

The Desktop Manager™
Super Accessories Disk #3
by ON THREE, Inc.
User's Guide

The Desktop Manager Super Accessories Disk #3 User's Guide

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Overview

Thank you for purchasing **The Desktop Manager Accessory Disk #3**. It contains a variety of useful accessories for your Desktop Manager. This guide will show you how to install and use these new accessories.

Before you continue, please make a backup copy of the Accessory Disk. This disk is double sided, so you will need two blank disks to make the copy. **Appendix A** of The Desktop Manager User's Guide shows you how to use the System Utilities program to make the copies. Please remember to follow sections 7 through 9 as they describe copying the back side of the disk.

It is very important that you make backup copies. If you damage your master copy you will have to send it back to **ON THREE** for repair. If your backup copy ever goes bad you can make a new copy from your original disk.

Adding Accessories

Normally, when adding a new accessory to The Desktop Manager you must re-boot for The Desktop Manager to recognize the new accessory. The **Accessory Manager** accessory allows you to install new accessories into The Desktop Manager menu without having to re-boot.

After installing the Accessory Manager as outlined in the next chapter, you will be able to install new accessories and use them immediately - without rebooting. That section will describe how to load, install and use new accessories without rebooting.

For those of you who have the **Reload & Exit** accessory, the new Accessory Manager takes its place. Thus you can remove the Reload & Exit accessory to free up another position in your Desktop Manager menu.

Accessory Manager

The **Accessory Manager** accessory allows you to customize The Desktop Manager to suit your needs. It lets you move the accessories around on the menu, rename, copy, delete and even install new accessories. This section will show you how to install and use the **Accessory Manager**.

Installing The Accessory Manager

To install the **Accessory Manager**, simply use the System Utilities program to copy the file **ACCESSORY.MGR** from your Super Accessories Disk #3 to the **DESKTOP** subdirectory on the disk where you installed The Desktop Manager. When copying the file to the subdirectory, give it the name **OPTIONF**. If you already have an accessory with the name **OPTIONF**, choose a free option name.

Using The Accessory Manager

After installing the **Accessory Manager**, use reboot so The Desktop Manager recognizes the new accessory. After restarting your Apple ///, the next time you display The Desktop Manager menu by pressing **SOLID-APPLE ESCAPE**, the **Accessory Mgr.** accessory will appear.

Simply highlight it as you would any other accessory and press **RETURN**. In a moment the accessory will be up and running. After the **Accessory Manager** main menu comes up it will proceed to look in the **DESKTOP** subdirectory for all of the other accessories installed. This will take a few seconds. When it's finished a listing of all of the accessories will be displayed on the left side of the screen, preceded by the letter (A-U) of their option name.

The right side of the screen contains help information and is where you enter commands. At this point you can perform any of the available operations. These are described below.

Deleting Accessories

You may want to delete an accessory that you seldom use to save space on disk or to free up a position on the menu. Instead of trying to figure out which file with the name **OPTIONx** corresponds with the accessory you want to delete, the Delete An Accessory option in the Accessory Manager can be used to quickly and easily delete an accessory.

Use the arrow keys to highlight the accessory you would like to delete and press **⌘ D** for delete. At the bottom of the screen the Accessory Manager will ask you if you are sure that you want to delete the accessory. If you are, press **Y** for yes and the accessory will be deleted.

If that accessory contains any data files you will have to use the utilities program or Disk Manager to delete them, the delete function will only delete the accessory itself.

Renaming Accessories

The Accessory Manager also lets you rename any accessory to any name that you like. You can rename the Calendar to be named Appts. or the Calculator to be named Numbers etc. The maximum length for an accessory name is usually 14 characters. Some of the earlier accessories names are shorter than the maximum and can't be expanded up to the 14 character limit.

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To rename an **accessory**, use the arrow keys to highlight the accessory you would like to rename and press **⌘ N** for rename. At the bottom of the screen the Accessory Manager will ask you for the new accessory name. Type it in and press **RETURN** to save the new name. If you change your mind just press **ESCAPE** and the name of the accessory will not be changed.

If the accessory you are renaming is one of the original ones you won't be able to expand the length past its original length. However, you will be able to expand its length back up to its original size if you shorten it and then attempt to make it longer.

If you exit the Accessory Manager the changes that you just made by renaming accessories will not show up in The Desktop Manager menu unless you leave by pressing **⌘ ESCAPE**. See the section below titled **Updating Your Menu** for information regarding this.

