to format, and then click **Format** under **Actions**. If the **Format** button is grayed out and unavailable, formatting is not supported for the selected partition's file system.
- For FAT, FAT32, and NTFS partitions, you can suggest a cluster size. However, BootIt BM determines the final size necessary to keep the partition valid.

For FAT and FAT32, you can also select the **Align for NTFS conversion** option to have the partition aligned optimally when later converted to the NTFS file system.
- Click **OK**. The partition is formatted, scanned for errors (FAT/FAT32 only – scan can be canceled), and the **Format Summary** dialog is displayed.



Resize a partition or volume

1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select the partition or volume that you want to resize, and then click **Resize** under **Actions**.
3. In the **Resize** dialog box, click **OK** to error check the file system.

The error-checking process can take a long time. If the hard disk indicator light continues flickering, the error check is progressing.

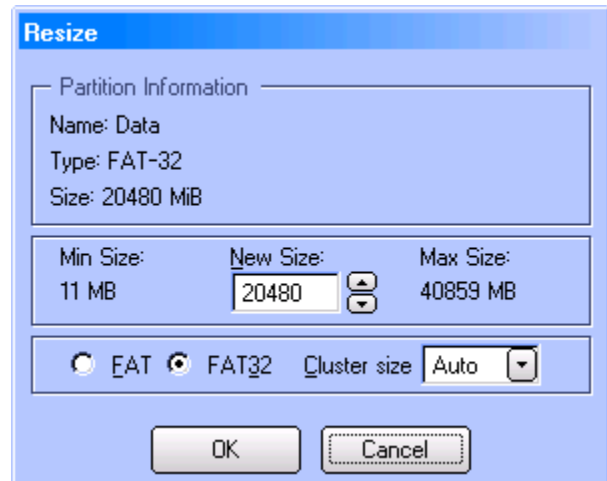
When the error check is complete, in the **Resize** dialog box you may review the **Partition Information** (such as **Name**, **Type**, and **Size**) to verify that you are resizing the correct partition.

4. Review the **Min Size** and **Max Size**, then increase or decrease the **New Size** of the selected partition using the up or down arrows, respectively. The size can also be typed in.
5. Click **OK**, and then (if you have already backed up your hard drive) click **Continue**.

The **Resize** status bar indicates progress. This process can take a long time when BootIt BM needs to move your existing data in order to resize the partition.

BootIt BM checks for errors once again, after which the **Resize** dialog box displays a message that the resize is complete.

6. Click **Close**.



Tip

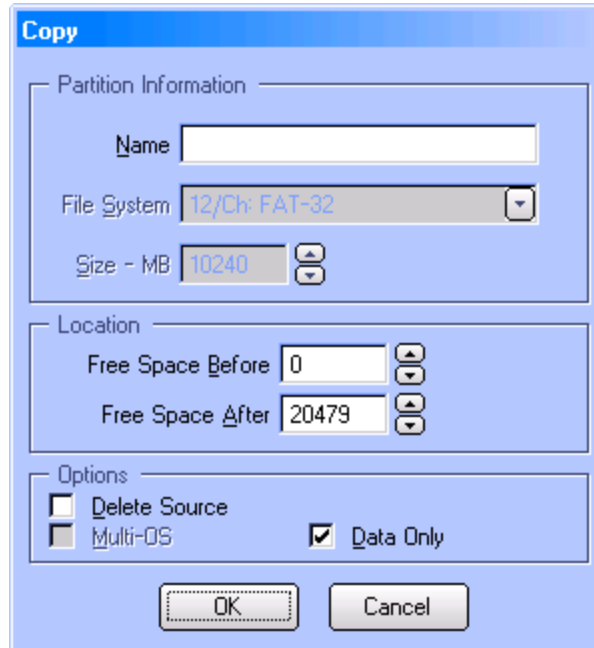
- To expand a partition, the Free Space block must follow and be adjacent to the partition to be expanded. Use the **Slide** feature, if necessary (see [Slide a partition or volume](#) on page 41).
- If BootIt BM displays a message that it cannot use the size or that free space has run out, select a smaller size first and then try the final size. In some cases, even just increasing the size by 20 to 50 MB can allow the final resize to succeed.
- You can suggest a cluster size for FAT/FAT32. However, BootIt BM determines the final size necessary to keep the partition valid.
- To convert to or from a FAT/FAT32 file system, select the desired file systems radio button.

Copy a partition or volume

1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select the partition or volume that you want to copy and then click **Copy** under **Actions**.

At the bottom of the **Work with Partitions** window, BootIt BM displays the **Paste Pending for Copy** message.

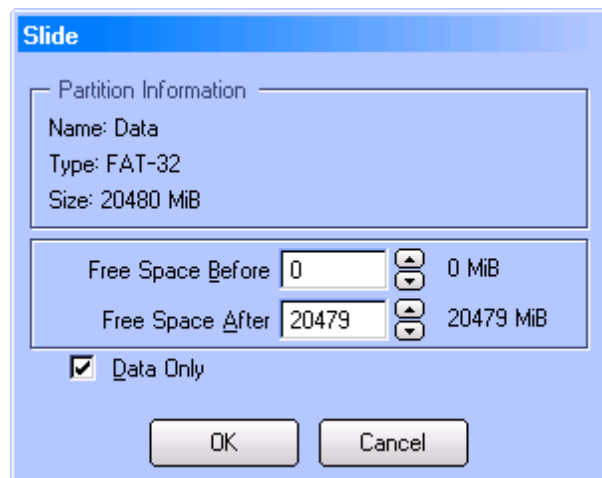
3. In the **Partitions** list, click the Free Space entry where you want to paste the copied partition information and then click **Paste** under **Actions**. The **Copy** dialog box is displayed.



4. Enter the name for the copied partition in the **Name** box.
5. Optional:
 - Under **Options**, if copying the partition to the same drive and you already have four primary partitions (and **Limit Primaries** is enabled), you will need to *move* the partition by selecting the **Delete Source** checkbox.
 - To allow a specific amount of free space either before or after the copied partition, enter the values using the **Free Space Before** and **Free Space After** controls. The default is for the partition to start at the beginning of the free space.
 - To copy just the used areas of the file system rather than copying every sector (including unused sectors) and thereby improve speed (unless the partition is almost full and has a lot of fragmentation), select the **Data Only** checkbox.
6. Click **OK**.

Slide a partition or volume

1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select the partition that you want to slide (or move in an adjacent Free Space), and then click **Slide** under **Actions**.
In the **Slide** dialog box, review the **Partition Information** to verify that you are about to slide the correct partition.
3. Click the up or down arrows to increase or decrease the megabytes of **Free Space Before** and **Free Space After**, as necessary. The values can also be entered directly, if desired.
4. Optional:
 - To move just the used areas of the file



system rather than moving every sector (including unused sectors) and thereby improve speed (unless the partition is almost full and has a lot of fragmentation), select the **Data Only** checkbox.

5. Click **OK**.
6. A warning will be displayed. Click **Continue** to slide the partition or **Cancel** to abort.
7. When the operation has completed, click **Close**.

Align a FAT/FAT32 partition

The align operation is used to align the contents of a FAT/FAT32 partition so that conversion to NTFS results in cluster sizes that are more efficient.

1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select the FAT/FAT32 partition that you want to align and then click **Align** under **Actions**.
3. The Align information dialog will be displayed. Click **Continue**.

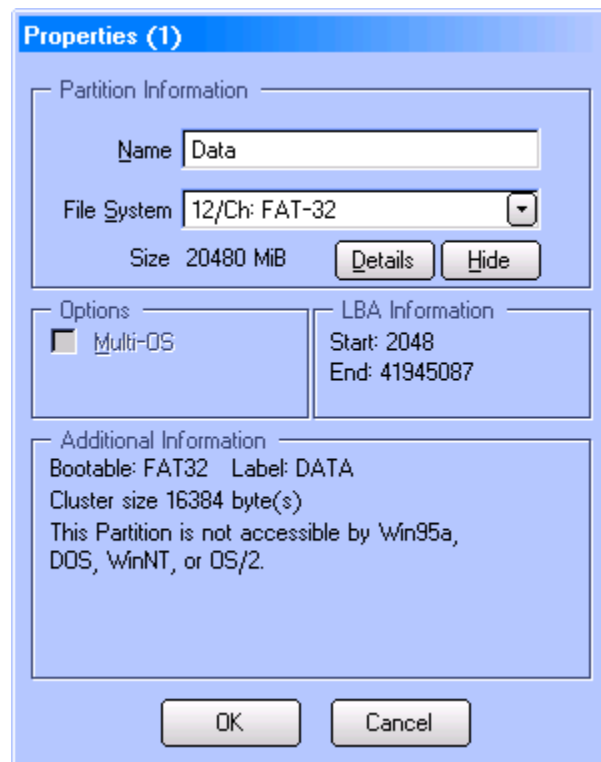
View partition properties

1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select the partition for which you want to see the properties and then click **Properties** under **Actions**.

Note that the process of viewing partition properties also checks for some common partition errors. If any errors are found, you are either prompted with an option to fix them or a warning is displayed in the **Properties** dialog box.

3. The partition's properties are displayed, including the **Name**, **File System** type, **Size**, and **LBA** starting and ending sectors. The **Additional Information** section includes other details such as the **Bootable** file system, **Cluster size**, and any other pertinent information.
4. Optional:

- Enter a new **Name** for the partition.
- The **File System** type can be changed. Note that this is an advanced option and can cause data loss or corruption if used incorrectly.
- Click **Details** to display the free and used space on the partition.
- For partitions that support a hidden type, click **Hide** to toggle the partition to the hidden state. Click **Unhide** to return to the normal state.
- Under **Options**, if you want the option of having multiple operating systems boot from the selected partition, select the **Multi-OS** checkbox. This option is not needed if you are going to have each operating system in its own dedicated bootable partition.

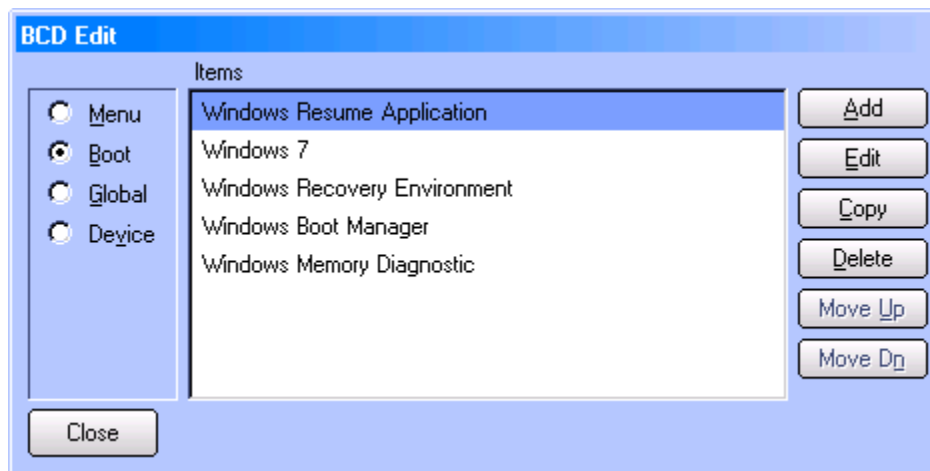


- *Advanced option:* If the **left Shift** key is held down when the **Properties** button is clicked, it will be possible to edit the LBA ending sector value. This can be helpful when the partition was not initialized or created correctly and requires manual adjustment.
5. Click **OK** to close the **Properties** dialog box and save any changes, or **Cancel** to close and retain the current settings.

BCD Edit

This option allows you to easily edit the Windows BCD store used for booting newer versions of Windows (including Windows Vista and Windows 7). An example would be updating the BCD file to reference the correct partitions when the stored information is no longer valid and causes Windows to be unable to boot successfully.

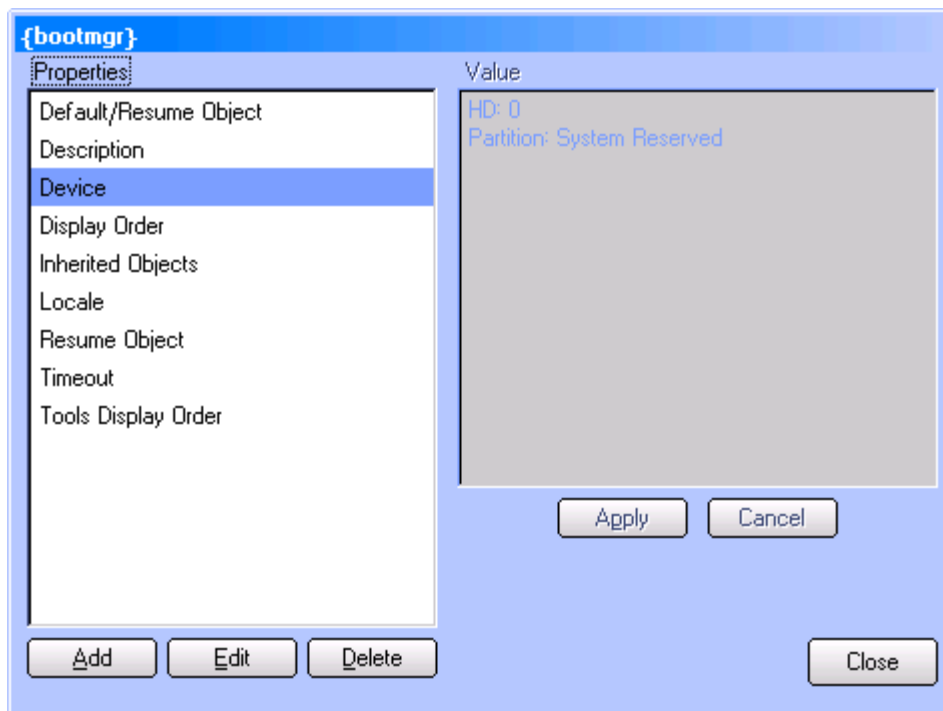
1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select the partition containing the BCD file that requires editing and then click **BCD Edit** under **Actions**.



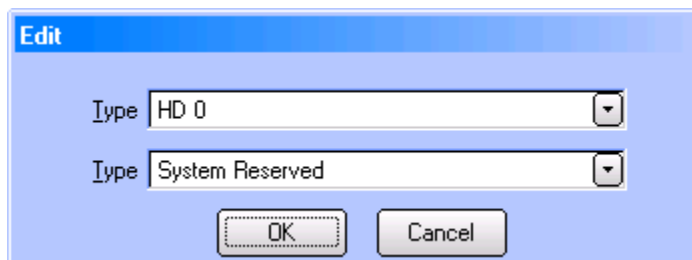
3. The categories (i.e. **Menu**, **Boot**, **Global**, **Device**) are listed on the left side of the dialog box, with the items for the selected category displayed in the center. Items can be manipulated using the buttons on the right.

Most repairs only require making changes to few items. For example, if it were necessary to repair the BCD file to reference the Windows 7 System Reserved booting partition and the Windows 7 partition, you would proceed as follows:

- Select **Boot**.
- Select the **Windows Boot Manager** item.
- Click **Edit**.



- The `{bootmgr}` properties are displayed. Select the **Device** property and click **Edit**.



- Use the provided drop-down boxes to select the correct hard drive and partition. Click **OK** and **Close** to save the changes and return to the **BCD Edit** dialog box.
- Select the **Windows 7** item and click **Edit**.
- Select the **Device** property, click **Edit**, select the correct drive and partition (the Windows 7 partition, in this case), and then click **OK**.
- Select the **OS Device** property, click **Edit**, select the correct drive and partition (the Windows 7 partition, in this case), and then click **OK**.
- Click **Close** to return to the **BCD Edit** dialog box.

