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A.N.A.L.O.G.
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SPECIAL HOLIDAY ISSUE

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A Master Disk Directory

by Jason Leigh

Another disk directory?! Before you flip to this month's machine language program, have a look at this disk directory.

By now, you've heard about (and probably seen) the new ST line of Atari computers. "Jackintosh," the nickname given to the STs, came from the fact that these new computers use a very similar operating system (OS) to that of Apple's Macintosh. This OS is unique in that programs and data are retrieved simply by using a "mouse" to select pictorially represented commands.

Based on my previous experience with the Macintosh, I decided to write a utility (**Master Disk Directory**, hereafter the **MDD**, for brevity) which implemented a Macintosh-like OS.

MDD is a disk filing program which is, in many ways, similar to many commercial filing programs—except that this filer uses a joystick to select commands, which are represented graphically by icons like the one on the top corner of this page.

The system requirements for this program are: an Atari 400, 800 or XL computer with a minimum of 32K RAM, a joystick, one disk drive, an optional printer, and BASIC.

Loading Master Disk Directory.

There are three program listings that need to be typed in and SAVEd before execution: Listing 1 (Creator) is used to create a machine language file which will automatically load the main directory menu; Listing 2 (**MDD** itself, the Master Menu) is the main directory menu which allows you to select the folder you wish to work on; and Listing 3 (Master Filer) loads automatically under the control of the main directory menu. This program is what actually does the filing of your disks.

After you've typed in the three programs, check them with **Unicheck** (see page 10). Do not attempt to RUN any of the programs until you've got all three completely typed and checked. SAVE all three programs on a new disk with DOS.SYS and DUP.SYS, using the following filenames: for the Creator, type *SAVE"D:CREATOR.DIR"*; for the Master Menu, type *SAVE"D:MASTER.DR1"*; and for the Master Filer, type *SAVE"D:MASTER.DR2"*.

With all three programs SAVEd, RUN the Creator by typing *RUN"D:CREATOR.DIR"*. Follow the instructions on the Creator, and it should write an AUTO-RUN.SYS file on your disk, which will automatically load up the Master Menu. When the Creator has completed its task, reboot your computer. The Master Disk Menu should load up and execute.

Master Menu instructions.

The Master Menu should show four icons and a directory of the disk currently in the disk drive. Using a joystick, you can select a command by pointing the cursor at the appropriate icon and pressing the fire button.

The icons.

In case you can't recognize what the icons are supposed to represent, you can read their names next to them. The "trash" icon, indicated by a trash can, allows you to delete (trash) an unwanted directory folder. The "new" icon, indicated by a pen on a pad, allows you to create a new folder. The "dir" icon, indicated by a floppy disk, allows you to retrieve the directory of the disk currently in the drive. The "quit" icon, indicated by an END sign, exits the menu.

Trash — To trash a file, select the trash icon; the word *TRASH* should flash. Move the cursor over to point at a file and press the fire button. The file should flash. If it isn't a folder, it will not allow you to trash it. To see more of the disk directory, point at the downward arrow in the directory window and press the fire button. The directory menu should scroll in its window. To escape from the trash mode, point the cursor anywhere an icon does not exist and press the fire button. The *TRASH* should stop flashing, and you should hear a beep.

New — Selecting this icon will allow you to open a new folder. You'll be prompted to enter a name for your folder, which must not exceed eight characters in length or contain extensions. You will be alerted if a folder with such a name already exists on the disk. At that point, you may write over it or return to the main menu.

Dir — This allows you to update the Master Menu's directory listing when a new disk is inserted.

Once a new folder has been created, you may start putting directory listings into it. To do so, select the folder listed in the directory window. The dir icon should illuminate and transfer you to the Master Filer.

Note that, before passing control to the filer, the Master Menu will create a file called OPTION.DIR. This file contains the name of the folder you've selected to edit. I suggest you do not delete it; without this file, you cannot enter the Master Filer.

A final icon exists on the top left-hand corner of the screen. Selecting this diamond-shaped icon reveals a pull-down display which indicates the version and release date of the Master Menu.

Notes on semantics: a *file* is defined as simply a file in a normal DOS 2 disk; a *folder* is defined as a collection of directory listings. Folders are created and erased in the Master Menu, whereas directory listings are written into and removed from folders in the Master Filer.

Master Filer instructions.

This is the program you actually use to file all your disks. The Filer operates under three pull-down menus: Edit, Display and File.

To select an option, move the ball-shaped cursor down to the desired menu and hold the fire button down. A menu should open out vertically, displaying a new set of commands.

Menu: Edit.

This menu has four commands: "escape," "insert," "update" and "delete."

Escape — Exists in all three menus and is used to close the menu.

Insert — Used to file a new disk into memory. You will be prompted for a name to call the disk before the directory on your disk is filed. To escape from this, press RETURN without making any filename entries. Throughout the entire program, RETURN will be used to escape from a command, except where otherwise indicated by the Filer.

Update — Used to change the old directory listing to the new listing.

Delete — Erases a disk file from memory.

