



DISK ORGANIZER™



Sensible Software

COPYRIGHT NOTICE

DISK ORGANIZER



Sensible Software

Copyright (C) 1982 by Sensible Software, Inc.

COPYRIGHT NOTICE

Copyright (C) 1982 by Sensible Software, Inc. All rights reserved worldwide. No part of this publication or included diskette may be transcribed, transmitted, reproduced, stored in a retrieval system, or translated into any human or computer language, in any form or by any means, electronic, mechanical, magnetic, optical, chemical, manual, or otherwise, without the express written permission of Sensible Software, Inc., 6619 Perham Drive, West Bloomfield, Michigan 48033, U. S. A.

APPLE is a registered trademark of the Apple Computer Company
SUPER-TEXT is a registered trademark of Muse Software

TABLE OF CONTENTS

INTRODUCTION	1
HARDWARE REQUIREMENTS	1
SETTING UP THE DISKETTE	2
USING DISK ORGANIZER	3
THE OPTIONS	6
A - ALPHABETIZE	6
B - RENAME BOOT ("HELLO") PROGRAM	6
C - CATALOG	6
D - DELETE	6
E - EXHUME (UNDELETE)	7
H - HELP	7
L - LOCK	7
M - MOVE	7
P - PURGE	7
Q - QUIT	8
S - SAVE NEW DIRECTORY	8
L - LEAVE WITHOUT MODIFYING DIRECTORY	8
R - RETURN FOR MORE EDITING	8
R - RENAME	8
S - SHOW TRACK-SECTOR USAGE	9
T - TITLE	9
U - UNLOCK	10
Z - ZAP DOS	10
INPUTTING CHARACTERS WHILE IN TITLE AND RENAME	11
THE 'RESET' KEY	13
DISK REPLACEMENT/UPDATE POLICY	13
DISCLAIMER	13

INTRODUCTION

DISK ORGANIZER is the fastest and friendliest utility available today for organizing files on an Apple II diskette. DISK ORGANIZER provides the following functions:

- o TITLING (creating 0 length TEXT files in normal, inverse, flashing, lower case, and other characters normally not available directly from the Apple keyboard).
- o RENAMING of the "HELLO" or boot program.
- o CUSTOM REORDERING of the directory.
- o ALPHABETIZING the files in the directory.
- o DYNAMIC DISPLAY of ALL files on a diskette (including deleted files).
- o RENAMING files (including illegal file names).
- o UNDELETING deleted files.
- o DELETING files.
- o PURGING deleted files (permanently removing deleted files).
- o A PLOT of track-sector usage.
- o LOCKING some or all files.
- o UNLOCKING some or all files.
- o USE OF DOS SECTORS for data storage.
- o A SIMULATED CATALOG, showing what the modified directory will look like before the actual catalog is altered.

DISK ORGANIZER is completely menu driven, and all of the options are invoked by a single key-stroke. DISK ORGANIZER dynamically adjusts the screen display, showing all file names on a single screen display.

DISK ORGANIZER reads the directory into RAM and then works on this local copy. What this means to you is twofold: first, DISK ORGANIZER is not restricted by the speed of disk access; most of the options do not access the disk drive. There is no delay waiting for the program to modify the directory for each command. Secondly, if you do not like the changes that you have made so far, you can simply abort and restart the editing process over!

Not only does DISK ORGANIZER work with DOS 3.1, 3.2, 3.2.1 and 3.3, it can also be used with MUSE DOS. It is a MUST for SUPERTXT owners.

HARDWARE REQUIREMENTS

DISK ORGANIZER is designed to work on any Apple II or Apple II Plus computer that is equipped with at least 48K of RAM memory, and one or two disk drives.