4. When finished making changes, click **Close**.

Editing a file

BootIt BM allows editing text files (up to 64K in size) on partitions using supported file systems. Using this option, it is easy to make corrections or modifications to files that may otherwise be inaccessible. An example would be editing the Windows XP *boot.ini* file when the partition won't boot. Another example is editing the BootIt BM *TBOSBOOT.STR* file to change a startup parameter (a change that may otherwise require reinstalling BootIt BM).

1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select the partition containing the text file that requires editing and then click **Edit File** under **Actions**.
3. Using the **Open** dialog box, browse to the file you wish to edit and then click **OK**.
4. When finished, click **OK** to save the file.

Additionally, to quickly access a file in the BootIt BM partition you can click the **Text Editor** icon on the desktop (or press **X**) and then click the **Open** button. Among other things, this allows you to easily create and edit batch/script files. Batch/script files (.BAT, .CMD, .RUN, and .TBS) can be run by clicking the **Run** icon on the desktop (or by selecting **Run** from the **Utilities** menu) and then selecting the file.

Note

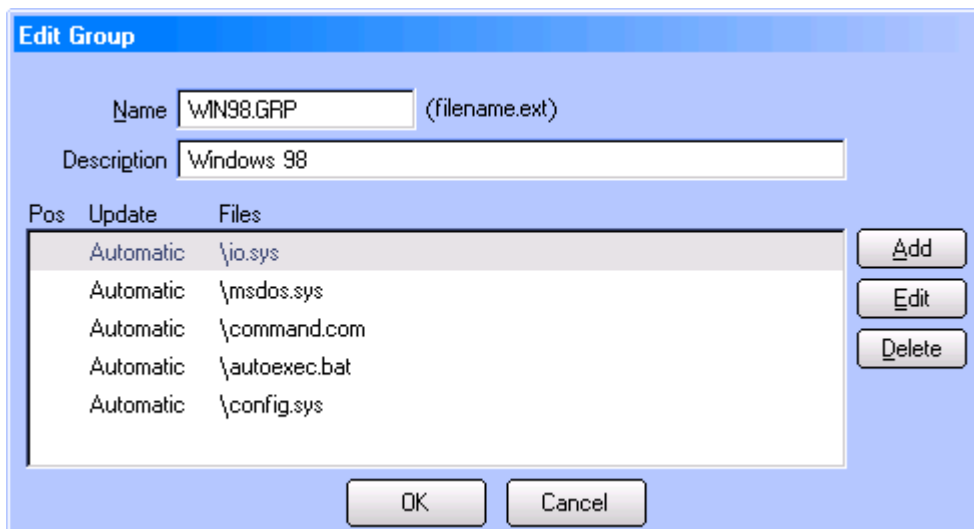
If the file opened for editing is too large or a binary (non-text) file is opened, the file will be truncated and a message will be displayed. If this file is then saved, the truncated data will be lost.

Working with Partition Groups

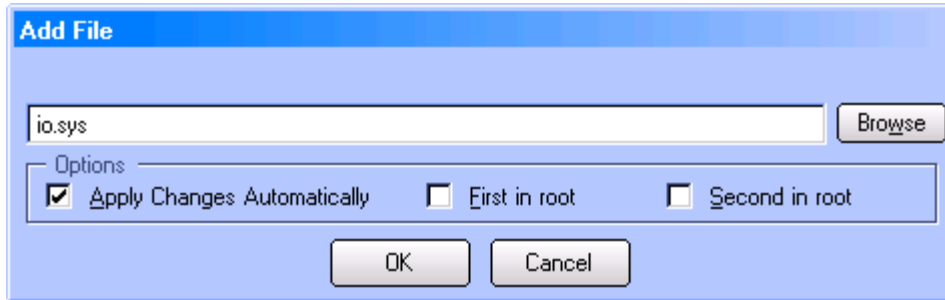
Partition Groups are used in conjunction with the Multi-OS feature allowing certain files to be automatically replaced on Multi-OS setup. For more information, see [Using the Multi-OS Feature](#).

Add or Edit a partition group

1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select the partition to which you want to add or edit a group, then click **Groups** under **Actions**. A notice will be displayed if the **Multi-OS** option is not enabled for the selected partition.
3. In the **Groups** dialog box, click **Add** to create a new group or **Edit** to edit the selected group.
4. In the next dialog box (either **Add Group** or **Edit Group**), type the **Name** of the group and then enter a **Description**.



5. Click **Add** to add a file or **Edit** to modify the selected file item. In the **Add File** or **Edit File** dialog box, type the full path name using the DOS 8.3 naming convention (or click **Browse**) for each file that should be part of the group.



Optional:

- If you want the file in the group to be updated automatically if it is changed on the partition, select the **Apply Changes Automatically** checkbox. If this option is not checked, you will be notified whenever the file has been altered and given an option on what to do.
 - If the file needs to be in position 1 (see [Setting Up Multi-OS Groups on Different Operating Systems](#) on page 67 for more details), select the **First in root** checkbox; likewise, select the **Second in root** checkbox if the file needs to be in position 2. Do not select either of these checkboxes unless actually required
6. Click **Delete** to remove the selected file from the group.
 7. Click **OK**.
 8. Complete Steps 5 to 7 for as many files as you want to add or edit, then click **OK**.
 9. Complete Steps 3 to 8 for as many groups as you want to add or edit, then click **Close**.

Delete a partition group

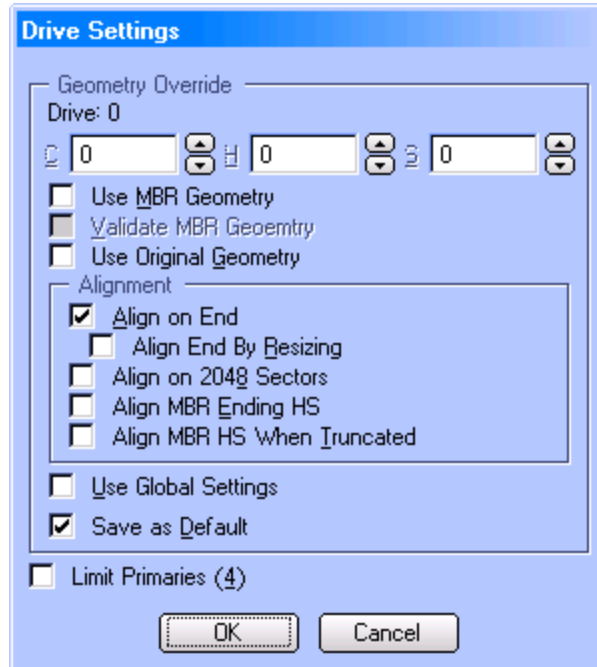
1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select the partition from which you want to delete a group.
3. Under **Actions**, click **Groups**.
4. In the **Groups** dialog box, select the name of the group that you want to delete and then click **Delete**.
5. Click **Yes** to confirm the deletion.
6. Complete Steps 4 and 5 for as many groups as you want to delete, then click **Close**.

Copy a partition group

1. On the desktop, click **Partition Work**.
2. In the **Partitions** list, select the partition from which you want to copy a group.
3. Under **Actions**, click **Groups**.
4. In the **Groups** dialog box, select the name of the group that you want to copy and then click **Copy**.
5. In the **Copy Group** dialog box, enter the **Name** and **Description** for the new group and make any desired changes to the list of file. Click **OK**.
6. Click **Close**.

Drive Settings

These options are available for each drive, allowing you to apply Global Settings or custom settings on a per drive basis.



C H S

This option is helpful when you need to specify geometry values that differ from those assigned by the operating environment. For example, you use this option when you attach a hard drive from another machine to the USB port of another machine to restore the first machine's backup image.

Valid values:

C – Last Cylinder	0 to 1023
H – Last Head	0 to 254
S – Sectors per Track	1 to 63

Use MBR Geometry

Enable this option to prevent problems when a backup image of another system's drive is restored to a drive connected to a different system and drive will be put back into the original system.

This option uses drive geometry based on the MBR entry of the first partition in the backup image file.

For example, consider the following scenario:

- A backup image of PC-A's hard drive was previously created using PC-A.
- The drive in PC-A fails. A new drive is obtained to replace the failed drive.
- The decision is made to use PC-B to perform the restore since it will process it much more quickly.
- The new drive is connected to PC-B and the image is restored to it.
- The new drive is then installed in PC-A, replacing the failed drive.

Without this option enabled, the restoration would setup the partition on the new hard drive to boot properly for PC-B, which can sometimes (not always) be a

	<p>problem when the hard drive is going back to PC-A. Using this option solves that problem.</p> <p>This option applies only when restoring a backup image.</p> <p>Default: Unselected</p>
<p>Validate MBR Geometry</p>	<p>The option is used to ensure that the geometry from the MBR on the original system is aligned to known standards before accepting it for use. It only applies when the Use MBR Geometry option is enabled. Note that you can only change the status of this option when the Use MBR Geometry option is enabled.</p> <p>If the validation fails, the geometry values used will be the same as if the option were disabled (Original or currently reported values).</p> <p>This option applies only when restoring a backup image.</p> <p>Default: Unselected and the control (checkbox) is disabled</p>
<p>Use Original Geometry</p>	<p>Enables the use of the drive geometry saved in the backup image that represents the geometry from the environment (Windows, Linux, or DOS) used to create the backup file. The saved drive geometry is used for the restored partition(s) instead of the geometry in use on the current system (which may differ).</p> <p>Note that this option is quite similar to the Use MBR Geometry option (both are attempting to solve the same problem). It is generally recommended to try the Use MBR Geometry option first, which obtains the geometry from the MBR of the backup image.</p> <p>This option applies only when restoring a backup image.</p> <p>Default: Unselected</p>
<p>Align on End</p>	<p>Use this option to ensure partitions are aligned at the end of a cylinder boundary.</p> <p>This option should be disabled when the Align on 2048 sectors option is enabled.</p> <p>Default: Selected (if global option Align on 2048 sectors is not selected) – otherwise, unselected</p> <p><i>Advanced usage: If this option is enabled when Align on 2048 sectors is enabled, partitions are aligned at a 2048 sector boundary.</i></p>
<p>Align End By Resizing</p>	<p>Align both the beginning and end of a partition by resizing. If the partition being aligned is unable to be resized, this option has no affect. When disabled, the end of the partition is aligned normally.</p> <p>This option has no affect if Align on End is disabled.</p> <p><i>Advanced usage: If this option is enabled along with Align on End and Align on 2048 sectors, both ends of the partition will be aligned to a 2048 sector boundary.</i></p>

Align on 2048 Sectors

Align partitions based on 2048 sectors.

When using this option, you will typically want to also set the following options:

Align on End	Disable
Align MBR Ending HS	Enable
Align MBR HS When Truncated	Enable
C H S	Clear any values (set to zero)

Configured this way, the options enable partition alignment using the Windows Vista and Windows 7 standard (note that you can also use the global option [Align on 2048 sectors](#) and enable the [Use Global Settings](#) option for the drive).

Limitations: This only affects partitions being created, resized, slid, copied, etc. This option will not align existing partitions just by enabling it.

Align MBR Ending HS

Enable this option to force a partition's ending head and sector values in the MBR to match the current geometry (partition is created with the ending head and sectors set to the current geometry's max values).

This option should be enabled when the [Align on 2048 sectors](#) option is enabled or [Align on End](#) is disabled and the BIOS does not maintain LBA mode.

Default: Unselected (if global option [Align on 2048 sectors](#) is not selected) – otherwise, Selected

Align MBR HS When Truncated

When enabled, sets a restored partition's head and sector values in the MBR to match the current geometry when it is located outside the range of the current geometry. When disabled, the actual ending head and sector values are used.

This option should be enabled when the [Align on 2048 sectors](#) option is enabled. This option applies only when restoring a backup image.

Default: Unselected (if global option [Align on 2048 sectors](#) is not selected) – otherwise, Selected

Use Global Settings

Select this option to specify that the drive should use the [Global Geometry and Alignment](#) options. When selected, the displayed options are disabled and reflect the settings of the global options.

Default: Selected

Save as Default

Select this option to apply these settings the drive. Otherwise, the changes are temporary for this session only (the original values will be used the next time BootIt BM boots).

Default: Selected

Limit Primaries

This option provides an easy way to limit the number of primary partitions to four (when selected) or allow unlimited primary partitions (when unselected) for the selected drive.

Note that changing the main [Limit Primaries](#) option in [Settings](#) will override this option.

Default: Equals setting of main **Limit Primaries** option.

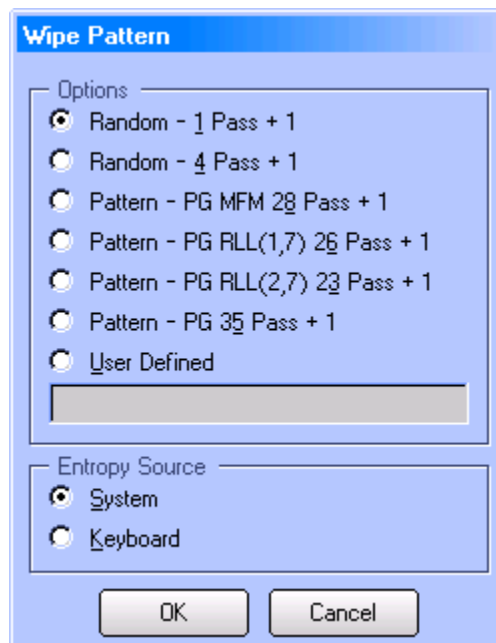
Wipe Entire Drive

When BootIt BM wipes a hard drive, it overwrites the entire contents of the hard drive, with the sole intent of making the original data unrecoverable by any practical means. BootIt BM provides a variety of options for wiping. Some of these options are designed to make the wipe operation proceed as quickly as possible; others are designed to take longer, but make it harder to recover the data that is overwritten. However, regardless of which wiping options you use, you should consider your data unrecoverable for your own purposes.

Wiping is not the same as formatting. Formatting a hard drive does not securely overwrite the previous content of the drive, often leaving data recoverable by special means. Rather, the only intent of formatting a drive is to prepare it for use by a particular file system.

Generally, the **Random – 1 Pass + 1** wipe option should be sufficient for making the overwritten contents of the hard drive unrecoverable by software, while the **Random – 4 Pass + 1** option may provide a higher level of security.

When using BootIt BM, the efficacy of the **System** entropy source option will vary by system. However, the **Keyboard** entropy source option should always provide a good source of entropy for random data generation.



After clicking the **Wipe Entire Drive** button, click the **Yes** button on the warning message to proceed.

The following wipe patterns are available for use:

Random – 1 Pass + 1

Overwrites with 1 pass of strong random data, followed by 1 pass of zeros.

