

Eric A. Wolf's  
**Newspaper** 09 →

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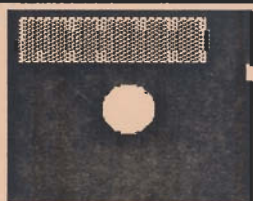
**Type-Up**



**Layout**



**Print**



**Utility**

**EASY AS 1-2-3-4**

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# Newspaper 09

The Newspaper Design System  
Written by Eric A. Wolf

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## 0. INTRODUCTION:

Congratulation on the purchase of your Newspaper 09 Design System. The theory of operation is as simple as 1 - 2 - 3 - 4 for the Newspaper 09. You simply write out your articles in the TYPE-UP panel, add graphics, graphic symbols and arrange these story blocks how you wish in a two column format, using LAYOUT. You save this arrangement and proceed to the next step. Finally, you assemble the newspaper in memory and have a chance to view and print it to a printer using the PRINT panel. The procedure is a simple assembly line approach.

## 1. GETTING STARTED:

Before we get started, it is crucial that you make a backup copy of the System Master, Font, and Picture disks. Make a backup of each and place the originals in a safe place. Only work from the backup copies, never the originals! You can backup your originals using the standard RS-DOS backup format or if you choose within OS-9.

Now BOOT-up OS9, at the OS9 prompt, place your backup Newspaper 09 System Master into drive /D0 and type in;

```
CHD /D0/NEWSPAPER/DATA; CHX /D0/NEWSPAPER/CMD5 {enter}
```

In order for the Newspaper 09 to take advantage of all the equipment you have, you must first tell it what you are currently using. To do this, you need to run the CONFIGuration program included on the System disk. Type CONFIG {enter} at the OS9 prompt to boot up this program. The disk will load the program and the title screen will come up. Answer the program questions as they appear on the screen.

## 2. USING THE CONFIGURATION:

This utility allows you to tell the program what hardware you are using to let the program use the full power of your computer system. Upon execution, a menu will appear listing several choices. The program will ask you a series of questions you must answer to tell the program about your current hardware.

Answer each question by pressing the appropriate number key, or press the 'B' to go back to the previous menu in case of an error.

**A. WHAT TYPE OF MONITOR ARE YOU USING?:** In order for the computer to show the right color pattern for the program, you need to tell it what type of monitor you are using. RGB analog users should press the R key while the composite and TV users should press C, or M for monochrome video.

**B. ARE YOU GOING TO BE USING A RS HIGH-RES JOYSTICK ADAPTOR?** Answer 1) YES or 2) NO.

**C. WHERE IS YOUR JOYSTICK?** Answer 1) Right or 2) Left port.

**D. DO YOU WISH ALL THE NEWSPAPER MODULES TO BE IN MEMORY AT ONCE:** Answer 1) YES or 2) NO. If you answer YES, all Newspaper 09 modules will be loaded into your system memory. This will speed-up the screen exchange process.

**E. PLEASE ENTER THE PATH OF THE NEWSPAPER EXECUTION DIRECTORY:** The example shows a path set for a hard drive, however, if you are using standard disk drives, your path could be typed as follows;

```
/D0/NEWSPAPER/CMD5 {enter}
```

**F. PLEASE ENTER THE PATH OF THE NEWSPAPER DATA DIRECTORY:** Same response as above, this time you will type;

```
/D0/NEWSPAPER/DATA {enter}
```

**G. PRINTER BAUD RATE:** Selection based on what printer is capable of producing or is set at. Consult your printer manual for proper dip switch settings.

**H. PRINTER SELECTION:** This configuration menu will ask you to select what type of printer you will be using. This list is so complete that we have included the printer codes for using Tandy's newest LP-1000 Laser printer! If your printer is not listed, go through your printer manual to see if you can toggle your printer to match any of the pre-defined printer types. If none can be matched than select option #9. This will allow you to custom design your own print driver. Selecting this option will call up another menu and you will be asked to answer some questions that are specific to your printer needs. Please consult your printer manual when designing a custom print driver.

**SPECIAL NOTE:** Great care has been taken to set the proper printer codes for the pre-defined drivers. If you make the proper selection chances are very good that your final hardcopy will be as desired. However, if you do not achieve a

satisfactory final hardcopy, go back into the CONFIG program and select another printer driver that is same or similar to the one you originally selected. We have tried to eliminate a HIT or MISS operation by giving you a good number of pre-defined printer types. But sometimes the best plans still call for a second or third option to be explored...

