

THE BIG INTRO

Big U is a disk packed with U-tilities that increase ProDOS's performance. You Applesoft programmers, beginner and experts, will love using Big U's powerful machine language routines and commands in your programs. And every Appler can have fun customizing ProDOS and using Big U's utility programs.

HAVE FUN WHILE YOU LEARN

This manual assumes that you have a basic understanding of loading and saving files, cataloging a disk, and so on. We have done our best to keep things simple, so even if you're a raw beginner, be patient with your Apple and have fun! If you don't have Apple's "Basic Programming With ProDOS" and "Basic Tutorial" manuals, run out and buy them.

If you're an old DOS 3.3 veteran starting to explore ProDOS, you'll be surprised by some things, but you shouldn't have any real trouble. See page 72 for a summary of ProDOS commands. If you're interested in the advanced technical aspects of ProDOS, get the book, "Beneath Apple ProDOS" from Quality Software.

EXECUTING BIG U PROGRAMS

All BIG U programs are run by typing "-filename" (that's a hyphen followed by the program's name).

BACK IT UP!

Big U comes from the factory unlocked and unprotected, giving you the freedom to inspect its programs and to copy them from disk to disk.

Make a duplicate of your original so that any exotic experimenting or accidents won't ruin the original. Big U's FILE.MOVER program (page 19) can make copies file-by-file, or any disk copy program will copy the entire disk. (Our favorite is DISK.COPY from Beagle's "Extra K" disk.) Please don't get carried away by giving copies of our disks to your friends. Every illegal copy is a vote for copy protection and against friendly software. You support us and we'll support you.

PATH NOT FOUND?

If ProDOS is giving you "Path Not Found" errors every time you try to load a file, you are probably having prefix problems. See your "BASIC Programming With ProDOS" manual to learn more. The best suggestion we have is to type "PREFIX/" to cancel the prefix before loading files.

Since the Big U disk doesn't have any subdirectories, you shouldn't have many Path Not Found problems with it, unless you spell a file name wrong.

THE BIG U DISK CATALOG

To see Big U's catalog, type "CAT". In 80-columns, you can type "CATALOG".

ANYCAT (page 46): A new ProDOS command that catalogs DOS 3.3

(and ProDOS) disks

APPENDER: (page 38) A program that joins two or more Applesoft programs

BASIC.SYSTEM: The ProDOS/Applesoft "mediator" that works with PRODOS

1.1.1

BEEPERWORKS (page 58): A program that lets you change AppleWorks' error beep

BIGLINER (page 59): A program that creates illegal line numbers in your programs

BIG.U (80-columns): The title screen used by Big U's STARTUP program

CAT.DATER (page 60): A program that makes CAT and CATALOG display the current date

CAT.FIXER (page 61): A program that makes CAT display in multiple columns, and CATALOG auto-switch to 80 columns

CAT.STEPPER (page 60): A program that makes CAT and CATALOG step through catalogs one file or one screen-full at a time

COPY (page 47): A new ProDOS command that copies ProDOS files from one disk to another (requires two drives or 128K)

COPY. 1 (page 47): A version of COPY that works with single drives

COPYRIGHT.1985: A program that demonstrates what you can do with SUPER.POKE

CRT.WRITER (page 9): A screen editor that lets you create fancy title screens and write quick notes (requires 80-column Iie or Iic) (CRT.CODE is an accompanying file)

DATE.SET (page 63): A program that sets the time and date in Apples without a built-in clock

DISK.COPY.MORE (page 64): A program that updates Extra K's Disk Copy program so it copies 38-track disks in about a minute (requires Extra K disk)

DUMP (page 48): A new ProDOS command that prints 40 or 80 column screens (requires 80-column Apple Iie or Iic)

DUMP.40 (page 39): A program that lets you dump the 40-column screen on your printer

DUMP.80 (page 39): Like DUMP.40, but for 80-column screens

ERROR.EDITOR.(page 65): a program that lets you change ProDOS error messages (ERROR.CODE is an accompanying file)

EST (page 48): Three new ProDOS commands that Erase memory, show Space left on a disk, and see what the Time is

FILE.MOVER (page 19): A ProDOS file copier, deleter, renamer and disk formatter (requires 80 columns; Apple Iie or Iic)

FILEMOVER.SETUP (page 31): A program that changes FILE.MOVER to work with 36-40 tracks

HEX (page 49): New ProDOS memory-display commands and number converters

HEX.H (page 49): A hidden version of the HEX commands

INPUT.40 (page 40): A program that gives you a smarter &INPUT command for the 40 columns

INPUT.80 (page 40): Same as INPUT.40, but for 80 columns

INPUT.SETUP (page 41): A program that changes the maximum &INPUT

string length

KEYCAT.80 (page 32): A program that lets you see an instant list of disk files, selectable with one or two keystrokes (requires 80 column Apple IIc or IIe)

KEYCAT.SETUP (page 36): A program that reconfigures KEYCAT.80

MON (page 52): A new ProDOS command that monitors ProDOS disk operations

NOTES: A program that shows you the latest changes to this manual

ONLINE (page 53): A new ProDOS command that identifies every disk in every drive

PRODOS: Version 1.1.1 of Apple's newest Disk Operating System

RAM.LOAD (page 68): A program that loads files from floppy into /RAM at 5K per second (requires 128K)

RAM.SAVE (page 67): A program that saves all /RAM files to floppy disk (requires 128K)

RAM.SETUP (page 69): A program that configures RAM.LOAD and RAM.SAVE

RANDY.BRANDT: A strange name for a program that demonstrates Big U's new SHOW command