Random – 4 Pass + 1	Overwrites with 4 passes of strong random data, followed by 1 pass of zeros.
Pattern – PG MFM 28 Pass + 1	Overwrites a total of 29 times, including specific patterns for MFM encoding: <ul style="list-style-type: none"> • 4 alternating passes of strong random data. • 20 passes using data designed specifically for MFM-encoded drives. • 4 alternating passes of strong random data. • 1 pass of zeros.
Pattern – PG RLL(1,7) 26 Pass + 1	Overwrites a total of 27 times, including specific patterns for RLL(1,7) encoding: <ul style="list-style-type: none"> • 4 alternating passes of strong random data. • 18 passes using data designed specifically for RLL(1,7)-encoded drives. • 4 alternating passes of strong random data. • 1 pass of zeros.
Pattern – PG RLL(2,7) 23 Pass + 1	Overwrites a total of 24 times, including specific patterns for RLL(2,7) encoding: <ul style="list-style-type: none"> • 4 alternating passes of strong random data. • 15 passes using data designed specifically for RLL(2,7)-encoded drives. • 4 alternating passes of strong random data. • 1 pass of zeros.
Pattern – PG 35 Pass + 1	Overwrites a total of 36 times, including specific patterns for MFM, RLL(1,7), and RLL(2,7) encoding: <ul style="list-style-type: none"> • 4 alternating passes of strong random data. • 27 passes using a variety of patterns designed specifically for RLL(1,7)-, RLL(2,7)-, and MFM encoded drives. • 4 alternating passes of strong random data. • 1 pass of zeros.
Hardware	Uses the Enhanced Secure Erase feature of the drive. This option is only shown when using the BIOS (direct) bus option, the hard drive device name shown is the make/model (instead of the generic BIOS name), the drive supports enhanced secure erase, and the drives secure erase feature hasn't been disabled by the BIOS (called frozen mode).
User Defined	Specify the wipe pattern to use by entering the desired byte value(s). Multi-byte patterns can be specified by using the & character. To have multiple passes, separate the values with a space. Hexadecimal, octal, and decimal numbers can be used. Precede hexadecimal numbers with 0x (0x01, 0x0A, 0xA3, etc.), octal numbers with 0 (01, 012, 0243, etc.). Enter decimal numbers (1, 10, 163, etc.) as normal. To specify a random number pass, use the R character.

Several examples are shown below:

Pattern	Result
0x01&0x02	Wipe using a two byte pattern of 1 and 2. You cannot use the random number character (R) in a multi-byte pattern.
0x01 0xFF	Wipe first pass using the value 1, followed by a second pass using the value 255.
0x01 0x0A R 0x00	Wipe first pass using the value 1, a second pass using the value 10, a third pass using random numbers, and a fourth pass using the value 0.
23&32 010 0x7F	Wipe first pass using a two byte pattern of 23 and 32, a second pass of value 8, and a third pass using the value 127.

The entropy source for the wipe can be either of the following:

System	BootIt BM will use the system to obtain the entropy source.
Keyboard	You will be prompted to press random keys on the keyboard in order to generate enough entropy (i.e. "randomness") for the wipe operation.

After selecting the desired options, click **OK** to wipe the drive.

Note

Canceling the wipe operation will not recover any data that has been wiped up to that point!

Change Disk Type

BootIt BM supports three different Disk Types and allows you to convert between them, thus changing the partitioning scheme in use on a particular drive. Note that there are some conversion limitations imposed due to their differences.

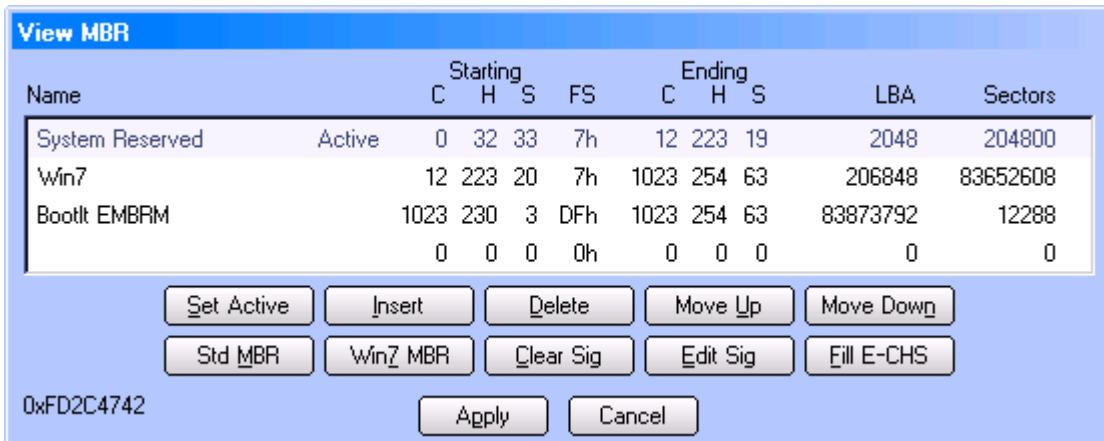
MBR	This is the standard Disk Type used in most current systems. Each drive can contain a maximum of four primary partitions or less than four and any number of volumes (logical partitions).
EMBR	EMBR partitioning allows over 200 primary partitions to be created on a drive. Up to four of these can be loaded into the MBR's partition table for use by standard operating systems. BootIt BM requires an EMBR type drive for installation. Special partition flags are not retained when converting to another type.
GPT	BootIt BM supports GPT (GUID Partition Table) drives for partitioning only – not booting. Up to 128 primary partitions can be created. Special partition flags are not retained when converting to another type. Warning: GPT disks are not appropriate for bootable disks on standard PCs. A

GPT disk allows partitioning above 2TiB and should only be created on a hard drive dedicated to data storage.

After performing a conversion, make sure to verify the partitions are correct and adjust any settings/flags as necessary.

View MBR

To view the contents of the MBR partition table or to make changes to the MBR, click [View MBR](#).



Partitions currently loaded into the MBR are listed along with their sector details. The active partition is also indicated. The Disk Signature of the drive is displayed in the lower-left of the dialog.

The following options are available:

Set Active	Marks the selected partition (or slot) as active. To remove the active status (even though this is not something that most users want to do), press and hold down the left Shift key and then click Set Active to toggle the status.
Insert	Allows you to select which partition on the drive is loaded into the selected slot.
Delete	For MBR and GPT type drives, removes the selected partition from the partition table and the drive. The deletion takes place when Apply is clicked. For EMBR type drives, the partition is removed from the MBR, but not deleted from the drive.
Move Up	Moves the selected partition one slot up in the partition table.
Move Down	Moves the selected partition one slot down in the partition table.
Std MBR	Writes standard MBR code to the MBR (basically a small program to boot the active partition). This is equivalent to using <i>fixmbr</i> from the XP Recovery Console or writing the MBR using FDISK.
Win7 MBR	Writes a Windows 7 specific version of the MBR, which may be required for Windows 7 to boot on certain systems.
Clear Sig	This option is used to clear the Windows NT Disk Signature (used by Windows

	2000 and higher), which is needed for Windows to boot correctly under several circumstances. For KB articles with details about why you may need to use Clear Sig , visit the Windows NT/2K/XP/2003 section of the TeraByte Knowledge Base.
Edit Sig	Allows entering a Disk Signature manually, as may be directed by a tech support specialist.
Fill E-CHS	Fill E-CHS is used to force the ending CHS fields of all MBR partition table entries to their max values which is useful for a catch-22 situation when cylinder unaligned partitions exist and your BIOS does not properly implement or provide <i>LBA mode</i> support. This can help if you're getting an error booting BootIt BM that reads SPT < Minimum .

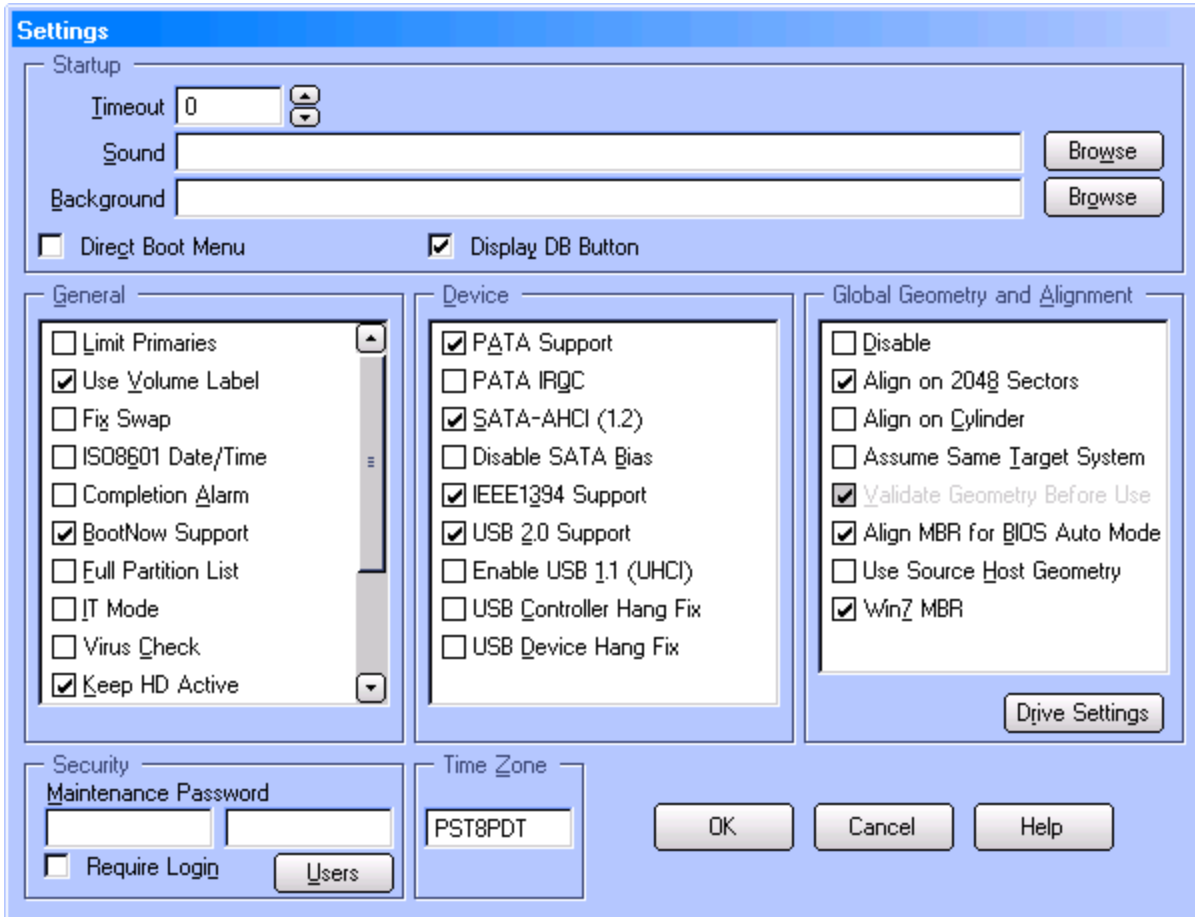
When finished making changes, click **Apply** to save them to the drive or **Cancel** to leave the MBR unchanged.

Program Settings

You can gain access to the **Settings** dialog box to change program settings or maintain users in two ways:

- On the desktop, click **Settings**.
- On the **Edit** menu, click **Settings**.

Settings are categorized below for easy reference.



Startup

Timeout

Set this to the number of seconds to wait for user input before automatically booting the most recently selected (or default) Boot Menu item. If set to zero, then no timeout will occur. This option only functions when BootIt BM first boots to the Boot Menu.

Default: 0

Sound

The sound file that will be played when the Boot Menu is first displayed. Click the **Browse** button to select the file. See [Creating and Using Sound](#) for details on creating a sound file.

Default: No file selected

Background

The background image file that will be displayed when the main Boot Menu screen is displayed. Only Paintbrush PCX graphic files are supported. Click the **Browse** button to select the file. The background graphic will only be displayed when BootIt BM is using a compatible video mode. For the best results, graphic should be sized to the resolution being used by BootIt BM as it will not be scaled. See [Creating Icons and Backgrounds](#) for more information on creating and using background images.

Default: No file selected

Direct Boot Menu	<p>Check this box if you want the Direct Boot Menu to be the default menu displayed when BootIt BM is booted.</p> <p>Default: Unselected</p>
Display DB Button	<p>Enable this option to allow access to the Direct Boot Menu by displaying a Direct Boot button on the Normal Boot Menu.</p> <p>Default: Selected</p>
<h2>General</h2>	
Limit Primaries	<p>Important: This option has a profound effect on how BootIt BM operates.</p> <p>Enabling this option limits your system to the normal maximum of four primary partitions per MBR/EMBR type drive. In this mode, you can continue to use other partitioning programs such as DISKPART, Windows Disk Management, FDISK, etc.</p> <p>This option is grayed out and unavailable to enable if any of your existing hard drives have more than four primary partitions.</p> <p>This is a global option and can be overridden in each drive's individual settings. Note that changing the state of this option may change the state of the option for the individual drives.</p> <p>Limitations: This option does not affect GPT type drives.</p> <p>Default: Depends on option selected during installation.</p>
Use Volume Label	<p>Use the standard volume label of a FAT, FAT32, HPFS, or NTFS partition as the name of the partition when displayed in BootIt BM. With this option enabled, the volume label (as you would see in Windows) is used to identify the partition instead of the name saved in the EMBR, which may be different.</p> <p>If you change the name of a FAT or FAT32 partition and this option is enabled, the volume label for the partition will also be changed.</p> <p>Limitations: You can change an NTFS file system label, but you can't create a new one when one does not exist. Change the label in Windows to create it.</p> <p>Default: Selected</p>
Fix Swap	<p>Enable this option only if your system locks up when you use the Swap option in a Boot Menu item.</p> <p>Warning: Windows 9x may run in compatibility mode if you enable this option.</p> <p>Default: Unselected</p>
ISO8601 Date/Time	<p>Displays the date and time using the ISO8601 format: YYYY-MM-DD hh:mm (24 hour time is used)</p> <p>Example: Using ISO8601 format, 11/30/2010 3:50 pm would be displayed as: 2010-11-30 15:50</p>

	Default: Unselected
Completion Alarm	Sounds an alarm at the completion of a Copy, Resize, Slide, or Format procedure. Default: Unselected
BootNow Support	Enables support for TeraByte Unlimited's BootNow™ freeware program. BootNow allows you to reboot to a selected OS from DOS or any Microsoft Win32 OS (including XP, Vista, and Windows 7). Default: Selected
Full Partition List	Displays the full list of partition types (file systems) when creating a new partition or volume and when viewing a partition's properties. If disabled, an abbreviated list of the most common types is displayed. Default: Unselected
IT Mode	In this mode, the graphical user interface (GUI) is not displayed and the system boots directly to the default boot item or last boot item, if no default is found. It should only be used with the Normal Boot Menu and not the Direct Boot Menu. Hold down the Ins key or right Ctrl key during the initial boot of your system to display the Boot Menu. Default: Unselected
Virus Check	A simple check for possible viruses is performed on boot up. If a possible virus is detected, you should use your anti-virus program with the latest virus definitions to scan for viruses. If none are found, you can disable this option to suppress the warning message. Default: Unselected
Keep HD Active	This special purpose option prevents the active flag from being turned off on hard drives not being booted. Active status on all hard drives remains active (you will not disable the active status on any hard drive). When disabled, BootIt BM would only set the active flag on the boot drive (all other drives would have it cleared). This may be undesirable if it is necessary to keep some other drive attached bootable. Applies to both Normal Boot and Direct boot . Default: Selected
Volume Sequence as ID	When enabled, the ID numbers for volumes (logical partitions) are based on position instead of a random number. The ID is created when the partition is created (or detected, if create outside of BootIt BM). If not enabled, BootIt BM ignores the ID that would otherwise be used and just uses an incremental number starting at 1. Default: Unselected
Assume Original HD	If you select this option, Image for DOS will keep references to the source hard