### 3. BOOTING UP AND USING *Newspaper 09*:

Once your disk is configured, your ready to go. At the OS9 prompt you must open up a free standing window. Newspaper 09 will not work in the standard OS9-32x16 VDG screen. To open up a window, the following commands will create a Window7 (make sure your OS9 System Disk is in /D0);

```
Iniz /w7 {enter}
```

```
Shell i=/w7& {enter}
```

Hit the clear key to travel to Window7 and type in the following pathname;

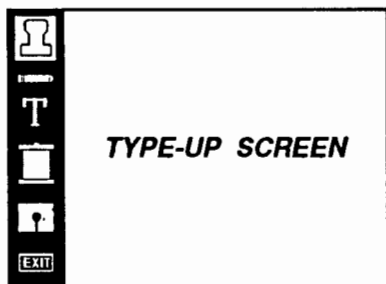
```
CHD /D0/NEWSPAPER/DATA; CHX /D0/NEWSPAPER/CMDS {enter}
```

At the OS9 prompt type;

```
STARTNW {enter} The MainMenu will soon appear.
```

**C. MAIN MENU PANEL:** After loading, the graphics main menu will come on. Here will be four graphic illustrations with program headings above them. These, plus the EXIT PROGRAM heading at the bottom of the screen, are your menu choices. Use your joystick or mouse to travel around the screen and press the fire button on any of the five menu boxes to make your selection.

If you select the EXIT heading, you will be asked to verify this choice. If you are ready to exit click "OK", if not press click "CANCEL". If you do exit, the program will clear and you will be returned to the OS9 prompt. A selection of any other heading will cause a sub-program to be loaded from the System Disk or Memory (Make sure your Newspaper 09 System Disk is in the default disk drive if you configured Newspaper 09 to load from disk).



### 4. USING THE TYPE-UP GRAPHIC EDITOR:

If you selected TYPE-UP, the first choice on the menu, the program will load and execute. The editor screen will now be displayed and you will be ready to go. This is the program where you will compose articles that will later be laid into a page for printing.

Notice that the large right-hand white area of the screen is your editing area for your article. Also note the left-most portion of the screen, this is the command area. These pictures are referred to as icons.

You control the cursor with your joystick or mouse. As you move the cursor notice that you can jump in and out of the command area by moving left, off the work space, or right, out of the command area. When controlling the cursor in the work area, the joystick or mouse is moved about. The fire button is used to activate a function. The functions are described below, in a top to bottom fashion corresponding with the icons on the left of the screen.

**A. PICTURE STAMP COMMAND:** The first icon is the picture stamp option. To use, you must first have a picture in memory as loaded from the disk menu. When the arrow points here and you press the fire button, a picture will be displayed in the work area. Move the joystick or mouse around the work area and select where your picture is to be positioned. Press the fire button to lock the picture onto the work screen. You can stamp the same picture as many times as you wish by pressing the fire button over and over again.

**B. PENCIL COMMAND:** When you select this, a sub-menu will pop on with twelve command choices and nine fill patterns at the bottom of the screen. You can select a menu choice or fill pattern by highlighting the option and pressing the fire button. Once selected move your cursor outside the pop-up box and press the fire button. The following describes each of the twelve options found in the pencil icon.

**B1. LINE MODE:** Press fire button once in the work area to set the start point of the line and move the cursor anywhere within the work area and press the fire button again. The line will now be drawn.

**B2. BOX MODE:** Press the fire button once in work area to set one corner of the box and move cursor and press the fire button to select the second corner. The box will be drawn according to these dimensions.

**B3. ERASE MODE:** Similar to box in that you define two corners of a box. Anything inside your defined area will be erased.

**B4. DOT MODE:** The default mode on the start of the editor. This allows you to set a single dot in the work area when you press the fire button.

**B5. SHADOW BOX MODE:** Select this function to make shadowed boxes. Simply select start and end coordinates like the regular box mode and a shadowed box will be drawn in.

**B6. GRAB PICTURE MODE (dotted lined box):** Allows you to grab a picture from the screen and store it in memory for later recall using the stamp picture icon. When you move the command arrow down here and press the fire button, the area will highlight and a cross hair will appear in the work area. You

must grab areas of a box shape. So move the cross-hair to one corner of this imaginary box and press the fire button.