Note that none of the above commands actually write to disk until
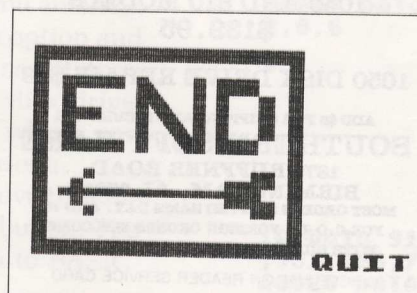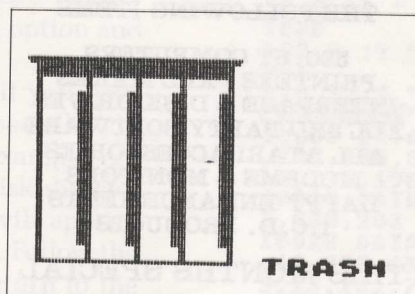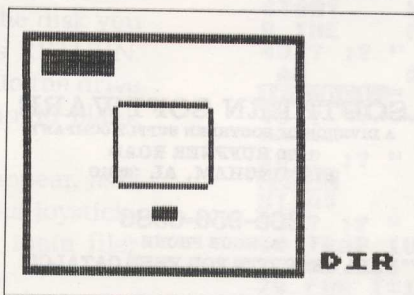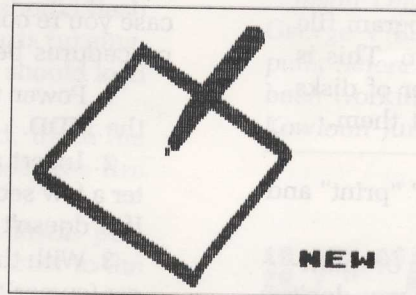
quit is selected from the file menu. So, if you've made a "fatal" mistake, simply power up your system and restart.

Menu: Display.

This menu contains the commands: "escape," "catalog," "diskdir" and "search."

Catalog — Displays disk directories stored in the memory.

Diskdir — Displays the directory of the disk currently in the disk drive.

Search — Searches for a single program file and tells you which disk the file is on. This is useful when you have a large number of disks and need to find a program amongst them.

Menu: File.

This contains the commands: "escape," "print" and "quit."

Print — Makes a hardcopy of single or multiple files in memory on the printer. It you don't like the format of the printouts, you can edit

them with the **AtariWriter**, BASIC, Assembler Editor, or any other program that uses a standard Atari text editor.

To retrieve the file, use the enter command in BASIC or Assembler Editor, then list the data to the printer.

Quit — Saves the current memory onto the disk folder you've been working on and returns you to the Master Menu.

I hope you've been able to keep up with me. In case you're completely confused, follow through the procedures below to get a folder working.

1. Power up your computer with BASIC and the **MDD**.

2. Insert a joystick into the leftmost port. After a few seconds, the Master Menu should load. If it doesn't, check for any typos and try again.

3. With the Master Menu loaded, guide the finger (cursor) with the joystick over to the new icon and press the fire button. The menu screen will

scroll off and open to a new screen. Enter the folder name FOLDER1 and press RETURN.

4. Type *Y* to the prompt *Are you sure (Y)* and press RETURN. The disk drive should whirl for a moment, and you should be returned to the Master Menu again.

5. Now move the cursor over to the directory window and select the folder FOLDER1. If you cannot see it on the window, point at the downward arrow to scroll the directory window. When you've selected the correct folder, it should flash three times before the disk drive starts turning. After a few seconds, the Master Filer should load up.

6. With the Master Filer loaded, move the cursor over to the edit menu and hold the fire button down.

7. With the fire button still held down, pull down on your joystick to move the cursor to the insert option, and release the fire button.

8. The screen should open out to another one titled "insert." Enter any name for the disk you wish to file (e.g., DISK1) and press RETURN.

9. Insert the disk named DISK1 into the drive and press RETURN. The screen should blank and display a *WAIT* message.

10. Eventually, a prompt should appear, asking you to press the fire button on your joystick. Doing so should return you to the main filer menu.

11. Now, move the cursor over to the display menu and, again, hold down the fire button. Move the cursor down to the catalog option and release the fire button.

12. Type * and press RETURN. If you have a large number of disks and wish to see all disks with names starting with an *A*, for example, enter *A* as the filename, and all the disk directories with names that start with *A* will appear.

13. Eventually, the listing will stop. Follow the instructions issued by the filer to return to the filer menu.

14. Direct your cursor to the file menu and hold down the fire button. Select the quit option and respond *Y* to the prompt *Save changes (Y)*, then insert the **MDD** disk back into the disk drive. Press RETURN and wait. After a while, you should be returned to the Master Menu.

15. Finally, in the Master Menu, move the cursor to the quit icon and press the fire button. The screen will scroll off, returning you to BASIC.

End of session.

Expanding the directory.

Eventually, your disk will be full of folders containing many program names. You may find that you've run out of disk space. When this happens, you may expand the directory by using DUP.SYS to format a new disk and copy the files AUTORUN.SYS, MASTER.DR1 and MASTER.DR2 onto it. With this fresh disk, you can once again create many new folders. □

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Listing 1.
Creator listing.

```
10 DIM A$(1):GRAPHICS 0
20 ? "      MASTER DISK DIRECTORY CREATO
R "
30 ? :? "WARNING: THE MASTER DISK DIRE
CTORY     MUST BE NAMED MASTER.DR1 FO
R THE      FILE TO LOAD AUTOMATICALLY."
40 ? :? "     THIS PROGRAM WILL CREATE
AN      AUTORUN.SYS FILE TO LOAD MAS
TER.DR1 "
45 ? "
50 ? :? "     INSERT DISK WITH MASTER
.DR1          AND PRESS RETURN ";:INP
UT A$
55 ? :? "          PLEASE WAIT "
60 TRAP 100:CLOSE #1:OPEN #1,8,0,"D:AU
TORUN.SYS"
70 FOR T=1 TO 82:READ A:PUT #1,A:NEXT
T
80 CLOSE #1
90 ? :? "          D O N E ! ! ! "
:END
100 ? :? "        ERROR ";PEEK(1
95)
110 ? :? " CORRECT THE PROBLEM & RE-RU
N PROGRAM":END
10000 DATA 255,255,0,6,69,6,165,88,133
,203,165,89,24,105,1,133,204,162,0,160
,0,173,198
10010 DATA 2,141,197,2,185,53,6,129,20
3,230,203
10020 DATA 165,203,201,0,240,8,200,192
,16,208,238,76,47,6,230,204,76,34,6,16
9,13,141,74
10030 DATA 3,96,50,53,46,2,36,26,45,33
,51,52,37
10040 DATA 50,14,36,50,17,0,224,2,225,
2,0,6
```