Changing An Accessories Position

The Accessory Manager allows you to move the accessories around on The Desktop Manager menu. If you like you can position your Note Pad in the middle of your menu and move a more commonly used accessory or submenu into the Note Pad's position on the menu. This way you can use the direct access feature (SOLID-APPLE 1 to 4) to pop-up any accessory you like.

To change the position of an accessory in the menu, use the arrow keys to highlight the accessory you would like to move and press **⌘ C** for change. At the bottom of the screen the Accessory Manager will ask you for the new accessory name. Type in a letter from A-U that corresponds to an empty menu position and press **RETURN**.

The menu on the left side of the screen will be updated to reflect the changes that you make in the positioning of your accessories. Note that there are two accessories that you don't want to move around on the menu. One is the Calendar which must remain **OPTIONB**. The second is the Macro Manager (if you have it) which must remain **OPTIOND**.

If you exit the Accessory Manager the changes that you just made by repositioning accessories will not show up in The Desktop Manager menu unless you leave by pressing **⌘ ESCAPE**. See the section below titled **Updating Your Menu** for information regarding this.

Loading New Accessories

The Accessory Manager has the ability to automatically load and install new accessories into your Desktop Manager menu. Never again will you have to figure out which menu option isn't used so you can install an accessory.

To load an accessory, use the arrow keys to highlight the position on the menu where you would like to install the new accessory and press **⌘ L** for load. At the bottom of the screen the Accessory Manager will ask you for the filename of the accessory that you want to install. Enter the filename such as **.D1/RULERS** and press **RETURN**.

The accessory will be copied to the disk where you installed The Desktop Manager and in a few moments the menu will be updated to reflect the new accessory. Note that you can't load a new accessory over an existing one. To do this, simply delete the original one and then load the new one in its position on the menu.

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Submenus And The Accessory Manager

If you have the Super Accessories Disk #1 you may be using the submenu feature to expand the number of accessories your copy of The Desktop Manager holds. The Accessory Manager can also work with accessories that are positioned in submenus.

If you use the arrow keys to highlight a submenu option on your main menu and press ⌘ S for submenu, the contents of the submenu will be loaded and displayed. The name of the submenu will be shown on the bottom of the window on the left side of the screen, under the names of the accessories in that submenu.

You can perform any of the Accessory Manager commands on an accessory in a submenu. Rename, delete, change the position and even load accessories into a submenu.

To get back to the main menu press ⌘ R. This will reload The Desktop Manager main options.

Leaving The Accessory Manager

To leave the Accessory Manager, simply press **ESCAPE** while on the main menu. Note that if you have made any changes to your menu, added-deleted-renamed etc. you should leave with the option discussed below.

Updating Your Menu

If you make any changes to your menu you should exit the Accessory Manager by pressing ⌘ **ESCAPE**. This will cause The Desktop Manager to reload the menu the next time you access The Desktop Manager. Any changes you made will then be displayed.

After loading an accessory you must use this option or that accessory will not be available until the next time you boot up your Apple ///. Rebooting also forces The Desktop Manager to reload the menu, but is much more time consuming than simply exiting the Accessory Manager by pressing ⌘ **ESCAPE**.

Note that after exiting the Accessory Manager with this option the top left character on the screen will be inversed. This is nothing to worry about. It's simply an indication that The Desktop Manager menu is ready to be reloaded. To reload and initialize The Desktop Manager, just press any of the keys that you would normally use to access The Desktop Manager.

SOLID-APPLE ESCAPE is a good one to use. After doing so the initialization menu will be displayed for a few moments while The Desktop Manager looks for the new accessories.

Rulers

The **Rulers** accessory displays rulers on the text screen which allow you to line items up in your documents. To install the **Rulers** accessory, simply use the Accessory Manager to load the file **RULERS** from the front side of your Super Accessories Disk #3.

To use the Rulers accessory, highlight the Rulers item on The Desktop Manager menu and press **RETURN**. In a moment the rulers will appear on your screen. The first time you use Rulers, the rulers will appear on the top and the left most line of the screen. To exit Rulers press **ESCAPE**.

Rulers Help

When using Rulers, pressing **⌘ ?** will display a list of the various keys you can press and the options associated with those keypresses.