REMOVE (page 42): A program that eliminates Rem's from Applesoft programs

REM.OVE.128 (page 42): A program that saves your program on RAM disk, then eliminates Rem statements (requires 128K)

RENEW (page 70): A new ProDOS command that recovers Applesoft programs killed by NEW

RUN.COUNTER (page 70): An program that keeps track of the number of times your program is run, and/or the last date it was used

SAVE.40 (page 71): A program that gives you a new &SAVE command for saving 40 column text screens

SAVE.80 (page 71): Same as SAVE.40, but for 80 columns (requires 80 columns)

SEE (page 53): A new ProDOS command that lists Applesoft disk files without loading them

SHOW (page 54): A new ProDOS command that loads and displays pictures from disk

SHOW.WIPE (page 55): A version of SHOW for double hi-res, and a new ProDOS WIPE command that erases all RAM disk files (requires 128K)

STARTUP: The main menu program that runs when you boot the Big U disk

SUPER.POKE (page 44): A program that gives you a new &POKE command that Pokes numbers fast

XLISTER (page 56): A new ProDOS command that lists programs in improved format

BEAGLE EROS RECOMMENDS

If you are new to ProDOS, we highly recommend Apple's book, BASIC PROGRAMMING WITH ProDOS.

If you are an advanced programmer (or would like to become one), we highly recommend Quality Software's book, BENEATH APPLE ProDOS.

CRT.WRITER

CRT.WRITER is a combination Applesoft/machine language program that allows you to write and print short letters or memos and do quick jobs like address envelopes (if your printer can handle them). It also allows you to easily create elaborate title screens which can be saved on disk and used by your programs.

This "screen processor" is so committed to the

What-You-See-Is-What-You-Get philosophy that each document can be viewed in its entirety without any scrolling, page-flipping or disk access. Of course, each document is only one screen long, but what did you expect?

ONE PROGRAM, TWO FILES

Make sure you copy both of the files, "CRT.WRITER" and "CRT.CODE" if you want to move the program onto another disk.

GETTING STARTED

Type "-CRT.WRITER". The copyright message will soon be displayed in the middle of the screen. Press any key to get started.

To create a screen, you can just start typing. The Return key and arrow keys do about what you'd expect them to do. Don't forget though, that you're limited by the space on the screen.

APPLE-KEY COMMANDS To issue a command, you must hold down the left (or "open") Apple key while pressing another key. To simplify things, we'll just call open -Apple the "Apple key" from now on.

CRT.WRITER COMMAND SUMMARY

OA = Open (left) Apple key

BA = Both (left and right) Apple keys

MOVING THE CURSOR:

OA-0 (zero): To top left of screen

OA-1... OA-9: Reposition in current column

Arrow keys: Move one character or one line

OA-left arrow: To left-most character in line

OA-right arrow: To right-most character in line

Tab: To next tab position

OA-Tab: To previous tab position

SCROLLING THE SCREEN:

BA-up arrow: Screen up (rulers must be off)

BA-down arrow: Screen down (rulers must be off)

MOVING TEXT:

OA-L: Left justify current line

OA-C: Center current line

OA-R: Right justify current line

OA-D: Duplicate a block (leaves original)

OA-M: Move a block (erases original block)

DELETING TEXT:

(Press Apple-Delete the indicated number of times.)

1: Clears from cursor to end of line

2: Clears remainder of line

3: Clears all lines below the current line

4: Clears the entire screen

DISK COMMANDS:

OA-K: Catalog drive 1
BA-K: Catalog drive 2
OA-G: Get screen from disk (load)
OA-S: Save screen to disk
OTHER COMMANDS:

OA-A: MouseText on/off (if available)
OA-I: Inverse text on/off
OA-P: Print the screen
OA-Q: Quit and exit to Applesoft
OA-T: Toggle tab rulers on/off
OA-U: Undo changes (if still possible)
OA-V: Toggle vertical typing on/off
OA-X: Credits

Apple-0: CURSOR HOME Pressing Apple-0 (zero) puts the cursor in the upper left corner or “home” position of the screen.

Apple-1... Apple-9: RELOCATE THE CURSOR Pressing Apple-1 through Apple-9 proportionally positions the cursor vertically on the screen without changing its horizontal position.

Arrow Keys: MOVE THE CURSOR The Arrow keys move the cursor about like you’d expect. Try all four of them.

Apple-Left/Right Arrows: JUMP LEFT & RIGHT Apple-Left Arrow jumps the cursor to the left-most character on a line, while Apple-Right Arrow, logically enough, moves you to the right. Spaces do not count as characters.

Both Apples-Up/Down Arrows: SCROLL THE SCREEN To scroll the screen up or down, hold down both Apple keys and press the Up or Down Arrow key. Scrolling is not available with the tab rulers visible. (Press Apple-T to turn the rulers on and off.)

Return: CARRIAGE RETURN
Just like on a typewriter.

Apple-C: CENTER A LINE Pressing Apple-C will center the line of text that the cursor is on.

The left and right-most characters on the line determine how it will be positioned. If you are creating a screen that will have borders, center the text first. If you make your borders first, no positioning commands will have any effect.

Apple-L & R: LEFT & RIGHT JUSTIFY Pressing Apple-L or Apple-R will position the line of text at the cursor to the far left or far right of the screen. The border note under “Apple -C” (above) applies here too.

Apple-V: VERTICAL TYPING This command is especially useful for title screen creation, but it is also suitable for creating acrostics and acronyms. Press Apple-V and the cursor will change to a “^”. All text will now be typed vertically. Press Apple -V again to get back on the level.