	<p>drive number intact within the partitions that have been restored to the target. If you do not select this option and the target drive number differs from that of the source drive, applicable drive references residing within the restored partitions will be updated to reflect the new hard drive number.</p> <p>This option has no effect if you are restoring to a target drive whose number matches that of the source drive. If you are restoring to a target drive whose number differs from that of the source drive, but you plan to subsequently move the target drive so that its number matches the source drive again, enabling this option can be beneficial.</p> <p>This option applies only when restoring a backup image.</p> <p>Default: Unselected</p>
<p>Use HD0 in FAT BPB</p>	<p>Forces the BPB (BIOS Parameter Block) drive number to HD0 even when it's on another drive.</p> <p>The BPB is a block of bytes located in the FATxx (FAT16, FAT32, etc.) boot sector (the first sector of a partition) and is created when the partition is formatted. One of those bytes is the BIOS drive number, which corresponds to the physical hard drive on which the partition is located. It would normally be 80h for HD0, 81h for HD1, 82h for HD2, etc. With this option enabled, BootIt BM will always make that byte 80h when copying or formatting a partition, regardless of which drive the partition is on. When that option is not selected, BootIt BM will always make that byte correspond to the drive it's on.</p> <p>Disable this option if you need to copy or format a FATxx partition located on a drive other than HD0 which will be placed into the HD0 position for normal booting.</p> <p>Default: Selected</p>
<p>Make HD0 Active</p>	<p>Required by many new BIOSs when booting from a hard drive other than HD0. This option ensures that HD0 is always active (has an active partition entry).</p> <p>Default: Selected</p>
<p>Disable Fixups</p>	<p>Disables additional processing that attempts to suppress the need to use Clear Sig after moving, sliding, or copying partitions used by Windows 2000 or later (includes XP, Vista, and Windows 7).</p> <p>Enable this option if you need to perform all Disk Signature and Windows drive letter assignments manually and require that BootIt BM not make any automatic corrections.</p> <p>Default: Unselected</p>
<p>Device</p>	
<p>PATA Support</p>	<p>Allows direct access to PATA controllers, bypassing the BIOS.</p> <p>Disable this option to prevent BootIt BM and Image for DOS from directly accessing PATA controllers. Drives connected to the PATA controller will only be accessible through the BIOS. BIOS (direct) access for these drives will be</p>

	<p>disabled.</p> <p>Default: Selected</p>
PATA IRQC	<p>You would enable or disable this option if you have problems trying to open the Partition Work dialog with the PATA Support option enabled. The symptoms can be anything from hanging to a list of partitions that only show free space (no partitions).</p> <p>Default: Unselected</p>
SATA-AHCI (1.2)	<p>Allows direct access to SATA controllers, bypassing the BIOS.</p> <p>Disable this option to prevent BootIt BM and Image for DOS from directly accessing SATA controllers. Drives connected to the SATA controller will only be accessible through the BIOS. BIOS (direct) access for these drives will be disabled.</p> <p>This option should be disabled if you are experiencing system hangs or drive access problems when using BootIt BM. These issues arise when BootIt BM cannot match a SATA drive to a BIOS drive and defaults to using the BIOS drive. When the BIOS drive is accessed, the BIOS will hang the system until it times out (if ever).</p> <p>Note: Disabling SATA support prevents access to SATA CD/DVD drives.</p> <p>Default: Selected</p>
Disable SATA Bias	<p>Because some systems have no support whatsoever to match BIOS and SATA drives (see Disable SATA Support option), BootIt BM employs a special matching routine to try to identify the BIOS drives that relate to each SATA drive. In some cases, BootIt BM might inadvertently match a BIOS drive to a SATA drive incorrectly. If you experience such an issue, recreate the boot media with the Disable SATA Bias option selected.</p>
IEEE1394 Support	<p>When this option is enabled, BootIt BM and Image for DOS will be able to access IEEE1394 (FireWire) drives.</p> <p>Default: Selected</p>
USB 2.0 Support	<p>Enables support for USB 2.0 hard drives and CD/DVD drives.</p> <p>If disabled, USB 2.0 hard drives will still be available through the BIOS if it supports them (note that most newer systems only have them show up if connected when the computer is booted).</p> <p>It may be necessary to disable this option if BootIt BM or Image for DOS locks up when looking for USB drives.</p> <p>Default: Selected</p>
Enable USB 1.1 (UHCI)	<p>Select to enable USB 1.1 (UHCI) support for older systems that don't support USB 2.0. Some new systems require this option or the USB port will hang and stop detection of any USB devices. This option does not affect USB 2.0 support.</p>
USB Controller Hang	<p>If you experience problems with USB 2.0 devices hanging, you can enable this</p>

Fix

option to attempt to correct it. This option can degrade USB IO performance, but will prevent hangs with certain controllers and/or devices.

USB Device Hang Fix

If you experience problems with USB 2.0 devices hanging, you can enable this option to attempt to correct it. This option can degrade USB IO performance, but will prevent hangs with certain controllers and/or devices.

Global Geometry and Alignment

These options will be the default for all drives in the system that have the [Use Global Settings](#) options selected in [Drive Settings](#). You can unselect [Use Global Settings](#) for a drive if you need to apply different options. See [Drive Settings](#) for details.

Disable

Disables the global geometry settings. BootIt BM and Image for DOS will revert to using program defaults or drive specific overrides (equivalent to those used by Image for DOS prior to version 2.52).

For normal use, it is not recommended to disable Global Geometry, which provides an easy method of applying geometry settings system-wide.

Default: Unselected

Align on 2048 sectors

This option provides a convenient way to enable 2048 sector alignment for all drives. When this option is enabled, partition alignment will be configured using the Windows Vista and Windows 7 standard. This is popular with users of SSD type drives, which require this alignment for optimal performance.

Enabling this option is equivalent to using the following [Drive Settings | Geometry Override](#) options: enabling [Align on 2048 sectors](#), [Align MBR Ending HS](#), and [Align MBR HS when Truncated](#); disabling [Align on End](#).

GPT drives are aligned at 2048 sectors regardless of this option's setting.

Also see the [Align on Cylinder](#) option (below) as it affects this option.

Default: Unselected

Align on Cylinder

This option is used in conjunction with [Align on 2048 sectors](#) to provide an easy way to auto determine alignment and to default a blank drive to use either 2048 sector or cylinder alignment.

The actual alignment method used on a drive depends on [Align on 2048 sectors](#) and [Align on Cylinder](#) as well as the alignment of any existing partitions on the drive.

Align on 2048 sectors	Align on Cylinder	Alignment Method Used
Enabled	Enabled	Cylinder alignment if drive contains existing cylinder aligned partition(s), otherwise 2048 sector alignment
Enabled	Disabled	2048 sector alignment
Disabled	Enabled	Cylinder alignment
Disabled	Disabled	2048 sector alignment if drive contains existing

2048 sector aligned partition(s), otherwise cylinder alignment

GPT drives are aligned at 2048 sectors regardless of this option's setting.

Default: Unselected

Assume Same Target System

Enable this option to prevent problems when a backup image of another system's drive is restored to a drive connected to a different system and drive will be put back into the original system.

This option uses drive geometry based on the MBR entry of the first partition in the backup image file.

For example, consider the following scenario:

- A backup image of PC-A's hard drive was previously created using PC-A.
- The drive in PC-A fails. A new drive is obtained to replace the failed drive.
- The decision is made to use PC-B to perform the restore since it will process it much more quickly.
- The new drive is connected to PC-B and the image is restored to it.
- The new drive is then installed in PC-A, replacing the failed drive.

Without this option enabled, the restoration would setup the partition on the new hard drive to boot properly for PC-B, which can sometimes (not always) be a problem when the hard drive is going back to PC-A. Using this option solves that problem.

This option is equivalent to the individual drive's **Use MBR Geometry** override and applies only when restoring a backup image.

Default: Unselected

Validate Geometry Before Use

The option is used to ensure that the geometry from the MBR on the original system is aligned to known standards before accepting it for use. It only applies when the **Assume Same Target System** option is enabled. Note that you can only change the status of this option when the **Assume Same Target System** option is enabled.

If the validation fails, the geometry values used will be the same as if the option were disabled (Original or currently reported values).

This option is equivalent to disabling the individual drive's **Validate MBR Geometry** override and applies only when restoring a backup image.

Default: Selected and the control (checkbox) is disabled

Align MBR for BIOS Auto Mode

Enable this option to prevent problems with unaligned partitions on systems with their BIOS using Auto Mode. Many newer systems use Auto Mode by default, and some don't even have an option to turn it off. This is equivalent to enabling the individual overrides **Align MBR Ending HS** and **Align MBR HS when Truncated** in **Drive Settings**.

<p>Use Source Host Geometry</p>	<p>Default: Selected</p> <p>Enables the use of the drive geometry saved in the backup image that represents the geometry from the environment (Windows, Linux, or DOS) used to create the backup file. The saved drive geometry is used for the restored partition(s) instead of the geometry in use on the current system (which may differ).</p> <p>Note that this option is quite similar to the Use MBR Geometry option (both are attempting to solve the same problem). It is generally recommended to try the Use MBR Geometry option first, which obtains the geometry from the MBR of the backup image.</p> <p>This option is equivalent to the individual drive's Use Original Geometry override and applies only when restoring a backup image.</p> <p>Default: Unselected</p>
<p>Win7 MBR</p>	<p>Enable this option to have BootIt BM use Windows 7 compatible MBR code as the standard MBR code. The Windows 7 compatible MBR code will be used any time the MBR code on a drive needs written or updated.</p> <p>Windows 7 has tied the MBR code to the kernel loader in such a way that a normal standard MBR may not allow Windows 7 to boot on certain machines. Using this option when using Windows 7 will avoid this problem.</p> <p>Regardless of the setting of this option, you can write either the standard MBR code or the Windows 7 compatible MBR code to a drive in the View MBR window in Partition Work.</p>
<p>Drive Settings</p>	<p>Click to select a hard drive and modify its individual settings. See Drive Settings for more information.</p>
<p>Security</p>	
<p>Maintenance Password</p>	<p>Enter the password required to exit a Boot Menu and enter Maintenance Mode (the desktop). The password must be entered into both boxes to verify it is input correctly.</p> <p>Default: No password (both boxes empty)</p>
<p>Require Login</p>	<p>Enable this option to require that a user name and password must be entered when the system is booted.</p> <p>This option has no affect if no users have been configured.</p> <p>Default: Unselected</p>
<p>Users</p>	<p>Click the Users button to add, edit, or delete users in the User Setup dialog box.</p> <p>See the Users section for details.</p> <p>Default: No users configured</p>

Time Zone

Time Zone

Enter the Formatted Time Zone Identifier using the following format:

zzz[+/-]d[d][111]

zzz	Three character time zone identifier.
d	Number opposite of the UTC offset. May be one or two digits.
111	Optional three character Daylight Savings time identifier.

For example: **PST8PDT**, **MST7MDT**, **CST6CDT**, **EST5EDT**

Please see the following TeraByte KB article for more information:

<http://www.terabyteunlimited.com/kb/article.php?id=260>

Default: Not set

Users

Using **User Setup**, you can assign each user their own **Normal Boot Menu** (page 28) and **Direct Boot Menu** (page 33) options. Access **User Setup** by clicking the **Users** button on the **Settings** dialog box.

When adding or editing a user, the following options are available:



Name

Enter the user's name.

Password

Enter the password for the user.

Boot Menu

Select the Boot Menu for this user. See [The Normal Boot Menu](#) for details on creating a Boot Menu.

At Startup

Enable this option to have the **Direct Boot Menu** displayed when BootIt BM starts.

Allowed

Enable this option to allow access to the **Direct Boot Menu**.

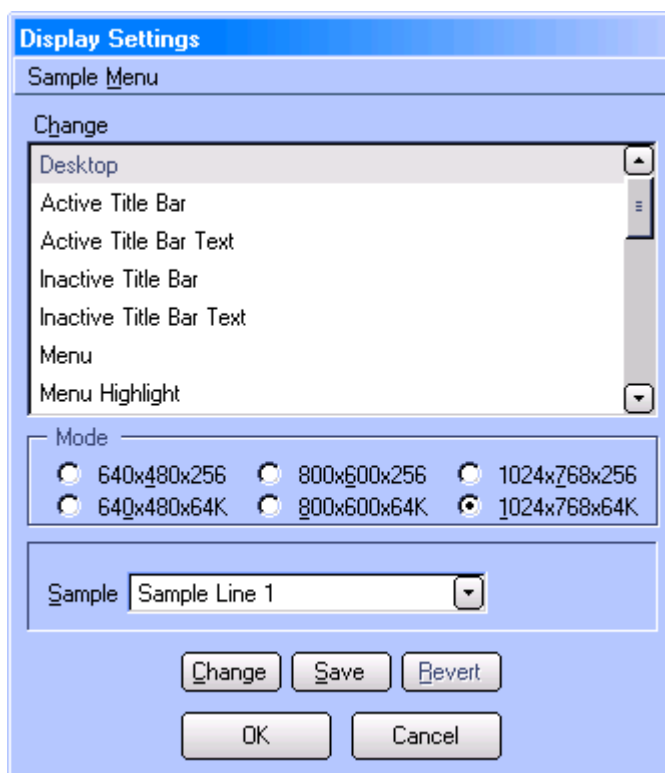
Show Floppy	Enable this option to display the Floppy Drive item in the Direct Boot Menu .
Show BIOS Device	Enable this option to display the Next BIOS Device item in the Direct Boot Menu .
Allow Change	This option allows the user to change their password by clicking the Password button on the Normal Boot Menu .
Deny Maintenance	When enabled, the Maintenance button is removed from the Boot Menu to prevent access to Maintenance Mode .

Note

If you add a user named **any** with no password, then that user will be logged on automatically unless you press and hold down the Insert key (**Ins**) during startup.

Display Settings

On the **Edit** menu, click **Display Settings** to change the colors and resolution used by BootIt BM. You will be able to change each item's color by selecting it in the list box and clicking **Change**.



To change the resolution and number of possible colors, click on the radio button in the **Mode** group. Note that when changing between an entry that ends with x256 and x64K that the colors may change. This is normal; you will simply need to adjust the colors while in that mode. If changing a mode causes the screen to go black or scramble, press **Escape** or **Alt-R** to revert back to the last saved settings.

To change the color for a specific item, select the item in the **Change** list and click **Change**. Items on the **Display Settings** dialog box will be updated to use the new color.

Once you get the colors and mode adjusted the way you like, you can click the **Save** or **OK** button to save the changes.

If you find that you don't like the color settings that you have chosen, you can click **Cancel** or the **Revert (Alt-R)** button to revert back to the last saved colors and mode.

Creating and Using Sound

A BootIt BM sound file is nothing more than a text file with a .snd extension. To help you create sound files and play them back at a command prompt, download the TeraByte Unlimited PLAYSND shareware utility by visiting www.terabyteunlimited.com, clicking **BootIt Bare Metal** under **Downloads**, and then scrolling down to PLAYSND. Note that the sounds may run faster under Windows than in BootIt BM.

When entering commands into the file, please note that capitalization and spacing is not important.

The **x** in the following commands represents a number:

Command	Purpose
cycles=x	Number of times to cycle the entire routine (optional—must be first)
Fx	Frequency to play (in hertz [Hz])
FRx xSxLx	Frequency range to play. The first x is the starting frequency; the second x is the ending frequency. S (optional) is the step frequency rate (the default is 1). L (optional) is the latency delay in milliseconds between frequency step (the default is 0).
Dx	Delay in milliseconds (1000 milliseconds equals 1 second)
N	No sound—turns sound off

The following sample routine plays 2000 Hz for 0.5 seconds, pauses with no sound for 1 second, plays 500 Hz to 2000 Hz stepping 10 Hz with a delay of 0.005 seconds between steps, and then does the same thing only from 2000 Hz to 500 Hz:

```
F 2000 D 500 N D 1000
```

```
FR 500 | 2000 S 10 L 5
```

```
FR 2000 | 500 S 10 L 5
```

Install a sound file

1. Copy the sound (.snd) file to a floppy drive able to be accessed from BootIt BM.
2. On the desktop, click **Settings** or select the **Edit** menu and click **Program Settings**.
3. In the **Settings** dialog box under **Startup**, next to the **Sound** box, click **Browse**.