Moving The Rulers

The Rulers can be moved to any position on the screen that you like. Simply use the arrow keys to move the appropriate ruler. For example, to move the horizontal ruler, use the **↑** and **↓** arrow key. Likewise, to move the vertical ruler, use the **⇒** and **⇐** arrow keys.

As you move the rulers the row and column indicators on the rulers themselves will change to correspond to the current row and column the rulers are positioned on.

Changing The Rulers

If you want only the horizontal or only the vertical ruler, just press **H** or **V** respectively. As soon as you do, the other ruler will disappear, leaving the one you selected on the screen. To display both rulers on the screen at the same time, press **B**.

Making The Rulers Show Up Better

In some applications the rulers may best appear when they are inversed. If you would like to view the rulers in inverse on your text screen simply press the **SPACE-BAR**. This will inverse the rulers on the screen so they may show up better in certain applications.

Ruler Settings

After changing the positions of the rulers that are displayed on the screen or setting if they're normal or inverse, simply leaving the accessory by pressing **ESCAPE** will automatically save the new formats and positions.

The next time you use the Rulers, the previous settings will be used.

Hex View

The **Hex View** accessory allows you to look at any file in a hexadecimal and ASCII format. This can be very useful when trying to determine the format of a particular file or its contents. To install the **Hex View** accessory, simply use the Accessory Manager to load the file **HEX.VIEW** from the front side of your Super Accessories Disk #3.

To use the Hex View accessory, highlight the Hex View item on The Desktop Manager menu and press **RETURN**. In a moment the Hex View accessory will appear on your screen.

Simply type in the name of the file you want to view and press **RETURN**.

Editing Help

When entering the filename, pressing **␣ ?** will display a list of the various editing commands and their results. When viewing the file, pressing **␣ ?** will display a list of the commands available in that section of the utility.

After entering the name of the file you want to view, the information in the file will be displayed. The Hex View accessory reads one block (512 bytes) of information from the file at a time. This screen will show the contents of the file a page (256 bytes) at a time. To switch between the first and second page of a block of information press **↑↑** or **↓↓**.

The top line of this screen will display the page number, the current block number and the file being displayed. The bottom line will show the total number of blocks in the file and some help information.

To move to the next block in the file, press **+**. To move to the previous block in the file press **-**. As you go to the next or previous block, the current block number item will change to reflect the block you're viewing. Note that you don't have to type **SHIFT** = to get the **+**, a regular **=** will do.

As you view the last block in the file, Hex View will tell you and indicate how many bytes are used in the last block.

Block Number Notes

Due to overhead in SOS, you will not always be able to view block #'s up to the total number of blocks used by the file. Please consult the SOS reference manuals for complete details.

Moving The Hex View Window

The Hex View main menu can be moved to any position on the screen that you like. Simply press **␣ M** and you can then use the arrow keys to move the window anywhere on the screen. Press **RETURN** to select the new position or **␣ ESCAPE** to move it back to its original position.

Hex Print

The **Hex Print** accessory allows you to print any file in a hexadecimal and ASCII format. This can be very useful when trying to determine the format of a particular file or its contents. To install the **Hex Print** accessory, simply use the Accessory Manager to load the file **HEX.PRINT** from the front side of your Super Accessories Disk #3.

To use the Hex Print accessory, highlight the Hex Print item on The Desktop Manager menu and press **RETURN**. In a moment the Hex View accessory will appear on your screen.

Simply type in the name of the file you want to print and press **RETURN**.

Editing Help

When entering the filename, pressing **␣ ?** will display a list of the various editing commands and their results.

After entering the name of the file you want to print, the file will be sent to the default **TDM** printer in a formatted hex/ascii format. As it is printing, the total number of blocks in the file and the current block that is being printed will be displayed on the screen.

The printed information will contain the file block number at the beginning of each block of data. Please note that this is not the same as the block number of the file on disk.

For the right portion of the printout (ASCII), only valid printable characters will be printed. If a character could be displayed on the screen it may appear slightly different in the printout. If the character is a control character, it will be replaced with a period (.).

When printing is in progress, press **ESCAPE** to exit.

Moving The Hex Print Window

The Hex Print window can be moved to any position on the screen that you like. Simply press **␣ M** and you can then use the arrow keys to move the window anywhere on the screen. Press **RETURN** to select the new position or **␣ ESCAPE** to move it back to its original position.