To make a simple border, use inverse spaces (press Apple-I first) and use vertical typing to enter the sides. You might want to make the sides two characters wide so the thickness is comparable to the top and bottom rows.

Apple-Delete: DELETE TEXT Pressing the Delete key alone simply prints a block character on the screen. Apple-Delete, however, clears varying portions of the screen, depending on how often it is pressed. Press Apple-Delete once to clear text from the cursor to the end of the line.

Press it a 2nd time to clear everything else on that same line.

Press it a 3rd time to clear everything to the bottom of the screen. Press it a 4th time to erase the entire screen. In other words, to erase the entire screen, hold down the Apple key, and press the Delete key four times. Accidental deletions may be undone (see “Apple -U:

UNDO”).

Note: This command uses the “Delete” key. Don’t confuse it with Apple -D, which is used in duplicating blocks of text.

Tab & Apple-Tab: TABBING Press the Tab key to move the cursor to the next tab setting (indicated on the tab rulers at the top and bottom of the screen). Existing text will not be affected.

Pressing Apple-Tab moves the cursor back to the previous tab stop.

Note: The tab settings cannot be adjusted.

Another Note: Tab is the same as Control-I.

Apple-T: TAB RULERS OFF/ON Pressing Apple-T turns the tab rulers at the top and bottom of the screen on and off. These rulers are primarily useful for helping you “eyeball” the position of the cursor. Note: You can’t type over the tab rulers. To use the top and bottom screen lines, turn off the rulers first. Restoring the rulers will temporarily hide your text, but won’t erase it.

Note: The screen scrolling commands (page 11) will not work with the tab rulers on. Several other commands automatically turn the rulers off.

Apple-I: INVERSE TEXT Note: Inverse text will be sent to your printer as normal-looking characters. (Don't blame us; blame your printer.) Pressing Apple-I toggles inverse text mode (black on white) on and back off again. Try it and see.

Depending on your Apple, you may not be able to display inverse lower case. Turn on MouseText (if your Apple has it; see below) to get inverse lower case.

Apple-A: APPLE MOUSETEXT Note: MouseText text will be sent to your printer as normal-looking characters. (Don't blame us; blame your printer.)

Pressing Apple-A toggles MouseText off and on if you have an Apple IIc or an enhanced (newer-model) IIe. MouseText. upper-case characters are graphic symbols (see the back of your Peeks & Pokes chart). Lower-case characters will appear as inverse lower-case.

'FGFGFG...'. (But wait: Apple has announced that they will be eliminating this little feller from future Apples. If you don't see him on your screen, that's why.)

Apple-D: DUPLICATE A BLOCK To duplicate a block of text on the screen:

1. Put the cursor on a corner of the block you want to duplicate.
 2. Press Apple-D. A number "1" will mark the spot. (You may press Esc at any time to leave the duplication mode.)
 3. Move the cursor (now a "2") to the diagonally opposite corner of the block to be duplicated, and press Return.
 4. Move the cursor (now a "D") to the upper-left corner of the block's future location and press Return.
- The entire block must fit at the new location. A beep means that the limit has been reached. For example, if you're duplicating a block 80 characters wide, you'll only be able to move the "D" cursor vertically.

Apple-M: MOVE A BLOCK The procedure for moving a block of text is virtually identical to that for duplicating, except that the original block of text is erased. Substitute Apple-M for Apple-D in step 2 above. The cursor in step 4 will be an "M" instead of a "D".

Apple-U: UNDO A MISTAKE You may press Apple-U to undo screen changes after certain operations. Apple-U must be pressed immediately after the change has been made (that is, before doing anything else). It works after the delete, move and copy commands, and after screen scrolling and line positioning.

Although it's great for undoing mistakes, Apple-U also comes in handy when you want to see how moving or copying a block affects the screen, without committing yourself to the new layout.

Apple-P: PRINT THE SCREEN When you want a "hard copy" of the current screen display, just press Apple-P. CRT.WRITER assumes that your printer is in slot 1. You may press Esc at any time to stop printing. MouseText and Inverse characters will be printed as normal characters.

Apple-K: CATALOG THE DISK Press Apple-K to catalog (katalog?) drive 1. Hold down the right-Apple key too if you want to catalog the disk in drive 2.

Technical note: If you want to let CRT.WRITER catalog a subdirectory or the RAM disk, change variables K1\$ and K2\$ in line 5 of the program. K1\$="" would catalog the current directory, K1\$="/TEST/SUB" will always catalog the SUB subdirectory of disk "/TEST" and so on.

Apple-S: SAVE THE SCREEN When your masterpiece is complete, press Apple-S and you will be asked for the screen name. Enter a legal ProDOS file name (or full pathname) like "TITLE". You may specify slot and drive values if you want (like "TITLE,D2). Be sure to use a unique name so you don't overwrite screens that are already on the disk. Saved screens are identical in format to those created with the SAVE.80 program (page 71). To load a screen called "ABC", simply type "-ABC" from Applesoft, or use this command in a program:

10 PRINT CHR\$(4) "-ABC"

Apple-G: GET (LOAD) A SCREEN Press Apple-G to show everyone why you worked on your computer all weekend. When you're asked for the screen name, type in the name you used to save it. After the screen is loaded, it can be modified and resaved under another name (or the same name if you want to erase the old version).

Screens created with the SAVE.80 program (page 71) may also be read by CRT.WRITER.

Apple-Q: QUIT Although you'll probably never want to use this option, it may be necessary from time to time. Press Apple-Q, and you will be asked if you want to quit. Type "Y" followed by Return to exit to Applesoft. Any key but "Y" will let you stay in CRT.WRITER.