●

CHECKSUM DATA.
(see page 10)

```
10 DATA 915,156,633,870,140,623,59,239
,951,506,76,690.21,695,913,7487
10020 DATA 957,985,687,2629
```

Listing 2.
Master Disk Directory listing.

```
0 K1=1:K2=2:K3=3:POKE 842,12
1 DIM A$(20),DISK$(960),B$(20),MEM$(15
),DSK$(7),INVDSK$(7),NDSK$(7),QUIT$(7)
,TRASH$(7),INVTRASH$(7)
100 GOSUB 10000
105 MEM$=A$
110 LENGTH=LEN(DISK$)/11-K2
1000 IF START=K1 THEN RUN
1001 GOSUB 32000
1003 POSITION K2,7:? CHR$(96):POSITION
 14,7:? " MAIN MENU "
1005 POSITION K3,10:? "              ";CHR$
(20)
1010 FOR T=K1 TO 4:? " ■→→→→→→→→■":NEX
T T
1035 ? "             ";CHR$(21):POSITION
12,19:? MEM$
1040 GOSUB 3900
1045 POSITION 30,15:? DSK$;" DIR":POSI
TION 30,10:? NDSK$;" NEW"
1047 POSITION 18,10:? TRASH$;" TRASH":
POSITION 18,15:? QUIT$;" QUIT"
1048 IF TRASH=K1 THEN POSITION 21,11:?
"TRASH"
2000 S=STICK(K0):IF TRASH=K1 THEN GOSU
B 2900
2001 IF STRIG(K0)=K0 THEN 3000
2005 IF S=15 THEN 2050
2010 IF S=14 OR S=6 OR S=10 THEN Y=Y-K
1:IF Y<6 THEN Y=6
2020 IF S=13 OR S=9 OR S=5 THEN Y=Y+K1
:IF Y>22 THEN Y=22
2030 IF S>4 AND S<8 THEN X=X+2:IF X>36
 THEN X=36
2040 IF S>8 AND S<12 THEN X=X-2:IF X<2
 THEN X=2
2042 IF X=XO AND Y=YO THEN 2000
2045 LOCATE X,Y,Z1:LOCATE X+K1,Y,Z2:PO
SITION XO,YO:? CHR$(ZO1);CHR$(ZO2):XO=
X:YO=Y:ZO1=Z1:ZO2=Z2
2050 POSITION X,Y:? CHR$(18);CHR$(19):
GOTO 2000
2900 IF V=K1 THEN POSITION 21,11:? "TR
ASH":V=K0:RETURN
2910 V=K1:POSITION 21,11:? "TRASH":RET
URN
3000 IF (ZO1)12 AND ZO1<18 OR (ZO2)12
 AND ZO2<18 THEN POSITION 30,15:? INV
DSK$:RUN
3003 IF ZO1=96 THEN 4100
3005 IF ZO1>19 AND ZO1<22 THEN 3200
3007 IF X<12 AND X>K3 AND Y>10 AND Y<1
5 THEN 3500
3010 IF ZO1=23 OR ZO1=25 THEN 3700
3020 IF ZO1=5 OR ZO1=7 THEN FOR T=K0 T
O 23:POSITION K0,T:? "                 
       ":NEXT T:END
3030 IF ZO1=9 OR ZO1=11 THEN 3800
3100 FOR T=K1 TO 20:SOUND K1,100,10,5:
NEXT T:SOUND K1,K0,K0,K0:TRASH=K0:GOTO
 1000
3180 POSITION 30,15:? DSK$:ZO1=32:ZO2=
32:X=X+K2:XO=X:GOTO 1000
3200 IF ZO1=21 THEN 3300
3210 L=L-K1:IF L<K0 THEN L=K0
3220 GOTO 1000
3300 L=L+K1:IF L>LENGTH-K3 THEN L=LENG
TH-K3
3320 GOTO 1000
3500 A$=DISK$((Y-11+L)*11+K1,(Y-10+L)*
11-K3)
3510 FOR R=K1 TO K3:POSITION 4,Y:FOR T
=K1 TO LEN(A$):? CHR$(ASC(A$(T))+128);
:NEXT T
3515 POSITION 4,Y:? A$;:NEXT R
3516 FOR T=K1 TO 8:IF A$(T,T)<>" " THE
N B$(T,T)=A$(T):NEXT T
3517 A$=B$
3518 IF DISK$((Y-11+L)*11+9,(Y-10+L)*1
1)<>"DRR" THEN POSITION 25,17:? " ILLE
GAL FILE ":GOTO 3610
3519 IF TRASH=K1 THEN 3850
3520 POSITION 30,15:? INVDSK$;A$(LEN(A
$)+K1)=".DRR":B$="D:":B$(3)=A$
3530 TRAP 3600:CLOSE #K1:OPEN #K1,8,K0
,"D:OPTION.DIR":? #K1;B$:CLOSE #K1
3540 RUN "D:MASTER.DR2"
3600 POSITION 25,17:? " ERROR -> ";PEE
K(195)
3610 FOR T=10 TO K0 STEP -2:POSITION 3
0,15:? DSK$:GOSUB 4000:POSITION 30,15:
? INVDSK$:GOSUB 4000
3615 SOUND K1,250,10,T:NEXT T:SOUND K1
,K0,K0,K0
3620 POSITION 30,15:? DSK$;CHR$(30);CH
R$(17):FOR R=K1 TO 200:NEXT R:POSITION
25,17:? "           ":GOTO 1000
3700 FOR T=K0 TO 20:POSITION K0,23:? "
             ":NEXT T:GRAPHICS K0:POKE 710,112
3705 POKE 756,RAM
3710 ? "■      CREATE NEW FILE "
3720 ? :? :? "Please do not use extend
ers or spaces"
3730 ? :? "ENTER 8 LETTER FILENAME->";
:INPUT A$
3735 IF A$="" THEN RUN
3737 IF LEN(A$)>8 THEN ? :? "          F
ILENAME TOO LONG":GOSUB 4010:GOTO 3710
3740 FOR T=K1 TO LEN(A$):IF A$(T,T)="."
" OR A$(T,T)=" " THEN ? :? "         IL
LEGAL FILENAME":GOSUB 4010:GOTO 3710
3750 NEXT T
3755 FOR T=K1 TO LEN(A$):A=ASC(A$(T)):
IF A<48 OR A>90 THEN ? :? "USE ONLY CA
PITAL LETTERS":GOSUB 4010:GOTO 3710
3756 NEXT T
3760 ? :? " FILENAME : ";A$;".DRR"
3770 ? :? "ARE YOU SURE";:INPUT B$:IF
B$(K1,K1)<>"Y" THEN RUN