Block Edit

The **Bloc Edit** accessory allows you to view, edit and search any block of information on any disk drive attached to your Apple ///. This accessory should *only* be used by persons who have in-depth knowledge of SOS and file structures on disk. To install the **Block Edit** accessory, simply use the Accessory Manager to load the file **BLOCK.EDIT** from the front side of your Super Accessories Disk #3. Instructions for using the stand-alone interpreter version of Block Edit are found at the end of this section.

To use the Block Edit accessory, highlight the Block Edit item on The Desktop Manager menu and press **RETURN**. In a moment the Block Edit accessory will appear on your screen. Simply type in the device name of the disk that you want to view/edit and press **RETURN**. Note that you must use the device name (.D1, .PROFILE etc.), the volume name of a disk won't work.

At the second prompt, enter the block number (in hexadecimal) on disk that you want to access and press **RETURN**. The default block number will be \$0002, the root directory of all SOS disks.

The next prompt asks you to select how you would like to view the disk information. The three available formats are: **Directory**, **Index** and **Hex-ASCII**. These formats require a basic understanding of the directory structure and formats of files on SOS based disks.

The default **Directory** format displays the block as the structure of a disk directory. This includes information about the files themselves.

The **Index** format displays the block in four digit hex. numbers. If the block just read is in fact a file index block, the blocks comprising the file will be listed from left to right and top to bottom in the order they were written to disk.

The **Hex-ASCII** is the traditional display format. It shows the block a page at a time. On the left side of the screen is the hex. values in the block and on the right side of the display is the ASCII representation of that data.

To select a display format use the \Leftarrow or \Rightarrow arrow keys to highlight the one you would like and press **RETURN** to select it. You may also select the different formats by pressing **D**, **I** or **H** respectively.

Using The Directory Format

When viewing a block with the directory format the following commands are available:

- | | |
|-----|---|
| + | Goto the next block in this directory or subdirectory. |
| - | Goto the previous block in this directory or subdirectory. |
| B | Goto a new block. This command prompts you to enter a new block number to view. |
| I | Change the display to the Index format. |
| H | Change the display to the Hex-ASCII format. |
| ESC | Go to the main menu. |

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- ↑↑ Move the highlighted selection up one position.
- ↓↓ Move the highlighted selection down one position.
- RETURN** Go to the block indicated by the Key Pointer for the currently highlighted file name.
- ⏮ **ESC** Go to the previous directory block. This command moves back one directory level.
- ⏮ **H** Print the current directory block to the default **TDM** printer.

If you press **RETURN** on a subdirectory, it will be displayed in the standard Directory format. If the file you select is a seedling file, the display will change to the Hex-ASCII format. If the file is a sapling file, the display will change to the index block of that file. If the file is a tree file, the display will change to the master index block of that file.

When viewing the index or master index blocks you can press **RETURN** to follow the file and view the information in each block. To get to the next and previous blocks press + and - respectively. If you get to the end of one index block, the next index block will be displayed. Press **RETURN** again to view these data blocks.

Using The Index Format

When viewing a block with the index format the following commands are available:

- B** Goto a new block. This command prompts you to enter a new block number to view.
- D** Change the display to the Directory format.
- H** Change the display to the Hex-ASCII format.
- ESC** Go to the main menu.
- RETURN** Changes the display to Hex-ASCII format. Then allows the + and - commands to be used to follow the blocks listed in the current Index display.
- ⏮ **ESC** Go to the previous directory block. This command moves back one directory level.
- ⏮ **H** Print the current Index block to the default **TDM** printer.

Using The Hex-ASCII Format


When viewing the block with the Hex-ASCII format you can read any block, edit the block, write the block to any disk, search the entire disk or a single file for a string of ASCII or hex. characters. The Hex-ASCII format has the following commands available:


- ↑, ↓ Switch between the 1st and 2nd pages of the block.


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- +** Goto the next block in this disk, file or directory
- Goto the previous block in this disk, file or directory.


- B** Goto a new block. This command prompts you to enter a new block number to view.
- D** Change the display to the Directory format.
- I** Change the display to the Index format.

-  **H** Print the current directory block to the default **TDM** printer.


-  **R** Restores the view-edit buffer. If you have edited a block, this command will restore the view-edit buffer to its original contents. If you wrote the information to disk, this command can be used to restore the original information and then you can write the restored block to disk. Note that this will only restore the current block. Reading a new block will erase the previous block of information.