4. Browse to the sound file on the floppy disk by typing **A:** or **B:** (depending on the drive being used) and pressing **Enter**.
5. From the list of files displayed, select the desired file and click **OK** to copy it to the hard drive.

Note

For systems without a floppy drive, see [Copying Files into the EMBRM Partition](#).

Creating Icons and Backgrounds

To create or contribute icons or backgrounds, please reference the contents of the [graphics.zip](#) file located in the BootIt BM folder.

Background images can be placed into the BootIt EMBRM partition by saving them on a floppy disk and then browsing to them from **Settings** (as when installing a sound file) or by copying them directly into the partition (see [Copying Files into the EMBRM Partition](#)).

Copying Files into the EMBRM Partition

To easily copy sound files, backgrounds, or any other necessary files into the BootIt EMBRM partition, the partition type can be changed to FAT (6). This allows the partition to show up as a standard FAT partition and files can be copied to it using normal methods (Windows Explorer, for example).

If necessary, please reference [Working with Partitions](#) and [View partition properties](#).

1. Boot into BootIt BM.
2. Enter **Partition Work**.
3. Select the BootIt EMBRM partition. This partition is usually located on the booting drive (HD0).
4. Click **Properties**.
5. Change the **File System** to **6/6h: FAT-16**.
6. Click **OK**.
7. Return to the desktop and select **Boot Edit**.
8. Select the operating system you will be using to copy the files and then click **Edit**.
9. Make sure the BootIt EMBRM partition is loaded into the MBR. If this is not done, the partition will not be visible when the operating system is booted.
10. Click **OK** and then **OK** again to return to the desktop.
11. Click **Resume** and then boot into the desired operating system.
12. Copy the files to the BootIt EMBRM partition.
13. When finished, change the BootIt EMBRM partition type back to **223/DFh: BootIt EMBRM**. Optionally, edit the operating system menu item and remove the partition from the MBR.

Using the Multi-OS Feature

The BootIt BM Multi-OS feature lets you boot more than one operating system from the same primary partition. BootIt BM supports Multi-OS in FAT, FAT32, NTFS, and Ext primary partitions.

To enable this feature, select the **Multi-OS** checkbox when creating the partition or, after the partition is created, select the **Multi-OS** checkbox in the properties dialog box available through the **Work with Partitions** dialog box.

Once enabled, you can install multiple operating systems into the Multi-OS partition (but in different folders) or, you can install multiple operating systems in separate partitions and use the Multi-OS partition as a shared boot partition. When you reboot, BootIt BM detects the new operating system and creates a new boot menu option for it. If the new operating system is not detected, you can manually capture the required files by clicking **Groups** in the **Work with Partitions** dialog box.

To add, remove, or change the handling of any of the files associated with a group, select the Multi-OS partition in the **Work with Partitions** dialog box, and then click **Groups**.

Some operating systems use the same folder structure for some of their files. This could cause some files to be overwritten. For example, both Windows 95 and 98 use the **\PROGRAM FILES** folder for an **Accessories** folder; so even if you had Windows 95 installed in **\WINDOWS**, and then installed Windows 98 to **\WIN98**, Windows 98 Setup could overwrite the files in the **Accessories** folder. To solve this, you could have installed Windows 98 to its own drive letter—**D:\WINDOWS**, for example. In this case you still need the Multi-OS feature on the boot partition because Windows 98 will install its boot files on drive C:, and the rest would be installed to drive D:. The Multi-OS feature protects the Windows 95 boot files on drive C: and creates a new set for Windows 98.

Setting Up Multi-OS Groups on Different Operating Systems

Review the following sections for information about files and file positions required for boot for **DOS**, **Windows 95/98/ME**, **Windows NT/2000/XP/2003**, and **OS/2**. For specific details about specific operating systems, visit: www.terabyteunlimited.com/kb/

DOS

The following files and file positions required for boot (not including any compression drivers):

MS DOS	
Position	Name
1	io.sys
2	msdos.sys
0	command.com
0	autoexec.bat
0	config.sys

PC DOS	
Position	Name
1	ibmbio.dos
2	ibmdos.com
0	command.com
0	autoexec.bat
0	config.sys

Windows 95/98/ME

The following files and file positions required for boot (not including any compression drivers):

Position	Name
0	io.sys
0	msdos.sys

0	command.com
0	autoexec.bat
0	config.sys

Windows NT/2000/XP/2003

The following files and file positions required for boot:

Position	Name
0	ntldr
0	boot.ini
0	ntdetect.com
0	ntbootdd.sys*

* NTBOOTDD.SYS is used with NT version 3.x with SCSI hard drives. It is a copy of the SCSI driver renamed to NTBOOTDD.SYS.

OS/2

The following files and file positions required for boot:

Position	Name
0	autoexec.bat
0	config.sys

Note that the system files for OS/2 are OS2KRNL, OS2LDR, OS2LDR.MSG, OS2RAS, OS2VER, OS2BOOT, and WP ROOT.SF. If you were going to install more than one version of OS/2 in the same partition, you would need to do something with these files.

Setting Up a Multi-OS Partition

Review the following example about how to set up a Multi-OS partition. Before reading this section, consider reading [Prepare for a BootIt BM setup](#) on page 10.

This procedure assumes that BootIt BM is installed and that the selected partition already contains an operating system. Also, you use the **Normal Boot Menu** when booting Multi-OS partitions; otherwise, booting an item without a group causes the last booted item to boot.

Enable Multi-OS on a partition

1. On the desktop, click **Partition Work** or select the **Edit** menu and click **Partitions**.
2. Select the existing partition and then click **Properties**.
3. Rename the partition as appropriate.
4. Select the **Multi-OS** checkbox and then click **OK**.
 - If BootIt BM recognizes the installed operating system, a new group and menu configuration item is created.
 - If BootIt BM *does not* recognize the installed operating system and a new group and menu configuration item is not created, click the **Groups** button to add the files or group manually as described in [Using the Multi-OS Feature](#) on page 67.

5. If you had an existing boot item configured, you can now edit the Boot Menu and either delete the previous entry or add the group name to it.

Installing Operating Systems

Review the following generic examples about installing an operating system. Before reading this section, consider reading [Prepare for a BootIt BM setup](#) on page 10.

Install an OS in its own single partition—the most common choice

1. Install BootIt BM as described on page 10.
2. Use the **Work with Partitions** dialog box (as described on page 36) to create a partition for your OS.
3. To create a new menu item for booting the new partition, on the desktop, click **Boot Edit**.
4. Click **Add** to add a new menu item. If necessary, please reference [Set up the Normal Boot Menu](#).
5. Select the partition that you created in Step 2 as the boot partition.
6. Under **One Time Option**, do one of the following:
 - If the installation boot media is a floppy disk, then select the **Floppy** check box.
 - If the drive to boot the installation boot media is set to boot after your hard disk, select the **Next BIOS Device** checkbox.
 - If the drive to boot the installation boot media is set to boot before your hard disk, select the **BIOS Sequence** checkbox.

Some systems hang when using the **Next BIOS Device** option and others will use the **BIOS Sequence** option as a **Boot Next Device** option. In the end, you can boot from the CD/DVD any way you want – just be sure that the last booted boot item is the one to which you are installing. Even a *simulated boot* is fine.

7. Click **OK** twice to save the new item and return to the desktop.
8. On the desktop, click **Resume**.
9. Insert the OS installation media.
10. Boot the new boot item that you created in Step 3.
11. If you *did not* select a **One Time Option** in Step 6, depending on the partition, it will either display a message saying that there is no operating system installed on the partition or that the partition is not bootable and presents the option to boot from the floppy disk instead. Press the appropriate key to continue or **Ctrl-Alt-Del** if you need to boot from a CD/DVD drive that is configured (in the BIOS) to boot before the hard drive.
12. The installation media is now booted and you can begin installation to the drive.

Create paired partitions or Multi-OS installations

Complete the following steps when installing the bulk of a Microsoft operating system (MS OS) on another hard drive or drive letter. This also applies to installing a MS OS to a volume (logical partition). The difference between paired partitions and Multi-OS installations is that using Multi-OS you can share the boot partition (Step 1 to many Step 2s) whereas with paired partitions the pair of partitions (Step 1 and Step 2) are always different.

1. If needed, use the **Work with Partitions** dialog box (as described on page 36) to create a partition for the OS on HD0.

You can create the partition as small as possible, depending on the OS. A 5 MB partition may be enough. For supported file systems, verify that the **Format** checkbox is selected. If you are going to use Multi-OS, select the **Multi-OS** checkbox.

2. If needed, use the **Work with Partitions** dialog box to create the main OS partition or volume. For supported file systems, verify that the **Format** checkbox is selected.
3. To create a Boot Menu item for the new OS partition, on the desktop, click **Boot Edit**.
4. Click **Add** to add a new menu item. If necessary, please reference [Set up the Normal Boot Menu](#).
5. Select the partition that you created in Step 1 as the boot partition.
6. Under **MBR Details**, select an entry for the correct HD and then click **Fill**.
7. From the list, select the main OS partition.
8. Under **One Time Option**, do one of the following:
 - If the installation boot media is a floppy disk, then select the **Floppy** check box.
 - If the drive to boot the installation boot media is set to boot after the hard drive, then select the **Next BIOS Device** checkbox.
 - If the drive to boot the installation boot media is set to boot before the hard drive, then select the **BIOS Sequence** checkbox.
9. Click **OK** twice to save the new item and return to the desktop.
10. On the desktop, click **Resume**.
11. Insert the OS installation media.
12. Boot the new boot item that you created in Step 4.
13. When the **OS Setup** starts, select the existing (main) OS partition that you created in Step 2.
Once setup completes, the OS boots from the partition on HD0 (Step 1) and transfers itself to main OS partition (Step 2).

OS Installation Notes

- If you do not have partitions limited under settings, you should usually use the advanced or custom installation choices to verify that the installation routine does not try to create a new partition. Because the OS and system tools only see the partitions that are in the MBR, if it creates or moves a partition, it may put it right on top of an existing one that is not currently in the MBR partition table. You can, however, create or move volumes in an extended partition provided that the actual extended partition does not get moved or expanded.
- Some operating systems (such as Windows 95/98) deactivate BootIt BM. If that is the case, all you need to do is boot with your BootIt BM Setup media, and then select the **Reactivate BootIt Bare Metal** option.
- One common configuration is to have multiple primary partitions—one for each operating system—and one common (shared) extended partition for data. To do this, indicate the boot partition and then add the extended partition to the MBR for each Boot Menu item.
- For more information or OS-specific information, visit www.terabyteunlimited.com/kb/ and then navigate to the desired area of interest.

Advanced Program Options

Many of BootIt BM's options can be easily configured using [Settings](#). However, some are only available when creating the boot media and others have no GUI accessible equivalent. Editing the appropriate files directly allows any of these settings to be changed as required.

The option files can be edited directly using BootIt BM or using any standard text editor (such as Windows Notepad) from a booted operating system (assuming the BootIt EMBRM partition has been made available to the OS). For details, please see [Editing a file](#).

INI File Options

These options are found in the `bootitbm.ini` file located in the BootIt EMBRM partition. The file is divided into several sections using the standard INI file layout. Each section begins with its name in brackets followed by its options, one per line. For example, the [Video](#) section begins with `[Video]` and normally contains two options, [Method](#) and [Mode](#).

```
[Video]
Method=1
Mode=36
```

As you can see, each option name is followed by the equals sign (=) and the current value. The value can be either a number or text, depending on the option.

Note

- Options currently set at their default value are usually not displayed in the INI file.
- Image for DOS also uses the `bootitbm.ini` file for its options. Please refer to the Image for DOS manual for details on its options.

The options below are categorized by section for easy reference.

Video

The video access method, resolution, and color depth options are contained in the `[Video]` section.

Method

If this option is set to **0**, BootIt BM Attempts to access the video chipset directly for supported chipsets. It is not recommended to select this option unless you know for certain it is required (e.g. VESA doesn't work or you're instructed to use it by TeraByte support).

If set to **1**, BootIt BM uses the VESA Video standard for the display instead of a specific chipset implementation. Support is provided by the video card's BIOS. This is the recommended video method.

Each video method will normally fall back to the other one if the selected one fails. If this does not happen and you receive an error, try using the other video method.

Specifying a value other than **0** or **1** will force the use of a specific chipset without testing if it's available. This is not recommended unless instructed to do

so by TeraByte support.

Mode

Sets the video resolution and color depth. Use the desired value from the chart below.

Mode	Horz	Vert	Depth
34	640	480	64K
35	800	600	64K
36	1024	768	64K
25	640	480	256
26	800	600	256
27	1024	768	256
18	640	480	16*

*Standard VGA – 16 Colors setting.

Specifying a value that your system does not support will cause BootIt BM to revert to mode 18. Using modes other than those listed above may cause BootIt BM to crash or lock-up on startup.

Options

The [\[Options\]](#) section contains the majority of the program's options, many of which are located in [Settings](#).

StartAt

0 = Display desktop at startup
2 = Display the [Work with Partitions](#) dialog at startup

Remove this option to return to the default of starting at the [Boot Menu](#).

VolumeLabels

0 = Disabled; 1 = Enabled (default)

See [Settings | Use Volume Label](#) on page 56.

SeqVolID

0 = Disabled (default); 1 = Enabled

See [Settings | Use Volume Sequence in ID](#) on page 57.

MakeHDOActive

0 = Disabled; 1 = Enabled (default)

See [Settings | Make HDO Active](#) on page 58.

KeepHDAActive

0 = Disabled; 1 = Enabled (default)

See [Settings | Keep HD Active](#) on page 57.

DirectBootFDD

0 = Disabled; 1 = Enabled (default)

This option is controlled automatically when Users are being used. It is not recommended to manually change this option.

See [User Setup | Show Floppy](#) on page 64.

