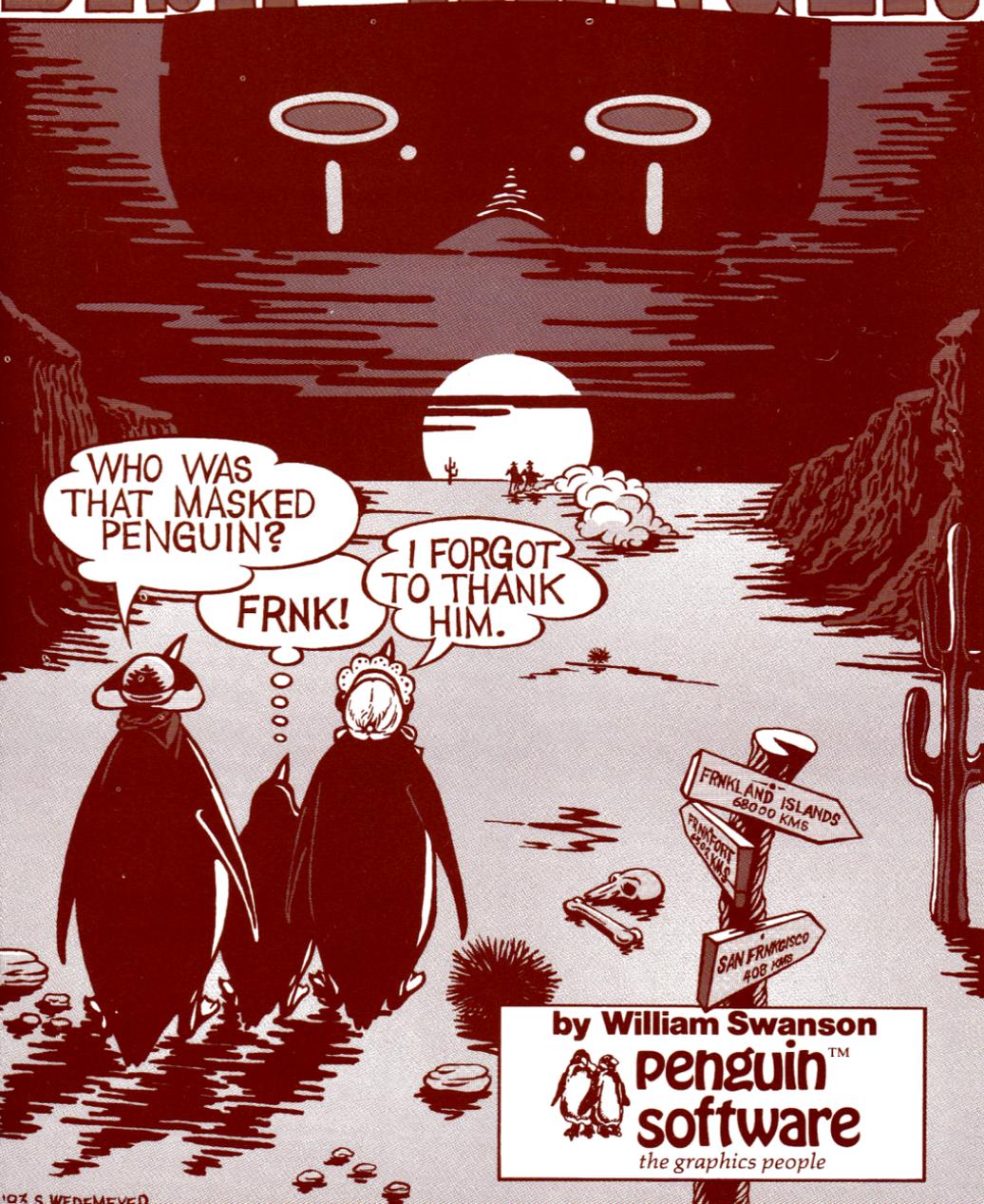


DISK TR RANGER™



WHO WAS
THAT MASKED
PENGUIN?

