

Documentation

for

Diskette Directories Handler
Programs DIR1, DIR2 and DIR3
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The Diskette Directories Handler system consists of 3 programs
that generate all your diskette directories information onto
7 comprehensive reports

Minimum computer system requirements:

- * 32K OF RAM
- * EXTENDED DISK BASIC
- * 1 DISK DRIVE
- * 1 TAPE DRIVE
- * 1 PRINTER

Program DIR1 explanation:

- * READ ALL DISKETTE DIRECTORIES IN YOUR SYSTEM
AND EXTRACT INFORMATION ABOUT ALL YOUR PROGRAMS & FILES
- * GENERATE TAPE WORK FILE OF DIRECTORIES CONTAINED ON ALL DISKETTES
- * PRINT (OPTIONAL) 'EXTRACT & LOAD DIRECTORIES' REPORT #1
- * STORE DISKETTE NAMES & USAGE IN TABLE
- * SORT DISKETTE NAMES TABLE
- * PRINT (OPTIONAL) 'DISKETTE NAMES' REPORT #2
- * SORT DISKETTE USAGE TABLE
- * PRINT (OPTIONAL) 'DISKETTE USAGE' REPORT #3
- * TRANSFER TAPE WORK FILE TO DISK WORK FILE ON DRIVE 0
- * READ DISK WORK FILE AND PRINT (OPTIONAL) DISKETTE JACKET
LABEL' DIRECTORY REPORT #4
- * THIS PROGRAM PASSES THE DISK WORK FILE ON DRIVE 0 TO PROG DIR2 AND/OR DIR3
- * THIS PROGRAM LINKS AND CALLS UP PROGRAM DIR2 OR DIR3 ON DRIVE 0

Program DIR2 explanation:

- * THIS PROGRAM IS RUN AFTER PROGRAM DIR1
- * READ DISK WORK FILE GENERATED BY PROGRAM DIR1 FROM DRIVE 0
- * PRINT 'DISKETTE GUM LABELS' REPORT #5
- * THIS PROGRAM LINKS AND CALLS UP PROGRAM DIR3 ON DRIVE 0

Program DIR3 explanation:

- * THIS PROGRAM IS RUN AFTER DIR1 OR DIR2
- * READ DISK WORK FILE GENERATED BY PROGRAM DIR1
- * SORT DISK WORK FILE, IN RAM, TO PROGRAMS & FILES SEQUENCE
- * PRINT 'CONSOLIDATED DIRECTORIES' REPORT #6
- * PRINT 'DISKS DIRECTORY SUMMARY' REPORT #7

record layout of tape work file & disk work files:

- * RECORD SIZE = 42 BYTES
- * 01-08 = 08 BYTE = NAME OF PROGRAM OR DATA FILE
- * 09-11 = 03 BYTE = EXTENSION
- * 12-12 = 01 BYTE = FILE FORMAT CODE
 - * A = ASCII
 - * B = BINARY
- * 13-13 = 01 BYTE = FILE TYPE CODE
 - * 0 = BASIC PROGRAM
 - * 1 = DATA FILE
 - * 2 = MACHINE LANGUAGE PROGRAM
 - * 3 = ASSEMBLY LANGUAGE PROGRAM
- * 14-15 = 02 BYTE = NUMBER OF GRANULES
- * 16-21 = 06 BYTE = NUMBER OF BYTES
- * 22-41 = 20 BYTE = NAME OF DISKETTE
- * 42-42 = 01 BYTE = SPECIAL CODE USED BY PROGRAM DIR1
 - * 'X' IDENTIFIES EVERY OTHER DISKETTE DURING DIR1 AND DIR2

Printer brands:

- * ALL PROGRAMS PRINT ON ANY PRINTER, HOWEVER, REPORT TITLES ARE DESIGNED & CODED TO PRINT ENLARGED LETTERS USING EPSON CODES. TO MODIFY FOR OTHER PRINTERS, LOOK AT LINES:
 - * DIR1: 0820 0830 2680 3790
 - * DIR2: 0510 0960 1020 1030 1040 1330
 - * DIR3: 0490 0740

High speed poke:

- * THE FOLLOWING PROGRAMS USE THE HIGH SPEED POKE FOR FAST SORTING. TO TAKE OUT THE POKE, LOOK AT LINES:
 - * DIR3: 0820