3780 B$="D:":B$(K3)=A$:B$(LEN(B$)+K1)=
".DRR":START=K1
3785 TRAP 3790:CLOSE #K1:OPEN #K1,4,K0
,B$:CLOSE #K1:? :? "WRITE OVER OLD FO
LDER":INPUT A$:IF A$<>"Y" THEN RUN
3790 TRAP 3600:? :? "       WRITING NEW
FILE TO DISK":LIST B$,K0:RUN
3800 POSITION 18,10:? INVTRASH$:TRASH=
K1
3810 GOTO 1000
3850 B$="D:":B$(3)=A$:B$(LEN(B$)+K1)="
.DRR"
3860 CLOSE #K1:TRAP 3600:XIO 33,#K1,K0
,K0,B$:RUN
3900 TRAP 2000:FOR T=K0 TO K3
3910 POSITION 4,11+T:? DISK$((L+T)*11+
K1,(L+T+K1)*11-K3):NEXT T:RETURN
4000 FOR R=K1 TO 10:NEXT R:RETURN
4010 FOR T=15 TO K0 STEP -0.4:SOUND K1
,90,10,T:NEXT T:FOR T=K1 TO 200:NEXT T
:RETURN
4100 POSITION 9,4:? "■
  ■"
4110 POSITION 9,5:? "■   Copyright 198
5   ■"
4120 POSITION 9,6:? "■   ANALOG Computi
ng   ■"
4130 POSITION 9,7:? "■    By Jason Leig
h    ■"
4140 POSITION 9,8:? "■     Version 1.0
  ■"
4150 POSITION 9,9:? "■     14th May 1985
  ■"
```

```
4160 POSITION 9,10:? "████████████
████████"
4170 IF STRIG(K0)=K0 THEN 4170
4190 FOR T=9 TO 5 STEP -K1:POSITION 9,
T:? "████████████████████████"
4200 POSITION 9,T+K1:? "
      ":NEXT T:POSITION 9,5:? "
      ":GOTO 1001
10000 GRAPHICS K0:POKE 710,112:POKE 75
2,K1
10005 ? "  ████████MASTER DISK DIRECTORY████████
":?
10006 ? "  COPYRIGHT 1985 ANALOG COMPU
TING"
10007 ? ,"BY  JASON LEIGH":?
10008 ? ,"  ████PLEASE WAIT████  "
10010 RAM=PEEK(106)-8:RAMI=RAM*256
10020 FOR T=RAMI TO RAMI+16:SUM=SUM+PE
EK(T):NEXT T:IF SUM=120 THEN 10050
10030 POKE 1790,K0:POKE 1791,RAM:RESTO
RE 30000:FOR T=1536 TO 1583:READ A:POK
E T,A:NEXT T:X=USR(1536)
10040 RESTORE 20000:FOR T=K0 TO 167:RE
AD A:POKE RAMI+552+T,A:NEXT T
10050 ? "█":POKE 756,RAM
10060 RESTORE 21000:FOR T=K1 TO 7:READ
A,X:DSK$(T)=CHR$(A):INVDSK$(T)=CHR$(X
):NEXT T
10065 FOR T=K1 TO 7:READ A:NDSK$(T)=CH
R$(A):NEXT T:FOR T=K1 TO 7:READ A:QUIT
$(T)=CHR$(A):NEXT T
10068 FOR T=K1 TO 7:READ A:TRASH$(T)=C
HR$(A):NEXT T:FOR T=K1 TO 7:READ A:INV
TRASH$(T)=CHR$(A):NEXT T
10070 X=34:Y=20:ZO1=32:ZO2=32:XO=X:YO=
Y
10080 POSITION 30,15:? INVDSK$
10085 TRAP 10200
10090 DISK$="":CLOSE #K1:OPEN #K1,6,K0
,"D:*.*":M=K1
10100 INPUT #K1;A$:DISK$(M,M+10)=A$(K3
):M=M+11:GOTO 10100
10110 RETURN
10200 IF PEEK(195)=136 THEN RETURN
10210 FOR T=K1 TO 110:DISK$(T,T)=" ":N
EXT T:DISK$(12,20)="NO FILES":GOTO 110
20000 DATA 255,128,186,163,186,162,186
,128
20010 DATA 255,1,89,85,213,85,89,1
20020 DATA 128,136,144,191,144,136,128
,255
20030 DATA 1,5,29,249,29,5,1,255
20040 DATA 127,63,36,45,45,45,45,45
20050 DATA 255,254,146,182,182,182,182
,182
20060 DATA 45,45,45,45,45,45,36,63
20065 DATA 182,182,182,182,182,182,146
,254
20070 DATA 255,128,188,188,128,131,132
,132
20080 DATA 255,1,1,1,1,193,33,33
20090 DATA 132,132,131,128,129,129,128
,255
20100 DATA 33,33,193,1,129,129,1,255
20110 DATA 33,33,193,14,144,144,32,224
20120 DATA 127,128,124,16,14,4,3,0
20130 DATA 224,24,7,7,5,31,224,0
20140 DATA 255,231,195,129,231,231,231
,255
20150 DATA 255,231,231,231,129,195,231
,255
20160 DATA 192,192,192,192,192,192,192
,192
20170 DATA 1,2,4,8,16,32,64,128
20180 DATA 131,71,46,28,56,116,98,129
20190 DATA 128,64,32,16,8,4,2,1
21000 DATA 13,141,14,142,29,29,30,30,3
0,30,15,143,16,144
```

```
21010 DATA 23,24,29,30,30,25,23
21020 DATA 5,6,29,30,30,7,8
21030 DATA 9,10,29,30,30,11,12
21040 DATA 137,138,29,30,30,139,140
30000 DATA 104,216,173,254,6,133,203,1
73,255,6,133,204,169,224,133,206,169,0
,133
30010 DATA 205,162,0,161,205,129,203,2
30,203,230
30020 DATA 205,165,205,201,0,208,242,2
30,204,230,206,165,206,201,228,208,232
,248,96
32000 POSITION K2,K0:FOR T=K1 TO K3:?
DSK$(K1,6);:NEXT T:? DSK$(7);"  ████MAST
ER DISK DIRECTORY████ "
32010 POSITION K1,4:? "████████████████
████████":RETURN
```