SETTING UP THE DISKETTE

DISK ORGANIZER must be configured for the type DOS that it will be used with. When you originally purchase DISK ORGANIZER, the diskette does not contain ANY DOS and will not boot (the message 'NOT CONFIGURED' will appear if you try booting the disk). To set up (or configure) the diskette, do the following steps:

1. Boot a diskette (preferably a Master) with the type DOS that you will be working with. For example, if you are going to use DISK ORGANIZER with DOS 3.3, then boot your DOS 3.3 System Master. If you have the Language Card, you may want to load it with the missing BASIC.
2. Next, insert the DISK ORGANIZER diskette into drive 1.
3. Boot the diskette by typing 'PR#6' while in BASIC or '6 CONTROL-P' while in the monitor and then pressing the 'RETURN' key. If Disk Controller card is not in slot 6, then substitute your slot number for the '6'.
4. IMMEDIATELY after pressing the 'RETURN' key, press the 'ESCAPE' key. The program will respond with:

CONFIGURE?

5. Answer with a 'Y'. The program will respond with:

SAVE LANGUAGE CARD?

6. You are now asked if the Language Card should be saved. If you have a Language Card and have loaded it with the missing BASIC, you may use DISK ORGANIZER to 'QUICKLOAD' it. (The QUICKLOADER series from Sensible Software loads your choice of DOS, the Language Card, and the application program in under nine seconds; five seconds without the Language Card!) To save the Language Card, answer with the 'Y' key or use the 'N' key for Apples without the Language Card. The program will respond with:

OK?

7. If you do want to re-configure DISK ORGANIZER, then answer with a 'Y'. DOS and the Language Card code (if needed) are then saved to the diskette. The diskette is now automatically re-booted, and DISK ORGANIZER is run.

The diskette may be re-configured any time a different type of DOS is required. When the program is configured for 13-sector diskettes (DOS 3.1, 3.2 or 3.2.1), it will work with any of the 13-sector DOS's. The diskette must be re-configured whenever you want to use it with different type DOS (13-sector, 16-sector, or SUPERTXT).

NOTE: IT IS ALWAYS BEST TO CONFIGURE THE DISKETTE FROM A DOS MASTER DISKETTE. DO NOT RUN ANY DISK UTILITY PROGRAMS BEFORE CONFIGURING THE DISKETTE, as some of them do modify DOS, causing unpredictable results while running DISK ORGANIZER.

DISK ORGANIZER may be used with SUPERTXT (registered trademark of Muse Software) data diskettes. All you need to do is boot SUPERTXT, exit it, and then reconfigure the DISK ORGANIZER diskette using the above instructions.

USING DISK ORGANIZER

Once the DISK ORGANIZER diskette has been configured for the DOS that is required, simply boot the diskette to run the program. A short description of the available options is displayed on the screen. At the bottom of the screen, the message "SLOT=6" (with the 6 in inverse video) will be displayed. (Or if your disk controller card is in some other slot, then the slot number that DISK ORGANIZER was configured from will be shown). Whenever you finish modifying a diskette, you will always be returned to this title page. To exit the program, press the 'ESCAPE' key.

```
-----  
DISK ORGANIZER 2.x      (C) 1982 -- ALL  
SENSIBLE SOFTWARE      RIGHTS RESERVED  
                        16-SECTOR DOS  
-----
```

THE OPTIONS ARE:

- A - ALPHABETIZE
- B - CHANGE 'HELLO' (BOOT) PROGRAM NAME
- C - CATALOG (SIMULATED)
- D - DELETE FILE
- E - EXHUME (RESTORE) DELETED FILE
- H - HELP (THIS PAGE)
- L - LOCK SOME OR ALL FILES
- M - MOVE A FILE BEFORE ANOTHER
- P - PURGE (REMOVE) A DELETED FILE
- R - RENAME A FILE
- S - SHOW TRACK-SECTOR USAGE
- T - TITLE (CREATE TEXT FILE)
- U - UNLOCK SOME OR ALL FILES
- Z - ZAP (FREE DOS SECTORS)
- Q - QUIT (END EDITING)

```
SLOT =6  
DRIVE=1
```

If the diskette you wish to modify is in this slot, simply press the 'RETURN' key. If your controller card is in another slot, enter the slot number. If you mistakenly enter the wrong slot number, press the 'ESCAPE' key to return to the 'SLOT=6' question. Next, the drive number is requested, 'DRIVE=1'. The default drive number is the last one accessed (initially drive 1). Enter either the number of the drive to be accessed, or 'RETURN' for the default drive.

