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*           The Disk Pilot           *  
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*       REFERENCE  MANUAL           *  
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*       copyright (c) 1985          *  
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REQUIRES
32K RADIO SHACK COLOR COMPUTER
AND ONE DISK DRIVE WITH COLOR DISK BASIC

***** I M P O R T A N T *****

PLEASE BACKUP YOUR ORIGINAL DISKETTE OR TAPE BEFORE YOU
CONTINUE AND PUT IT IN A SAFE PLACE.

THIS SOFTWARE IS OFFERED FOR SALE ON AN "AS IS" BASIS. NO
GUARANTEES ARE MADE OR IMPLIED.

THE DISK PILOT

The Disk Pilot

The Disk Pilot is a screen orientated utility program to help you manage disk files. It uses a machine language routine to quickly read and sort the disk directories of your disk drive(s). It then neatly lists them on the screen in two columns. You can now use the arrow keys to select a file to manipulate. Individual files can be renamed, copied, killed, and run or executed. Entire disks can be copied from one drive to another; single drive copies are also supported.

A special routine will give you a complete status report on any file including granules used, file size, load and execute addresses and more.

A disk format utility is included in the main program so you can quickly format new disks. Works faster than BASIC's DSKINI command!

This utility will save you not only time, but will also reduce the frustration of dealing with the tedious housekeeping you need to do with your disks.

Fast and easy to use THE DISK PILOT is a must for anyone with a disk drive!

Disk File Maintenance Utility

FEATURES

- * Completely cursor driven.
- * Copies, kills, renames files.
- * Format disks from the program
- * Get complete file information on any file including granules used, size, execute addresses, etc.
- * Fast, fast operation.
- * Complete error trapping.
- * Automatically configures to your system (1 or 2 drives).
- * Easy to use.
- * Complete documentation.

See package back for more details

Introduction

Thank you for purchasing THE DISK PILOT. We hope you will find it to be useful. Please show this program to your friends. If they like it, ask them to buy their own copy. Continued customer support will enable the author to develop more programs for you. Continued sales also help to feed the family. Please do your part to stop software piracy . . . it hurts everyone.

Unlike much software you purchase today, this program is not copy protected. In fact we encourage you to make as many copies as you need for your own personal use. But please be fair with us too. Don't give away the program to your friends -- after all, if it's good enough for you to spend your money on, why shouldn't they do the same?

THE DISK PILOT is designed to aid you in copying disk files from one disk or drive to another, killing files and renaming files, as well as enabling you to get complete information about a particular file on a disk. It is written in BASIC with a large number of machine language subroutines which make its operation very smooth and fast. To run the program load it from the enclosed disk or tape with the standard (C)LOAD "PILOT" command and RUN it. If you wish to save a copy on another disk, just do so in the normal manner with SAVE "PILOT".

In the following discussion the term files is used to refer to both data files and BASIC or machine language programs.

When the program is run it first checks both drives 0 and 1 for disks, reads and sorts the directories. All this takes only a few seconds. The main selection screen will now appear with a number of the files listed. If a drive (either 0 or 1) is not available, has no disk in it or has an unreadable disk in it, the message "RESERVED FOR DRIVE x" will appear in the space reserved for that disks directory information. If you have a single drive system this message will always be present.

In order for the program to work you must have a disk in either drive 0 or 1 with at least one program on it. If no programs or disks are found, the program will halt and ask if you wish to return to BASIC. Pressing <Y> will restore the disk drive heads to track 0 and execute a cold restart to BASIC; pressing any other key will rerun the program -- put a disk in a drive before you do this or the program will just end up here again.

Once the directories have been read a number of choices are available to you. Most of them work on the current file -- this is the one highlighted in reverse video. To select another file, use the up and down arrow keys to move the cursor/highlighter. You will find that when you reach the bottom of the screen more files will scroll up (if there are more than 14 files on the disk) until the last one is reached. To move the cursor to the other drive, use the left and right arrow keys. The cursor will only move to available drives, no matter what combination you

decide to use. This means that if you have a 2 drive system you can put a disk in drive 1 and leave the door of drive 0 open and only concern yourself with the files in drive 1.

At the top of the screen you will see a message telling you the number of files on each disk; at the bottom, the number of free granules on each disk. After any files are copied or killed this information will be updated for you.

Each of the options available will now be discussed. They are all entered by pressing the indicated key in < >s.

Copy file at cursor <C>

This option will copy the current file. If you have two active disks, the copy will always take place to the opposite drive. On single drive systems (or if only one drive is active) a single drive copy will take place. You will be prompted to switch disks in the normal manner. When the copy is complete, you will be prompted to reinsert the original source disk.

Kill file at cursor <K>

This option will kill the current file. After it is selected the cursor will begin to blink. In order to actually kill the file you must now press the <Y> key. Pressing any other key will abort this command. Be careful -- killed files are very difficult to restore, if they can be restored at all.

Rename file at cursor <R>

This option will rename the current file. After the <R> has been pressed a cursor will appear at the bottom of the screen. Enter the new name here. The input can be edited in the following manner: to delete a character, press <BREAK>; to insert a blank, press <CLEAR>; to move the cursor, use the left and right arrow keys; to end input, press <ENTER>. Note that you do not need to specify an extension -- if you don't the current file extension is used. For example, if you select the file PROGRAM.BAS and enter GAME the file will be renamed to GAME.BAS.