**B7. CIRCLE MODE:** Press the fire button once to select the center of the circle and move the cursor to the left or right to select the radius of the circle. Moving in any other direction may produce inaccurate sizes for the circle. Once you have your desired circle, press the fire button to lock it into place.

**B8. FILL MODE:** With a fill pattern selected, press fire button when inside an object you wish to fill with the pattern you selected. If an object is not completely filled after a paint, go to the unfilled section and press the fire button again.

**B9. TRIANGLE:** Select the center of your triangle and press the fire button. Now position the left hand side of the triangle and press the fire button. Drag the cursor anywhere and your triangle starts to draw its self. Press the fire button to set and lock your triangle.

**B10. INVERT MODE:** Again similar to box in defining the two corners, but now the box is inverted. Meaning all black in the area turns white and all white turns black.

**B11. BAR:** Position the cursor and press the fire button. Re-position your cursor and press the fire button again. This feature is similar to the BOX option, however, with BAR, the area defined is filled with your selected fill pattern.

**B12. ELLIPSE:** Position your cursor and press the fire button. Slide **HORZ** cursor left/right and press the fire button. Then position your **VERT** cursor sliding your joystick/mouse up or down and press the fire button. The Ellipse is now drawn.

**C. TEXT COMMAND:** Executes the typesetter. Select the 'T' icon and position your cursor anywhere on the work screen and press the fire button to lock in the cursor position. Any keyboard stroke you do is printed out on the screen as a letter (or symbol). The typesetter features an automatic wrap-around. Meaning if you are typing a line of text and come to the right of the work area where no more characters will fit, the cursor will automatically drop down and to the left of the next line. Press the fire button when finished typesetting. For a much tighter text cursor control, hold down the "**SHIFT KEY**" and use the "**ARROW KEYS**" to move around. This feature moves the cursor one pixel at a time.

**D. TRASH CAN:** Selecting this command brings up an OK or CANCEL menu box. By selecting OK will erase everything in your work screen. The CANCEL selection will return you back to the commands menu. REMEMBER there is no UNDO option with this command. Newspaper 09 garbage collectors remove your trashed screen and WILL never return it!

**E. DISK MENU COMMAND:** Select this function to choose the disk action menu. The screen will now switch to a text screen with a menu of seven items. Press the 7 key to go back to the command mode. The other six functions are described below.

**E1. LOAD PANEL:** Select this option to load a complete article or graphic panel from disk that you have previously saved. You have three options; 1) OK 2) NEW PATH 3) CANCEL. Insert your DATA (usually your System Disk) disk and select option #2 (NEW PATH) and type in /Dx (the 'x' is what drive you put the panel disk into) and press {enter}. Now select option #1 (OK). Newspaper 09 will scan the disk and show you the available panels. You can scroll up/down your options using the UP and DOWN arrows on the screen. Once the panel you want is in between the brackets click the OK option. This will load the panel onto your work screen area.

**E2. LOAD FONT SET:** Select this option to load a font (type) set off disk. You have three options; 1) OK 2) NEW PATH 3) CANCEL. Insert your font disk and select option #2 (NEW PATH) and type in /Dx (the 'x' is what drive you put the font disk into) and press {enter}. Now select option #1 (OK). Newspaper 09 will scan the disk and show you the available fonts. You can scroll up/down your options using the UP and DOWN arrows on the screen. Once the font you want is in between the brackets click the OK option. This will load into memory your selection. Refer to the TEXT COMMAND section for further details.

**E3. LOAD FILL PATTERN SET:** Select this option to load a fill pattern. You have three options; 1) OK 2) NEW PATH 3) CANCEL. Insert your FILL PATTERN disk and select option #2 (NEW PATH) and type in /Dx (the 'x' is what drive you put the fill pattern disk into) and press {enter}. Now select option #1 (OK). Newspaper 09 will scan the disk and show you the available fills. You can scroll up/down your options using the UP and DOWN arrows on the screen. Once the font you want is in between the brackets click the OK option. This will load into memory your selection. Refer to the PENCIL option on selecting a fill pattern.