ONE MORE THING...

Feel free to use CRT.WRITER to create screens for any programs that you write. We simply ask for a little credit. Just acknowledge your use of CRT.WRITER in the documentation and send Randy Brandt and Bert Kersey 75% of your gross sales. 25%? 10%? Oh, never mind...

This continues from File Mover. anyone know how to make this work on Prodos 2.03?

FILEMOVER

FILE.MOVER is a fast, user-friendly program for copying files, formatting disks, and handling other file operations such as deleting, renaming, locking and unlocking files.

Unlike Apple's FILER, this program does not require BASIC.SYSTEM to be reloaded, or lengthy pathnames to be entered. It has the edge on the IIC System Utilities disk because it is faster, takes up much less disk space (under 30 blocks compared to 151 blocks!), and is compatible with the RAM disk. Only FILE.MOVER has options to view files, move files, and to format disks with more than 35 tracks.

GETTING STARTED Type "-FILE.MOVER" or select it from Big U's main menu. The current date and time (if available) will be shown near the top right of the screen. Below that, disk directories [A] and [B] are identified with their slot and drive values. All file handling is based on these two "working" directories. They may be different disks, or subdirectories of the same disk. Use option N to change them. FILE.MOVER Options begin on page 23.

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Kersey

5-NOV-85 17:38

Current Directory Set-Up:

[A]: Slot 6, Dr 1 /BIG.U

[B]: Slot 3, Or 2 /RAM

MAKE A CHOICE:

© COPY files from [A] to [B]	(A) See catalog of [A]
(M) MOVE files from [A] to [B]	(B) See catalog of [B]
(V) VIEW files on [A]	(N) New directory on [A]
(E) ERASE files on [A]	(X) Exchange [A] and [B]
(L> LOCK files on [A]	(S) Create subdir on [A]
(U) UNLOCK files on [A]	(D) Rename directory [A]
® RENAME files on [A]	(T) Change date/time
(F) FORMAT options	(Esc) Exit

ENTERING NAMES WITH FILE.MOVER You will only have to type a name if you are creating a subdirectory or renaming a file or directory. On these occasions, the following rules and features will apply:

- You are forced to start with a letter A-Z.
- You are limited to 15 characters.
- Spaces are automatically converted to periods.
- The Delete key erases the character to the left of the cursor and "pulls back" characters to the right.
- Control-Y erases all characters to the right of the cursor, including the cursor position.
- Regardless of the cursor position, you may press Return to accept the name shown.
- Esc cancels the entry. (Pressing Esc nearly always gets you out of unwanted situations.)

PRINTING THE FILE.MOVER SCREEN

Press Control-P at almost any time to dump the text screen to a printer in slot 1. If the print-out has some blank lines caused by extra carriage returns, run FILEMOVER.SETUP (page 31).

You cannot dump the hi-res screen in the VIEW option (page 24), and Control-P is ignored when FILE.MOVER expects you to type a file name. If your printer is in slot 2, type "PR#1,A,\$C200" before running FILE.MOVER.

SELECTING FILES WITH FILE.MOVER

When you select certain file operations from the main menu, directory [A] will be read and its files will be displayed on the screen. For example:

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/BIG U 5-Nov-85
17:32

Filename	Type	Size	Modified	Filename	Type	Size
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Modified

BIG.U	Bin	5	1-Nov-85		FILE.MOVER	Bin	25	5-Nov-85
COPYRIGHT.1985	Bas	1	1-Nov-85		FILEMOVER.SETUP	Bas	5	
5-NOV-85	BY.RANDY.BRANDT	Bas	1	1-Nov-85		KEYCAT.80	Bin	8
5-Nov-85								

BEAGLE.BROS.INC	Bas	4	1-Nov-85		KEYCAT.80	Bin	8	
-----------------	-----	---	----------	--	-----------	-----	---	--

5-Nov-85

Z	Bas	1	1-Nov-85		KEYCAT.SETUP	Bas	6	5-Nov-85
---	-----	---	----------	--	--------------	-----	---	----------

PRODOS Sys 30 1-Nov-85 |

BASIC.SYSTEM	Sys	21	1-Nov-85					
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STARTUP	Bas	6	5-Nov-85					
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NOTES	Bas	3	1-Nov-85					
-------	-----	---	----------	--	--	--	--	--

AMPER	Dir	1	5-Nov-85					
-------	-----	---	----------	--	--	--	--	--

COMMAND	Dir	2	1-Nov-85					
---------	-----	---	----------	--	--	--	--	--

UTILITY	Dir	2	5-Nov-85					
---------	-----	---	----------	--	--	--	--	--

I	Bas	3	1-Nov-85					
---	-----	---	----------	--	--	--	--	--

CRT.WRITER	Bas	12	5-Nov-85					
------------	-----	----	----------	--	--	--	--	--

CRT.CODE	Bin	3	1-Nov-85					
----------	-----	---	----------	--	--	--	--	--

Press Return after using arrow keys to select files to COPY, or press

Esc

Moving the Cursor:

The first file name will be highlighted in inverse (black letters on a white bar). Let's call that bar the "cursor". To move the cursor to other files, move up or down with the vertical arrow keys ("A" or "Z" for II+ users), or move from column to column by pressing Tab (or Control-I).

Selecting Files: Press the right arrow key to select the file name at the cursor. De-select files by pressing the left arrow key.

Press Control-A to select all files, ignoring previous selections. When all desired files have been selected in the proper order, press Return to let FILE.MOVER go to work. While the chosen file operations are going on, you may press Esc to quit.

