

documentation of

FILE EDITOR

for the Apple II

The File Editor is a machine language program which allows the programmer to create and maintain record files. Each record may be up to 80 characters long and has a line number which identifies it. With this program the user may create, enlarge, change, delete, resequence, and re-order records in a file. This Editor Program can also be used to create a Source File for the Powersoft (Apple II) 6502 Assembler Program.

So that the user of the File Editor may use the files created with this program the following information must be considered. All files outputted by this program are preceeded by an Identification Record. This record is 31 bytes long. (An illustration of this record can be found at the end of this documentation.) All lines (records) in a file have a two byte line number in the first two bytes of the record and each record ends with a hex '8D'.

For ease of loading the File Editor program contains a small BASIC routine in front of it which allows the user to issue a BASIC Load statement, to load in the File Editor program, and a Run statement to start execution of the File Editor program.

The program has both File Commands and Line Commands. File Commands manipulate whole lines while Line Commands work within an individual line. File Commands may be either spelled out or abbreviated by using the first letter of the command. (i.e. ADD or A)

FILE COMMANDS

ADD Format: ADD(return) or A(return)

This command is used to append new lines to the end of an existing file or to start a new file. After the user issues this command the next available line number will be displayed. The programmer then types in the data for that line or record. The RETURN key ends the line and causes the Editor to display the next line number which is an increment of 10 or whatever the last RENUMBER command set the increment to. To get out of the ADD mode the user types in the symbol @ followed by a RETURN, on the next new line. (The symbol @ is referred to as a commercial at sign.)

CORRECT Format: CORRECT nnnn(return) or C nnnn(return)

The CORRECT command allows the user to access an individual line number. After the RETURN key is pressed the Editor will fetch the line number wanted and then display it along with the data in the line. The same number will be displayed below the line allowing you to change or correct the line. You may use the Line Commands to help change the data on the line. After the changes are made bring the cursor past the last character wanted in the line and press the RETURN key. The corrected line will now be inserted into the file replacing the old line. The Editor will then increment the line number by one and allow you to insert more lines if you wish. If no more lines are needed at that point in the file then type the @ symbol and press RETURN, when the new line number prompt appears.

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DELETE Format: DELETE *nnnn* [,*nnnn*](return) or D *nnnn* [,*nnnn*](return)

The DELETE command allows the user to remove from the file a line or a contiguous block of lines. If one line number follows the DELETE command then only that line is removed. If two line numbers are used, separated by a comma, then all lines starting with the first line number and ending with and including the last line number are deleted.

END Format: END(return) or E(return)

The END command displays the location in memory of the last line number in the file.

GET Format: GET(return) or G(return)

This command reads in from tape a previously created file. All files created by the File Editor are named files which means that when the GET command is issued the File Editor will ask you for the name of the file to be read. It will then ask for a segment number because there may be more than one file with the same name. After the segment number is entered the program will display a message telling you to start the tape recorder. The File Editor will then search the tape for the file requested. It will display the name of all files encountered before the requested file is found. Please note that if the message "NO LABEL RECORD" is displayed then one of several conditions are present. First, the file may not be on the tape. Second, a non-file Editor file was encountered. Third, there is too much noise on the tape between files thus confusing the Apple II tape read routine.

INSERT Format: INSERT *nnnn*(return) or I *nnnn*(return)

The INSERT command will insert one or more lines between two existing lines. It is advised that the file be RENUMBERed before the INSERT command is issued so that no existing lines are accidentally overlaid. This is also a good idea if the file is read into memory from tape and its line numbers are not incremented in multiples of ten. The RENUMBERing will tell the File Editor what increment is used for that file. The INSERT command will then allow only the increment minus one lines to be inserted. The INSERT command always inserts the new line(s) prior to the line number issued with the command.

LIST Format: LIST [*nnnn*][,*nnnn*](return) or L[*nnnn*][,*nnnn*](return)

This command allows the file to be displayed on the CRT. If the LIST command is used without line numbers then the whole file will be displayed. Each time the screen is full the listing will stop until a key is pressed, allowing the user to read what is displayed. When any key is pressed the screen will clear and more of the file will be displayed. If the LIST command is followed by one line number then only that line will be displayed. If the LIST command is followed by two line numbers, separated by a comma, then all lines within the range of those two numbers will be displayed.

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MOVE Format: MOVE *nnnn,nnnn[,nnnn]*(return) or M *nnnn,nnnn[,nnnn]*(return)

The MOVE command allows the user to move a line or group of lines from one part of the file to another part. After the records are moved to their new location they will be deleted from their old location. Whenever the MOVE command is issued the file will automatically be RENUMBERed. The line or group of lines represented by the second and third parameter are inserted just before the line number represented by the first parameter.

NEW Format: NEW(return) or N(return)

The NEW command clears the file area and resets the next available line number to zero (0000). When this command is issued the File Editor will ask you if the file is to be cleared, to prevent the user from accidentally wiping out a file just created and not SAVED.

PUT Format: PUT(return) or P(return)

This command writes the file in memory to tape. The File Editor will ask for the name you wish to call the file. Then it will ask which segment number is to be assigned to the File. If a file had previously been written and the File Editor has just created another File then the File Editor assumes that the same file name is to be used. If the user wishes to use a different file name he should respond with a question mark (?) when the program asks for segment number. This will cause the File Editor to ask for the new file name. When the file has been written the File Editor will ask the user to stop the tape recorder. This should be done immediately so that a large gap will not be left between Files causing possible problems when searching the tape the next time the file is to be read.

RENUMBER Format: RENUMBER *nnnn,nnnn*(return) or R *nnnn,nnnn*(return)

The RENUMBER command cause the file to be renumbered starting with the line number indicated by the first parameter added to the second parameter and incremented by the value of the second parameter. (i.e. R 5,5 will cause the file to increment by multiples of five starting with line number ten.)

WHERE Format: WHERE *nnnn*(return) or W *nnnn*(return)

This command allows the user to locate where in memory a particular line or record resides.

LINE COMMANDS

The Line Commands make changing or correcting individual lines or records fast and simple. After the CORRECT file command is issued the user may then use one or more of the following Line Commands to correct the line.

1) The first command is the \rightarrow cursor control key. When this key is pressed the cursor moves to the right and brings down to the new line the next character in the old line buffer.

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2) The second command is the ← cursor control key. When this key is pressed the cursor moves to the left and backs up to the previous character. No matter how far you back up the cursor on the screen, internally the pointer never goes beyond the beginning of the line.

3) The third command is the CTL(E). When this command is issued everything from where the cursor is to the end of the old line is copied to the new line. This command can be used to duplicate lines or records. If the user wants to duplicate previous lines just press the CTL(E) after the new line number prompt.

4) The fourth command CTL(D) will delete a character from a line each time it is used. The File Editor deletes the character at the cursor and will internally close up the field. The screen display will not change.

5) The last Line Command CTL(I) allows the user to insert characters between two existing characters. The CTL(I) command must be used before and after the characters to be inserted for example: If the user wants to change RED to READ the user would first position the cursor at the D, then press CTL(I), then type the letter A, then press CTL(I), then the user could either issue a CTL(E) or a → to redisplay the rest of the word.

It is recommended that the user experiment with all of the Line Commands in order to appreciate their power.

IDENTIFICATION RECORD

HEADER ID	FILE NAME	FILE LENGTH	FUTURE USE	SEGMENT	FUTURE USE			
HDR1								
1	4	5	24	25 26	27 28	29	30	31

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