After this option the files are not re-sorted. This is done to make it easier to step through an entire disk directory changing names. If re-sorts kept occurring the process could get quite confusing. If you wish to re-sort the directories at any time though you can use the <D> option, detailed below.

Complete File Information on Current File <I>

This option will give you quite a bit of information on the current file. First the program name and the file type will be displayed. The following are the possible file types (based on information in byte 11 of the directory entry):

1. BASIC PROGRAM
2. BASIC DATA FILE
3. MACHINE LANGUAGE PROGRAM
4. TEXT EDITOR SOURCE FILE
5. BASIC PROGRAM IN ASCII FORMAT
6. AN UNKNOWN FILE TYPE

The last type should never occur, however it is possible that an applications program has saved its own value in the directory, in which case this message will be presented. A machine language program which does not have a zero byte as the first byte of its header block will also be classified as a type 6 file.

Next all the granules used by the program will be listed as well as the number of sectors used in the last granule and the number of bytes used in the last sector. This information can be useful if you ever have to restore a disk directory.

If the file is a data file, a BASIC program, or an unknown type the size of the program or file in bytes will be listed.

If the file is a machine language program the start and end addressed of each block will be listed, as well as the total size of the combined blocks and the entry address of the program. If this is a long listing the program can be paused by pressing any key (except BREAK). When the cursor appears, press any key to resume the listing.

Hardcopy of File Information <H>

This is essentially the same as the <I> option above except that the information will be listed to a line printer. If the printer is not ready a message will appear. If this happens, ready your printer and press any key. If you wish to abort the option or if you really don't have a printer, press the <BREAK> key.

File Information on all Files <@>

This option is the same as the <I> option, except that the program will loop through all the files on all active disks.

Hardcopy of all File Information <*>

This option is the same as the <@> option, except that all output will be directed to the line printer.

Copy all Drive 0 Files <0>

This option will copy all the files on drive 0. If drive one is active, the copies will be to it, otherwise a series of single drive copies will occur. On a one drive system the process will be aborted if the current file already exists on

the destination disk. On a two drive system, the destination disk will be checked before each copy. If the file already exists you will be told that and the program will continue on to the next file. Note that this option requires that the zero key be pressed, not the "0".

Copy all Drive 1 Files <1>

This option is the same as <0>, except that it is for copying drive 1 files.

Change Disks <D>

You can switch disks at anytime, but unless you use this option the program will not know that you did so. Each time you press it the disk drives will be checked, the directories read, etc. If you have a two drive system and wish to use the <@> or <*> options on only one drive or if you want to do a single drive back-up, just open a drive door and select this option. You can also use this after you have renamed some files and wish the directories to be sorted.

Quit the Program <Q>

This option will halt THE DISK PILOT, restore your disk drive heads to track zero (avoiding the unpleasant thunking that often occurs on start-up) and do a cold reset to BASIC. When the option is selected you are first asked to confirm your choice by pressing the <Y> key. Pressing any key will restart THE DISK PILOT.

Load and Run/Execute a Program <X>

This option will load the current file into memory and if it is a BASIC program RUN it, or if it is a machine language file, EXECute it. The option will not allow the loading of data files, etc.

Due to a special machine language routine, this option will work with all machine language files, except those which require special commands to be entered from the keyboard such as CLEAR, FILES, PCLEAR, etc. before they are loaded.

Help <CLEAR>

To get a brief summary of the above commands while you are in the main editing mode you can press the <CLEAR> key. To return, just press any key.

Aborting operations <BREAK>

During all repetitive operations (<@>, <*>, <0> and <1>) the <BREAK> key can be used to abort the process. On copies, this will not be until the current copy is completed.

Customizing the Program

Due to the method by which the program has been compressed for faster operation and the method by which the machine language subroutines have been incorporated most of the program lines can not be edited. You may want to add two features to the program by adding the following code:

1. To set the printer baud rate, add:

100 POKE 150, your rate

2. To turn verify on for all disk I/O, add:

110 VERIFY ON

After making these additions, just resave the modified program.

Errors

This program has been extensively tested and debugged -- any BASIC errors which occur will be of the IO, VF, WP, and AE variety. If one of these errors occurs you will get a message at the bottom of the screen and flashing cursor. To continue program operation, just press any key.

Due to a bug in Extended BASIC 1.0 the program may not operate the first time it is run if a PCLEAR value other than 4 has been entered. If this happens, you will get a SN ERROR IN . . . message. Just type run again and everything will work fine. Another solution is to type PCLEAR4 from the keyboard before running the program.

Version 1.1 Addendum

Two important changes have been made to this undated version of PILOT.

Unsorted Directories <U>

Sometimes a sorted directory is not wanted (perhaps you want to copy an entire disk in the same order as the original). For these times an additional option <U> has been added. Just select the option from the main selection routine and the directories will be read, but not sorted. This is a one time only option; the next time you do a <D>, <K> or copy the directories will be sorted.

Format (DSKINI) <F>

This option will allow you to format a new disk (in the same way that the BASIC command DSKINI does). When you press <F> you will see a message asking for the drive number. Press the corresponding key. The disk in that drive will now be initialized -- it is up to you to make sure that there was no data on the disk which you wanted! After the routine is done, press <BREAK> to return to PILOT. You'll find this routine quicker than BASIC's; as well as requiring less typing -- helpful when you have an entire box of new disks.

Note that in this version you will go to a mini menu if there are no disks, or no disks with files on them. This menu will let you select Format, Read new disk and Return to BASIC options.