Changing the Order of Files: A number will appear to the left of each selected file name. This determines the order in which file operations will occur, allowing you to organize disks by copying files in any order.

To change a file's number, move the cursor to the file name. Deselect the file if necessary with the left arrow, and then type the first digit (1-9) of the new number that you want. A question mark will appear. Press the space bar for a single digit number, or enter the second digit. This option is designed for inserting a file into a sequence already selected. Previously selected files will be renumbered as necessary.

If only a few files are out of order on a disk, select all files (see Control-A, previous page), then de-select the misplaced ones so that you can enter the correct numbers directly.

Viewing Large Directories

FILE.MOVER displays a maximum of 29 files at a time; if a directory has more, "view next page" will appear in place of file 30. Move the cursor there and press Return to see more files. Another page will be shown with a "view previous page" option and (possibly) another "view next page" option. The limit is 95 files per directory. Files from 96 on will be ignored by FILE.MOVER.

FILE.MOVER OPTIONS

C: COPY FILES FROM [A] TO [B]

Press "C" to copy files from directory [A] to [B]. Select the desired [A] files from the menu on the screen. See "Selecting Files" (page 21).

If you copy a locked file, both the original and copy will be left unlocked. Single drive users will be prompted as to which disk volume to insert as the copying occurs.

M: MOVE FILES FROM [A] TO [B]

Press "M" to move files from directory [A] to directory [B]. This option is identical to the Copy option (above), except that the original file will be deleted. It is especially handy for grouping files in a subdirectory on a disk. Just move the files from the disk's main directory into the subdirectory on the same disk. The disk must have at least as many free blocks available as the size of the largest file being moved.

Warning: Don't MOVE files to the RAM disk. Use COPY instead.

V: VIEW FILES ON [A]

Press "V" to view a file on directory [A] in hex/ASCII format. When the file menu appears, highlight the desired file name and press Return to load it for viewing.

Use the left and-right arrow keys to page back and forth through a file. Press Control-P to print the screen at any time.

The hex number to the left of each line is the offset of that line within the file. For example, the first byte on line 1 is at 0, because it is 0 bytes from the beginning of the file. The first byte on line 2 is \$10 (16 decimal) bytes from the beginning, the last byte on line 2 is \$1F (31 decimal) bytes away, and so on. Press Return to see how the file looks as a hires picture. It'll probably look like garbage unless you loaded an actual picture file. Press any key to get back to the text display.

Press Esc to return to the main menu when you're finished viewing.

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Viewing /BIG.U/FILE.MOVER

```
0F00- EF F2 E5 AO OF E6 AO F4 E8 E5 AO E6 E9 EC 65 20 ore of t he file 0F10- CE 64 20 96 63 20 80 62 C9 BD FO 09 C9
98 DO F2 Nd 6c N6 IMpIIIPr 0F20- C6 09 4C C5 4C EE F3 4B A9 00 8D D2 4C AD F3 48 FILELnsK )IMRL-sK 0F30- C9
01 DO 04 A9 00 FO 06 AD D5 4C 18 69 20 80 DS IAPDIOpF -ULi MU 0F40- 4C 4C 79 4C A9 00 8D BE BE 20 C3 6A C9
88 DO OD LLyI)!M^ > CJIHPM 0F50- A6 09 CA CA ED 20 05 86 06 09 4C C5 4C 20 B6 63 &IJJ' PE FILEL 6c 0F60- 4C
6F 4D 3F 20 00 C3 20 58 FC 20 D4 63 C2 C5 C1 LoM? AC II!
```

TcBEA

0F70- C7 CC C5 AO C2 D2 CF D3 A7 AO C6 C9 CC C5 AE CD GLE BROS '

FILE.M

0F80- CF D6 C5 D2 AO C3 EF OVER

Co

0F90- FO F9 F2 E9 E7 E8 F4 AO A8 E3 A9 AO BI B9 B8 B5 pyright

© 1985

0FA0- AC AO D2 E1 EE E4 F9 AO C2 F2 E1 EE E4 F4 AO A6 , Randy
Brandt &
0FB0- AO C2 E5 F2 F4 AO CB E5 F2 F3 E5 F9 DO A9 BD 20 Bert Ke
rseyM)=

FILE.MOVER can load a maximum of 16 blocks (8K) at a time, so larger files must be viewed in several sections. When the end of a section is reached (every \$2000 bytes), you are prompted to press Return to read the next section, or Esc to continue viewing the current section. Once you read a new section, you cannot return to the previous one unless you go back to the menu and restart with the view option. This “chunk-by-chunk” method lets you view massive 100K files like the main AppleWorks segment.

E: ERASE FILES ON [A]

Press ‘E’ to erase (delete) files from directory [A]. Select the doomed files from the menu (see page 21) and they will be ruthlessly destroyed. If files are locked, you will be asked for permission. Press ‘Y’ to erase it, or ‘N’ to grant a stay of execution. Note: A subdirectory cannot be erased unless it does not contain any files.

L: LOCK FILES ON [A]

Press ‘L’ to lock files on directory [A]. Select the files to be locked from the menu (see page 21) and FILE.MOVER does the rest. Note: You will not get an error if you lock a locked file or unlock an unlocked one.

U: UNLOCK FILES ON [A]

Press ‘U’ to unlock files on directory [A]. This option works similarly to option ‘L’, above.

R: RENAME FILES ON [A]

Press ‘R’ to rename files in [A]. Select the files to be renamed from the menu (see page 21). Type the new name, or just press Return (or Esc) to skip the current file.

If a file is locked, it will be unlocked anyway and you will be allowed to rename it. The file will remain unlocked under its new name.