DirectBootNBD

0 = Disabled; 1 = Enabled (default)

This option is controlled automatically when Users are being used. It is

	<p>not recommended to manually change this option.</p> <p>See User Setup Show BIOS Device on page 64.</p>
DirectBootAllowed	<p>0 = Disabled; 1 = Enabled (default)</p> <p>See Settings Display DB Button on page 56.</p>
DirectBoot	<p>0 = Disabled; 1 = Enabled</p> <p>See Settings Direct Boot Menu on page 56.</p>
UseHD0InBPB	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Use HD0 in BPB on page 58.</p>
LimitPrimaries	<p>0 = Disabled; 1 = Enabled</p> <p>See Settings Limit Primaries on page 56.</p>
RequireUser	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Require Login on page 62.</p>
FixSwap	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Fix Swap on page 56.</p>
ITMode	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings IT Mode on page 57.</p>
BootNow	<p>0 = Disabled; 1 = Enabled (default)</p> <p>See Settings BootNow Support on page 57.</p>
FullPartitionList	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Full Partition List on page 57.</p>
CompletionAlarm	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Completion Alarm on page 57.</p>
NoRegUpdate	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Disable Fixups on page 58.</p>
ISO8601	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings ISO8601 Date/Time on page 56.</p>
USB	<p>0 = Disabled; 1 = Enabled (default)</p> <p>See Settings USB 2.0 Support on page 59.</p>
1394	<p>0 = Disabled; 1 = Enabled</p> <p>See Settings IEEE1394 Support on page 59.</p>

DisableMaintenance	<p>0 = Disabled; 1 = Enabled (default)</p> <p>When enabled, the Maintenance button is not available on the Boot Menu. This prevents access to Maintenance Mode.</p>
UseOrgHDNum	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Assume Original HD on page 57.</p>
TimeOut	<p>See Settings Timeout on page 55. Default value is 0.</p>
AtapiDMA	<p>1 = PATA; 2 = SATA; 3 = Both PATA and SATA</p> <p>Use this option to have Image for DOS use a higher performance method of accessing ATAPI devices. Examples of ATAPI-type devices include CD and DVD drives.</p> <p>If this option is not used, Image for DOS uses an older, yet more compatible, method of accessing ATAPI devices.</p>
Atapi32	<p>0 = Disabled (default); 1 = Enabled</p> <p>When enabled, 32-bit IO will be used for ATAPI devices.</p>
ATA32	<p>0 = Disabled; 1 = Enabled (default)</p> <p>When enabled, 32-bit IO will be used for ATA devices.</p>
PATAIRQCTL	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings PATA IRQC on page 59.</p>
NoPATA	<p>0 = Disabled (default); 1 = Enabled</p> <p>Enable this option to prevent BootIt BM and Image for DOS from directly accessing PATA controllers.</p> <p>See MakeDisk option Disable PATA Support on page 15.</p>
NoSATA	<p>0 = Disabled (default); 1 = Enabled</p> <p>Select this option to prevent BootIt BM and Image for DOS from directly accessing SATA controllers.</p> <p>See MakeDisk option Disable SATA Support on page 15.</p>
ShareSATA	<p>0 = Image for DOS takes control of the controller 1 = Image for DOS employs a minimally evasive method of accessing the controller 2 = Command Line Only – Use method 1, but do not force BIOS (direct)</p> <p>If this option is not used, Image for DOS takes control of the controller.</p>
SATAIgnoreMask	<p>Use this option to prevent access to certain SATA AHCI host controllers. To ignore the first SATA controller, use 1, and to hide the second SATA controller, use 2. To hide the third SATA controller, use 4. To hide both the first and second SATA controllers, use 3.</p>

	<p>Note: This option uses a basic Bit Mask numbering scheme.</p> <p>By default, Image for DOS takes control of all SATA AHCI host controllers.</p>
CheckSATA	<p>0 = Disabled; 1 = Enabled</p> <p>Enable this option to have Image for DOS check the SATA interface even if the BIOS reports a drive as being an ATA device instead of SATA. Disable this option to have Image for DOS honor the BIOS Interface.</p> <p>By default, Image for DOS checks the SATA interface even when the BIOS reports the drive as ATA.</p>
BIOSMBRM	<p>0 = Disabled; 1 = Enabled (default)</p> <p>Disable this option to disable SATA Bias.</p> <p>See Settings Disable SATA Bias on page 59.</p>
USBLIO	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings USB Controller Hang Fix on page 59.</p>
USBCO	<p>4 = Enabled; Remove option to use default value</p> <p>See Settings USB Device Hang Fix on page 60.</p> <p>Enabling this option might help in cases where you experience lockups with certain USB 2.0 devices. The possible values are 0, 1, 2, 3, and 4. To help prevent lockups with a USB device, use the value 4.</p> <p>If this option is not set, the default value is 1.</p>
USBCOT	<p>If USBCO=4 is used, this option sets the internal delay loop used in microseconds.</p> <p>The default value is 25.</p>
USBEASD	<p>When using USBCO=1 (the default), this option sets the internal delay loop used in microseconds.</p> <p>The default value is 1.</p>
USBIgnoreMask	<p>Use this option to hide certain USB host controllers. For example, if you have a USB keyboard, BootIt BM or Image for DOS might disable the keyboard when it takes control of the USB2 host controller. Using this option, you can hide the host controller of that USB keyboard and attach the USB keyboard to a different controller. It usually takes some experimentation to determine which controller to hide, but the two USB ports next to each other are usually controlled by the same host controller. To hide the first USB controller, use 1, and to hide the second USB controller, use 2. To hide the third USB controller, use 4. To hide both the first and second USB controllers, use 3.</p> <p>Note: This option uses a basic Bit Mask numbering scheme.</p>

	By default, BootIt BM and Image for DOS take control of all detected USB2 host controllers.
UHCI	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Enable USB 1.1 (UHCI) on page 59.</p>
BIOSATA	<p>0 = Disabled (default); 1 = Enabled</p> <p>Note: This option is used by Image for DOS.</p> <p>If you don't supply any modifier for the hard drive via the command line, this option tells Image for DOS to use the BIOS (Direct) access method. In this mode, Image for DOS detects the source and target drives using the system BIOS, but then Image for DOS bypasses the BIOS and accesses them directly. Using this option might improve performance on some systems.</p> <p>If you don't supply any modifier for the hard drive, Image for DOS uses the BIOS access mode, which permits the system BIOS to both detect and access the source and target drives.</p>
PWNoBusTerm	<p>0 = Disabled (default); 1 = Enabled</p> <p>When enabled, BootIt BM will not terminate bus controller when leaving Partition Work. Special purpose option that may be used by TeraByte support for troubleshooting.</p>
GlobalGeoDisable	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Disable on page 60.</p>
GlobalGeoAlignHS	<p>0 = Disabled; 1 = Enabled (default)</p> <p>See Settings Align MBR for BIOS Auto Mode on page 61.</p>
GlobalGeoAlign2K	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Align on 2048 sectors on page 60.</p>
GlobalGeoAlignCylinder	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Align on Cylinder on page 60.</p>
GlobalGeoMBRGeo	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Assume Same Target System on page 61.</p>
GlobalGeoMBRGeoValidate	<p>0 = Disabled; 1 = Enabled (default)</p> <p>See Settings Validate Geometry Before Use on page 61.</p>
GlobalGeoOrgGeo	<p>0 = Disabled (default); 1 = Enabled</p> <p>See Settings Use Source Host Geometry on page 62.</p>
Win7MBR	<p>0 = Disabled (default); 1 = Enabled</p>

	See Settings Win7 MBR on page 62.
TimeZone	Set to the Formatted Time Zone Identifier. For example: PST8PDT See Settings Time Zone on page 63.
BackGround	Set to the file name of the background image to display on the Boot Menu. The file must exist in the BootIt EMBRM partition. See Settings Background on page 55.
StartSound	Set to the file name of the sound file to play when the Boot Menu is first displayed. The file must exist in the BootIt EMBRM partition. See Settings Sound on page 55.
MaintPW	This option holds the encoded Maintenance Password, if one is set. See Settings Maintenance Password on page 62.
AllowPWChange	0 = Disabled; 1 = Enabled (default) This option is controlled automatically when Users are being used. It is not recommended to manually change this option. See User Setup Allow Change on page 64.
Verbose	0 = Disabled; 1 = Enabled (default) This option enables verbose startup on the text screen to print additional information (such as BootIt version, etc.). If the SATA Bias option (BIOSMBRM) is enabled, it will tell the user it's reading the drives.

HDn

Individual drive settings are contained in the **[HDn]** section. Note that the *n* is replaced with the number of the drive (as displayed by BootIt BM). For example, **[HD2]** for the third drive. These sections usually do not exist unless you have configured non-default settings for an individual drive.

UseOrgGeo	0 = Disabled; 1 = Enabled See Drive Settings Use Original Geometry on page 48.
UseMBRGeo	0 = Disabled; 1 = Enabled See Drive Settings Use MBR Geometry on page 47.
UseValidMBRGeoOnly	0 = Disabled; 1 = Enabled See Drive Settings Validate MBR Geometry on page 48.
AlignOnEnd	0 = Disabled; 1 = Enabled; 2 = Enabled + Align End By Resizing See Drive Settings Align on End on page 48. See Drive Settings Align End By Resizing on page 48.

Align2048	<p>0 = Disabled; 1 = Enabled</p> <p>See Drive Settings Align on 2048 sectors on page 49.</p>						
AlignEndHS	<p>0 = Disabled; 1 = Enabled</p> <p>See Drive Settings Align MBR Ending HS on page 49.</p>						
AlignHSONTrunc	<p>0 = Disabled; 1 = Enabled</p> <p>See Drive Settings Align MBR HS When Truncated on page 49.</p>						
c	<p>The c, h, and s options are helpful when you need to specify geometry values that differ from those assigned by the operating environment. For example, you use these options when you attach a hard drive from another machine to the USB port of another machine to restore the first machine's backup image.</p> <p>Valid values:</p> <table border="1"> <tr> <td>C – Last Cylinder</td> <td>0 to 1023</td> </tr> <tr> <td>H – Last Head</td> <td>0 to 254</td> </tr> <tr> <td>S – Sectors per Track</td> <td>1 to 63</td> </tr> </table>	C – Last Cylinder	0 to 1023	H – Last Head	0 to 254	S – Sectors per Track	1 to 63
C – Last Cylinder	0 to 1023						
H – Last Head	0 to 254						
S – Sectors per Track	1 to 63						
h	Valid values are 0 to 254. See c , above.						
s	Valid values are 1 to 63. See c , above.						
GeoCalc	<p>0=Default, 1=LBA, 2=Large, 3=Normal, 4=Bit-Shift, 5=Device Bit-Shift.</p> <p>The Default and Device Bit-Shift use the device reported geometry, all others are calculated.</p>						
UseGlobalGeoSettings	<p>0 = Disabled; 1 = Enabled</p> <p>See Drive Settings Use Global Settings on page 49.</p>						

License

The [\[License\]](#) section contains the BootIt BM license information.

User	The user name given with the product key when BootIt BM is purchased. If using the trial version, this option is not used.
ProductKey	The product key given with the user name when BootIt BM is purchased. If using the trial version, this will be set to a trial key.

SVGA/VGA

These sections contain the current color scheme for a given mode and usually do not exist unless you have made changes in [Display Settings](#). Each option controls the color of a specific item. The format is the RGB type (Red, Green, Blue), with each color having a value between 0 and 255. For example: 0,0,0 is Black; 255,0,0 is Red; 128,128,128 is Gray.

The following lists the options and their default color values:

```
ScrollBarBackground=205,202,205
ClientWindowTextLeftSelectedBG=230,226,230
ClientWindowTextLeftSelected=57,68,115
ClientWindowTextSelectedBG=123,157,255
ClientWindowTextSelected=0,0,0
ClientWindowText=0,0,0
ClientWindowOutline=0,0,0
ClientWindowShadow=123,157,255
ClientWindowHighlight=255,255,255
ClientWindow=255,255,255
ElementText=0,0,0
ElementOutline=0,0,0
ElementShadow=57,68,115
ElementHighlight=255,255,255
ElementFace=205,202,205
GroupText=0,0,0
GroupOutline=0,0,0
GroupShadow=123,157,255
GroupHighlight=255,255,255
GroupFace=180,198,255
MenuTextSelected=0,0,0
MenuFaceSelected=123,157,255
MenuText=0,0,0
MenuShadow=57,85,115
MenuHighlight=255,255,255
MenuFace=180,198,255
TitleBarTextInactive=172,170,172
TitleBarText=255,255,255
TitleBarInactive=82,80,82
TitleBar=0,125,255
Background=0,28,115
```

In most cases, colors can be set more easily using [Display Settings](#).

TBOSBOOT.STR Options

The **TBOSBOOT.STR** file is located in the BootIt EMBRM partition and contains the list of programs that run when BootIt BM starts. Each line in the file is a program to run, optionally followed by startup parameters. In a normal installation, there are only two lines:

```
MOUSE.COM
BOOTITBM
```

The following parameters can be used with **BOOTITBM**:

/s Forces VGA mode (640x480 16-colors). [Display Settings](#) will not allow you to change to VESA mode or select any other resolutions. Remove option to switch back. Note that this

option overrides the options set in the **[Video]** section of the INI file.

/v	Forces VESA mode. Display Settings will allow you to change colors and resolutions normally.
-----------	--

/vs	Forces verbose startup on the text screen to print additional information (such as BootIt version, etc.). If the SATA Bias option (BIOSMBRM) is enabled, it will tell the user it's reading the drives.
------------	--

To specify a parameter, include it after **BOOTITBM**. For example, a default TBOSBOOT.STR file that forces VGA mode would look like this:

```
MOUSE.COM  
BOOTITBM /s
```

Using Terabyte OSDT Pro for BootIt

BootIt BM includes Terabyte OS Deployment Tool (TBOSDT) for BootIt. This special version (included only with the purchase of BootIt BM) adds support for working with partitions while still providing the features of the regular Professional version.

TBOSDT for BootIt supports the following operations from either the prompt or a script (TBS file):

- Add partition
- Delete partition
- Slide partition
- Resize partition
- Copy partition

TBOSDT for BootIt is automatically installed with BootIt BM if **Scripting Support** was included when the setup media was created.

To run TBOSDT, simply click the **Scripting** icon on the BootIt BM desktop or press **P**.

```
Copyright (c) 2007-2011 TeraByte, Inc. All Rights Reserved.
http://www.terabyteunlimited.com
Version 1.29 - Professional for BootIt
Licensed to TeraByte Unlimited

@C:\>_
```

Script files can be accessed easily from the BootIt BM partition using the text editor available on the desktop (click the **Text Editor** icon or press **X**). A sample backup script saved from Image for Dos is shown below:

```
Edit File - backupwin7.tbs

sub main()
  exec("C:\IMAGE.EXE" /b /um /uy /db0@0x1 /fb1@0x80:"\Windows7" /max:4GiB /v /desc:"Windows 7 backup", 1)
end sub
```

The script can be run from the prompt using the **runpbs** command:

```
runpbs backupwin7.tbs
```

Script files can also be run by clicking the **Run** icon on the BootIt BM desktop (or by selecting **Run** from the **Utilities** menu) and then selecting the file.

Additionally, scripts can also be run using BootNow™. For example, to run the above script from Windows, create a shortcut to BootNow with the following parameters: **1/run=backupwin7.tbs**

Running the shortcut will restart the computer, run the script file, and then boot to first menu item. See the README file included with BootNow for details and additional examples.

For more information on using TBOSDT for BootIt, please refer to the TBOSDT User Manual.

Obtaining Technical Support

The primary support communication method will be use of online services. The most recent versions of software and information will be available on the TeraByte Unlimited Web site:

www.terabyteunlimited.com

Registered users that require technical support should try to use the following email address as the primary communication method:

support@terabyteunlimited.com

Telephone support is also available as needed.

Pre-sale information and technical support for unregistered users is available by email only.

In all cases, registered or not, TeraByte Unlimited reserves the right to refuse any communication method that would incur a cost.

Ordering and Licensing BootIt Bare Metal

If you are using the trial version of BootIt BM and then to continue using it past the 30-day trial period, you must purchase a full-use license. It is illegal to continue using the trail-use version beyond the trial period.

To purchase the full-use license, use one of the following methods:

- Complete and submit the order form on page 92.
- Visit: www.terabyteunlimited.com/purchase-bootit-bare-metal.htm

Trademarks

BootIt, BootNow, and BurnCDCC are trademarks of TeraByte Unlimited.

Microsoft, MS, MS-DOS, and Windows are registered trademarks of Microsoft Corporation.

IBM, PC-DOS, and OS/2 are registered trademarks of the International Business Machines Corporation.

Linux is a registered trademark of Linus Torvalds.

All other trademarks and copyrights referred to are the property of their respective owners.

Definition of Shareware

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register or purchase a full-use license. Individual programs differ on details—some request registration or purchase of a full-use license while others require it; some specify a maximum trial period. With registration or purchase of a full-use license, you get anything from the simple right to continue using the software to an updated program with a printed manual.

Shareware is a distribution method, not a type of software. The Shareware system makes fitting your needs easier because you can try before you buy. Also, because the overhead is low, prices are low. Shareware has the ultimate money-back guarantee—if you don't use the product, you don't pay for it.

Ombudsman Statement

This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or technical problem with an ASP member, but does not provide technical support for members' products. Please contact the ASP Ombudsman by visiting: www.asp-shareware.com/omb

TeraByte Unlimited (Trial-Use) License Agreement

If you are using the software for evaluation or trial purposes then this License applies to you:

PLEASE READ THIS LICENSE AGREEMENT CAREFULLY

By using, copying, transmitting, distributing or installing all or any part of the TeraByte trial version computer software and documentation accompanying this License Agreement (the "Evaluation Software"), you agree to all of the terms and conditions of this License Agreement.