**E4. LOAD PICTURE:** Select this option to load a piece of ClipArt from your picture disk. You have three options; 1) OK 2) NEW PATH 3) CANCEL. Insert your PICTURE DISK and select option #2 (NEW PATH) and type in /Dx (the 'x' is what drive you put the picture disk into) and press {enter}. Now select option #1 (OK). Newspaper 09 will scan the disk and show you the available pictures. You can scroll up/down your options using the UP and DOWN arrows on the screen. Once the picture you want is in between the brackets click the OK option. This will load into memory your selection. Refer to the STAMP option on placing a loaded picture.

**E5. SAVE GRAPHIC PANEL:** Saves your working screen to disk for later editing and for the LAYOUT and PRINTER options from the MainMenu. Enter the filename in which to save the file by typing it in and pressing enter. Make sure your path name is correct and going to the proper drive..

**E6. SAVE PICTURE:** Saves the current stamp picture in memory (from previous load or block grab) to disk.

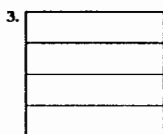
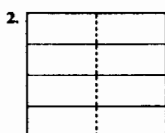
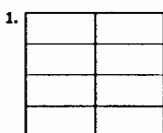
**F. EXIT:** Selecting this command brings up a OK / CANCEL menu box. By selecting OK you will exit the TYPE-UP section of Newspaper 09 and return back to the MainMenu screen. Selecting CANCEL will abort this function and you will stay at the TYPE-UP menu.

Here are some final thoughts to remember when using the TYPE-UP graphic editor when composing articles for the Newspaper 09.

- An article does not have to be limited to one block in length. They can range from one to eight blocks, or even more. Just save each block out separately and link them together correctly in the LAYOUT option from the MainMenu.
- Once a Set of fill patterns are loaded the old set can not be retrieved. Although, some may need to be re-loaded.

**REMEMBER:** Do not exit Type-Up until you have saved your working screen. Once you exit, the work screen is erased from memory.

---



**Number 1** is the  
2 Column format.  
**Number 2** is the  
Merge format  
**Number 3** is the  
Banner format

## 5. LAYOUT:

The layout program is used to arrange story panels you created in Type-Up in a two-column page format in one of MANY varieties. When you select the second option on the main menu, the layout program will load and auto-execute. You will then see its menu screen presenting five choices to you.

The five choices and their full descriptions are listed below.

**A. CLEAR LAYOUT IN MEMORY:** This clears any previous layout you may have been working on before. A second prompt is issued before the layout is cleared.

**B. CREATE/EDIT LAYOUT IN MEMORY:** This lets you edit a previous layout or design a new one. When designing a new one you must first select the type of page you wish to use. The Layout page has eight empty blocks. Each empty



box represents a panel you created in Type-Up. To place a Type-Up panel into one of the empty boxes, just point your joystick/mouse on one of the empty box numbers. This will highlight the empty box number and go out and scan your default disk path. If no previously saves panels appear, click onto the New Path option, insert your data disk and type in the new path. When your Type-Up panel filenames appear you can scroll your filenames by clicking on the Top/Bottom arrows. To select a saved Type-Up panel make sure the filename you want is in between the brackets then click onto the OK option. That filename will replace the empty box number. Continue filling the empty box numbers until your layout page is complete.

You will notice four square boxes to the right of your layout page. By clicking these boxes you can create three different styles of layouts. The default (with a solid line down the middle) creates a two column format. By clicking it once you generate a broken line down the middle. This will allow your side-by-side panels to be closer together on the printed page. This feature will allow you to 'join' two panels close to one another. By clicking it once again the center line is gone all together. This feature will create a banner or headline effect. All of the four middle lines can be changed to best accommodate your desired layout design. When you are done creating your layout page click the 'EXIT' box to return to the Layout Menu.

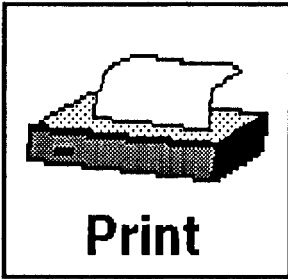
**C. & D.** The next two menu options will allow you to either load a previously saved layout design or to save out a new layout design. Each option will show you the current default path with a cursor waiting your input. If the pathname is correct just type in a filename for your layout design. If the pathname is incorrect, type in the complete pathname and filename you wish to send and save/load to or from. If you are not sure of either selection, pressing the ENTER key will return you back to the layout main menu.