FRNK!

I FORGOT
TO THANK
HIM.

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SAN FRANCISCO
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DISK arRANGER™

By William Swanson

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Introduction

Welcome to **DISK arRANGER**, a collection of utilities for managing disk files and catalogs. With **DISK arRANGER** you can organize disk catalogs in virtually any fashion — they can be sorted alphabetically or by file type; customized using flashing, inverse, or control characters; decorative “comment” catalog names can be added; disks can be set up to boot on any file; files can be renamed, deleted, or restored; files can be transferred to other diskettes one at a time; and much more.

DISK arRANGER is not only quite versatile, but also very easy to use. And, like all Penguin Software applications products, it is NOT copy-protected.

NOTE: This program is designed to work with DOS 3.3. Use with any other disk operating system can result in disaster, or at least some inconvenience. Do not use **DISK arRANGER** with any non-standard DOS!

Chapter 1 — Getting Started

DISK arRANGER will run on any Apple series or compatible computer that uses DOS 3.3. However, the full power of **DISK arRANGER** can only be utilized on an Apple with 64K or more of RAM. Using the program on an Apple with 48K of RAM will preclude the use of the file copy and transfer routines.

DISK arRANGER, like all Penguin Software applications programs, is NOT copy-protected. Before you begin, you should make a backup copy of your master disk and then put the master away in a safe place. At no time should you use the actual master! To make a backup, use any standard Apple copy program such as the one provided on your DOS System Master disk.

Once you have made a backup of **DISK arRANGER**, insert the new copy into drive 1 and turn the power on to boot the program. The drive will spin and load **DISK arRANGER**. The title page will appear and you will be told to press (ESC)ape to enter the program, or to press any other key to see a series of help screens with summaries of all the commands in **DISK arRANGER**. It may be helpful at this point to flip through the help screens, although all of the commands are more fully explained in this manual.

Help

NOTE: You may see the help screens at any time during the operation of **DISK arRANGER** by pressing “?” or “!.”

Once you have entered the actual **DISK arRANGER** program, you will be greeted with a screen that shows a data line at the top and a message that reads: “No Catalog”. The data line shows the volume number of the disk you are working on, the number of sectors that are used on that disk, and the number of free sectors remaining. Right now all three of those categories should show 0s.

Setting the Working Drive.

Before you begin to use **DISK arRANGER**, you may want to configure the program to work with your particular computer. If you are using a two-drive system, you can select which disk drive will be your working drive by pressing (CTRL-R)eset Working Drive. The prompt “READ FROM: SLOT 6 DRIVE 1” will appear at the bottom of the screen. To accept these default values, press RETURN. To change these values, type in the values you wish to use. Please note that the only values that will be accepted are 1-7 for the slot number, and 1-2 for the drive number.

Chapter 2 — Reading and Writing Disk Catalogs

The two most important commands in **DISK arRANGER** are the **(R)ead Catalog** and **(W)rite Catalog** commands. A good rule of thumb here is "Write to what you Read from", i.e., once you have loaded the catalog of a disk into memory, do not try to save it to another disk.

Reading a Catalog

(R)ead Catalog will load the catalog from any DOS 3.3 disk into the computer's memory, where you can then modify it using any of the functions available in **DISK arRANGER**. Before employing this command, you must place the disk you wish to view in the working drive. The working drive is the drive in which you booted **DISK arRANGER**, unless you used the **(CTRL-R)eset** command to set a new working drive.

Writing a Catalog

(W)rite Catalog will save the catalog image currently in memory (and on the screen) to the disk in the working drive. This command is used after you have made all the modifications to the catalog that you wish to do. You will be asked to verify your choice before it is actually written to your disk. Note that none of the catalog alterations made using **DISK arRANGER** will be permanently saved to your disk until the **(W)rite** command and verify prompt have been used.

Chapter 3 — Cursor Movement Commands & File Movement

In order to use the options in **DISK arRANGER**, first you will need to become familiar with the cursor and how to manipulate it. The cursor is the inverse line that is located at the top line of the catalog once one has been (R)ead into memory.

