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*   WHERE'S-IT 1.2/                   *
*                                     *
*   by   Ed Laidlaw                   *
*                                     *
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Description. WHERE'S-IT is a menu driven, disk directory index, data base management program for a 32 K Extended BASIC Color Computer equipped with at least one disk drive. See CUSTOMIZING WHERE'S-IT, page 4, for other possible system configurations. It will maintain files containing up to 972 sixteen character records. Each record consists of an eight character program name, three character program extension, and an identifier of up to a maximum of five characters. The program reads in a disk directory, extracts each program name and extension, and adds the disk identifier you have assigned that disk before adding each program record to the index file. It allows you to sort alphabetically, search, delete and update your index files and display them on the screen, ten records at a time, or print out a listing with 162 programs per standard page. Before proceeding, make a backup copy of the WHERE S-IT disk and put the original away - out of harms way!

Operation. WHERE'S-IT is completely user friendly, just place the backup WHERE'S-IT disk in Drive 0, type RUN "WHERE'S-IT" and follow the prompts. The first prompt will ask you to "ENTER TODAY'S DATE (MM/DD/YY)." Respond with a MONTH between 1 and 12, a DAY between 1 and 31, and a YEAR greater than 83. Some checking is done, so if you do not enter values in the proper ranges you will be given another opportunity. The date is used to keep track of when a file was last changed and will be saved as a part of every new file you make or any old files that you update during the session. The Main Menu will then appear as follows:

WHERE'S-IT - MAIN MENU

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1. ADD NEW DISK
2. SORT
3. LIST INDEX
4. PRINT INDEX
5. SEARCH
6. DELETE/UPDATE DISK
7. SAVE FILE
8. LOAD FILE
9. MAKE NEW FILE

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ENTER CHOICE (^=END):

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FILENAME:
NR RECORDS: 0 972

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A flashing cursor will be displayed whenever you are required to make an entry. Single key inputs do not require the use of the ENTER key - just press one of the allowed keys. Multiple key inputs do require that the ENTER key be pressed to terminate the entry. If you experience any problems while using the program you can always get back to the Main Menu by typing BREAK followed by GOTO 100. A file name will be displayed after FILENAME only if you have read in a file or saved the file currently in memory. The program will not let you select SORT, LIST INDEX, PRINT INDEX, SEARCH, DELETE/UPDATE INDEX, or SAVE FILE unless you have records in memory (i.e. NR RECORDS is greater than 0 and SPACE is less than 972). Additionally, it will not let you select SEARCH or SORT if you only have one record in memory. A description of each of the options offered by the Main Menu follows.

1. ADD NEW DISK. This option lets you read in your disk directories and adds them to the end of the index file. Respond to the ENTER DISK IDENTIFIER prompt with up to a five character entry for the new disk identifier or press ^ to return to the Main Menu. If you make an entry you will then be prompted to INSERT DISK IN DRIVE '0' AND PRESS <ENTER>. If you have customized the program for double sided drive operation, you will be prompted with READ BACKSIDE <Y/N>? When the disk directory has been read in you will again receive the prompt to ENTER DISK IDENTIFIER in order to enter another disk. If you have finished reading disks into the file then press ^ to return to the MAIN MENU.

WARNING. Do not remove your disk from the disk drive until you receive this prompt. As your file gets larger inputs will stop from time to time while your computer rearranges string space. See GARBAGE COLLECTION, page 6.

Should you attempt to read in more than 972 records you will get a BS ERROR. If this should occur do not fret, just enter N=972:GOTO 100 and you will be back to the Main Menu with a full index file! It will not have all the programs from the last disk read on in it, but you haven't lost the rest of your work!

NOTE. It is recommended that you write the identifier you assign to each disk on the disk label. This will allow you to find it as quickly as WHERE'S-IT can! If you double side your disks or use floppy disks you might assign each a number or four character name and use "A" to indicate the front and "B" to indicate the back. If you are using double sided drives and disks then the identifier you assign will be added to the programs on both sides of the disk.

