DOS DATE STAMPER

USER MANUAL

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For The Glanmire Electronics Micro-watch.

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NOTICE.

Glanmire Electronics Limited reserves the right to make
improvements in the product described in this manual at any
time without notice.

Introduction.

The Glanmire Electronics DOS Date Stamper diskette contains a
modified version of DOS 3.3, called DDOS, which will stamp disk
files with the time and date. There are also utilities to
update standard DOS to DDOS, to enable or disable the stamping
function, and to remove the date stamp from selected files.

Before trying anything with your DOS Date Stamper diskette, you
should make a copy of it in case anything should go wrong.
Keep the original in a safe place. Boot your standard DOS 3.3
System Master and use the COPY program to make a duplicate of
the original DOS Date Stamper on a blank diskette.

Throughout this manual "Standard DOS" refers to the standard
DOS 3.3 that comes with your Apple II.

DDOS requires the following to operate correctly:
    An Apple II or II+ with 48K RAM, or an Apple //e.
    A disk drive and controller.
    A Glanmire Electronics Micro-watch.

Getting Familiar.

You can see some of the features of DDOS right away by booting
up your DOS Date Stamper diskette. The HELLO program on the
diskette simply tells you what version of DDOS you have -
currently version 1.0 only is available. Now try a CATALOG of
the diskette. The first thing you will notice is that the
catalog header reads "DDOS 1.0 //" instead of "DISK VOLUME", so
you know you have DDOS in memory. The number after the header
shows how many sectors are free on the diskette, instead of the
volume number. Some of the files have the date and time
stamped on them, in the format:
Month/Day Hour:Minute
The time is in 24 hour format, so 00:00 is midnight, 18:00 is 6
pm etc. Every time you save or modify a file now, the date and
time will be stamped on it. Try it out: type
SAVE TRASH
to save the HELLO program in a temporary file. Do a CATALOG
and Presto! There is your file with the current date and time
after it.

The necessary room inside DOS for the stamping function was
found by removing the INIT command. However, there was just
enough room left over to include a new command: TIME. When you
type this, the current date and time is printed at the cursor
position. Try it: type TIME and the time will appear
immediately after the command.

Differences Between DDOS and Standard DOS.

Very little has been changed from standard DOS to make DDOS, so you won't notice much difference when using DDOS. There are one or two things to notice:
Whenever you save a program or update a file, the date and time are stored in the CATALOG after the filename. This action is transparent to the user, so it will take place whether you execute a DOS command directly from the keyboard or from within a program. The following commands use the stamping feature:

SAVE   RENAME
BSAVE   OPEN
LOCK   WRITE
UNLOCK   APPEND

Actually, the stamping only takes place when you CLOSE a file, but that action is implicit in the above commands.

DDOS reads the time from your Glanmire Electronics Micro-watch connected via the games paddle socket. If the Micro-watch is not connected, the correct date will not appear in the CATALOG.

Under DDOS, filenames are limited to 20 characters in length instead of the normal 30. This shouldn't be too much of a problem, since shorter filenames are more convenient and quicker to type. In fact, the date and time take up only 4 bytes at the end of the filename field. That would leave 26 characters for the name, but then both the name and the time wouldn't fit on one line in the CATALOG.

Some programs, like FID, process the CATALOG themselves, so they don't display the date stamp. Instead, you'll see inverse or flashing characters. These are the time bytes. Such programs won't recognise the filename alone. In FID, you can get around the problem by using the wildcard character <=>.

DDOS has no INIT command, so you can't format new diskettes from the DOS Date Stamper diskette. For this reason you should always keep some copies of your DOS 3.3 System Master. A utility has been included on the DOS Date Stamper diskette called GENDOS, which will update Standard DOS to DDOS.

There is a new command: TIME. This prints the current time at the cursor location in the same format as in the CATALOG, namely:

 MM/DD hh:mm

(Note the leading space.) MM = Month, DD = Day, hh = hour, mm = minute.

The DOS version number in the VTOC of a DOS Date Stamper diskette has been changed so you can't run the MASTER CREATE program from it. This ensures you can't accidentally create a DDOS diskette.

DDOS was written as a patch for a 48K slave version of DOS 3.3. It will only run on a 48K , 64k or lle system.

Communicating Between DDOS and Standard DOS.

The main difference between DDOS and Standard DOS is that DDOS only recognises 20 characters in a filename, while Standard DOS recognises all 30; it considers the time bytes to be part of the name. This will lead to "FILE NOT FOUND" error messages. You can avoid most of these by always using DDOS when transferring files which have been date stamped.

There may be times when you would like to save a file without the date stamp; when transferring a file to a Standard DOS diskette, say. You can temporarily disable the stamping function by running a small utility program which removes some of the hooks from DDOS:

BRUN NOSTAMP

When you save a program now, the time will not be saved along
with it. Updating a file which already has a date stamp will
leave the date stamp unchanged. You can switch stamping back
on by running the converse utility:

BRUN STAMP

or by rebooting the DDOS diskette.

Using GENDOS to generate DDOS.

Since you can no longer INIT diskettes, there has to be some
way of transferring DDOS to new diskettes. GENDOS is the
utility to do this. You must still INIT a blank diskette to
format it using Standard DOS, since GENDOS simply applies
patches to the DOS on the target diskette. GENDOS must run
under DDOS because it reads the patches from DDOS itself. You
can ensure this is the case by booting your DOS Date Stamper
diskette before entering:

BRUN GENDOS

to run the program. If DDOS is not present you will be told so
and the program halts here. Otherwise you will be prompted for
the slot and drive to work on; accept the defaults by pressing
<RETURN> or enter a new value and then press <RETURN>. Next
you will be warned what the function does and you have a chance
to quit. If you choose to continue, the update goes ahead.
Lastly you are asked if you want to quit. Type <RETURN> to
accept the default or enter <Y> for Yes or <N> for No then hit
<RETURN>. If you choose not to quit, the program starts over
so you may generate further copies of DDOS.

In the course of reading and writing the diskette, there may be
errors. These will be reported in the form:

*** DISK ERROR: <Error type>

The most likely error is DRIVE which will occur if the drive
door is open, for exmple. You may also get WRITE PROTECT if
the target diskette has a write protect tab on it. Once you
think you have cured the problem you can try again.

Using FLUSH to Remove the Date Stamp.

At some time you may end up with a date stamp on a file which
shouldn't be there. You may have copied a file from your DOS
Date Stamper diskette onto a Standard DOS diskette without
first running NOSTAMP, for instance. All is not lost! The
utility FLUSH has been provided to remove the offending date
stamp. Just type:

BRUN FLUSH

You will be prompted for slot and drive as in GENDOS, then
asked if you want a CATALOG. Select it or not as you wish.
Then you are asked which filename you would like to flush.
Type in the name and it will be done. Any disk error incurred
will be reported as for GENDOS. If you respond to the flush
prompt by typing <RETURN> only, you will be asked if you want
to quit. You may choose to start over as in GENDOS or quit
now. Next time you CATALOG the file you flushed, the time will
not be printed.