CHECKSUM DATA.
(see page 10)

```
0 DATA 620,552,990,375,624,254,179,870
,839,624,649,944,766,632,309,9227
2000 DATA 506,662,858,982,789,984,706,
125,97,775,887,635,517,922,107,9552
3007 DATA 888,432,384,906,108,890,896,
621,708,902,711,693,400,956,158,9653
3517 DATA 439,549,142,777,982,977,719,
955,882,661,454,169,581,87,898,9272
3735 DATA 662,75,133,547,770,559,410,2
59,296,173,341,518,725,103,133,5704
3900 DATA 653,425,677,794,248,328,655,
379,967,908,413,698,210,714,388,8457
10005 DATA 99,785,333,506,560,301,757,
692,57,551,75,163,166,72,232,5349
10090 DATA 187,10,43,349,562,575,942,5
67,465,830,587,869,600,566,437,7589
20090 DATA 565,936,9,865,432,555,539,6
04,587,277,634,745,539,62,306,7655
21040 DATA 740,155,107,470,732,560,276
4
```

Listing 3.
Master Filer listing.

```
0 K1=1:K2=2:K3=3:K4=4:K5=5:K6=6:K10=10
:POKE 842,12
1 PAUSE=9600:BEEP=9700:SCREEN=9800:KEY
=9900:DIM A$(30),FILE$(20),B$(30),D$(3
0),DOT$(K1):ZO=32:X=K2:Z=32
5 DOT$=CHR$(20):GRAPHICS K0:POKE 710,K
0:POKE 709,K0
10 TRAP 9930:CLOSE #K1:OPEN #K1,K4,K0,
"D:OPTION.DIR":INPUT #K1;FILE$:CLOSE #
K1
15 ? "█":POSITION K2,10:? "ENTER FILE$
":POSITION K2,15:? "G.16":POSITION K2,
K0:POKE 842,13:STOP
16 RESTORE 9995:FOR T=K0 TO 93:READ A:
POKE 1536+T,A:NEXT T
20 POKE 842,12:GRAPHICS K0:A$="":B$=""
:D$="":SETCOLOR K4,K5,K5:POKE 711,160:
POKE 752,K1:POKE 710,K0:? "█"
30 DLIST=PEEK(560)+PEEK(561)*256:POKE
DLIST+K3,PEEK(DLIST+K3)+K5:POKE DLIST+
K6,K6
35 LO=PEEK(560):HI=PEEK(561)
40 POSITION K2,K0:? " master   filer
████████████████████"
```

```
50 POKE 752,K1:POSITION K1,K1:? "
EDIT       DISPLAY      FILE "
60 POSITION 12,K10:? "FILES IN MEMORY=
";:RESTORE 10000:READ A:? A:POKE 764,1
24
65 IF FRE(K0)<500 THEN POSITION 15,13:
? "FOLDER FULL"
70 POKE DLIST+23,K6:POSITION K3,17:? "
by jason leigh"
75 POSITION K5,15:? "FOLDER NAME->";FI
LE$
80 IF STRIG(K0)=K0 THEN 80
900 IF STRIG(K0)=K0 THEN 2000
1000 S=STICK(K0):IF S<>7 AND S<>11 THE
N 1200
1030 IF S=7 THEN X=X+K1:IF X>38 THEN X
=38:GOTO 900
1040 IF S=11 THEN X=X-K1:IF X<K2 THEN
X=K2:GOTO 900
1050 LOCATE X,K1,Z
1200 POSITION X,K1:? DOT$:POSITION X0,
K1:? CHR$(Z0):Z0=Z:X0=X
1210 GOTO 900
2000 CP=K1:IF X>K3 AND X<12 THEN 3000
2020 IF X>15 AND X<25 THEN 6000
2025 IF X>28 AND X<37 THEN 8000
2027 GOSUB BEEP
2030 GOTO 900
3000 POSITION K4,K2:? "|Escape|"
3010 POSITION K4,K3:? "|Update|"
3020 POSITION K4,K4:? "|Insert|"
3030 POSITION K4,K5:? "|Delete|"
3035 POSITION K4,K6:? "|_Delete_|"
3040 S=STICK(K0)
3050 IF STRIG(K0) THEN 3200
3060 IF S=14 THEN CP=CP-K1:IF CP<K1 TH
EN CP=K1
3070 IF S=13 THEN CP=CP+K1:IF CP>K4 TH
EN CP=K4
3080 POSITION K5,CP+K1:IF CP=K1 THEN ?
"Escape"
3090 IF CP=K2 THEN ? "Update"
3100 IF CP=K3 THEN ? "Insert"
3110 IF CP=K4 THEN ? "Delete"
3115 IF S=15 THEN 3040
3120 GOTO 3000
3200 GOSUB SCREEN:ON CP GOSUB 20,4500,
5000,4000
3210 GOTO 20
4000 ? "K            DELETE FILE":A=K0
:RESTORE 10000:READ DISKS