2. Sort. This option will allow you to sort your index file. The sort routine is a machine language sort which will sort records in alphabetical order without regard to upper case or lower case. While it is much faster than a BASIC language sort, it can still take several minutes to sort 972 records! Three beeps will sound when it is finished to prevent you from having to sit there watching a steady screen and wondering if anything is happening!

3. LIST INDEX. This option will list the index file to the screen ten records at a time. At the end of each screen you can press ENTER to continue the listing or press ^ to return to the Main Menu.

4. PRINT INDEX. This option will list the index file to your printer. The print out will be in three columns and each standard 80 column eleven inch long page will hold a total of 162 records. (Now you know why an odd ball number like 972 was selected for the number of records in WHERE'S-IT - it corresponds to six full pages of 162 programs per page. Enough said.) At the prompt POSITION PAPER IN PRINTER AND PRESS <ENTER>, position the paper so that the print head is approximately three lines from the top and then turn the printer off and on again to set the top of form at this position. (If this procedure will not work for your printer check your printer instruction book.) Since the page format prints 60 lines per page this will allow a top and bottom margin of three lines each.

NOTE. As received, WHERE'S-IT is configured to work with an EPSON™ printer driven at 9600 baud by a BOTEK, or similar, interface. This part of the program may require customizing to fit your printer. See CUSTOMIZING WHERE'S-IT, page 4.

5. SEARCH. This option will let you search for all entries of a specific program or all programs on a specific disk. When found they will be listed on the screen ten at a time. Your search entry will be limited to a maximum of eight characters if searching for a FILENAME and five characters if searching for a DISK. The FILENAME search is an INSTR search of the first eleven characters of each record. Thus, if the search name you enter appears anywhere in these eleven characters the program will be listed on the screen. For example, if you enter BAS as the FILENAME, WHERE'S-IT will search the index file and list to the screen all programs with the extension BAS plus such programs as: BASEBALL.BIN, TESTBASE.DAT, etc. When searching for a DISK an exact match is required with the specified DISK IDENTIFIER before a record is displayed.

6. DELETE/UPDATE DISK. This option is really two options. Select DELETE if you want all of the programs from a particular disk removed from the file. On the otherhand, if you have added some new programs to a disk and want them added to the index file select UPDATE DISK. If you ended up here by accident, just push ^ to return to the Main Menu. Having selected DELETE DISK or UPDATE DISK you will then be asked to ENTER DISK IDENTIFIER. Again, you are limited to a maximum of five characters when entering the disk identifier. If you selected DELETE DISK you will be returned to the Main Menu after all programs on the specified disk have been deleted from the index file. If you selected UPDATE DISK you will be prompted to INSERT DISK IN DRIVE '0' AND PRESS <ENTER>. You will be returned to the Main Menu after the disk has been read in.

7. SAVE FILE. This option allows you to save your index file. If you have previously loaded a file or saved it since you started the session, i.e. there is a filename after FILENAME on the Main Menu, pushing ^ will save it again. Otherwise enter a filename of up to eight characters.

8. LOAD FILE. As its name implies, this option will load a previously saved file. Respond to the FILENAME prompt by entering the appropriate filename. Entries of more than eight characters will not be accepted.

9. MAKE NEW FILE. Use this option if you want to make a new file and already have a file in memory (you can tell because NR RECORDS is greater than 0 and SPACE is less than 972; a FILENAME may or may not be displayed). If you do have records in memory you will be asked ARE YOU SURE <Y/N>? If you respond No then you will be returned to the Main Menu. If you say Yes then the filename will be erased and the records removed from memory. SO, BE SURE YOU'VE SAVED THE FILE IN MEMORY BEFORE YOU SAY YES, OTHERWISE YOUR RECORDS WILL BE GONE! If you select Yes or do not have any records in memory you will go to ADD NEW DISK.