A or B: SEE CATALOG OF [A] OR [B]

Press ‘A’ or ‘B’ to directory [A] or [B]. As with normal ProDOS catalogs, you may press Control -C to exit early. Unlike normal, you may press the space bar to ‘single-step’ through the file names.

N: NEW DIRECTORY ON [A]

Press ‘N’ to change the directory represented by [A] near the top of the screen. You will then have three options: A, D and N (or Esc to exit):

A: Add a Subdirectory

Press ‘A’ to read a subdirectory on directory [A]. A menu of disk [A] files will be shown. Use the arrow keys to select the subdirectory you want. Press Return to select the subdirectory, or Esc to exit. For example, if you select the SUBFILES subdirectory after reading the /DISK main directory, [A] will become ‘/DISK/SUBFILES’.

D: Drop a Subdirectory

Press ‘D’ to drop the last subdirectory from directory [A]. For example, if [A] was set to ‘/DISK/SUBFILES’, pressing ‘D’ would change it to ‘/DISK’.

N: New Disk

Press ‘N’ to read a new disk. Then specify the slot and drive you want. Enter the desired slot (1 -6) and drive (1-2), insert the new disk, and press Return to read it. You will be returned to the main menu, with the new disk’s volume name listed as directory [A]. Most Apples use slot 6 for disk drives 1 and/or 2. Hard disks are often in slot 7 or 5. The RAM disk is always slot 3, drive 2. Apple IIc Note: The ‘internal drive’ is slot 6, drive 1, the ‘external drive’ is slot 6, drive 2.

X: EXCHANGE [A] AND [B]

Most options apply only to [A], so this option lets you move [B] to [A] with an 'X' keypress.

S: CREATE SUBDIRECTORY ON [A]

Press 'S' to create a subdirectory in directory [A]. Then type a name for the new subdirectory (page 20). Use the "Add subdirectory" option if you want to use the newly created subdirectory on [A]. This option is useful for grouping files on a disk. Create a new subdirectory, choose it as directory [B], and then move files into it from the main directory on [A].

D: RENAME DIRECTORY [A]

Press 'D' to rename directory [A]. This option will actually rewrite the name on the disk. For example, you could rename /BIG.U, /LITTLE.U. Type in a new directory name (see page 20). If subdirectories have been added to [A], you may only rename the most recent subdirectory.

T: CHANGE DATE/TIME

Press 'T' to set the date and time. If your Apple has a clock, this option is unavailable. Use the left and right arrows to highlight the segment you wish to change. The day is always highlighted first, so pressing the left arrow would move you to the minutes, while pressing the right arrow first would highlight the month.

Use the up arrow or 'A' to increase the highlighted value, and the down arrow or 'Z' to decrease it. All segments "wraparound" when the end is reached. A "No Date" option appears between December and January.

Press Return when the date is correct, or press Esc to restore the date given when you selected this option. The date and time are not saved on disk by FILE.MOVER. Use the DATE.SET program (page 63) to do that.

F: FORMAT OPTIONS

('Format' means 'erase', so be careful!) Press 'F' for the format menu, then choose a format option. Press Esc if you want to return to the main menu.

RAM Disk Options (128K Apples only)

I: Install /RAM

Press 'I' to format the RAM disk (or reconnect it if it was disconnected).

D: Disconnect /RAM

Press 'D' to disconnect the RAM disk so that auxiliary memory can be used for other purposes (like Beagle Bros' Extra K disk).

Floppy Disk Options

Formatting (or "initializing") a floppy disk allows ProDOS to use it for storing files. Remember, all existing information on the disk will be destroyed. The newly formatted disk will be named "BLANK." It may be renamed to any legal name with the "Rename Directory" option on the main menu.

N: New Format Slot/Drive Values

Press 'N' to enter new slot and drive values. (Unlike other FILE.MOVER operations, diskette formatting has nothing to do with [A] and [B].) Enter the new values and press Return.

F: Normal Format (35 tracks) Press 'F' for a normal ProDOS format. This option works with all 5 -1/4" Apple drives. They have 35 tracks which store 4K each, giving a total capacity of 140K, or 280 blocks. Directory information takes up 7 blocks, leaving 273 free for files.

Press Return to format the disk, or press Esc to return to the menu.

GOING BEYOND THE 35-TRACK LIMIT

Most Apple disk drives are capable of formatting 38 tracks, for a total disk capacity of 152K, or 304 blocks. All IIc drives, IIe DuoDisk and IIe UniDisk drives should work with 38 tracks. Many Disk II drives will work as well. Some non-Apple drives are even capable of formatting 40 tracks, giving you 160K of storage.

FILE.MOVER has a special format option to format disks for 38 tracks. If your drives can handle it, you can change this option to anything from 36-40 tracks (see FILEMOVER.SETUP, page 31). The instructions are the same for all formats.

S: Special Format (38 tracks)

Press 'S' to format extra tracks. Press Return after the warning message. Esc returns you to the menu. The formatter cannot determine if a drive handles 35 tracks only, and will repeatedly try to "get at" the extra tracks. Open the drive door if you accidentally try to format 38 or 40 tracks on a 35-track drive.

FORMAT ERROR MESSAGES

If a formatting problem arises, you will get one of the following messages:

Unable to format may be caused by a physically damaged disk or an incorrectly positioned disk in the drive. To avoid this, try slowly wiggling the drive door as you close it.

Unable to format write-protected disk occurs if the write-enable notch on the diskette is covered, or if you try formatting on a non-existent drive like slot 3, drive 1. Don't try formatting a printer slot; you'll have to press Control -Reset.