4010 ? :? "Disk name";:INPUT A$:IF A$=
"" THEN GOTO KEY
4015 GOSUB 8900:IF ERR=K1 THEN 4010
4020 B$=")":B$(K2)=A$
4030 RESTORE 20000:A=K0:POKE 560,LO:PO
KE 561,HI
4040 TRAP 4055:READ A$:IF A$(K1,K1)=")
" OR A$(K1,K1)=DOT$ THEN A=A+K1
4045 IF A$(K1,LEN(B$))=B$ THEN 4070
4050 GOTO 4040
4055 IF PEEK(195)=K5 THEN 4040
4060 GOTO KEY
4070 ? :? "Delete ";A$;" (Y)";:INPUT A
$:IF A$<>"Y" THEN 4040
4080 LINE=20000+65*(A-K1):POKE 560,K0:
POKE 561,K6
4090 ? "K":POSITION K2,K5:? LINE;"DATA
#":POSITION K2,K10:? "10000 DATA";DIS
K5-K1:POSITION K2,15:? "G.4100"
4095 POSITION K2,K0:POKE 842,13:STOP
4100 POKE 842,12
4110 FOR T=K1 TO 63:? "K":POSITION K2,
K5:? LINE+T:POSITION K2,K10:? "G.4120"
:POSITION K2,K0:POKE 842,13:STOP
4120 POKE 842,12:POKE 712,T:NEXT T:? "
K":POKE 709,K10:SETCOLOR K4,K5,K5:GOTO
4030
4500 ? "K            UPDATE OLD DISK":
A=K0
4510 ? :? "Previous Disk name";:INPUT
A$:GOSUB 8900:IF ERR=K1 THEN 4510
4520 B$=")":B$(K2)=A$
4530 TRAP 4545:RESTORE 20000+A:READ A$
:IF A$=B$ THEN 4550
4540 A=A+65:GOTO 4530
4545 GOTO KEY
4550 ? :? "INSERT DISK";A$;:? "      &
 PRESS RETURN":INPUT A$
4560 TRAP 4570:CLOSE #K1:OPEN #K1,K6,K
0,"D:*.*":FOR T=K1 TO 65:INPUT #K1;A$:
NEXT T
4570 IF PEEK(195)<>136 THEN ? "KERROR-
>";PEEK(195):GOTO KEY
4600 LINE=20000+A:RESTORE 10000:READ D
ISKS:DISKS=DISKS-K1:GOTO 5077
5000 ? "K         INSERT NEW DISK FILE"
5005 IF FRE(K0)<500 THEN POSITION 15,K
10:? "KFOLDER FULL":GOTO KEY
5010 ? :? "Name of new disk";:INPUT A$
:GOSUB 8900:IF ERR=K1 THEN 5010
5012 B$=")":B$(K2)=A$
5015 IF A$="" THEN GOTO KEY
5020 TRAP 5040:RESTORE 20000
5030 READ D$:IF D$=B$ THEN ? "Name alr
eady used":GOTO KEY
5035 GOTO 5030
```

```
5040 ? :? "INSERT DISK";B$:? :? "▶ P
RESS RETURN TO START";:INPUT A$
5050 TRAP 5060:CLOSE #K1:OPEN #K1,K6,K
0,"D:*.*":FOR T=K1 TO 65:INPUT #K1;A$:
NEXT T
5060 IF PEEK(195)<>136 THEN POKE 709,K
10:? "◀ERROR→";PEEK(195):GOTO KEY
5070 RESTORE 10000:READ DISKS:LINE=200
00+DISKS*65
5075 TRAP 5077:FOR T=20000 TO 32767 ST
EP 65:RESTORE T:READ A$:IF A$=DOT$ THE
N LINE=T:GOTO 5077
5076 NEXT T
5077 POKE 560,K0:POKE 561,K6
5078 ? "▓":POSITION K2,K10:? "10000 DA
TA";DISKS+K1:POSITION K2,15:? "G.5080"
:POSITION K2,K0:POKE 842,13:STOP
5080 POKE 842,12:? "▓"
5085 TRAP 5060:CLOSE #K1:OPEN #K1,K6,K
0,"D:*.*"
5090 ? "▓":POSITION K2,K10:? LINE;"DAT
A";B$
5100 POSITION K2,20:? "G.5150":POSITIO
N K2,K0:POKE 842,13:STOP
5150 POKE 842,12
5160 FOR T=K1 TO 64:? "▓":TRAP 5175:IN
PUT #K1;A$:POSITION K2,K10:? LINE+T;"D
ATA";A$:POSITION K2,15
5162 ? "G.5180":GOTO 5170
5165 POSITION K2,K10:? LINE+T;A$:POSIT
ION K2,15:? "G.5180"
5170 POSITION K2,K0:POKE 842,13:STOP
5175 A$="":IF PEEK(195)<>136 THEN 5060
5176 GOTO 5165
5180 POKE 842,12:POKE 712,T:NEXT T
5200 ? "▓":GOTO KEY
5400 END
6000 POSITION 16,K2:? "│Escape  │"
6010 POSITION 16,K3:? "│Catalog │"
6020 POSITION 16,K4:? "│DiskDir │"
6030 POSITION 16,K5:? "│Search  │"