#### CUSTOMIZING WHERE'S-IT.

DISK DRIVES. As received, WHERE'S-IT is configured for use on a system which has one single sided disk drive, DRIVE 0. This makes the program compatible with the vast majority of COCO systems. Multiple drive systems and systems containing double sided drives are becoming more common. Thus, WHERE'S-IT, has the capability of being modified for use on these systems already programmed in. In line 9, the variable DR is the drive from which the directories will be read (initially 0) while the variable DS indicates whether the drive is single sided (DS=0) or double sided (DS=1). To customize WHERE'S-IT for your system, follow the instructions below which best describe your configuration.



a. ONE SINGLE SIDED DRIVE. No change needed as this is the way the program comes.

b. TWO OR MORE DRIVES, DRIVE 1 SINGLE SIDED. Change line 9 to read "9 DR=1:DS=0:BD=1". This will allow you to keep the disk with WHERE'S-IT and your index files in DRIVE 0 and to read your other disks in from DRIVE 1.

NOTE. Changing the value of DR to 1 will modify the ADD NEW DISK prompt to read INSERT DISK IN DRIVE '1' AND PRESS <ENTER>.

c. ONE DOUBLE SIDED DRIVE. Change line 9 to read "9 DR=0:DS=1:BD=1". The program will read the directory on the disk in DRIVE 0 and give you the option of reading the directory on the BACKSIDE of the disk, DRIVE 2, when ADDING DISKS or UPDATING DISKS.

NOTE. For double sided operation, the disk identifier you supply applies to the programs on both sides of the disk. Thus, when you use the DELETE/UPDATE DISK option you will remove all programs from that disk from the index file in memory. If doing an UPDATE you will have to respond to the READ BACKSIDE <Y/N>? prompt with "Y".

d. TWO OR MORE DRIVES, DRIVE 1 DOUBLE SIDED. Change line 9 to read "9 DR=1:DS=1:BD=1". This will allow you to keep the disk with WHERE'S-IT and your index files in DRIVE 0 and to read your other disks in from DRIVE 1. Additionally, you will have the option of reading the directory on the BACKSIDE of the disk in DRIVE 1, DRIVE 3. See the NOTE above.

PRINTER. As received, WHERE'S-IT is configured to work with an EPSON FX-80™ printer driven at 9600 baud by a BOTEK, or similar, interface. The changes that may be necessary for your system are as follows:

a. Expanded Print. Set in the printer centering routine, line 61, with CHR\$(14). On the FX-80™ this shifts you to the expanded print mode for one line. You may need to change this printer control code and/or add a printer control code to stop the expanded print mode before the RETURN command in line 61.

b. Baud Rate. Set by the variable BD in line 9. You may have to change this value to work with your printer. Replace the value assigned to BD in line 9 with the appropriate value from the table below.

| <u>BAUD Rate</u> | <u>Value of BD in Line 9</u> |
|------------------|------------------------------|
| 300              | 180                          |
| 600              | 87                           |
| 1200             | 41                           |
| 2400             | 18                           |
| 4800             | 6                            |
| 9600             | 1                            |

c. Top of Form. In line 804 PRINT #-2, CHR\$(12) is used to get to the top of the next page. If your printer does not use CHR\$(12) as the printer control code for top of form substitute the correct printer control code or replace PRINT #-2, CHR\$(12) with FOR J=1 TO 6: PRINT #-2: NEXT.

GARBAGE COLLECTION. WHERE'S-IT is dimensioned to handle 972 records each sixteen characters long. Thus, a total of 15,552 bytes of the 18,000 bytes set aside for string usage are required just to hold the records. Even though a PCLEAR 0 is used, with only 2,448 bytes of string space available when the record array is full, you will find that your computer will stop to rearrange the string space from time to time - the age old garbage collection problem. When this happens, just grin and bear it - it will get on with what ever it was doing when it gets its string space sorted out. You are most likely to encounter this problem when loading, adding a new disk, or deleting or updating a disk. You can eliminate the problem when loading a new file if you END and re-RUN the program, especially if you've had a large index file in memory.

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The program is warranted for a period of 60 days from purchase date to the original purchaser and will be replaced if found to be defective in manufacture during the 60-day warranty period. Proof of purchase must accompany any claims for replacement during warranty.