Unable to format due to bad drive speed means you might have to take your drive in to a dealer for professional service.

CREATING A BOOTABLE DISK

ProDOS-formatted disks contain only directory information, leaving the rest of the space for data. The PRODOS and BASIC.SYSTEM files necessary for booting are not automatically stored on the disk. Follow these steps to create a bootable disk:

1. Format a disk.
2. From the main menu, select 'N' twice to change directory [A] to /BLANK (the new disk).
3. Press 'X' to swap directories. Directory [B] is now /BLANK.
4. Press 'N' twice and make /BIG.U directory [A].
5. Press 'C' to copy files from /BIG.U to /BLANK.
6. Copy PRODOS and BASIC.SYSTEM.
7. Insert /BLANK in drive 1 and reboot. It should boot and exit to BASIC.SYSTEM.

ProDOS automatically runs any program named STARTUP after BASIC.SYSTEM is loaded. To make a simple STARTUP program, type "NEW" and enter this program:

10 HOME

20 PRINT CHR\$(4);"CAT"

Now type "SAVE STARTUP" and reboot; this time your new disk will clear the screen and then catalog itself.

QUITTING FILE.MOVER

Press Esc from the main menu. Verify your choice by pressing "Q" and you will be returned to Applesoft. Any previously existing program will have vanished, but utilities such as GPLE and ProDOS external commands above Himem should have survived.

CUSTOMIZING PRODOS 1.1.1 FOR EXTRA TRACKS

ProDOS 1.1.1 is normally limited to 280 disk blocks (35 tracks), so it will ignore the extra 24 blocks on a 38-track disk. Here's how to increase its capacity for up to 40 tracks:

1. From Applesoft, type "BLOAD PRODOS,TSYS,A\$2000".
2. Type "CALL -151".
3. Type "S6E3:number" Replace number with 20 for a 36 -track drive, with 28 for a 37-track drive, with 30 for a 38-track drive, with 38 for a 39-track drive, or with 40 for a 40-track drive.

4. Type 'BSAVE PRODOS,TSYS,A\$2000'.
5. Type '3DOG' or press Control -Reset to get back to Applesoft.
6. Reboot to install the new extra-track version. It will still work properly with 35-track disks.

FILEMOVER.SETUP

Use this program to change FILE.MOVER's special format option to anything from 36-track to 40-track formatting. Type 'FILEMOVER.SETUP,D1' to get started. After FILE.MOVER is loaded, you may select the desired number of tracks.

Some printers automatically do a carriage return after 80 characters are printed. FILE.MOVER normally does too, so you may get doublespacing in part of your printouts. To cancel FILE.MOVER's carriage returns, select option 'P'. Press 'S' to save FILE.MOVER with the new values.

keycat and the amper programs

KEYCAT.80

KEYCAT.80 is a 'file menu' program that lets you select programs from disk with only a couple of keystrokes. After typing '-KEYCAT.80' only once, you can access the file menu any time you want by pressing Control -Reset or by typing '/RAM/MENU'.

KEYCAT.80 CREATES MENU

When you type '-KEYCAT.80' (see next page), you are actually creating a new file called 'MENU' on the RAM disk (if you have 128K) or on a floppy disk (if you have only 64K).

IF YOU DON'T HAVE 128K

KEYCAT.80 comes set up so that MENU will be stored in the RAM disk (slot 3, drive 2--128K required). If you have only 64K, stop now and Run the KEYCAT.SETUP program (see page 36). It will let you specify a new slot and drive for the disk that will contain the MENU program.

TO CANCEL CONTROL-RESET

MENU is normally activated by pressing Control-Reset. If, however, you don't want our program messing with Control -Reset's normal functioning, stop now and Run KEYCAT.SETUP (page 36). It will let you prevent Control-Reset from activating MENU. Typing '-/RAM/MENU' will still do the job.

GETTING STARTED KEYCAT.80 is harder to explain than it is to use, so go ahead and use it and see what happens. Here's what you do:

1. Remember, if you don't have 128K, or if you don't want to use Control -Reset, use the KEYCAT.SETUP program first (see page 36).
2. Type '-KEYCAT.80' to create and install the MENU program (do this only once).
3. Bring MENU to the screen by pressing ControlReset, or by typing '-/RAM/MENU' (do this anytime you want to select a file).
Note:
Depending on your system and MENU's slot and drive location, you may have to type a command like '-MENU,S6,D1' or '-/RAM/MENU'.
4. With the file menu on the screen, press Return to read a directory (see page 34) or select a file by pressing the key corresponding to the letter or number next to its name (below).

SELECTING FILES

Once the files you want are on the screen, select one of them by pressing the key corresponding to the letter or number next to its name. Then you have three choices:

1. Press 'R' to Run the file. ('Dir' files cannot be Loaded or Run.)
2. Press 'L' to Load the file. ('Bin' and 'Bas' files only).
3. Press Esc to skip selecting this file.

If the directory has 36 or more files, press 'Z' to view more files.

Press 'O' to get back to the first group of files.

READING A NEW DIRECTORY

If there are no file names visible in the menu, or if you want to see files from another disk, press Return and select one of the options that appear at the bottom of the screen:

Press 'C' to read the current drive. This is the drive where MENU found the current directory.

Press 'O' to select any Other slot and drive. After you select a slot (1-7) and drive (1-2), the main directory on the disk in that drive becomes the Current Directory. (To select a subdirectory from that drive, press Return and then 'S'.)

Press 'M' to select the MENU drive. This is the directory where the MENU file is stored; either the RAM disk (slot 3, drive 2), or the drive specified by KEYCAT.SETUP.

