

If any members wish to dispose of hardware, or software surplus to their needs, they may leave brief descriptions and prices for inclusion in the next, and subsequent Newsletters. This service will be free to members, but limited by the space available in each issue.

Geoff Niland is making copies of his Disc Directory program available to members with blank discs at this meeting. We appreciate Geoff's generosity and the documentation which he has made available for this newsletter.

## DISK DIRECTORY MASTER

by GEOFF NILAND

This program enables the disk user to keep track of his library of programs. The program reads the active visible user files directly from the disk so there is no problem with disk directories which extend beyond one screenful. Line 20 sets a maximum of 128 program names which can be read from a disk to add to the file.

In its current form, the program requires NEWDOS80 V2 for its non-standard buffer sizes and its sort option. If you wish to use a different DOS, it must be capable of varying its disk buffer requirements and you must be prepared to modify the sort routine to suit your DOS.

To operate the program, insert your DOS disk in Drive 0 and the DIRECTRY/BAS disk into Drive 1. From DOS, type 'DO DIR[enter]'. A /JCL file will be read from the disk which will load BASIC, establish 2 non-standard disk buffers and run the program (BASIC,2V,RUN"DIRECTRY/BAS). The program will then load the Master Data file, initialise all variables and present you with the Primary Options Menu.

The program is limited to 999 entries. This limitation is for a number of reasons. It is the limit of space available on a single density 35 track disk and, to enable the sort, a literal must be sorted. It allows you to store information on program name, disk number, paperwork number, program type and up to 50 characters of general information. The paperwork number need only be used if you keep your instructions in a numbered file. The general information can include any comments you wish to make regarding the performance of the program etc.

The Primary Options Menu has 9 options. These are :-

### 1) Add a complete disk to the file.

This option allows you to add a complete disk to the file. When you have selected this option, the program asks for confirmation of selection (as it does with all options). It then asks you for the number of the disk you wish to add. This number must be in the range 1-999 and will be rejected if it is not. It will not be rejected if it is the same as a disk number already on file. The program will then prompt you to remove the program disk from Drive 1 and insert the disk to be added. When [enter] is pressed, the program will read the files to be added from the disk. When it has finished, remove the disk and re-insert the program disk. The program will then run through the programs it has picked from the disk asking you if you wish to add the program to the file. If you answer no, it will skip to the next addition. If you wish to add it to the file, the program will then ask you for the general information attached to the program. The down-arrow indicates the maximum length of input for this item and any characters beyond this length (50 characters) will be cut off before it is placed on the disk. The program will then ask for the paperwork number, again with a 1-999 limit. Now the program will display up to 20 different program types and ask for the type of program this is. Enter your selection as a number between 1 and 20. Numbers outside this range will be rejected.

When this is completed, all this information will be added to the file and the process is repeated for the remaining program names.

\*NOTE\* When the actual in-memory file is altered by any means except sorting, the program will save the altered file to the disk only when Option 9 is used to exit the program.

## 2) Add a single program to the file.

This option should be used when you wish to add a single program or a dedicated disk to the file. Thus the various programs which make up this DISK DIRECTORY MASTER program could be entered as a single file on the disk called 'DIRECTRY/BAS'. After you enter the disk/program name (12 char max), the questions asked are the same as for Option 1.

## 3) Alter the file

To use this Option, you must know the record number of the program you wish to modify. This is shown as the first piece of information on the display of the record presented under Option 4. Enter the record number and the program will display the record as it currently exists. It will then present you with a sub-menu of 6 options, the first 5 to alter the information and the 6th to return to the Primary Menu. When you select the item to be altered, the program will display the current information in that item and will ask for the new information. When the new information has been entered, the program will return to the sub-menu. This option is also to be used for deleting records from the file. No delete is available, but this option can be used to overwrite the information currently held with the information for a new program being added to the file. The file could then be sorted to place the new entry in its proper place.

## 4) View file

Enter the record number of the file member you wish to begin viewing at. If you enter a number outside the range 1-EOF then viewing will begin at either the beginning of the file or the end. When the first record in the file is displayed, you can move viewing towards the beginning of the file or the end of the file by holding down the up or down arrows respectively. To end viewing and return to the menu, just press [enter].

## 5) Print file

Enter the record numbers you wish to begin and end printing at. Entering a comma (,) will print out the entire file, one record per line, showing record number, program name, disk number and general information.

## 6) Sort file

This option allows you to sort the in-memory file by program name, disk number or program type. Use of this option is not treated as a file alteration and so the sorted file is not written to disk if you have made no use of the file alteration options (1,2 & 3). Should you inadvertently save a sorted file not in keeping with your desired hierachy, it is a simple matter to re-run the program, make a duplicating alteration, re-sort the file to your desired hierachy and exit the program via Option 9. (duplicating alteration is an alteration using Option 3 but entering the same information as currently resides on the object record. With this option, you can sort the file by disk number for printing as printing is ordered on the in-memory file, not the disk file. You can then re-sort it if it is going to be saved to disk when the program is exited.

## 7) Change program types

The program is supplied with some program types already established. You can alter these program types using this option. You will be given a list of the current types and asked to enter the number of the type you wish to alter. Enter that number and the new program type and the program types will be saved to disk as altered.

## 8) Search the file

This is used as a quick file search in cases where you need to know the record number, etc.. You must enter the program name exactly as it appears in the file. the program will then search the file for that program name and, if found, will enter the 'View File' routine at the program nominated. From there on, use the same procedure as in Option 4.

## 9) Exit program

Always exit the program using this option. Only by using Option 9 will any file alterations be made permanent (both to the program file and the program type file.

By and large, the program is self-prompting. If you have any difficulties with the program, call Geoff Niland on 529-3081. A sample file has been included on the disk. Once you are ready to start establishing your own library records, press [BREAK] when you are at the Primary Options List and enter 'T2=0;CONT'. You will then effectively have a blank file on which to enter your own information.