DISK ORGANIZER will now read the directory of the diskette into memory. The screen will be cleared, and all of the file names on the diskette will be displayed (including deleted files). If the directory contains less than 22 files, the complete name of each file is displayed. If the directory contains between 22 and 42 files, the catalog is displayed in two columns. For each multiple of 21 thereafter, the screen is divided into one more column. Normal, inverse, and flashing characters within file names are displayed normally, but embedded control characters are displayed in inverse video. The file status (locked, unlocked, or deleted) and file type (Applesoft, Integer, Binary, Text, or Relocatable) are displayed before the file name just like in a normal 'CATALOG'.

The status is indicated by:

- '*' - Locked file
- ' ' - Unlocked file
- '-' - Deleted file

The file type is indicated by:

- 'A' - APPLESOFT BASIC program
- 'B' - Binary program
- 'I' - INTEGER BASIC program
- 'R' - Relocatable assembly language routine
- 'S' - Special (presently not defined)
- 'T' - Text file

The last three lines of the screen are reserved for the menu and user responses. The second from last line shows the volume number of the diskette being edited, the number of files on the diskette, and the current number of free sectors. The last line shows the first character of the available options. See the menu section for a complete description of each option.

```
-----  
*A HELLO  
*A MENU  
  I COLOR DEMO  
*B AOPT  
*A RENUMBER  
-A TEST  
*T ADDRESS FINDER  
  A COPY.A  
*I COPY  
  T EXEC DEMO  
  T APPLESOFT INFO  
*A INVENTORY CONTROL
```

```
VOLUME #254 FILES:12   SECTORS FREE:237  
  A,B,C,D,E,H(ELP),L,M,P,Q,R,S,T,U,Z  
-----
```

An option is selected by entering the first letter of the option. Options that deal with individual files will display a short phrase describing the option followed by the first file that the option may be used with. For example, if the DELETE option is chosen, the word 'DELETE?' followed by the first file name that has not been deleted will be displayed. To delete the file name displayed, simply press the 'Y' key. If you delete the file, a '-' will be displayed before the file name; and the 'DELETE?' message will be updated to the next file that can be deleted.

The left and right arrow keys ('<-' and '->') are used to scroll through the available files. To exit any option, press the 'ESCAPE' key. Some of the options (like ALPHABETIZE) do not require any inputs and are immediately processed. The display is always updated to show the current status of all files.

While scrolling through the file names, a 'CTRL-B' may be entered to jump to the first file name in the directory. You can also jump to the last file name in the directory by entering a 'CTRL-E'.

THE OPTIONS

- A - ALPHABETIZE.** Alphabetizes the file names on the diskette. Files are divided into two groups. The first will be all of the active (not deleted) files followed by the deleted files. Each of the groups will be in alphabetical order. The display is automatically updated to reflect the new order.
- B - BOOT (HELLO) PROGRAM.** Allows the renaming of the program which will be run when the diskette is first booted. When the 'B' option is chosen, DISK ORGANIZER first looks to see if there is a copy of DOS on the diskette. If there is not a copy of DOS on the diskette, the message 'NO DOS ON DISKETTE' will be displayed. Next, the diskette is accessed to determine the name of the 'HELLO' program. Also, at the same time, DISK ORGANIZER determines if it can recognize the DOS. DOS 3.1 and any strange or foreign DOS's will be flagged with 'UNRECOGNIZABLE DOS'. The 'HELLO' program of these DOS's may not be changed.

If the DOS is recognized, then the prompt, 'HELLO?', followed a file name will be displayed. When the present 'HELLO' program is still on the diskette, it will be displayed, else the first valid file on the diskette will be displayed. The chosen program may be a BASIC program, binary program, or TEXT file. DOS will be modified to 'BRUN' binary programs or 'EXEC' TEXT files. When picking TEXT files as the HELLO program care should be exercised to insure that the TEXT file is indeed EXECable.

After using the arrow keys to locate the new 'HELLO', press the 'Y' key to pick the file. Or the 'ESCAPE' key to abort the process.