Press 'S' to read a Subdirectory. This option only works if one or more Directory ('Dir') files are listed on the screen.

ERRORS

When an error occurs, pressing Esc will give you a chance to "make repairs". Most errors are caused by leaving drive doors open, putting disks in upside down, or using DOS 3.3 disks. Only ProDOS disks are allowed.

A "Device Not Connected" error when you type "-KEYCAT.80" means you don't have a IIc or 128K IIe, or your RAM disk has been disconnected. To reconnect, reboot or use FILE.MOVER (page 28). A "Path Not Found" error when you type "-MENU" probably means that you need to specify a slot and drive (for example, type "-MENU,S3,D2" or "-MENU,S6,D1").

A "Path Not Found" error could also mean that the floppy disk with the MENU program on it has been removed. Put it back in the correct drive when you type "-MENU". (128K RAM disk users don't have to worry about this.)

HARD DISK USERS

If you have a hard disk, use KEYCAT.SETUP to configure for the appropriate slot and drive, then make this your STARTUP program after running KEYCAT.80 to create MENU:

10 PRINT CHR\$(4)"-MENU"

KEYCAT.80 and GPLE GPLE, Beagle Bros' Applesoft editor, uses Control-Reset to reconnect itself. If you want to use KEYCAT.80 with GPLE, it's best to de-activate the Control-Reset option with KEYCAT.SETUP.

Then you can add a GPLE "-MENU,S3,D2" Escape command to activate. Now a command like Esc-M will activate MENU and Control-Reset will still be available for reconnecting GPLE.

RESETTING RESET

To cancel KEYCAT.80's grip on ControlReset, you can reboot, or type:

"POKE 1010,0: POKE 1011,190: POKE 1012,27"

MENU SIZE LIMITATIONS

The MENU program is a type "BIN" file that is 8 or more blocks in size, depending on the number of file names it contains. Its limit is 255 files.

You can look at MENU (after you have created it) by cataloging the RAM disk (type 'CAT/RAM') or the appropriate floppy drive.

KEYCAT.SETUP

KEYCAT.SETUP lets you configure KEYCAT.80 to work with your specific system and preferences. Type "-KEYCAT.SETUP" to get started. You will be asked:

1. Whether or not you want Control-Reset to activate the MENU program.

2. The slot and drive where the MENU program will be stored. Follow the instructions on the screen and select your preferences. A little experimenting doesn't hurt, because you can always reconfigure the program later. When you are finished with KEYCAT.SETUP, it will re-Save KEYCAT.80 on disk.

CONTROL-RESET OR -MENU? Normally, you press Control-Reset to activate MENU. This method is quick and easy, but has some drawbacks. It takes some room on memory page 3, and other programs may need to use that area. No Big U programs have any conflict with KEYCAT.80 or MENU. If you don't want to use Control-Reset, disconnect it. Now only the command "-/RAM/MENU" will activate MENU. This method is a little more cumbersome, but doesn't use any memory until MENU is actually activated. (MENU runs on hi-res page 2: \$4100.6000).

SELECTING THE MENU DRIVE

On 128K Apples, the RAM disk (slot 3, drive 2) is the preferable location for MENU. Otherwise you may put it anywhere you like. The most obvious choices would be slot 6, drive 1 or 2.

Big U's AMPER Programs

Each Big U "AMPER" program gives you one or more new commands that begin with the the magic ampersand ("&") character (&STORE, &INPUT, etc.). You load or "install" each program in memory by typing a hyphen ("-") followed by the program's name. Once a program is installed, its new "amper-commands" are yours for the typing.

WARNING: LOAD ONLY ONCE!

Each AMPER program costs you a little more memory, so don't waste saace by loading the same program more than once. You might want to write an installation program that runs only once. It loads the ampersand commands that you want, and then Runs the program that uses the commands. For example:

```
10 TEXT: HOME: NORMAL: REM RUN THIS PROGRAM ONLY ONCE!  
20 PRINT CHR$(4);"-DUMP.80": REM LOADS BIG-U'S PROGRAM  
30 PRINT CHR$(4);"-INPUT.80": REM LOADS ANOTHER BIG-U PROGRAM  
40 PRINT CHR$(4);"-SCREEN.PRINTER": REM RUNS YOUR PROGRAM
```

"&" TECHNICAL NOTES: Each ampersand program installs itself above Himem so your programs don't overwrite it.

When Applesoft encounters an "&", it jumps to location \$3F5 (1013 decimal) and follows the machine -language instruction there—usually a jump (JMP) to another address.

When the ampersand programs are installed, they save the existing jump-address at \$3F5-3F7 before plugging in their own. This technique, known as "daisy-chaining", lets many ampersand programs reside in memory together.

APPENDER

Install only once: Type "-APPENDER". Function: Joins two or more

Applesoft programs. New commands:

&STORE "hides" the program in memory so you can load in a second program.

&RECALL appends the hidden program onto the end of the second program.

Example:

Let's call our higher-numbered program "HI.PROGRAM" and the other one "LO.PROGRAM". Be sure that the programs don't have overlapping line numbers. Renumber them if they do. There are several renumber programs on the market, including the one on our Double-Take disk.

1. Type "-APPENDER" (only if you haven't already).
2. Type 'LOAD LO.PROGRAM' (unless already loaded).
3. Type '&STORE' to hide LO.PROGRAM. (A 'Lowest Useable Line Number' message will appear.)
4. Type 'LOAD HI.PROGRAM'.
5. Type '&RECALL' to connect the two programs.
6. Type 'LIST' to see the appended programs. This newly-created program can be run normally if the line numbers are in order.