**E. EXIT:** When you are done with the Layout menu click onto option #5 to EXIT back to Newspaper 09 MainMenu.

**REMEMBER,** to save your Layout design before you Exit. Once you exit this menu, all memory is cleared.

### ***DESIGN/LAYOUT NOTE:***

For the best results, try to think of the style of Layout you might want to have before starting Newspaper 09. By doing this, it will speed-up the whole design and layout process. A good layout and design has both substance and creativity. In another word, Readability/Information and neatness/eye catching. By planning your design in advance your finished work will be one you can be quite proud of.



## 6. USING PRINT:

If you select the third item on the main menu, the PRINT program will automatically load and execute. This program is used to assemble the finished Layout page in memory, let you look at it on the screen and print it to your printer. This title and menu screen will now display six listing choices. The last choice, when selected, will prompt you to return to the main menu. If you do not wish to exit, click onto the Cancel option.. The five other selections are explained below.

**A. CLEAR PAGE IN MEMORY:** Selecting this and answering OK to the prompt will clear any previous page you might have been compiling.

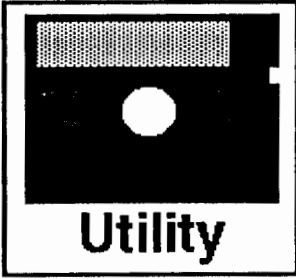
**B. LOAD IN A PAGE FORMAT:** Clicking onto this option brings-up the 'scanning directory' box. If the default pathname is correct, click the OK option. If it is not correct, select New Path and enter in the new pathname where your data is stored. Pressing the ENTER key will return you back to the 'scanning directory' box. The OK option will bring-up and list the different layout pages you saved from the Layout section of Newspaper 09. Scroll your options using the Up/Down arrows until the filename you wish to load is in between the brackets and click the LOAD option box.

**C. CONSTRUCT PREVIEW OF PAGE:** Option #3 will load-in and graphically show you your designed layout page. This page is just an overview screen. There is enough detail shown on the screen to give you a glance of what your layout page will look like. When you are done viewing your layout, click the fire button and you will be returned back to the PRINT menu.

**D. PRINT DRAFT COPY OF PAGE:** This option will allow you to print your design to any printer that Newspaper 09 supports. This option makes only ONE PASS across the page per graphic line. If your printer offers the 'Near Letter Quality' (NLQ) feature, this option will allow you to quickly produce a hardcopy of your work. Consult your printer manual to see if your printer supports the 'Near Letter Quality' option.

**E. PRINT FINAL COPY OF PAGE:** This option is for printers that support 'Near Letter Quality' (NLQ). By selecting this option your printer will do a 'double pass' over each graphic line. This will create a bold and smoother looking hardcopy. However, by selecting this option will greatly slow down your printing process.

**F. EXIT BACK TO MAIN MENU:** This option will return you back to the Newspaper 09 MainMenu.



## 7. SELECTING A UTILITY:

When you wish to use a program utility, simply start-up the Newspaper Plus program and select the utility item from the main menu. Next you will see a sub-menu of all the available utilities with your version of the Newspaper 09. Simply click onto the number of the utility you wish to use. That utility will then automatically load and execute.

There are seven menu options available in the Utility screen. They are explained in detail below.

**A. CONFIGURE PROGRAM:** This will allow you to re-configure your Newspaper 09 System Disk. At the end of this re-configure option you will end up at the OS9 prompt. Just type `STARTNW` to re-start Newspaper 09

**B. FILL PATTERN EDITOR:** This option will allow you to custom design/edit your own Fill Patterns. The top left box is the dot-by-dot design of the fill pattern. By clicking the fire button on a solid or white box will either turn on or turn off a pixel. The eight patterns at the bottom of the screen can be selected by clicking onto the pattern you wish to edit. You can either load in other Fill Patterns from disk or save to disk any Fill Pattern you have created. Click the EXIT option to return back to the UTILITY menu.

**C. RSDOS TO OS9 PICTURE CONVERTER:** This option will allow you to bring in any RS-DOS Newspaper Plus, Newspaper Plus - Final Edition picture you have under this format. We have provided a RS-DOS BASIC program listing in this manual called 'RS2OS9/BAS' that will convert RS-DOS formats over to OS9. Once converted using this BASIC program, you will need to use this option to convert it over to the Newspaper 09 format.