- C - CATALOG.** Simulates the standard DOS CATALOG command on the modified directory. In this way, one can see what a normal CATALOG would look like if the present changes are saved. For diskettes containing many files, you will be prompted to press a key to see all of the CATALOG.
- D - DELETE.** Displays the word 'DELETE?' followed by the first file that can be deleted. Different files may be chosen by using the left and right arrow keys. Press the 'Y' key to delete a file. If the file being deleted has a bad Track/Sector List, the message 'BAD TRACK/SECTOR LIST' will be displayed, and the file will be deleted.

- E - EXHUME.** Attempts to restore a file that has been deleted. The sectors that the file used are checked, and if possible the file will be restored. The file is restored only if all of the sectors it used are marked free in the VTOC (Volume Table of Contents). The message 'FILE NOT AVAILABLE' will be displayed if the file cannot be restored. Exhuming should be done before any files are deleted, so a truer picture of overwritten sectors can be obtained. Any file EXHUMED should be verified for correctness after leaving DISK ORGANIZER.
- H - HELP.** Displays a short description of the available options in DISK ORGANIZER. Press any key to return to the editing mode.
- L - LOCK.** Allows you to LOCK individual files or all of the files on the diskette. The message 'ALL OR SOME(A/S)' will be displayed. To LOCK all of the files on the diskette, press the letter 'A'. If 'S' is pressed, then the 'Y' key is used to LOCK selected files, after using the arrow keys to select the file.
- M - MOVE.** The MOVE option allows for custom reordering of the file names. The message 'MOVE?' is displayed, followed by the name of the first active file. Use the left and right arrow keys to locate the name of the file to be moved, and use the 'Y' key to pick the file. After the file to be moved is selected, the message 'A,B(Y)?' followed by the name of the chosen file is displayed on the bottom line of the screen. Again, use the arrow keys to pick the new location of the file. The file name chosen with the MOVE can be relocated just before the file name picked with the 'A,B(Y)?' message by pressing the 'Y' or 'B' key, or it can be relocated after the second pick by using the 'A' key.
- P - PURGE.** Completely removes a deleted file from the directory. Once a file has been PURGED, there is no way to recover it. The remaining files will be moved up to fill in the hole left by the PURGED file. You probably have noticed that when you save a file after deleting another file, that the new file name occupies the location of the old file name in CATALOG. Using the PURGE option stops this from happening and will force new files to be at the end of the CATALOG.

- Q - QUIT.** Ends the editing process. The screen is cleared and three options are displayed:
- S - SAVE NEW DIRECTORY.** Up until now, you have been working on a local copy of the directory. This option writes the modified directory onto the diskette, saving all of the changes you have made. An additional prompt message is displayed before writing to the diskette, in case you have accidentally removed the diskette. If a disk error results, an informative message is printed; and you are returned to the 'QUIT' messages, giving you another chance to save the modified directory (forget to remove the write-protect tab?). After the directory has been saved, you are returned to the title page.
- L - LEAVE WITHOUT MODIFYING DIRECTORY.** Effectively aborts the editing process for the present diskette. None of the changes made will be recorded onto the diskette. You are returned to the title page ready to edit another diskette.
- R - RETURN FOR MORE EDITING.** Returns to the editing section without losing any changes made so far. Useful when the 'Q' key was mistakenly pressed or you remember one last change.
- R - RENAME.** RENAME is very similar to the DOS command of the same name. The file to be RENAMED is chosen in the normal manner. The message 'NEW?' followed by the present name is then displayed on the last line of the screen. The cursor is located on the first character of the present name. The new name may be typed over the old name, or the right arrow key may be used to scroll over any of the letters. If you would like to restart entering the new name, press the 'CTRL-X'; the original name will be redisplayed. The 'ESCAPE' key may be used to abort the option. See the section on character input for ways of entering different video types. Note that the normal escape-sequence keys do not work. You may create illegal file names that cannot be deleted by the DOS commands. This can be useful for protecting files from deletion or accidental running.