6035 POSITION 16,K6:? "│        │"
6040 S=STICK(K0)
6050 IF STRIG(K0) THEN 6200
6060 IF S=14 THEN CP=CP-K1:IF CP<K1 TH
EN CP=K1
6070 IF S=13 THEN CP=CP+K1:IF CP>K4 TH
EN CP=K4
6080 POSITION 17,CP+K1:IF CP=K1 THEN ?
"Escape "
6090 IF CP=K2 THEN ? "Catalog"
6100 IF CP=K3 THEN ? "DiskDir "
6110 IF CP=K4 THEN ? "Search "
6115 IF S=15 THEN 6040
6120 GOTO 6000
6200 GOSUB SCREEN:ON CP GOSUB 20,7000,
7500,6500
6210 GOTO 20
6500 ? "▓              SEARCH"
6530 ? :? "Filename";:INPUT A$
6540 RESTORE 20000:TRAP KEY
6550 READ B$:IF B$(K1,K1)=">" THEN D$=
B$
6555 IF B$(K1,K1)="*" THEN B$=B$(K3)
6560 IF A$=B$(K1,LEN(A$)) THEN ? "Disk
name:";D$:? "Filename:";B$:?
6570 GOTO 6550
7000 ? "▓           DISK CATALOG":A=K0
7005 ? :? "▓TYPE * TO DISPLAY ENTIRE C
ATALOG"
7006 ? :? "▓TYPE Q TO EXIT"
7007 ? :? "▓PRESS RETURN FOR PROMPTED
CATALOG"
7008 ? :? "▓PRESS FIRE BUTTON TO PAUSE
LISTING"
7010 ? :? "Disk name";:INPUT A$:IF A$=
"Q" THEN GOTO KEY
7015 IF A$="*" THEN 7200
7016 GOSUB 8900:IF ERR=K1 THEN FOR T=K
1 TO 100:NEXT T:GOTO 7000
7020 B$(K2)=A$
7030 RESTORE 20000+A
7040 TRAP 7400:READ A$:IF A$(K1,LEN(B$
))<>B$ THEN A=A+65:GOTO 7030
7045 ? :? "Catalog disk:";A$;" (Y)";:I
NPUT A$:IF A$<>"Y" THEN A=A+65:GOTO 70
30
7050 TRAP KEY:RESTORE 20000+A
7060 READ A$:? :? A$
7070 READ A$:IF A$(K1,K1)=DOT$ OR A$(K
1,K1)=">" THEN A=A+65:GOTO 7030
7080 ? A$:GOSUB PAUSE:GOTO 7070
7200 RESTORE 20000
7210 TRAP KEY:READ A$:IF A$=DOT$ THEN
7210
7220 IF A$(K1,K1)=">" THEN ?
7230 ? A$:GOSUB PAUSE:GOTO 7210
7400 S=PEEK(195):IF S=K5 THEN A=A+65:G
OTO 7030
7410 GOTO KEY
7500 ? "▓              DISK DIRECTORY":?
7510 TRAP 7530:CLOSE #K1:OPEN #K1,K6,K
0,"D:*.*"
7520 FOR T=K1 TO 65:? "         ";:INPU
T #K1;A$:? A$:GOSUB PAUSE:NEXT T
7530 IF PEEK(195)<>136 THEN ? :? "◀ERR
OR→";PEEK(195)
7540 GOTO KEY
8000 POSITION 29,K2:? "│Escape│"
8010 POSITION 29,K3:? "│Print │"
```

```
8020 POSITION 29,K4:? " | Quit | "
8030 POSITION 29,K5:? " |     | "
8040 S=STICK(K0)
8050 IF STRIG(K0) THEN 8200
8060 IF S=14 THEN CP=CP-K1:IF CP<K1 TH
EN CP=K1
8070 IF S=13 THEN CP=CP+K1:IF CP>K3 TH
EN CP=K3
8080 POSITION 30,CP+K1:IF CP=K1 THEN ?
 "Escape"
8090 IF CP=K2 THEN ? "Print "
8100 IF CP=K3 THEN ? " Quit "
8115 IF S=15 THEN 8040
8120 GOTO 8000
8200 GOSUB SCREEN:ON CP GOSUB 20,9000,
8500
8500 ? "K                    QUIT"
8510 ? :? "Save changes (Y)";:INPUT A$
:IF A$<>"Y" THEN 8540
8520 ? :? "   PUT DISK WITH FILE ";FIL
E$:? "   IN DRIVE 1 & PRESS RETURN";:
INPUT A$
8530 ? :? "           PLEASE WAIT"
8535 TRAP 8550:LIST FILE$,10000,32766
8540 TRAP 8550:GRAPHICS K0:RUN "D:MAST
ER.DR1"
8550 ? "<ERROR->";PEEK(195):GOTO KEY
8900 IF A$="" THEN ERR=K0:RETURN
8905 FOR T=K1 TO LEN(A$):IF A$(T,T)=",
" THEN ? :? "K    DO NOT USE COMMAS
 IN NAME":ERR=K1:RETURN
8910 NEXT T
8920 IF LEN(A$)>20 THEN ? :? "K
    NAME TOO LONG":ERR=K1:RETURN
8930 ERR=K0:RETURN
9000 ? "K            PRINT DISK CATALOGS"