**C1. EXAMPLE:** Once converted using RS2OS9/BAS, this option will ask you for the full pathname and filename/extension of the source drive. Please enter the complete pathname, filename & extension of the file you converted using RS2OS9/BAS.

**SPECIAL NOTE:** All picture files under the RS-DOS format have the extension of 'ART'. It is strongly suggested that you RENAME the RS-DOS picture files you wish to convert using RS2OS9/BAS with the extension of 'PIC' before starting this conversion... Consult your GETTING STARTED WITH DISK BASIC manual on how to RENAME a file if you are not sure.

**C2. EXAMPLE *continued*:** When you complete step C1, the next process is to enter the full pathname & filename (DO NOT INCLUDE AN EXTENSION AT THIS OPTION) of the destination drive. Pressing the ENTER key at this

time will begin the conversion process. You will be returned to the Utility Menu when this process is completed.

**SPECIAL NOTE:** If your pathname or filename was incorrect, an error box will appear providing you with two options. To continue click the OK options or click the CANCEL option to return to the Utility Menu.

**D. RSDOS TO OS9 PANEL CONVERTER:** This option will convert a Type-Up panel created using the RS-DOS Newspaper Plus or the Newspaper Plus - Final edition. Please refer to the 'C' listings of this Utility description on what procedures to follow to convert a panel over to Newspaper 09. Both the RS-DOS and OS9 Type-Up panels use the '/PNL' extension.

**E. RSDOS TO OS9 FONT CONVERTER:** This option will convert fonts that were used for the RS-DOS Newspaper Plus or the Newspaper Plus - Final Edition edition. Please refer to the 'C' listings of this Utility description on what procedures to follow to convert a font over to Newspaper 09. Both the RS-DOS and OS9 fonts use the '/FNT' extension.

**NOTE:** Option 3, 4 & 5 were designed to accommodate our RS-DOS customers who have the RS-DOS Newspaper program. Please read these instructions carefully!

**F. ACCESS OS-9 SHELL:** This will bring up an OS-9 window shell. Pressing the CTRL-BREAK key will return you back to the Utility Menu.

**E. EXIT BACK TO MAIN MENU:** Clicking onto this option will return you back to the Newspaper 09 MainMenu.

**8. USING THE RS2OS9/BAS PROGRAM:** Load and run this program under RS-DOS. The first prompt will ask for the drive number where the RS-DOS files are. Entering the drive number and pressing ENTER will automatically scan your RS-DOS disk and convert your files to a readable OS9 format. Please note that this program can only convert TWELVE (12) files at a time. REMEMBER to write down on paper the filenames that you converted using RS2OS9/BAS. When you see the prompt 'DISK READY FOR OS9', ready another set of files to convert or reset your computer and boot-up OS9/Newspaper 09. Once in Newspaper 09, click onto the UTILITY box of the MainMenu and follow the 'C' listings on the proper procedures to follow to convert your files over to the Newspaper 09 format.

**SPECIAL WARNING:** Since the Newspaper 09 converting process is looking for specific programming code, you must convert your files over to the Newspaper 09 System Disk. Once these files are converted, you can transfer (copy) them over to a standard OS9 disk using the OS9 COPY COMMAND.