-  **E** Switch to the Edit Mode. Allows you to edit the data in the current block. See Edit Mode Commands for details.

- S** Search disk from byte **\$00** of the current block for data that you specify. See Search Commands for details.

-  **W** Writes the current block (including any changes) to disk. At the prompt you may enter a new device name or accept the current one by pressing **RETURN**. Then, to make sure that you actually want to write the block you will be asked to press **Y** for Yes to write the block to disk.




- ESC** Go to the main menu.

-  **ESC** Go to the previous directory block. This command moves back one directory level.

Edit Mode Commands

When editing a block, the byte that is highlighted can be changed. You can use the arrow keys to move the highlight to a different byte in the block. To switch between the two pages in the block press **>** or **fl** in the View Mode (press **ESCAPE** from the Edit Mode).

As you edit a particular byte, its value will be displayed in hex., decimal, alphanumeric and in binary on the bottom of the screen. You can edit the byte via hex., decimal or alphanumeric entry. The default method is hex. You can change the editing mode by using the following commands:

-  **\$** Change to hexadecimal editing mode.
-  **.** Change to decimal editing mode.
-  **SPACE-BAR** Change to alphanumeric editing mode.

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To enter a new value, select the editing method (if you don't want to use the default hex. mode) and enter the new value. Press **RETURN** to set the new value or press **ESCAPE** to go back to viewing the block.

Search Commands

If you type **S** while viewing a block of data you can search that file or disk for data. You can search for either an ASCII string of text or a series of hex. values. The default search method is by text string. You can change the search mode by using the following commands:

⌘ \$	Change to search mode to hex. input.
⌘ SPACE-BAR	Change to search mode to text input.

Note that the text search is case sensitive. Whatever you type is what will be searched for. This includes spaces and any other characters you type.

When entering the search string in hex. input mode you simply type in the hex. values to be searched for. You may embed spaces or preceding zeroes to help distinguish between different values if you like.

The following entries will all result in a search for the same values:

```
4561020385
45 61 02 03 85
4561 2 3 85
```

Note that when entering spaces to distinguish between hex. values you do not have to enter preceding zeros in the string. When entering all the values as one string, with no intervening spaces, you *must* enter the preceding zeroes in a hex. value.

After entering the search string, press **RETURN** to begin the search. If you entered an invalid character the entry line will be displayed with the cursor one position after the invalid character.

The search will begin at the first byte of the current block. If you are viewing a file it will search through all blocks in that file for the string you specified. If you are viewing a block on the disk (not a block of a file via the view by directory option) it will search all blocks on the disk.

You can stop the search process at any time by pressing **ESCAPE**.

If the string is found the block will be displayed in the Hex-ASCII format and the first character of the search string will be highlighted. The byte number within the block the string was found will be displayed on the bottom of the screen.

At this point you can go to the edit mode by pressing ⌘ E. Here you can make any changes you would like and write them to disk. If the found string wasn't the one you were looking for, press C to continue the search.

Block Edit Help

Throughout the accessory, pressing **␣ ?** will display a list of the various commands and their results. If you get confused over a particular function the help screens will guide you through the problem.

Leaving Block Edit

Exiting from the Block Edit accessory is very simple. Just go to the Block Edit menu (where you enter the disk to edit) and press **ESCAPE**.

Moving The Block Edit Window

The Block Edit main menu can be moved to any position on the screen that you like. Simply press **␣ M** and you can then use the arrow keys to move the window anywhere on the screen. Press **RETURN** to select the new position or **␣ ESCAPE** to move it back to its original position.

Using The Interpreter Version Of Block Edit

Included in the back side of the Super Accessories Disk #3 is a file called **BLOCK.INTERP**. This is a version of the Block Edit accessory that can be used as a regular program for those who don't have The Desktop Manager. Even if you do have The Desktop Manager you may sometimes want to use the stand-alone version so you can have the desk accessories of The Desktop Manager available while using the block editor.

To install the stand-alone version of Block Edit under a program switching utility like Selector or Catalyst, follow the instructions below.

Selector /// Users:

Follow the directions in the Selector /// User's Guide regarding installing an interpreter program on pages 59 and 60. In the examples, replace **WORDWIZARD** with **BE** (for Block Edit). Copy the file **BLOCK.INTERP** from the back side of the Super Accessories Disk #3 to the **BE** subdirectory on your hard disk with the new name **SOS.INTERP**.