- S - SHOW TRACK-SECTOR USAGE.** Displays a map showing which sectors are used and which are free. The map is layed out with the tracks as columns and the sectors as rows. Used sectors are marked with an asterisk, '*', while free sectors contain a blank. This provides a easy way to actually see how full a diskette is.

```

-----
DISK ORGANIZER 2.x      (C) 1982 -- ALL
SENSIBLE SOFTWARE      RIGHTS RESERVED

0123456789ABCDEF01234567890ABCDEF012
0***                   *   *
1***                   *   *
2***                   * *  *
3***                   * *  *
4***                   * ** *
5***                   * ** *
6***                   * ** *
7***                   * ** *
8***                   * ** *
9***                   * ** *
A***                   * *  *
B***                   * *  *
C***                   * *  *
D***                   *** **
E***                   *** **
F***                   *** **
0123456789ABCDEF01234567890ABCDEF012
SECTORS: " "=FREE     "*"=USED

PRESS ANY KEY
-----

```

TYPICAL TRACK-SECTOR MAP

- T - TITLE.** Creates a 0 length TEXT file (the file takes 0 sectors of diskette space because the file points to the last track/sector of the directory: normally track \$11, sector 1). The TEXT file can be used to give instructions, partition the CATALOG, or title a diskette. See the section on character input for instructions on entering special characters (inverse, flashing, etc.). TITLE TEXT files should ONLY be deleted using DISK ORGANIZER. After an acceptable TITLE has been entered, you will be requested to pick a location for the title (effectively placing you in the MOVE option). To locate the TITLE at the end of the directory, enter an 'ESCAPE' or 'Y' or use the arrow keys to pick a different position.

WARNING: TITLES SHOULD only be deleted with DISK ORGANIZER. Using other means MAY result in loss of data on the diskette.

- U - UNLOCK.** Allows you to UNLOCK individual files or all of the files on the diskette. The message 'ALL OR SOME(A/S)' will be displayed. To UNLOCK all of the files on the diskette, press the letter 'A'. If 'S' is pressed, then the 'Y' key is used to UNLOCK selected files, after using the arrow keys to select the file.
- Z - ZAP DOS.** This option will free the sectors of the diskette that are normally reserved for a copy of DOS. Tracks 0, 1, and 2 are usually reserved for a copy of DOS that is used during the booting process. If the diskette is not going to be booted, then these sectors may be freed for additional storage. For 16-sector diskettes, 32 sectors are freed, while 13-sector diskettes obtain 26 more sectors. Note that all of track 0 is not freed, because DOS cannot access it. Before the DOS sectors are freed, you will be requested to verify the deletion.

INPUTTING CHARACTERS WHILE IN TITLE AND RENAME

DISK ORGANIZER gives you the ability to enter all of the characters in any of the video modes that can be displayed on the APPLE's screen. This includes normal, inverse, flashing, control, and lower case characters. To correctly view the lower case letters requires that you have installed a lower case adapter. Control characters are used to create fancy catalogs. Some of the uses of control characters are embedding linefeeds (CTRL-J), back spaces (CTRL-H), and carriage returns (CTRL-M) within a file name. Control characters are used to switch from one character input mode to another. Use the following control characters to set one of the input modes:

CTRL-N	Normal upper case characters
CTRL-I	Inverse characters
CTRL-F	Flashing characters
CTRL-C	Control characters (letters only)
CTRL-L	Lower case characters

Any time the mode is changed, the new mode will be displayed where the 'NEW' or 'TITLE' message normally would be. Characters for the file name are entered without using the 'CTRL' key. For example, to enter a 'CTRL-J', first set the control character input mode by entering a 'CTRL-C' and then the 'J'. Each time a TITLE is created or a file is RENAMED, the default mode of normal text is set. Scrolling over characters does not change their video mode, and only the characters up to the 'RETURN' are accepted as the new name. Since all character types may be displayed on the screen at the same time, the normal blinking cursor could not be used. The current input character is shown by a circumflex ('^') below the character.