The File Movement Flag

RETURN or (T)oggle will toggle the File Movement Flag (the message located at the top of the screen), which shows whether or not the file at the cursor will move when you move the cursor. **DISK arRANGER** allows you to move any catalog entry (file name) to any position in the catalog listing by simply toggling on the File Movement Flag and then using the left and right arrow keys to move the file name to its desired position in the catalog. Pressing **RETURN** turns this feature on or off.

Movement

←**Left Arrow** moves the cursor up one line. Once the cursor has reached the top of the catalog listing, it will stop. There is no screen wrap-around.

→**Right Arrow** moves the cursor down one line. Once the cursor has reached the bottom of the catalog listing, it will stop. There is no screen wrap-around.

(B)eginning will move the cursor to the top of the catalog listing. If the File Movement Flag is on, the file name highlighted by the cursor will be moved to the top of the catalog listing along with the cursor.

(E)nd will move the cursor to the bottom of the catalog listing. If the File Movement Flag is on, the file name highlighted by the cursor will be moved to the bottom of the catalog listing along with the cursor.

Joystick Control

(J)oystick will allow you to move the cursor using a joystick or paddle controller. Upon selecting this option, a message will appear at the bottom of the screen to let you know the joystick option is active. Once this option has been selected, **Button 0** will toggle the File Movement Flag. The cursor can now be moved using a joystick. Pushing the joystick a little either up or down will move the cursor normally in the corresponding direction. Pushing the joystick all the way up or down will move the cursor rapidly in the corresponding direction. This option is useful when manipulating extensive catalogs.

Chapter 4 — File Maintenance & Management Commands

The following commands constitute the heart of **DISK arRANGER**. With them you will be able to organize your catalogs and customize your disks, as well as examine the track and sector usage of a particular file or all the files on a disk.

Sorting

(S)ort the catalog permits you to arrange your catalog either alphabetically or by file type. Upon pressing **(S)**ort, you will be asked: Sort **A**)lphabetically or by **T**ype? Press either "A" or "T", depending on which kind of sort you wish to perform. **DISK arRANGER** will sort the catalog **from the cursor position to the end of the catalog**.

If you choose to sort the catalog by file type, they will be sorted in the following order: Applesoft; Integer; Binary; Text; and Relocatable. Each file type is identified in a catalog listing by the first letter of its name appearing on the leftmost side of the screen. Should you decide to sort the files alphabetically first, and then by file type, you would end up with your files in alphabetic order, grouped by file type.

Locking and Unlocking

(L)ock Toggle allows you to either Lock or Unlock files on the disk. Whether or not a file is locked is indicated by an asterisk (*) to the left of the file name. If a file is locked and you wish to unlock it, place the cursor on the file name and press **(L)**ock. Conversely, if a file is not locked and you wish to lock it, place the cursor on the file name and press **(L)**ock.

Please note that files that have been deleted from the catalog cannot be locked, although they may appear on-screen with the letter 'D' preceding them. The **(D)**elete command (to be discussed later in this chapter) will mark a file as having been deleted, but will still permit the file to be seen.

(CTRL-L)ock Toggle is a global version of the **(L)**ock command. This command allows you to either lock or unlock all of the files in a disk catalog. The cursor file is used to determine which operation will take place. If the cursor file is locked and the **(CTRL-L)**ock command is used, all files will be locked. If the cursor file is unlocked when the **(CTRL-L)**ock command is used, then all the files will be unlocked. This command is particularly useful when you wish to unlock files for manipulation with another program, or when you wish to lock all the files on a diskette once you have finished working on them.

File Deletion

(D)elete File is used to remove a file name from the catalog, effectively deleting the file from the disk. The command is used by placing the cursor on the file you wish to remove and pressing **(D)elete**. The file will be marked with the letter "D" and the Track/Sector list in the catalog is modified to show the space used by the newly deleted file as available for other use. The data line at the top of the screen will be updated to show fewer used sectors and more free sectors.