9010 ? :? "Print Entire or Separate ca
talogs";:INPUT A$
9020 IF A$<>"E" AND A$<>"S" THEN GOTO
KEY
9030 IF A$="S" THEN 9200
9040 ? :? "PREPARE PRINTER & PRESS RET
URN";:INPUT A$:TRAP 9050
9045 CLOSE #K2:OPEN #K2,8,K0,"P":? #K
2;"ENTIRE DIRECTORY LISTING":? #K2:GOT
O 9080
9050 ? "<ERROR->";PEEK(195):GOTO KEY
9080 RESTORE 20000
9090 TRAP KEY:READ A$:IF A$=DOT$ THEN
9090
9095 IF A$(K1,K1)=">" THEN ? #K2
9100 ? #K2;A$:GOTO 9090
9200 ? :? "Disk name to print";:INPUT
A$
9210 IF A$="" THEN GOTO KEY
9220 B$=">":B$(K2)=A$
9230 ? :? "PREPARE PRINTER & PRESS RET
URN";:INPUT A$
9240 TRAP 9050:CLOSE #K2:OPEN #K2,8,K0
,"P:"
9250 A=K0
9260 TRAP 9400:RESTORE 20000+A:READ A$
:IF A$(K1,LEN(B$))=B$ THEN 9300
9270 A=A+65:GOTO 9260
9300 RESTORE 20000+A:A=A+65
9310 TRAP 9260:READ A$:? #K2;A$:READ A
$:IF A$(K1,K1)=">" OR A$(K1,K1)=DOT$ T
HEN 9260
9320 ? #K2;A$:GOTO 9310
9400 IF PEEK(195)=K5 THEN 9270
9410 GOTO KEY
9600 IF STRIG(K0)=K0 THEN 9600
9610 RETURN
9700 SOUND K1,100,K10,K5:FOR T=K1 TO 2
0:NEXT T:SOUND K1,K0,K0,K0:RETURN
9800 GRAPHICS K0:POKE 710,K0:SETCOLOR
K4,K5,K5:RETURN
```

```
9900 POKE 842,12:CLOSE #K1:CLOSE #K2:P
OKE 709,K10:SETCOLOR K4,K5,K5:POKE 560
,LO:POKE 561,HI
9905 ? :? "          COMMAND COMPLETED
"
9907 ? "     PRESS FIRE TO RETURN TO M
ENU"
9910 IF STRIG(K0) THEN 9910
9920 GOTO 20
9930 POKE 842,12:GRAPHICS K0:POKE 710,
K0:POSITION 15,K10:? "<ERROR->";PEEK(19
5)
9940 ? :? "        RETURNING TO MAIN MEN
U":TRAP 9930:RUN "D:MASTER.DR1"
9995 DATA 112,112,112,66,11,6,2,2,65,0
,6
9996 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,
48,44,37,33,51,37,0,55,33,41,52,0,0,0,
0,0,0,0,0
9997 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,36
9998 DATA 47,0,46,47,52,0,48,50,37,51,
51,0,34,50,37,33,43,0,0,0,0,0,0,0,0,0,
0,0,0,0,0
10000 DATA 0
```

```
0 DATA 901,584,624,851,449,768,787,443
,898,764,397,44,414,758,368,9050
80 DATA 508,565,174,181,575,407,459,89
3,659,840,865,92,891,495,534,8138
3020 DATA 539,489,179,350,316,110,125,
560,320,348,285,865,711,792,625,6614
4000 DATA 342,105,204,413,869,114,831,
724,594,55,322,888,38,907,153,6559
4110 DATA 484,23,713,656,428,858,643,7
8,461,552,294,887,384,544,324,7329
5012 DATA 418,390,666,285,735,224,534,
495,550,53,544,580,405,756,598,7233
5090 DATA 385,964,160,302,107,379,900,
205,766,510,653,273,754,856,800,8014
6030 DATA 745,289,356,325,116,131,111,
81,97,909,877,726,812,631,981,7187
6530 DATA 245,695,900,6,711,758,117,33
,522,996,417,447,748,872,419,7886
7030 DATA 509,649,976,744,8,259,327,38
6,290,187,328,975,68,390,605,6701
7520 DATA 543,378,74,490,487,297,162,3
60,331,120,130,536,228,56,885,5077
8120 DATA 736,433,959,712,825,276,583,
955,660,205,574,559,871,896,428,9672
9010 DATA 687,940,828,863,594,647,392,
318,537,652,390,394,429,948,532,9151
9250 DATA 279,176,655,411,739,647,619,
72,710,814,56,993,428,925,650,8174
9910 DATA 374,659,396,37,503,658,956,7
67,561,4911
```