Certain characters are not available on the normal APPLE keyboard. They may be entered by entering the following control characters:

CTRL-Q	`	- grave accent.
CTRL-W	[- left square bracket.
SHFT-M]	- right square bracket.
CTRL-R	{	- left curly bracket.
CTRL-T	}	- right curly bracket.
CTRL-Y		- straight line.
CTRL-V	\	- backslash.
CTRL-S	~	- tilde.
CTRL-Z	_	- Underline.

Characters may also be inserted or deleted in the middle of a file name. To insert characters, first locate the cursor at the position that you want to add letters. Next enter a 'CTRL-A' (for add), and then enter the new characters. You will remain in the insert mode until a 'CTRL-D', 'CTRL-X', 'RETURN', 'ESCAPE', or one of the arrow keys ('<-' or '->') is pressed. Any characters rolling off the right end of the screen are lost forever. Remember to move the cursor over all of the desired character, because any characters to the right of the cursor are lost when the 'RETURN' key is pressed.

The character at the cursor may be deleted simply by entering a 'CTRL-D'. All of characters to the right of the cursor will now be shifted one position to the left.

To move the cursor to the beginning of the line enter a 'CTRL-B'. To copy all of the characters on the line and move the cursor to the end of the line enter a 'CTRL-E'.

THE 'RESET' KEY

The 'RESET' key is very often a serious problem to software. But if you have an AUTOSTART ROM, it can be used to your advantage in DISK ORGANIZER. When the 'RESET' key is pressed, you will be returned to the title page, ready for another diskette. So, if you want to start the editing process over, just press the 'RESET' key. Do not press the 'RESET' key while the disk drive is turning.

If you have the old MONITOR ROM and you accidentally press the 'RESET' key, you must re-boot the DISK ORGANIZER diskette. There are NO valid entry points back into the program. Attempts to re-enter the program may ruin your diskettes, so please don't try.

DISK REPLACEMENT/UPDATE POLICY

DISK ORGANIZER is copy-protected against duplication. Sensible Software, Inc. has a low-cost disk replacement policy in case you ever experience any difficulties with the supplied diskette. Refer to the current Sensible Software Product Catalog for details.

DISCLAIMER

Sensible Software, Inc. makes no representations or warranties with respect to the contents hereof and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. Further, Sensible Software, Inc. reserves the right to revise this publication and to make changes from time to time in the content hereof without obligation of Sensible Software, Inc. to notify any person or organization of such revisions or changes.



Sensible Software

6619 Perham Drive
West Bloomfield, Michigan 48033
(313) 399-8877



Sensible Software

DISK ORGANIZER COMMAND SUMMARY

SELECT AN OPTION:

A - Alphabetize
B - Change 'HELLO' (boot) program name
C - Catalog (simulated)
D - Delete
E - Exhume (undelete)
H - Help (short instruction page)
L - Lock
M - Move (a file)
P - Purge (remove a deleted file)
Q - Quit
 S - Save changes
 L - Leave (abort)
 R - Return to editing
R - Rename
S - Show track-sector map
T - Title (create TEXT file title)
U - Unlock
Z - Zap DOS

THEN:

Use the arrow keys to choose a file.
Ctrl-B moves to the first file.
Ctrl-E moves to the last file.
The 'Y' key selects the file. Some options also accept 'B' (before) and 'A' (after).
'ESCAPE' aborts the option.

TITLING AND RENAMING OPTIONS

Special Characters:

ESCape - Abort title or rename
Ctrl-X - Restart entering name
RETURN - Accept name
Ctrl-D - Delete character at cursor
Ctrl-I - Insert at cursor
Ctrl-B - Go to first character
Ctrl-E - Move to the end of the line

Changing The Video Mode:

Ctrl-N - Normal upper case letters
Ctrl-I - Inverse characters
Ctrl-F - Flashing characters
Ctrl-C - Control characters
Ctrl-L - Lower case letters

Replacement Characters:

Ctrl-Q - ` grave accent
Ctrl-W - [left square bracket
Shft-M -] right square bracket
Ctrl-R - { left curly bracket
Ctrl-T - } right curly bracket
Ctrl-Y - | straight line
Ctrl-V - \ backslash
Ctrl-S - ~ tilde
Ctrl-Z - _ underline