Next, follow the directions for adding Block Edit to the Selector menu. This is outlined on those pages and in chapter 4 of the Selector /// User's Guide.

Catalyst Users:

Follow the directions in the Catalyst User's Manual regarding installing an interpreter program. This involves creating a subdirectory to hold the Block Edit program, copying that file into this subdirectory and then adding an item in the Catalyst menu for Block Edit.

Use the System Utilities program to make a subdirectory named **.PROFILE/CATALYST/BE**.

Copy the file **BLOCK.INTERP** from the back side of the Super Accessories Disk #3 to the **BE** subdirectory on your hard disk with the new name **SOS.INTERP**.

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Next, follow the directions for adding Block Edit to the Catalyst menu. This is outlined in chapter 3. The menu editor program parameters should be filled in as below:

Interpreter path: .PROFILE/CATALYST/BE/SOS.INTERP

Extra Drivers: None

Character set path: Standard

Screen: Normal

Keyboard path: Standard

Initial prefix: .PROFILE/CATALYST/BE/

Max files allowed open: 0

Program path: None

You can also setup a stand-alone boot disk that will run the Block Edit program. To do this, first format a blank disk with the System Utilities or Disk Manager program. Next, copy the files **SOS.KERNEL** and **SOS.DRIVER** from one of your bootable disks to this blank disk.

Make sure that the driver file contains all of the disk drivers that you may want to access with the block editor.

Then copy the file **BLOCK.INTERP** from the back side of the Super Accessories Disk #3 to the blank with the new name **SOS.INTERP**.

That's it! Just startup this new disk like all others and the Block Edit program will come up running. To exit the stand-alone version of Block Edit press **ESCAPE**. The standard SOS quit message will be displayed and you will then be able to use any other program.

Info Help

The **Info Help** accessories are a set of general help screens that provide the capability to create, customize and exchange screens of useful information on virtually any topic. Two, five and ten page Info Help accessories are available. To install an **Info Help** accessory, simply use the Accessory Manager to load the file **INFOHELP.2PG**, **INFOHELP.5PG** or **INFOHELP.10PG** from the back side of your Super Accessories Disk #3.

With three different sizes of Info Help accessories available you will want to decide which ones you want to use. If your needs are diverse you may want to install all three sizes. If you have a small amount of information that you would like to refer to, you can install the two or five page Info Help accessory. Note that the two and five page Info Help accessories load faster from The Desktop Manager menu than the 10 page Info Help accessory.

To use an Info Help accessory, highlight the appropriate Info Help item on The Desktop Manager menu and press **RETURN**. In a moment the Info Help screen will appear. To exit Info Help press **ESCAPE**. To view the information on the various pages of the Info Help accessory press the ↑ and ↓ arrow keys.

Info Help... Help

When using the Info Help accessory, pressing ⌘ ? will display a list of the various keys you can press and the options associated with those keypresses.

Adding/Editing Information

To add information to a page in the Info Help accessory press ⌘ I. A flashing cursor will appear on the first line of the screen where you can enter information. As you enter each line press **RETURN** or the ↑ and ↓ arrow keys to move to the next or previous line.

When finished adding or editing the information on one page press **ESCAPE**. If you want to continue entering information on another page press the ↑ and ↓ arrow keys to move to the desired page and then press ⌘ I to edit the information on that page.

When you're finished entering or editing the information, pressing **ESCAPE** to leave the Info Help accessory will automatically save the information for you. The next time you use Info Help the information you entered will be displayed.

You can erase an entire page at a time by pressing ⌘ B (for blank).

Giving Your Information A New Name

Once you've added your information to the Info Help accessory you can change the name of the Info Help accessory to match the information you've entered. For example, if you've entered phone numbers and addresses you can name the Info Help accessory **Phone #'s +**.

To rename your Info Help accessory press ⌘ N. A small menu will be displayed where you can enter the new name. Type the new name in and press **RETURN**. The name of the accessory will

change immediately in the folder tab at the top of the screen. However, the name of the accessory in The Desktop Manager menu will not change until you either reboot or reload the menu.