Please read the license terms and conditions below. **If you do not agree to all of the terms and conditions**, then do not use, copy, transmit, distribute, or install the trial version computer software and documentation accompanying this license Agreement.

TeraByte, Inc., dba TeraByte Unlimited ("TeraByte") and/or its suppliers own the Evaluation Software and its documentation, which are protected under applicable copyright, trade secrets, and other laws. Your rights and license to use the programs and the documentation are limited to the terms and subject to the conditions set forth below.

1. LICENSE:

(a) TRIAL USE IN YOUR OWN COMPUTER

- (i) YOU MAY: use the Evaluation Software for evaluation purposes in your own computer, for a period not to exceed thirty (30) days after your first installation or use of the Evaluation Software. You may not re-install or additionally install the Evaluation Software for additional evaluation periods.
- (ii) Not "Free Software". This Evaluation Software is not "free software", but a software copy with limited license rights, as set forth in this Agreement.
- (iii) Temporary Evaluation Use Only. You may use this Evaluation Software without charge for a limited time only, and solely to decide whether to purchase a paid license for the software from TeraByte. If you wish to use the Evaluation Software after the thirty (30) day evaluation period, then you must purchase a Full Use license for the software from TeraByte. You can visit TeraByte's web site at www.terabyteunlimited.com, for further information.
- (iv) NO CONTINUED USE WITHOUT REGISTRATION. Unregistered use of the Evaluation Software after the thirty (30) day trial period is an infringement of TeraByte's legal and equitable rights, including but not limited to copyright and trade secret rights, under U.S. and international laws.
- (v) Notwithstanding the above, should you use, install, copy, or download the Evaluation Software for a particular purpose, and should the Evaluation Software successfully accomplish that particular purpose, such use shall not be considered evaluation purposes. In such case, you shall immediately obtain the appropriate end user license.

(b) LIMITED DISTRIBUTION LICENSE

- (i) IF YOU ARE AN INDIVIDUAL, YOU MAY: distribute copies of the Evaluation Software to your friends or associates, provided that you charge no fees nor request any donations for this service, and that you convey only a complete and unaltered copy of the original Evaluation Software files, in the exact form that they were downloaded from www.terabyteunlimited.com.
- (ii) ALL OTHER DISTRIBUTION is allowed only under the terms set forth by TeraByte, if any at the www.terabyteunlimited.com web site. TeraByte may, at its sole discretion, append a data record to the distribution files for the Evaluation Software, in which event such data record shall be automatically incorporated by reference. Any distribution satisfying all of the distribution requirements expressed at the web site or in that data record, if any, is hereby authorized; all other distribution requires TeraByte's advance written approval.
- (iii) Each individual, and each vendor, wishing to distribute the Evaluation Software package must independently satisfy all terms of the limited distribution license.
- (iv) You may make as many copies of this Evaluation Software as you need, for purposes of the limited distribution permitted in this Agreement.
- (v) TERABYTE RESERVES THE RIGHT TO RETRACT OR CHANGE ANY OR ALL OF THE ABOVE DISTRIBUTION RIGHTS AT ANY TIME, FOR ANY OR NO REASON.

(c) YOU MAY NOT:

- (i) permit others to use the Evaluation Software unless they are properly licensed by TeraByte, either under this Agreement or another agreement from TeraByte;
- (ii) modify, translate, reverse engineer, decompile, disassemble, or create derivative works based on, the Evaluation Software;
- (iii) copy the Evaluation Software except as expressly permitted above;

- (iv) distribute the Evaluation Software, bundle it with other products, rent, lease, sell, grant a security interest in, or otherwise transfer rights to, or possession of, the Evaluation Software or any copy thereof, except as may be expressly provided in this Agreement;
 - (v) remove or alter any proprietary notices, labels or legends on any copy of the Evaluation Software; or
 - (vi) ship or transmit (directly or indirectly) any copies of the Evaluation Software or their media, or any direct product thereof, to any country or destination prohibited by the United States Government.
- (d) **RESERVATION OF RIGHTS.** All rights and licenses not expressly granted by TeraByte in this Agreement are entirely and exclusively reserved to TeraByte.
2. **TERM AND TERMINATION:** This Agreement shall remain effective until this Agreement is terminated, provided that in no event shall your evaluation rights hereunder extend beyond the thirty (30) day period set forth in Section 1 above. You may terminate it at any time by destroying the distribution media together with all of your copies of the Evaluation Software in any form. This Agreement will also automatically terminate, without notice, if you fail to comply fully with any term or condition of this Agreement, or if your normal business operations are disrupted or discontinued for more than thirty days by reason of insolvency, bankruptcy, receivership, or business termination. Upon termination of this Agreement, you must destroy all copies of the Evaluation Software in any form.
 3. **OWNERSHIP AND CONFIDENTIAL INFORMATION:** TeraByte or its licensors own the Evaluation Software under copyright, trade secret and all other laws that may apply. All product names, designs, and logos associated with the Evaluation Software are trademarks of TeraByte. The source code of the Evaluation Software and all information regarding the design, structure or internal operation of the Evaluation Software are valuable trade secrets of TeraByte or third parties with which TeraByte has licensing arrangements ("Confidential Information"), provided however, that "Confidential Information" shall not include information which otherwise would be Confidential Information to the extent that such information was publicly known or otherwise known to you previously to the time of disclosure, which subsequently became known through no act or omission by you, or which otherwise became known to you other than through disclosure by TeraByte. You shall not sell, transfer, publish, disclose, display or otherwise permit access to any Confidential Information by any third party, nor may you use any of the Confidential Information, except strictly as part of the Evaluation Software in the form originally distributed by TeraByte.
 4. **LIMITED WARRANTY: THE EVALUATION SOFTWARE IS PROVIDED ENTIRELY "AS-IS".** TERABYTE MAKES NO WARRANTIES, EXPRESSED OR IMPLIED, WITH RESPECT TO THE EVALUATION SOFTWARE, ITS MERCHANTABILITY, OR ITS FITNESS FOR ANY PARTICULAR PURPOSE. TERABYTE DOES NOT WARRANT THAT THE EVALUATION SOFTWARE WILL MEET YOUR REQUIREMENTS OR THAT THE OPERATION OF THE EVALUATION SOFTWARE WILL BE UNINTERRUPTED OR ERROR FREE. YOU ASSUME FULL RESPONSIBILITY FOR SELECTING AND USING THE EVALUATION SOFTWARE, AND THAT IF YOU USE THE EVALUATION SOFTWARE IMPROPERLY OR AGAINST INSTRUCTIONS, YOU CAN CAUSE DAMAGE TO YOUR FILES, SOFTWARE, DATA OR BUSINESS. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE EVALUATION SOFTWARE IS BORNE BY YOU. THIS DISCLAIMER OF WARRANTY CONSTITUTES AN ESSENTIAL PART OF THE AGREEMENT. Some jurisdictions do not allow exclusions of an implied warranty, so this disclaimer may not apply to you and you may have other legal rights that vary by jurisdiction.
 5. **LIMITATION OF LIABILITY.** ANY LIABILITY OF TERABYTE WILL BE LIMITED EXCLUSIVELY TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE. IN ADDITION, IN NO EVENT WILL TERABYTE, NOR ANY OTHER PERSON OR ENTITY INVOLVED IN THE CREATION, PRODUCTION, OR DELIVERY OF THE EVALUATION SOFTWARE, BE LIABLE FOR INDIRECT, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION LOSS OF INCOME, USE OR INFORMATION, RELATING EITHER TO THE USE OF THE EVALUATION SOFTWARE, OR YOUR RELATIONSHIP WITH TERABYTE, EVEN IF TERABYTE HAS BEEN ADVISED IN ADVANCE OF THE POSSIBILITY OF SUCH DAMAGES OR CLAIMS. Any suit or other legal action relating in any way to this Agreement or to the Evaluation Software must be filed or commenced no later than one (1) year after it accrues. You may also have other rights which vary from state to state.
 6. **HIGH RISK ACTIVITIES.** The Evaluation Software is not fault-tolerant and is not designed, manufactured or intended for use on equipment or software running in hazardous environments requiring fail-safe performance, including but not limited to the operation of nuclear facilities, aircraft navigation or communication systems, air traffic control, direct life support machines, or weapons systems, in which the failure of the Evaluation Software could contribute to death, personal injury, or severe physical or environmental damage ("High Risk Activities"). TERABYTE AND ITS SUPPLIERS SPECIFICALLY DISCLAIM ANY EXPRESS OR IMPLIED WARRANTY OF FITNESS OF THE EVALUATION SOFTWARE FOR HIGH RISK ACTIVITIES. TERABYTE DOES NOT AUTHORIZE USE OF THE EVALUATION SOFTWARE FOR ANY HIGH RISK ACTIVITY. YOU AGREE TO DEFEND AND INDEMNIFY TERABYTE, AND HOLD TERABYTE HARMLESS, FROM AND AGAINST ANY AND ALL CLAIMS, ACTIONS, LOSSES, COSTS JUDGMENTS AND DAMAGES OF ANY KIND IN CONNECTION WITH USE IN RELATION TO ANY HIGH RISK ACTIVITY OF ANY COPY OF THE EVALUATION SOFTWARE RELATING TO THIS LICENSE.
 7. **RESTRICTED RIGHTS - COMMERCIAL COMPUTER SOFTWARE.** The parties acknowledge and agree that: (a) any and all products covered by this Agreement are, and shall be, deemed "commercial computer software" for all purposes in relation to U.S. government acquisition laws, rules and regulations, and (b) all use, duplication and disclosure by, for, or on behalf of the U.S. Government is subject to all conditions, limitations and restrictions applicable to "commercial computer software" as set forth in FAR section 12.212 and in DFAR sections 227.7202-1, 227.7202-3, and 227.7202-4.
 8. **GENERAL.**
 - (a) **ENTIRE AGREEMENT.** This Agreement constitutes the entire agreement between you and TeraByte in regard to the subject matter herein, and supersedes all previous and contemporaneous agreements, proposals and communications,

written or oral between you and TeraByte. No amendment of this Agreement shall be effective unless it is in writing and signed by duly authorized representatives of both parties.

- (b) **NON-WAIVER.** Waiver by TeraByte of any violation of any provision of this License shall not be deemed to waive any further or future violation of the same or any other provision.
- (c) **LAW AND JURISDICTION.** This License and any dispute relating to the Evaluation Software or to this License shall be governed by the laws of the United States and the laws of the State of Nevada, without regard to U.S. or Nevada choice of law rules. You agree and consent that jurisdiction and proper venue for all claims, actions and proceedings of any kind relating to TeraByte or the matters in this License shall be exclusively in courts located in Las Vegas, Nevada. If a court with the necessary subject matter jurisdiction over a given matter cannot be found in Las Vegas, then jurisdiction for that matter shall be exclusively in a court with the proper jurisdiction as close to Las Vegas as possible, and within Nevada if possible.
- (d) **SEVERABILITY.** If any part or provision of this License is held to be unenforceable for any purpose, including but not limited to public policy grounds, then you agree that the remainder of the License shall be fully enforceable as if the unenforceable part or provision never existed.
- (e) **NON-ASSIGNMENT.** You may not assign this License without the prior written consent of TeraByte, except as part of a sale of all or substantially all of the assets of your business.
- (f) **NO THIRD PARTY BENEFICIARIES.** There are no third party beneficiaries of any promises, obligations or representations made by TeraByte herein.
- (g) **HEIRS AND ASSIGNS.** This Agreement shall be binding on and shall inure to the benefit of the heirs, executors, administrators, successors and assigns of the parties hereto, but nothing in this paragraph shall be construed as a consent by TeraByte to any assignment of this agreement except as provided hereinabove.
- (h) **SURVIVAL.** The provisions of paragraphs 1(a)(iv), 1(c)(ii) and 3 of this Agreement shall survive any termination or expiration of this Agreement.

TeraByte Unlimited (Full-Use) License Agreement

End User License Agreement (Revised April 1, 2011)

PLEASE READ THIS LICENSE AGREEMENT CAREFULLY BEFORE UPGRADING, COPYING, INSTALLING OR USING THE ACCOMPANYING SOFTWARE PROGRAM (the "Software").

THIS AGREEMENT SETS FORTH THE STANDARD FULL-USE LICENSE FOR USE OF THE SOFTWARE ON YOUR COMPUTER SYSTEM. IN ORDER TO USE THE SOFTWARE UNDER THIS FULL-USE LICENSE, YOU MUST PURCHASE, OR HAVE PURCHASED, EITHER:

- a) ONE OR MORE COPIES OF THE SOFTWARE WITH FULL-USE LICENSE RIGHTS, FROM TERABYTE OR A TERABYTE-AUTHORIZED LICENSING AGENT, OR
- b) FULL-USE LICENSE RIGHTS FROM TERABYTE OR A TERABYTE-AUTHORIZED LICENSING AGENT FOR ONE OR MORE TIME-LIMITED "EVALUATION VERSION" COPIES OF THE SOFTWARE ALREADY IN YOUR POSSESSION.

THERE MAY BE AN ACTIVATION PROCESS DESCRIBED IN THE SOFTWARE, PURCHASE RECEIPT OR IN TERABYTE DOCUMENTATION THAT MUST BE FOLLOWED OR YOUR USE OF THE SOFTWARE MAY BE LIMITED OR PREVENTED.

If you do not agree to all of the terms and conditions of this License Agreement as set forth below, then: (a) do not install, upgrade, copy or use the Software, (b) if you received any registration codes or serial numbers, do not copy, use, retain or disclose any of those registration codes or serial numbers, and (c) if you purchased packaged copies of the Software with full-use rights, you may return the complete package, unused, to your place of purchase within fifteen (15) days after purchase for a refund. **The exercise of any or all of the rights set forth below constitutes acceptance of all of the terms and conditions of the Agreement.** Where you have received a signed Agreement directly from TeraByte, any discrepancy between that signed Agreement and an unsigned Agreement shall be controlled by the signed Agreement.

As further set forth below, TeraByte Inc., dba TeraByte Unlimited ("TeraByte") and/or its suppliers own the Software and its documentation, which are protected under applicable copyright, trade secrets, and other laws. The Software is licensed, not sold. Your rights and license to use the Software and the documentation are limited to the terms and subject to the conditions set forth in this Agreement.

1. LICENSE:

(a) YOU MAY:

- (i) **(Single Copy License)** if you paid for a single copy license, use the Software on a single computer that you or your organization owns or controls ("Computer System"), as further described in 1(c) below;
- (ii) **(Multiple Copy License)** if you paid for a multiple copy license, make and use the number of Software copies for which you paid, provided that you may only use each copy of the Software as described in (i) above;
- (iii) **(Transfer of Installation)** physically transfer any installed, licensed copy of the Software from one Computer System (the "Old System") to another Computer System (the "New System"), provided that that copy may be installed on only one Computer System at a time, and further provided that when you make the transfer, you must uninstall and remove any and all copies of the Software from the Computer System from which the programs are transferred. Where uninstalling from the Old System is impossible due to such Old System being damaged or otherwise non-functional, the requirement for such uninstall and removal shall be waived unless and until such Old System becomes functional. Such transfer shall be permitted (a) when the New System is a replacement for the Old System, or (b) with written approval from TeraByte. Unless otherwise authorized by TeraByte, in writing, each licensed copy of the Software shall be licensed for one and only one Computer System. Such shall be the case whether or not the Software is installed on a disk drive permanently attached to the Computer System for which the Software may be licensed. Specifically, installation upon portable media including without limitation flash drives and CDs shall not circumvent the requirement of maintaining a license for the Software on each Computer System on which the Software may be used, although it is permissible for Software installed upon a portable drive or other drive accessible from multiple Computer Systems to be executed upon more than one such system, provided that licenses are maintained for each Computer System on which such Software may be executed;
- (iv) **(Backup Copy)** make a copy of each licensed copy of the Software solely for purposes of backup;
- (v) **(Images)** create and keep "per computer" Images, as described in paragraph 1(e)(i) below, if the Software product, as licensed, provides imaging functionality; and
- (vi) **(Image Deployment)** if you paid for additional "Image Deployment" license rights, create and distribute additional Images as described in paragraph 1(e)(ii) below.

