

Ampermanager

Amper Soft & DOS Manager

by Rick Sutcliffe

Produced by:

Brian Wiser & Bill Martens



Apple PugetSound Program Library Exchange

Ampermanager: Amper Soft & DOS Manager

Copyright © 2020 by Apple Pugetsound Program Library Exchange (A.P.P.L.E.)
All Rights Reserved.

www.callapple.org

ISBN: 978-1-71672-307-0

ACKNOWLEDGEMENTS

Ampermanager was programmed by Rick Sutcliffe in 1983 and is copyright Arjay Enterprises.

This new manual is part of the A.P.P.L.E.-provided portion of the *Ampermanager* package and as such is copyright by A.P.P.L.E.. No claim to copyright over the *Ampermanager* software is created outside of those portions created by A.P.P.L.E..

The Cover and Book were designed by Brian Wiser.

PRODUCTION

Brian Wiser → Cover, Design, Layout, Editing

Bill Martens → Scanning, Editing, Disk Updates

DISCLAIMER

No part of this book may be reproduced, distributed or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without prior written permission of the publisher, except in the case of brief quotations contained in articles and reviews, and program listings which may be entered, stored and executed in a computer system, but not reproduced for publication.

Ampermanager disk images are available from the publisher: www.callapple.org. No warranty of disk images is made or implied and should be used at your own risk.

Ampermanager is an independent publication and has not been authorized, sponsored, or otherwise approved by any institution, public or private. All images are under copyright and the property of Apple Pugetsound Program Library Exchange, or as otherwise indicated. Use is prohibited without prior permission.

Apple and all Apple hardware and software brand names are trademarks of Apple Inc., registered in the United States and other countries. All other brand names and trademarks are the property of their respective owners.

While all possible steps have been taken to ensure that the information included within is accurate, the publisher, producers, and authors shall have no liability or responsibility for any errors or omissions, or for loss or damages resulting from the use of the information and programs contained herein.

About Rick Sutcliffe

Rick Sutcliffe, (a.k.a. The Northern Spy) is professor of Computing Science and Mathematics at Canada's Trinity Western University. He has been involved as a member or consultant with the boards of several communities and organizations, and participated in developing industry standards at the national and international level.

Rick has been a mainstay in the Modula-2 and A.P.P.L.E. worlds for more than 35 years. He is a co-author of the Modula-2 programming language R10 dialect. Additionally, he is a long time technology author and has written two textbooks and nine alternate history science fiction novels, one named best ePublished science fiction novel for 2003.

His columns have appeared in numerous magazines and newspapers (paper and online), and he's a regular speaker at churches, schools, academic meetings, and conferences. His "Northern Spy" column has made regular appearances in *Call-A.P.P.L.E.* magazine.

He and his wife Joyce have lived in the Aldergrove/Bradner area of British Columbia, Canada since 1972.

CONTENTS

1. Getting Started	1
2. The ASDM Applesoft Programs	3
2.1. The Executive	4
2.2. The Disk Director	4
2.3. The DOS Operator	6
2.4. Notes (for all three programs)	7
3. Ampermanager Introduction	9
4. Shorthand Applesoft Commands	11
4.1. Screen Utilities	11
4.2. The Lower Case Utility	12
4.3. Miscellaneous Utilities	14
5. Definitions of Conventions	15

6. ASDM Applesoft Utilities	17
6.1. & WAIT (wait a specified amount of time)	17
6.2. & BEEP (beep the Apple's speaker)	18
6.3. & \$ (output a hex number in decimal)	18
6.4. & % (output a decimal number in hex)	18
6.5. & FIX (Redbook fix to the stack).....	18
6.6. & SWAP (swap two variables)	18
6.7. & MOVE (copy a string from a specified address)	18
6.8. & REV (reverse a string)	19
6.9. & LET (string substitution).....	19
6.10. & LET (create new string descriptor)	20
6.11. & LET (set variable to a 2-byte integer)	20
6.12. & LET (set variable to contents of memory)	20
6.13. & LET (perform substring search)	21
6.14. & GOTO (GOTO a variable)	21
6.15. & GOSUB (GOSUB a variable)	21
6.16. & INPUT (input with commas and colons).....	21
6.17. & CRT (convert string format).....	22
6.18. & CRTP (change case of strings).....	23
6.19. & POKE (modified POKE command)	24
6.20. & CALL (modified CALL command).....	24
6.21. & G (force garbage collection).....	25
6.22. & LL (long list).....	25
6.23. & L (condensed list).....	25
6.24. & LF (formatted list).....	25
6.25. & RESTORE (RESTORE to a line).....	26

7. The Extended PRINT Statement	27
7.1. Literal Printing	27
7.2. Repeat Printing	28
7.3. Screen Management	29
7.4. Decimal to Hex Printing.....	29
7.5. Printing Contents of Memory	29
7.6. Clear Screen Print	30
7.7. IN#\$ (substring search in PRINT statement)	30
7.8. Print Using (user formatting)	30
 8. Printer Utility.....	 35
 9. DOS Catalogs	 37
9.1. &C – Catalog	37
9.2. &CD – Catalog Deleted Files	37
9.3. &CC – Continuous Catalog	37
9.4. &CE – Extended Catalog.....	37
9.5. &FRE – Print Free Sectors.....	38
 10. ASDM DOS Utilities.....	 39
10.1. & RELETE (undelete a file)	39
10.2. & SWIRD	39
10.3. &DR – Switch Drives.....	39
10.4. &B – Length and Location of Last BLOAD	40
10.5. & GETB (Get a buffer from DOS)	40
10.6. & READ (Read data into a buffer)	40
10.7. & WRITE (Write data to disk from memory)	40

10.8. & OPEN (Open a file on disk)	40
10.9. & INIT (Initialize a diskette)	41
10.10. & FMTDSK (Format without DOS or Directory)	41
10.11. & PUTD Greeting program string expression	41
10.12. & PUTV (Create a new VTOC)	41
10.13. & PUTC (Create a new CATALOG)	41
10.14. & SCAN (Scan for bad sectors)	42
10.15. & DX (Disconnect DOS)	42
10.16. & D (Reconnect DOS)	42
10.17. & TYPE (Print a text file)	42
Notes	43
Examples	45

11. Memory Utilities

11.1. & DUMP (Dump data to the screen)	47
11.2. & ZAP (Change memory)	49
11.3. & REG (Display the contents of register memory)	50

12. Management Facilities

12.1. Automatic	51
12.2. Cold-start	52
12.3. Warm-start	52
12.4. Semi-automatic	52
12.5. Repeat	54

13. Defaults	55
14. Appendix 1	57
14.1. Alternate Initialization Schemes	57
14.2. Summary of Starting Options	58
15. Appendix 2	61
15.1. Lower Case Mode Commands	61
15.2. Additional Arrow Functions	62
15.3. Special Characters	63
16. Memory Usage	65
17. Command Parser	67
18. Error Messages	69
19. Index of Commands	71