Undeleting Files

(U)ndelete File is used to restore a previously deleted file to working status. The command is used by placing the cursor on a file marked with the letter "D", and then pressing **(U)ndelete**. The Catalog Track/Sector list will be checked to see if any of the space used by the previously deleted file is now being used by another file, and if the Track/Sector pairs that identify the file are valid. If both these conditions are met, then the file will be restored. If one or both of these conditions are not met, then you will not be able to restore the deleted file. If you successfully **(U)ndelete** a file, the data line at the top of the screen will be updated to show more used sectors and fewer free sectors on the disk.

Removing Deleted Files

(K)runch Deleted Files. This command allows you to either move all deleted files to the end of the catalog, or to remove them from the catalog altogether. When this command is used, you will be prompted to: **M)ove** or **R)emove Deleted Files?** Pressing **M)ove** will result in all deleted files being moved to the end of the catalog. Pressing **R)emove** will remove all the deleted files from the catalog permanently, which means that they will not be shown in the catalog as marked with a "D". This also means that the files can never be **(U)ndeleted**.

Naming Files

(N)ame File allows you to rename any file in the catalog. There are two types of file names that can be created using this command. When you use this command, you will be asked: **N)ormal** or **V)erbatim Entry?**

Selecting a **N)ormal** file name allows you to type in a new name using the standard Apple line editing commands.

Selecting a V)erbatim file name allows you to type in virtually any character, including imbedded control characters, carriage returns, and backspaces. Furthermore, you can use normal, inverse, or flashing characters in your file name. When you are prompted to type in the file name in the V)erbatim mode, you **must** type in 30 characters. A counter will appear on the lower right side of your screen showing you how many characters you have typed. The input mode is also shown at the bottom right side of the screen, with "I" for inverse, "F" for flashing, and "N" for normal. Pressing the (ESC)ape key will cycle through and allow you to choose one of the three input modes. The V)erbatim mode is particularly useful for creating decorative or customized catalogs.

Creating a Comment File

(C)omment File. This command allows you to create "comment" file names in your catalog. When you use this command, you can add the new file name **at the cursor position**, with all other catalog entries being moved down.

Upon selecting (C)omment File, a blank line will appear at the cursor position and you will be prompted to choose the file type. At the bottom of the screen there will be the letters "TIABR" with the "^" sign below the "T". Pressing any key other than "ESCape" or "RETURN" will move the "^" indicator to the next letter. The letters stand for the following files types: T = Text; I = Integer BASIC; A = Applesoft BASIC; B = Binary; R = Relocatable. When the "^" is below the file type you wish to use, press RETURN to select it. If you press (ESC)ape here, the operation will be terminated and the catalog restored to its original condition. You will then be asked to type in a file name, using the standard Apple line editing and ESC commands. Please note that you must type in at least one character to create a (C)omment File.

Changing the Hello File

(H)ello File. This command allows you to determine or change the "Hello" file, i.e., the file that will be used when the disk is booted. When you use this command, you will be asked: D)isplay or S)et the Hello File? If you wish to determine which file is the Hello file, press "D", and the current Hello file name will be displayed at the bottom of the screen. If you wish to change the Hello File, press "S", and the file at the cursor position will be used by DOS as the Hello File. This option will work with any type of file.

Previewing the Catalog

(P)review the Catalog allows you to view what the new catalog will look like. When you use this command, you will be shown how your new catalog will appear when viewed under DOS. As with the normal DOS Catalog command, the catalog will be displayed a screenful at a time, pausing for a keystroke to continue after each screen. Once the entire catalog has been displayed, an "=" prompt will be shown. Press any key to return to the DISK arRANGER screen. This command is very useful before saving the new catalog to disk with the (W)rite command.

Chapter 5 — File Copy Commands

NOTE: The following commands can only be used on an Apple II series or compatible computer with at least 64K of RAM. If you own an Apple with 48K of RAM, you will need to add a language card in order to use the file copying capabilities of **DISK arRANGER**.