**RS2OS9/BAS**  
**PROGRAM LISTING**  
Author unknown/Public Domain

---

```
10 POKE 359,57:POKE &HFF22,16
20 '
30 '*****
40 '*      RS2OS9/BAS      *
50 '*      *              *
60 '*  Makes RSDos disks *
70 '*  readable by OS-9!   *
80 '*****
90 '
100 CLS:CLEAR 2000
110 PRINT:PRINT'Put RSDos disk in any drive.':PRINT
120 INPUT'Enter drive number when you are ready. '';DV
130 DSKI$DV,17,1,F1$,F2$
140 IF LEFT$(F1$,32)<>STRING$(32,255)THEN PRINT'Not a
RSDos disk!':GOTO110
150 'Make sure track 0 is free
160 'of files, and if not, make
170 'it so (if possible).
180 CLS:DSKI$DV,17,2,F1$,F2$
190 IF LEFT$(F1$,1)<>CHR$(255) THEN PRINT'Track 0,
granule 0, is already allocated.' ELSE GOTO 270
200 FOR T=3 TO 69:IF MID$(F1$,T,1)=CHR$(255) THEN 210
ELSE NEXT:PRINT'Not enough room to move to another
granule.':END
210 T=T-1:PRINT'  Moving to granule #':PRINTUSING
('##');T;:PRINT'.'.':PRINT
220 TR=INT(T/2):SE=0:IF TR<>T/2 THEN SE=9
230 FOR S=1 TO 9:DSKI$DV,0,S,XA$,XB$:DSKO$DV,TR,S+SE,
XA$,XB$:NEXT S
240 PT$=LEFT$(F1$,1):MID$(F1$,1,1)=CHR$(255):MID$
(F1$,T+1,1)=PT$:FOR S=1 TO 69:IF MID$(F1$,S,1)=CHR$(0)
THEN MID$(F1$,S,1)=CHR$(T):NEXT ELSE NEXT
250 DSKO$DV,17,2,F1$,F2$
260 RP=0:GOSUB 1210
270 IF MID$(F1$,2,1)<>CHR$(255) THEN PRINT'Track 0,
granule 1, is already allocated.' ELSE GOTO 350
280 FOR T=3 TO 69:IF MID$(F1$,T,1)=CHR$(255) THEN 290
ELSE NEXT:PRINT'Not enough room to move to another
granule.':END
290 T=T-1:PRINT'  Moving to granule #':PRINTUSING
('##');T;:PRINT'.'.':PRINT
```

```

300 TR=INT(T/2):SE=-9:IF TR<>T/2 THEN SE=0
310 FOR S=10 TO 18:DSKI$DV,0,S,XA$,XB$:DSKO$DV,TR,S+
SE,XA$,XB$:NEXT
320 PT$=MID$(F1$,2,1):MID$(F1$,2,1)=CHR$(255):MID$
(F1$,T+1,1)=PT$:FOR S=1 TO 69:IF MID$(F1$,S,1)=CHR$(1)
THEN MID$(F1$,S,1)=CHR$(T):NEXT ELSE NEXT
330 DSKO$DV,17,2,F1$,F2$
340 RP=1:GOSUB 1210
350 'Write ID sector (LSN=0)
360 N=19:GOSUB1020
370 DATA 0,2,76,12,0,4F,0,1
380 'Inhibit OS9 writes
390 DATA 0,0,2,0,0,ED,44,97
400 DATA 2,0,12
410 S1$=A$+STRING$(13,0)+'DOS OR '+CHR$(&HB9)+STRING$
(88,0)
420 DSKO$ DV,0,1,S1$,STRING$(128,0)
430 PRINT''ID sector written.''
440 'Write allocation map (LSN=1)
450 DSKO$ DV,0,2,STRING$(128,255),STRING$(128,255)
460 PRINT''Allocation map written.''
470 'ROOT directory file descriptor
480 N=21:GOSUB1020
490 ' Read only
500 DATA 89,0,0,53,A,16,17,21
510 DATA 2,0,0,1,C0,53,A,16
520 DATA 0,0,3,0,2
530 S1$=A$+STRING$(107,0)
540 DSKO$ DV,0,3,S1$,STRING$(128,0)
550 '16 Dir entries in LSN=3-4
560 'File descriptors go in LSN 5-17
570 DE=0:S1$=''. '''+CHR$(&HAE)+STRING$(29,0)+CHR$(2)+CHR$
(&HAE)+STRING$(30,0)+CHR$(2):S2$='''': Init Dir entry #
580 FOR DZ=0TO1
590 FOR D9=0TO7
600 IF (DZ=0)AND(D9<2)THEN690
610 GOSUB1040:' Get a Dir entry
620 IF DE=-1 THEN 700
630 P=INSTR(1,D$,' ' '):IF(P<2)OR(P>8)THEN P=9
640 A$=LEFT$(D$,P-1)+' ' '':P=INSTR(9,D$,' ' '):IF(P<9)OR
(P>11)THEN P=12
650 A$=A$+MID$(D$,9,P-9)
660 MID$(A$,LEN(A$),1)=CHR$(ASC(RIGHT$(A$,1))+128)
670 A$=A$+STRING$(31-LEN(A$),0)+CHR$(D9+3+DZ*8)
680 IF D9<4 THEN S1$=S1$+A$ ELSE S2$=S2$+A$

