

Date: June 17, 1985

Author: Fern Bachman

Subject: DeskAccessory Manager/Switcher ERS

Document Version Number: 00:00

DeskAccessory manager is a program which handles mini-application programs, such as calculators, control panels, clocks, calendars, etc. installed in bank \$E1 and a switcher of application programs which reside in bank pairs outside of banks \$00-\$01 and \$E0-\$E1. It is invoked either by keypress (SHIFT-CONTROL-ESC) or by an application calling it. When called it does the following.

1. Saves the current environment including the current mouse environment (specifically mode of operation, screen holes and clamps. The mouse mode must also be saved if an AppleMouse card is in use)
2. Sets up a 'known' environment
3. Saves xx bytes of the currently executing program's zero page
4. Saves xx bytes of the currently executing program's stack
5. Saves the 80 column text screen area
6. Brings up a selection menu which contains all currently available desk accessories
7. Allows the user via arrow keys, ESC and RETURN or via the mouse to select a mini-program or application program to run
8. The mini-program is now JSL'ed to or the bank lock switch is enabled for the application program in other banks and the other application is started or restarted

When the user quits the mini-program RTL's back to the DeskAccessory manager which restores the main program's environment, and replaces the zero page, stack and 80 column memory it saved earlier and then RTI's if an interrupt called the DeskAccessory manager or RTL's if it was called directly.

The Menu (Control Panel) program is an example of a built in desk accessory. The Menu program therefore will be the guinea pig and will set the standards for all future desk accessories. The DeskAccessory manager may be either RAM or ROM based.

A mini-desk accessory manager will be in ROM. Via the Capability Module Manager a more elaborate desk accessory manager may be loaded into RAM.

When the user quits an application program he is returned to the DeskAccessory manager and is restarted in the program he was originally in before entering the DeskAccessory manager.