PROVIDED IN ALL CASES THAT all copyright and other proprietary and Federal acquisition notices, as included by TeraByte with the Software, be fully and accurately reproduced by you on any and all copies of the Software.

(b) **YOU MAY NOT:** (i) permit others to use the Software unless they are properly licensed by TeraByte, either under this Agreement or another agreement from TeraByte, nor install or use the Software on any computer or computer-related device except Computer Systems as authorized in (a) above; (ii) under a single use license, install a copy of the Software on one Computer System and also use it on one or more other Computer Systems (no less than a two (2) copy license would be required for such use); (iii) permit concurrent use of any copy of the Software; (iv) modify, translate, reverse engineer, decompile, disassemble, or create derivative works based on, the Software; (v) copy the Software except as expressly permitted above; (vi) rent, lease, grant a security interest in, or otherwise transfer rights to, or possession of, the Software or any copy thereof, unless properly licensed by TeraByte, under another agreement that specifically permits such action; (vii) remove or alter any proprietary notices, labels or legends on any copy of the Software; (viii) ship or transmit (directly or indirectly) any copies of the Software or their media, or any direct product thereof, to any country or destination prohibited by the United States Government; or (ix) disclose serial numbers or registration codes to others, unless they are properly licensed to receive such information, either under this Agreement or another agreement from TeraByte.

(c) **PERMITTED END USERS AND COMPUTER SYSTEMS.**

(i) **Commercial or Organizational Use.** If you are a corporation, LLC, or other commercial entity, whether public or private, for profit or not-for-profit, or a government entity, or if the Software is ever used for purposes related to any such commercial or government entity, the permitted Software end users and Computer Systems under this license are, as applicable:

- (1) Your own employees and in-house contractors, and your in-house Computer Systems owned or controlled by you,
- (2) A parent organization that has majority ownership or control of your organization (if any), its employees and in-house contractors, and that organization's in-house Computer Systems owned or controlled by that organization,
- (3) Your subsidiary organization or organizations (if any), those organizations' employees and in-house contractors, and those organization's in-house Computer Systems owned or controlled by those organizations, and
- (4) Your affiliated organizations (if any; "affiliated organization" means any organization which is under majority control or ownership by the same parent that majority owns or majority controls you), those organizations' employees and in-house contractors, and those organization's in-house Computer Systems owned or controlled by those organizations.

(ii) **Personal or Home Users.** If you are a real person, and if all Software under this license is used exclusively for personal non-commercial use only, then each licensed copy may be installed on two additional Computer Systems owned or controlled by you, or a member of your immediate family.

"Control": For purposes of this Agreement, a person or entity "controls" a Computer System when he, she or it has actual control over the day-to-day use of that Computer System.

(d) **RESERVATION OF RIGHTS.** All rights and licenses not expressly granted by TeraByte in this Agreement are entirely and exclusively reserved to TeraByte.

(e) **IMAGE LICENSES.** If the Software's functionality, as licensed, includes the ability to create one or more disk partition images or otherwise copy one or more partitions ("Images") then the use of each Image is subject to all of the conditions and restrictions of this Agreement.

Your rights to create and distribute Images are based on the Software licensed and the type of license you purchased (as may be indicated on your sales receipt or comparable sales documentation received by you from TeraByte):

(i) **"PER COMPUTER" IMAGE LICENSE.** Each licensed copy of the Software includes, without extra charge, a "per computer" license to create and keep Images for the same Computer System(s) on which you are licensed to use the Software itself; those Images may not be distributed to, or used in any manner with, any other computers (except for direct replacements for such systems as provided in subsection 1(a)(iii) above), nor may you create or retain images for additional Computer Systems unless the previously created images are destroyed, or you purchased additional licenses to cover such Computer Systems. You may create and keep an unlimited number of Images for each licensed Computer System. For example, if you purchased a license for five (5) copies of the Software, then you may create and keep an unlimited number of Images for up to five Computer Systems with which you properly use those 5 Software copies as described in 1(a)(i) and 1(a)(ii) above, but you may not distribute those Images to, or use them with, any other Computer System.

(ii) **"IMAGE DEPLOYMENT" LICENSE.** If, in addition to the standard Software license, you purchased an "Image Deployment" license (as indicated on your sales receipt from TeraByte), then: (A) you may make an unlimited number of Images on any Computer System on which you may use the Software under this license, and (B) you may deploy each Image to other Computer Systems, referred to as "deployment computers," each such deployment computer having been provided an Image Deployment license. Image Deployment licenses remain allocated to such deployment computers until and unless such deployment computer is taken out of service and replaced. In such case, said Image Deployment license may be transferred to such replacement system subject to limitations as provided in subsection 1(a)(iii) above. For the right to distribute Images to additional computers, you will need to purchase additional Image Deployment License rights from TeraByte. Images deployed as described herein may only be restored or referenced on Computer Systems

having been licensed with at least an Image Deployment license, and once restored, may not be moved to any Computer System not so licensed without prior authorization from TeraByte.

- (f) **PARTITION MANAGEMENT LICENSING.** If the Software's functionality, as licensed, includes the ability to create, resize, slide or otherwise manage partitions on a hard drive, or otherwise to control or repair system boot parameters, then the use of each such reparation or partition management change is likewise subject to all of the conditions and restrictions of this Agreement, including without limitation, restriction of use of such reparation or partition management change to Computer Systems licensed hereunder.
2. **TERM AND TERMINATION:** This Agreement, and your license rights hereunder, remain effective until this Agreement is terminated.
- (a) Termination by You. You may terminate it at any time by destroying the distribution media together with all of your copies of the Software in any form.
- (b) Termination for Breach. This Agreement may be terminated by TeraByte upon notice, at its sole discretion, if you fail to completely remedy any breach by you of any term or condition herein within ten (10) days after notice of such breach is delivered by TeraByte to you,
- (c) Automatic Termination. This Agreement will automatically terminate without notice if your normal business operations are disrupted or discontinued for more than thirty days by reason of insolvency, bankruptcy, receivership, or business termination. Upon termination of this Agreement, you must destroy all copies of the Software in any form.
3. **OWNERSHIP AND CONFIDENTIAL INFORMATION:** TeraByte or its licensors own the Software under copyright, trade secret and all other laws that may apply. All product names, designs, and logos associated with the Software are trademarks of TeraByte. The source code of the Software and all information regarding the design, structure or internal operation of the Software are valuable trade secrets of TeraByte or third parties with which TeraByte has licensing arrangements ("Confidential Information"), provided however, that "Confidential Information" shall not include information which otherwise would be Confidential Information to the extent that such information was publicly known or otherwise known to you previously to the time of disclosure, which subsequently became known through no act or omission by you, or which otherwise became known to you other than through disclosure by TeraByte without violation of any party's obligations to TeraByte. You shall not sell, transfer, publish, disclose, display or otherwise permit access to any Confidential Information by any third party, nor may you use any of the Confidential Information, except strictly as part of the Software in the form originally distributed by TeraByte.
4. **LIMITED WARRANTY:** TeraByte Unlimited warrants that for a period of thirty (30) days from the date of purchase, the Software will perform in conformity with the user documentation supplied by TeraByte, provided that your EXCLUSIVE REMEDY under this warranty shall be to return the Software to TeraByte in exchange for repair, replacement, or a full refund of your purchase price (at TeraByte's option) within forty-five (45) days after the date of purchase. In addition, the above warranty does not apply to the extent that any failure of the Software to perform as warranted is caused by the Software being (a) not used in accordance with the user documentation, or (b) modified by any person other than authorized TeraByte personnel. EXCEPT FOR THE EXPRESS WARRANTY GRANTED IMMEDIATELY ABOVE, TERABYTE MAKES NO WARRANTIES, EXPRESSED OR IMPLIED, WITH RESPECT TO THE SOFTWARE, ITS MERCHANTABILITY, OR ITS FITNESS FOR ANY PARTICULAR PURPOSE. YOU ACKNOWLEDGE AND AGREE THAT YOU HAD FULL OPPORTUNITY TO USE AND TEST THE SOFTWARE BEFORE PURCHASE. TERABYTE DOES NOT WARRANT THAT THE SOFTWARE WILL MEET YOUR REQUIREMENTS OR THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR FREE. YOU ASSUME FULL RESPONSIBILITY FOR SELECTING AND USING THE SOFTWARE, AND THAT IF YOU USE THE SOFTWARE IMPROPERLY OR AGAINST INSTRUCTIONS, YOU CAN CAUSE DAMAGE TO YOUR FILES, SOFTWARE, DATA OR BUSINESS. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE SOFTWARE IS BORNE BY YOU. THIS DISCLAIMER OF WARRANTY CONSTITUTES AN ESSENTIAL PART OF THE AGREEMENT. Some jurisdictions do not allow exclusions of an implied warranty, so this disclaimer may not apply to you and you may have other legal rights that vary by jurisdiction.
5. **LIMITATION OF LIABILITY.** ANY LIABILITY OF TERABYTE WILL BE LIMITED EXCLUSIVELY TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE. IN ADDITION, IN NO EVENT WILL TERABYTE, NOR ANY OTHER PERSON OR ENTITY INVOLVED IN THE CREATION, PRODUCTION, OR DELIVERY OF THE SOFTWARE, BE LIABLE FOR INDIRECT, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION LOSS OF INCOME, USE OR INFORMATION, RELATING EITHER TO THE USE OF THE SOFTWARE, OR YOUR RELATIONSHIP WITH TERABYTE, EVEN IF TERABYTE HAS BEEN ADVISED IN ADVANCE OF THE POSSIBILITY OF SUCH DAMAGES OR CLAIMS. Any suit or other legal action relating in any way to this Agreement or to the Software must be filed or commenced no later than one (1) year after it accrues. You may also have other rights which vary from state to state.
6. **HIGH RISK ACTIVITIES.** The Software is not fault-tolerant and is not designed, manufactured or intended for use on equipment or software running in hazardous environments requiring fail-safe performance, including but not limited to the operation of nuclear facilities, aircraft navigation or communication systems, air traffic control, direct life support machines, or weapons systems, in which the failure of the Software could contribute to death, personal injury, or severe physical or environmental damage ("High Risk Activities"). TERABYTE AND ITS SUPPLIERS SPECIFICALLY DISCLAIM ANY EXPRESS OR IMPLIED WARRANTY OF FITNESS OF THE SOFTWARE FOR HIGH RISK ACTIVITIES. TERABYTE DOES NOT AUTHORIZE USE OF THE SOFTWARE FOR ANY HIGH RISK ACTIVITY. YOU AGREE TO DEFEND AND INDEMNIFY

TERABYTE, AND HOLD TERABYTE HARMLESS, FROM AND AGAINST ANY AND ALL CLAIMS, ACTIONS, LOSSES, COSTS JUDGMENTS AND DAMAGES OF ANY KIND IN CONNECTION WITH USE IN RELATION TO ANY HIGH RISK ACTIVITY OF ANY COPY OF THE SOFTWARE RELATING TO THIS LICENSE.

7. **RESTRICTED RIGHTS - COMMERCIAL COMPUTER SOFTWARE.** The parties acknowledge and agree that: (a) any and all products covered by this Agreement are, and shall be, deemed "commercial computer software" for all purposes in relation to U.S. government acquisition laws, rules and regulations, and (b) all use, duplication and disclosure by, for, or on behalf of the U.S. Government is subject to all conditions, limitations and restrictions applicable to "commercial computer software" as set forth in FAR section 12.212 and in DFAR sections 227.7202-1, 227.7202-3, and 227.7202-4.
8. **GENERAL.**
 - (a) **ENTIRE AGREEMENT.** This Agreement constitutes the entire agreement between you and TeraByte in regard to the subject matter herein, and supersedes all previous and contemporaneous agreements, proposals and communications, written or oral between you and TeraByte. No amendment of this Agreement shall be effective unless it is in writing and signed by duly authorized representatives of both parties.
 - (b) **NON-WAIVER.** Waiver by TeraByte of any violation of any provision of this License shall not be deemed to waive any further or future violation of the same or any other provision.
 - (c) **LAW AND JURISDICTION.** This License and any dispute relating to the Software or to this License shall be governed by the laws of the United States and the laws of the State of Nevada, without regard to U.S. or Nevada choice of law rules. You agree and consent that jurisdiction and proper venue for all claims, actions and proceedings of any kind relating to TeraByte or the matters in this License shall be exclusively in courts located in Las Vegas, Nevada. If a court with the necessary subject matter jurisdiction over a given matter cannot be found in Las Vegas, then jurisdiction for that matter shall be exclusively in a court with the proper jurisdiction as close to Las Vegas as possible, and within Nevada if possible.
 - (d) **SEVERABILITY.** If any part or provision of this License is held to be unenforceable for any purpose, including but not limited to public policy grounds, then you agree that the remainder of the License shall be fully enforceable as if the unenforceable part or provision never existed.
 - (e) **NON-ASSIGNMENT.** You may not assign this License without the prior written consent of TeraByte, except as part of a sale of all or substantially all of the assets of your business.
 - (f) **NO THIRD PARTY BENEFICIARIES.** There are no third party beneficiaries of any promises, obligations or representations made by TeraByte herein.
 - (g) **HEIRS AND ASSIGNS.** This Agreement shall be binding on and shall inure to the benefit of the heirs, executors, administrators, successors and assigns of the parties hereto, but nothing in this paragraph shall be construed as a consent by TeraByte to any assignment of this agreement except as provided hereinabove.
 - (h) **SURVIVAL.** The provisions of paragraphs 1(b)(iv), 1(b)(vii), 1(b)(ix), 2, 3 and 6 of this Agreement shall survive any termination or expiration of this Agreement.

BootIt Bare Metal Order Form

Remit To:
 TeraByte Unlimited
 10220 Lazy Bear Street
 Las Vegas, NV 89131

Registration Name: _____	Date: _____
Mailing Address: _____ _____ _____	Phone 1: _____ Phone 2: _____ Fax: _____
E-Mail Address: _____	PC Brand/CPU Type: _____
Shipping Address: _____ _____	HD Connect: <input type="checkbox"/> IDE <input type="checkbox"/> SATA <input type="checkbox"/> SCSI Primary OS: _____
How did you learn about BootIt Bare Metal? _____ _____	FDD: <input type="checkbox"/> None <input type="checkbox"/> 3.5-inch

<i>Description</i>	<i>Unit Price</i>	<i>Qty</i>	<i>Extended Price</i>
BootIt Bare Metal	\$39.95		\$
Shipping and Handling Fees for orders <i>not sent to you</i> by e-mail add \$9.95			\$
Nevada Residents add applicable sales tax			\$
TOTAL CHECK OR MONEY ORDER ENCLOSED♦			\$

- ♦ Check or Money Order must be drawn on a U.S. bank in U.S. dollars.
- ♦ If you do not have a U.S. checking account, you can send an international postal money order or have your bank issue a check on a U.S. bank in U.S. dollars. Be sure to send this order form whichever method you choose.
- Check mailed separately.** (Please ask your bank to include your name on the memo line of the check.)