```

```

690 NEXT D9
700 S1$=S1$+STRING$(128-LEN(S1$),0):S2$=S2$+STRING$(128-
LEN(S2$),0)
710 DSKO$ DV,0,DZ+4,S1$,S2$:S1$=' ':S2$=' ':NEXT DZ
720 'Write file descriptors LSN 5-17
730 DE=0:S1$=' ':S2$=' ':PRINT'Files included:'
:PRINT
740 N=16:GOSUB1020:' Init file des header
750 DATA 9,0,0,0,0,0,0,0
760 DATA 1,0,0,0,0,0,0,0
770 FH$=A$
780 FOR L=5TO17
790 GOSUB1040:IF DE=-1THEN 990
800 PRINT ' -> ':E1=INSTR(1,D$,' '):IF (E1<2)OR
(E1>8)THEN E1=9
801 E2$=LEFT$(D$,E1-1)+' . ':E1=INSTR(9,D$,' '):IF
(E1<9)OR(E1>11)THEN E1=12
802 PRINT E2$;MID$(D$,9,E1-9)
810 LN=0:' File length
820 S1$=FH$:' Set file hdr
830 NG=ASC(MID$(F1$,SG+1,1)):' Read FAT entry
840 'Calc LSN from gran
850 TR=INT(SG/2):IF TR>16 THEN TR=TR+1
860 SC=9*(SG AND 1)+1
870 LSN=TR*18+SC-1
880 NUM=LSN:NS=3:GOSUB1150
890 S1$=S1$+N$+CHR$(0)+CHR$(9)
900 IF LEN(S1$)>250 THEN PRINT'Too fragmented!':END
910 SG=NG:IF NG<68THEN LN=LN+2304:GOTO 830
920 'Found last gran
930 LN=LN+256*((NG AND 15)-1)+256*ASC(MID$(D$,15,1))+ASC
(MID$(D$,16,1))
940 NUM=LN:NS=4:GOSUB1150
950 MID$(S1$,10,4)=N$:' Update file length
960 S1$=S1$+STRING$(128-LEN(S1$),0)
970 DSKO$ DV,0,L+1,S1$,STRING$(128,0)
980 NEXT L
990 'Directory done
1000 PRINT:PRINT'Disk ready for OS-9!':PRINT
1010 END
1020 'Read N bytes of hex data into A$
1030 A$=' ':FOR I=1TON:READ R$:A$=A$+CHR$(VAL('&H'+
R$)):NEXT:RETURN
1040 'Read dir entry into D$
1050 ' DE is Dir entry index outputs starting gran in SG

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```

1060 ' SG = starting gran
1070 IF DE<0 THEN RETURN
1080 DS=INT(DE/8):DR=DE-DS*8
1090 IF DR=0 THEN DSKI$ DV,17,DS+3,T1$,T2$
1100 IF DR<4 THEN D$=MID$(T1$,DR*32+1,32) ELSE D$=MID$
(T2$,DR*32-127,32)
1110 IF DE<72 THEN DE=DE+1 ELSE DE=-1
1120 IF ASC(D$)=255 THEN DE=-1
1130 IF ASC(D$)=0 THEN 1070
1140 SG=ASC(MID$(D$,14,1)):RETURN
1150 'Binary string output
1160 'Output binary value of NUM in NS bytes in string N$
1170 N$=' ':FOR I=1TO NS
1180 N$=CHR$(NUM-INT(NUM/256)*256)+N$
1190 NUM=INT(NUM/256)
1200 NEXT I:RETURN
1210 'Check all directory
1220 'entries and change all
1230 'starting granules of RP
1240 'to T
1250 DE=0
1260 GOSUB 1040:IF DE=-1 THEN RETURN
1270 IF SG<>RP THEN 1260
1280 IF DR<4 THEN MID$(T1$,DR*32+14,1)=CHR$(T) ELSE MID$
(T2$,DR*32-114,1)=CHR$(T)
1290 DSKO$DV,17,DS+3,T1$,T2$
1300 GOTO 1260

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# COMMON NEWSPAPER 09 ACTION SCREENS

## COMMON **SCANNING DIRECTORY** SCREENS

scanning directory... /d0/newspaper/data		
Ok	New Path	Cancel

## COMMON **LOADING** SCREENS

> filename <	▲	OK
	□	New Path
	▼	Cancel

Cancel	> filename <	▲	Load
		□	
		▼	

## COMMON **EXIT** or **QUIT** SCREENS

Are you sure you want to quit?	
Ok	Cancel

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