Setting Drives

(CTRL-F)ile Copy to Which Drive? This command allows you to choose which drive a file will be copied to (the Target drive). **DISK arRANGER** assumes that you will be copying to the same drive which you originally booted the program on, unless told otherwise by use of this command. When you select this command, you will be asked: Copy to Slot X Drive Y, where X and Y correspond to the slot and drive number which the program was originally booted on. Pressing **RETURN** will accept the displayed values, or you may type in the number of the slot and drive you wish the file to be copied to. The only values that are valid for this command are 1-7 for the slot number and 1-2 for the drive number.

Copying a File

(F)ile Copy. This command allows you to copy the cursor file to another disk. Upon selecting this command, you will be asked to verify your choice. You then will be prompted to put the Target disk into the Target drive (the same drive in a one-drive system, or the drive designated Target drive by use of the **(CTRL-F)ile Copy to Which Drive?** command), and press **RETURN**. The file will be copied 64 sectors at a time until the copy operation has been completed. If you are using a one-drive system, you will be prompted to switch the Original and Target disks at the appropriate times.

If there is not enough space on the Target disk for the new file, **DISK arRANGER** will copy as much as will fit, and then return to the **DISK arRANGER** screen **WITHOUT** making a new catalog entry on the Target disk. Otherwise, the catalog on the Target disk will be updated to contain the new file name.

If there is already a file on the Target disk with the same name as the file you wish to copy, you will be asked: File Exists. Replace File (Y/N)? If you do **NOT** wish to replace it, press **RETURN**. If you **DO** wish to replace it, press "Y". Please note that if you are replacing a file on the Target disk and there is not enough room on it to receive the new file, **DISK arRANGER** will delete the old file and **NOT** update the catalog with the new file name. To avoid any problems here, use the **(O)ther Disk's Catalog** command, which is discussed next.

Cataloging the Target Disk

(O)ther Disk's Catalog. This command allows you to view the catalog of the Target disk before you invoke a **(F)**ile Copy command. The command will display the Target disk's catalog and show how much free space exists on that disk. When you use this command, you will be shown the Target disk catalog in normal DOS format, with the catalog pausing at each screenful for another keystroke. Once the entire catalog has been viewed, you will see an "=" prompt. Press any key and you will be shown how many sectors have been used and how many sectors are free on the Target disk, followed again by the "=" prompt. Pressing any key will return you to the **DISK arRANGER** screen.

Chapter 6 — Disk Map & Miscellaneous Commands

Disk Map

(M)ap. This command allows you to determine the disk space allocation and location of a particular file; or to view a map of total disk space usage showing the locations of free and allocated sectors.

Upon selecting the **(M)ap** option you will be asked **D)isk or F)ile Map?** Press **"D"** or **"F"** to see the corresponding map.

Both maps are shown in a format with sectors displayed horizontally and tracks shown vertically. The sector and track numbers are in hexadecimal.

The Disk Map will show allocated sectors as **"**"**, Catalog sectors as **"C"**, and Volume Table of Contents (VTOC) as **"V"**.

The File Map option will show the current cursor file as the third line of the map on screen. Sectors used by the cursor file are indicated by **"**"**, while the Track/Sector list, a list used by DOS to indicate all other sectors used by the file, is shown with **"T"**.

Printing the Screen

(CTRL-P)rint Screen — This command allows you to print any screen image on your printer, provided you have your printer interface card in Slot 1 and it is either the Apple Parallel Print card or another printer interface card capable of turning off the display of characters sent to it with the sequence **"CONTROL-I 50N"**. This command is particularly useful in conjunction with the **(M)ap** functions.

Quitting

(CTRL-Q)uit — This command may be used at any time to exit **DISK arRANGER**. If you have left the program and wish to re-enter without losing the data currently in RAM, the following entry points may be used:

From Integer or Applesoft BASIC: CALL 2054

From Applesoft BASIC: &

From the monitor: CTRL-Y

From machine/assembly language: JMP \$0806



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