To reload the menu, press **⌘ R**. If the Info Help accessory is in a submenu created from Super Accessories Disk #1. If the Info Help accessory is on the main TDM menu, run the Accessory Manager and then immediately exit by pressing **⌘ ESCAPE**. Then press **SOLID-APPLE ESCAPE** to display the TDM menu and after the menu reloads it will display the new name.

Alternately you could reboot and the menu would be reloaded with the new Info Help accessory name displayed in the menu.

Printing The Screen

You can get a hardcopy of the current Info Help page at any time by pressing **⌘ H**.

Loading/Saving Information

After entering information in one Info Help accessory you can transfer that information to another Info Help accessory very easily. To save the information press **⌘ S**. At this menu type in the name you would like to give the data and press **RETURN**.

To load data into another Info Help accessory, press **⌘ L**. At this menu type in the name of the file that contains the information you would like to load and press **RETURN**. In a moment the Info Help accessory will be filled with the new information.

Note that when transferring information from a larger Info Help accessory to a smaller one (10 page to 5 or 2 page or 10 or 5 page to 2 page) you will only be able to load as many pages of information as your Info Help accessory holds.

When transferring information from a smaller Info Help accessory to a larger one, the information in the larger Info Help accessory that is after the number of pages loaded will not be cleared or erased. Thus loading the information from a 2 page Info Help into a 10 page Info Help accessory will not erase the information in pages 3-10, but simply replace the contents of the first two pages.

SOS Errors

The **SOS Errors** accessory is a standard 5 page Info Help accessory that has been filled with information about Apple /// SOS and bootstrap errors. If you've ever wondered about an error number that some programs display, this accessory will help you.

To install the **Rulers** accessory, simply use the Accessory Manager to load the file **SOS.ERRORS** from the front side of your Super Accessories Disk #3.

To use the SOS Errors accessory, highlight the SOS Errors item on The Desktop Manager menu and press **RETURN**. In a moment the SOS Errors accessory menu will be displayed. To exit SOS Errors press **ESCAPE**.

You can view the various information in this accessory by pressing the **↑** and **↓** arrow keys to switch between the pages.

File/Disk Utilities

The **File/Disk Utilities** accessory is a bonus for those of you who also have the Super Accessories Disk #2. The File/Disk Utilities accessory presents a menu of six other accessories: File View - File Print - File Type Changer, found on the Super Accessories Disk #2 and Hex View - Hex Print - Block Edit, found on the Super Accessories Disk #3.

The menu can be used to quickly run those six accessories, eliminating the need to install those accessories on your TDM menu. With the File/Disk Utilities accessory you can have one accessory on your TDM menu and it can do the job of six other accessories.

To install the **File/Disk Utilities** accessory, simply use the Accessory Manager to load the file **FILE.DISK.OPT** from the front side of your Super Accessories Disk #3. Then, use the System Utilities program to copy all of the files in the subdirectory **FILE.DISK.UTIL** to the **FILE.DISK.UTIL** subdirectory in the **DESKTOP** subdirectory on the disk you installed TDM.

The instructions in the Super Accessories Disk #2 show how to setup this subdirectory. If you were an earlier purchaser of the Super Accessories Disk #2, your instruction guide may not cover this and the **FILE.DISK.UTIL** subdirectory may not be on your disk. If that is the case, please send your disk back to ON THREE for a free disk and manual update to the current version.

Note that if you have already installed the File/Disk Utilities accessory from the Super Accessories Disk #2 you will *not* have to install the one from Super Accessories Disk #3. They are the same.

If you *don't* have the Super Accessories Disk #2 you can still use the File/Disk Utilities accessory but you won't be able to use the three accessories that are on the Super Accessories Disk #2.

To use the File/Disk Utilities accessory, highlight the File/Disk Util item on The Desktop Manager menu and press **RETURN**. In a moment the File/Disk Utilities accessory menu will be displayed. Here, select the accessory that you would like to use by highlighting it with the arrow keys and press **RETURN** to run it.

When you exit the accessory you selected from the File/Disk Utilities menu, the File/Disk Utilities menu will be redisplayed. Here you can select another accessory or press **ESCAPE** and go back to the TDM menu.

Last Word...

Once again, thank you for purchasing **The Desktop Manager Accessory Disk #3**. We hope you enjoy using the new accessories for The Desktop Manager. Many of the accessories were created after talking with Apple /// users of The Desktop Manager. If you have any questions or comments about old or new accessories, please give us a call - We want and need your input to continue bringing you low cost, innovative products.

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